TROUBLESHOOTING

Troubleshooting

Fault	Potential Causes	Action Required
Cell output display flashing "Pb" continuously (no water flow)	 Pump, blocked, turned off or disconnected Valves closed Gas sensor wire at cell disconnected 	 Ensure pump is on and no flow obstructions Ensure correct valves are open Reconnect sensor wire at cell
Low salt indicator flashing	 Salt/mineral level in pool has dropped too low Pool water temperature is low Cell has calcified Cell has failed 	 Take sample of water to pool shop and check salt/mineral level. Add salt/minerals as recommended Add salt/minerals and reduce chlorinator output until the water is warmer Ensure cell is clean
High salt indicator flashing	• Too much salt/minerals has been added to the pool	 Take a sample to your local pool shop to confirm salt/ minerals levels and remove and replace water as required
No display	 No mains power Mineral Swim control unit plug removed from power point Mineral Swim control unit fuse blown Unit is turned off 	 Ensure there is mains power available Ensure Mineral Swim control unit is plugged into power point and it is turned on Check fuse condition and contact technician if blown Ensure manual mode and sanitation are switched on
Low/no chlorine	 Insufficient run times Incorrect cell production setting Low/high salt/mineral levels Loose connections at the cell (red & black) Water chemistry 	 Adjust run times to allow more production Increase cell production Check/adjust salt/mineral levels to be within required range Disconnect leads, then reconnect leads firmly Take water sample to pool shop
Ozone run indicator not illuminated	Water chemistry issueLED failedOzone module failed	 Take water sample to pool shop Contact Maytronics authorised technician
Cell output flashing "OL"	 Possible short circuit in cell (debris) Extremely high salt/mineral levels 	Remove cell and check for any debris and cleanCheck and adjust salt/mineral levels
Water dripping out of drain valve (flooded systems)	• Teflon check valve has failed	Replace Teflon check valve