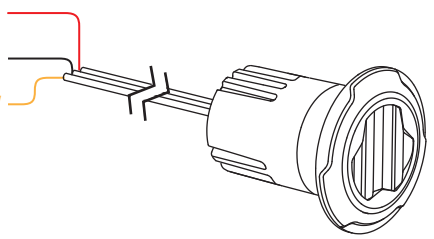


LED FLUSH MOUNT KIT USER MANUAL

WIRING

- To +VDC (fuse @ 1A) **RED**
- To -Chassis Ground **BLACK**
- For Synchronization and Flash Pattern.....**YELLOW**
- Connect **YELLOW** wires of multiple lightheads together for synchronization (All heads should be set at the same Flash Pattern)



OPERATION

For Simultaneous or Alternating Flash:

1. Apply +VDC to **RED** and **YELLOW** wires simultaneously to enter Grouping mode; lighthead will display short (single or double) flash:
 - Single flash = Group1
 - Double flash = Group2
2. Remove **YELLOW** wire from +VDC then momentarily apply +VDC to change Groups:
 - Heads of the same Group will flash together.
 - Heads of different Groups will flash alternately.
3. Save and Exit the Grouping Mode by powering off the lighthead.

For Flash Patterns:

Momentarily apply +VDC to **YELLOW** wire:

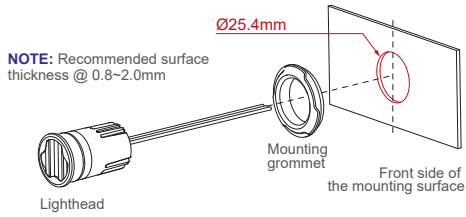
- once for next pattern
- quick three times for FP#1

NOTE: This unit may not be factory set at FP# 1.

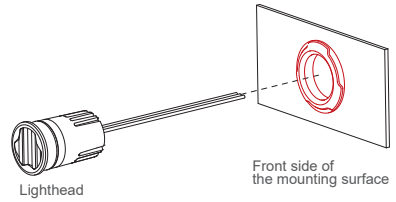
FLASH PATTERNS	
1	Double [R65]
2	Single [2Hz]
3	Triple [2Hz]
4	Quad [2Hz]
5	Random
6	Steady
7	Single [SAE] [CA13]
8	Mega [SAE]
9	Double [SAE]
10	Triple [SAE]
11	Quad [SAE]
12	Quint [SAE]
13	Ultra [SAE]
14	Single-Quad
15	Single H/L
16	Singe-Triple-Quint

INSTALLATION - FLUSH MOUNT

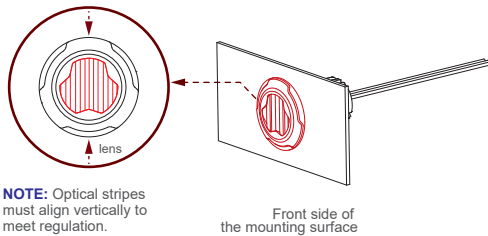
- 1** Select a mounting location and drill an 1" (25.4mm) cut-out.



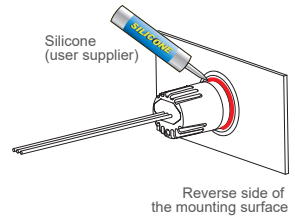
- 2** From the front, install the MOUNTING GROMMET onto the cut-out, and insert the LIGHTHEAD.



- 3** Ensure that the optical stripes are aligned vertically.

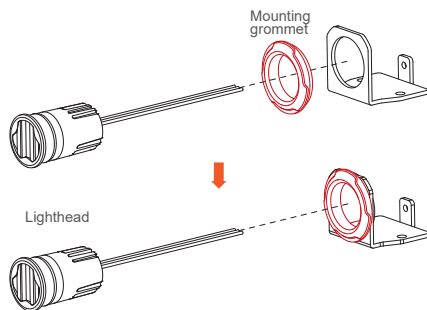


- 4** Where necessary, apply silicone around the reverse side to prevent from rotating.

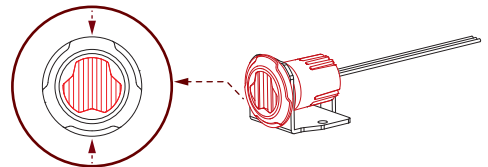


INSTALLATION - BRACKET MOUNT (sold-separately)

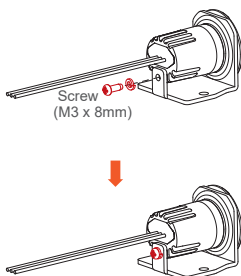
- 1** From the front, install the MOUNTING GROMMET onto the BRACKET, and insert the LIGHTHEAD.



- 2** Ensure that the optical stripes are aligned vertically.



- 3** Secure the LIGHTHEAD onto the BRACKET with a screw.



- 4** Secure the BRACKET onto the desired mounting surface with screws.

