

# DiverMate 3 user manual

The DiverMate 3 is an instrument which can be used to retrieve the data from the Diver in the field. The Diver must be connected to a DiverDataCable. The DiverMate 3 is connected to the DiverData-Cable upon which the data will automatically be downloaded.

This data is stored on a 2 gigabyte memory card (miniSD) inside the DiverMate 3. The memory card can be removed from the DiverMate 3 to insert it into a card reader of a PC. Data can also be read by connecting the DiverMate 3 with the supplied USB cable to a PC. Upon connection the NiMH battery inside the DiverMate 3 will also be charged.

## Knowing the DiverMate 3

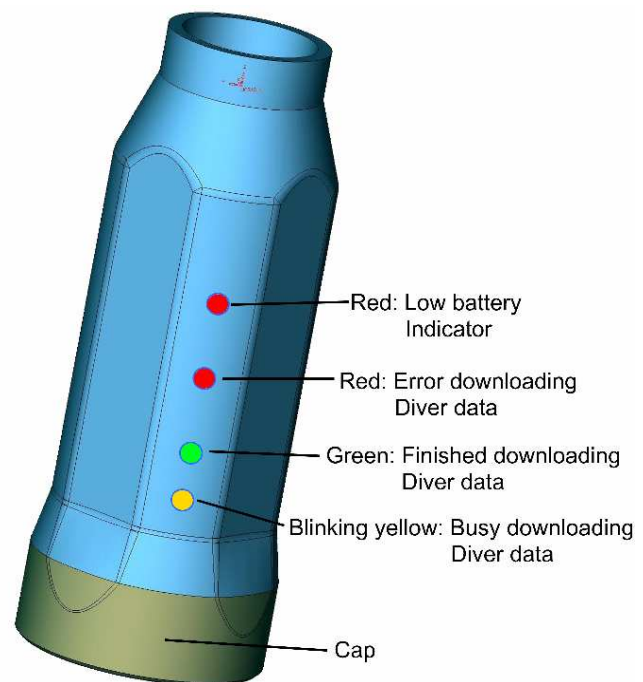
The DiverMate 3, see the figure on the right, consists of 3 parts:

- the main body;
- the cap;
- the memory card.

Two times 8 lights (LEDs) are integrated on both sides of the main body. Their function is indicated in the figure below.

The cap can be removed from the main body. This will allow the connection of the USB cable and removal of the memory card. Under the cap are two more lights:

- yellow indicating data is being transferred over the USB port;
- red indicating the battery is being charged.



## Using the DiverMate 3

Use the instrument as follows:

- Put the cap on the DiverMate 3 to keep it waterproof.
- Connect the DiverMate 3 to the DDC (DiverDataCable). The DiverMate 3 will recognize it is connected to a Diver and will start reading the data (yellow light blinking). Do not disconnect the DiverMate 3 as long as data is read.
- The green light will be turned on when all data was read from the Diver without errors.
- The red light will be turned on:
  - if an error occurred during data download or
  - if the DiverMate 3 is disconnected during reading or
  - if the memory card is not inserted in the DiverMate 3.

The lights will be switched off if the DiverMate 3 is disconnected from the DDC.

## Data storage

The data of the Diver is stored on a miniSD memory-card which is provided with the DiverMate 3. The data is stored in the format *serno-xx.DAT* using the serial number of the Diver (*serno* = 5 characters) and a sequence number (*xx* = 01 to 99) as file name. The extension is DAT (example: 12767-

01.DAT). The sequence number is used in case there was already data of the Diver stored on the memory card.

If data was not properly downloaded it will be stored in the format *serno-xx.ERR* (example 32196-01.ERR).

When the DiverMate 3 is connected to the PC (using the provided USB-cable) it will act as a USB-memory stick. With explorer you can copy the DAT-files to your PC and import the DAT-files into Diver-Office or LDM.

## **Battery**

With a full charged battery many Divers can be read. The battery is charged when connected to the PC with the USB cable. The red light next to the mini USB-connector indicates charging. When the red light is off the battery is fully charged.