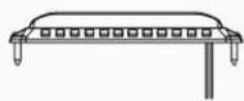


Installation and Operational Guide

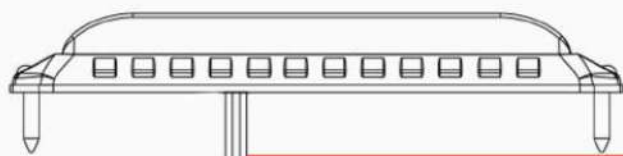
A.) MOUNTING DIAGRAM



126mm L * 27mm W * 21mm H



B.) WIRING DIAGRAM



Red wire = Positive, ON/OFF 1

Blue wire = Positive, ON/OFF 2

Yellow wire = Flash pattern Changer / Reset
Sync
Master & Slave mode Changer

Black wire = Negative, Ground

C.) FUNCTION

1). Activate the lighthouse

The **Red (+)** or **Blue (+)** wire to Positive and the black (-) wire to Negative
Please note that ON/OFF 2 over rides ON/OFF 1.

2). Flash pattern changer

Momentarily connect the **Yellow wire** to Positive to cycle through the 17 flash patterns.

3). Master & Slave mode

Connect the **Yellow wire** to Positive more than 3 second to cycle through master or slave mode. If time more than 6 second, the Flash pattern will be Reset to Flash 1 pattern.
Note: master mode color 1 bright. slave mode color 2 bright.

4). Sync or Alternate (two or more lighthouses)

Connected the **Yellow wire** together and all light flash in the same pattern.

Synchronization: **Master** <---> **Master**
Slave <---> **Slave**

Alternate: **Master** <---> **Slave**

D.) FLASHING PATTERN LIST

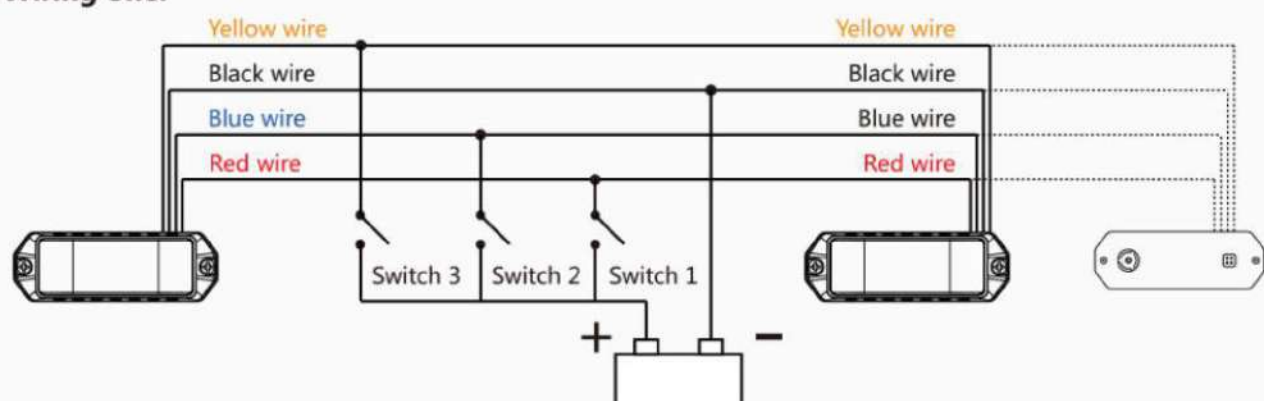
Color 1 alone	Color 2 alone	ALL (color 1 & 2)
1. Color 1 Steady On	2. Color 2 Steady On	
3. Color 1 Single	4. Color 2 Single	
5. Color 1 Double	6. Color 2 Double	
7. Color 1 Triple	8. Color 2 Triple	
9. Color 1 Quad	10. Color 2 Quad	
11. EU-Quad 1	12. EU-Quad 2	
		13. Color 1&2 Single
		14. Color 1&2 Double
		15. Color 1&2 Triple
		16. Extreme Action flash
		17. Extreme warp flash

D.) WIRING EXAMPLES & INSTRUCTIONS

NOTE:

1. Light in master mode "Sync" with light in master mode.
 2. Light in master mode "Alternately" with light in slave mode.
 3. Light in slave mode "Sync" with light in slave mode.
 4. Must change the mode before Yellow wire connection together.
 5. Either "Sync" or "Alternately" must be in the same Flash Pattern.
- Can use Yellow wire to reset the flash, then two or more lights be in same Flash Pattern.
6. In Wiring one, Switch 2 covered with Switch 1.

Wiring one:



Wiring two:

