## Surface Mount

To Chassis Ground: ....BLACK

To +VDC (fuse @ 3A) for Memory2 $\qquad$ .RED To +VDC (fuse @ 3A) for Memory1 $\qquad$ ..WHOTE For Synchronization \& Function selection ...YELLOW

NOTE: RED wire has priority over WNHTE wire when both wires are activated.


## Operation

This lighthead is designed with 2 sets of memory to allow instant switch between 2 pre-set flash patterns with a simple switch of a button (user-supplied). Connect BLACK wire to Ground, and apply +VDC to WIHITE wire to activate Memory1 or to RED wire to activate Memory2.

## Step 1

a. Activate Memory1 by applying +VDC to WWITR wire.
b. While WNTRTE wire is activated, momentarily apply +VDC to YELLOW wire:

- once for <1 second for next flash pattern.
- quickly three times for reset to default.


Warning


Steady \& Warning


Full Steady

| Function | FP\# | Flash Pattern |  |
| :---: | :---: | :--- | :---: |
|  | 1 | Double (default) | R65 |
|  | 2 | Single | 2 Hz |
|  | 3 | Triple | 2 Hz |
|  | 4 | Quad | 2 Hz |
|  | 5 | Random | - |
|  | 6 | Single | SAE |
|  | 7 | Double | SAE |
|  | 8 | Quad | SAE |
|  | 9 | Quint | SAE |
|  | 10 | Mega | - |
|  | 11 | Ultra | - |
|  | 12 | Single-Quad | - |
|  | 13 | Single H/L | - |
| Steady \& Warning | 14 | Steady\&Warning | - |
| Full Steady | 15 | Full Steady | - |

## Step 2

## Select Mode

a. While WInlTE wire is activated, apply +VDC to YELLOW wire for $>3$ seconds to enter Mode setting.
b. Once in Mode setting, lighthead will display dim slow pulses based on its Mode and Group (single or double pulses respectively).
c. Momentarily apply +VDC to YELLOW wire for <1 second for next Mode. (refer to Mode charts).
d. Momentarily apply +VDC to YELLOW wire quickly 3 times within 1 second to reset to Mode1.
e. When desired mode is selected, apply +VDC to YELLOW for $>3$ seconds or disconnect all power to exit Mode setting.
f. To configure Memory2, apply +VDC to RED wire and repeat the above steps $A$ \& $B$.


Warning

NOTE: For mutiple lighthead installation, heads in the same Group flash together. [G1] Heads alternate with [G2] Heads. For synchronization all YELLOW wires must be connected together, and set at the same Flash Pattern.

| Mode |  | Warning Effect |
| :---: | :---: | :---: |
| (1) | All (single pulse) | $\Rightarrow$ All [G1] |
| (2) | All (double pulse) | $\Rightarrow$ All [G2] |
| (3) | Split (single pulse) | $\Rightarrow$ Split [G1] |
| 4 | Split (double pulse) | $\Rightarrow$ Split [G2] |
| 5 | Top (single pulse) | $\Rightarrow$ Top only [G1] |
| 6 | Top (double pulse) | $\Rightarrow$ Top only [G2] |
| 7 | Bottom (single pulse) | $\stackrel{\square}{\square}$ Bottom only [G1] |
| 8 | Bottom (double pulse) | $\triangle$ Bottom only [G2] |
| All = Top \& Bottom simultaneous $\quad[\mathrm{G} 1]=$ Group1 $\quad[\mathrm{G} 2]=$ Group2Split = Top \& Bottom alternating |  |  |



Steady \& Warning


Full Steady

| Mode |  | Steady\&Warning Effect |
| :---: | :---: | :---: |
| (1) | All (single pulse) | $\Rightarrow$ Top Steady \& Bottom Double Flash [G1] |
| 2 | All (double pulse) | $\Rightarrow$ Top Steady \& Bottom Double Flash [G2] |
| 3 | Split (single pulse) | $\Rightarrow$ Bottom Steady \& Top Double Flash [G1] |
| 4 | Split (double pulse) | $\stackrel{y}{\square}$ Bottom Steady \& Top Double Flash [G2] |
| 5 | Top (single pulse) | $\stackrel{\square}{\square}$ Top Steady \& Bottom Quad Flash [G1] |
| 6 | Top (double pulse) | $\stackrel{\square}{\square}$ Top Steady \& Bottom Quad Flash [G2] |
| 7 | Bottom (single pulse) | $\Rightarrow$ Bottom Steady \& Top Quad Flash [G1] |
| 8 | Bottom (double pulse) | $\stackrel{\square}{\square}$ Bottom Steady \& Top Quad Flash [G2] |

All = Top \& Bottom simultaneous Split = Top \& Bottom alternating
[G1] = Group1 [G2] = Group2

| Mode |  | Full Steady Effect |
| :---: | :---: | :---: |
| (1) | All (single pulse) | $\Rightarrow$ All high power |
| (2) | All (double pulse) | $\stackrel{\square}{ }$ All low power |
| 3 | Split (single pulse) | $\stackrel{\rightharpoonup}{\square}$ All high power |
| 4 | Split (double pulse) | $\stackrel{\square}{\square}$ All low power |
| 5 | Top (single pulse) | $\stackrel{\text { Top high power }}{ }$ |
| 6 | Top (double pulse) | $\stackrel{\square}{\square}$ Top low power |
| 7 | Bottom (single pulse) | $\Rightarrow$ Bottom high power |
| 8 | Bottom (double pulse) | $\xrightarrow[\square]{\square}$ Bottom low power |

All = Top \& Bottom simultaneous
Split $=$ Top \& Bottom alternating

## Examples

## Example Configuration\#1:

I would like Memory1 to be Full Steady (All low power), and
Memory2 to be split Ultra flash (Top row LEDs alternate Bottom row LEDs).

1. Activate WMITR wire and select FP\#15.
2. Enter Mode setting and select Mode\#2.
3. Activate RED wire and select FP\#11.

4. Enter Mode setting and select Mode\#3 (or Mode\#4).

## Example Configuration\#2:

I would like Memory1 to be Top Steady \& Bottom Double Flash, and Memory2 to be All Ultra flash.

1. Activate WMITre wire and select FP\#14.
2. Enter Mode setting and select Mode\#1 (or Mode\#2).
3. Activate RED wire and select FP\#11.
4. Enter Mode setting and select Mode\#1 (or Mode\#2).


## Quick reference chart

| Qulck reference chart |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Mode (1) | Mode 2 | Mode 3 | Mode 4 | Mode 5 | Mode 6 | Mode 7 | Mode 8 |
|  | 1 | All Double R65 [G1] | All Double R65 [G2] | Split Double [G1] | Split Double [G2] | Top Double [G1] | Top Double [G2] | Bottom Double [G1] | Bottom Double [G2] |
|  | 2 | All Single 2Hz [G1] | All Single 2Hz [G2] | Split Single [G1] | Split Single [G2] | Top Single [G1] | Top Single [G2] | Bottom Single [G1] | Bottom Single [G2] |
|  | 3 | All Triple 2Hz [G1] | All Triple 2Hz [G2] | Split Triple [G1] | Split Triple [G2] | Top Triple [G1] | Top Triple [G2] | Bottom Triple [G1] | Bottom Triple [G2] |
|  | 4 | All Quad 2Hz [G1] | All Quad 2Hz [G2] | Split Quad [G1] | Split Quad [G2] | Top Quad [G1] | Top Quad [G2] | Bottom Quad [G1] | Bottom Quad [G2] |
|  | 5 | Random | Random | Random | Random | Random | Random | Random | Random |
|  | 6 | All Single [G1] | All Single [G2] | Split Single [G1] | Split Single [G2] | Top Single [G1] | Top Single [G2] | Bottom Single [G1] | Bottom Single [G2] |
|  | 7 | All Double [G1] | All Double [G2] | Split Double [G1] | Split Double [G2] | Top Double [G1] | Top Double [G2] | Bottom Double [G1] | Bottom Double [G2] |
|  | 8 | All Quad [G1] | All Quad [G2] | Split Quad [G1] | Split Quad [G2] | Top Quad [G1] | Top Quad [G2] | Bottom Quad [G1] | Bottom Quad [G2] |
|  | 9 | All Quint [G1] | All Quint [G2] | Split Quint [G1] | Split Quint [G2] | Top Quint [G1] | Top Quint [G2] | Bottom Quint [G1] | Bottom Quint [G2] |
|  | 10 | All Mega [G1] | All Mega [G2] | Split Mega [G1] | Split Mega [G2] | Top Mega [G1] | Top Mega [G2] | Bottom Mega [G1] | Bottom Mega [G2] |
|  | 11 | All Ultra [G1] | All Ulitra [G2] | Split Ulitra [G1] | Split Ultra [G2] | Top Ultra [G1] | Top Ultra [G2] | Bottom Ulitra [G1] | Bottom Ulitra [G2] |
|  | 12 | All Single-Quad [G1] | All Single-Quad [G2] | Split Single-Quad [G1] | Split Single-Quad [G2] | Top Single-Quad [G1] | Top Single-Quad [G2] | Bottom Single-Quad [G1] | Bottom Single-Quad [G2] |
|  | 13 | All Single H/L [G1] | All Single H/L [G2] | Split Single H/L [G1] | Split Single H/L [G2] | Top Single H/L [G1] | Top Single H/L [G2] | Bottom Single H/L [G1] | Bottom Single H/L [G2] |
|  | 14 | Top Steady \& Bottom Double Flash [G1] | Top Steady \& Bottom Double Flash [G2] | Bottom Steady \& Top Double Flash [G1] | Bottom Steady \& Top Double Flash [G2] | Top Steady \& Bottom Quad Flash [G1] | Top Steady \& Bottom Quad Flash [G2] | Bottom Steady \& Top Quad Flash [G1] | Bottom Steady \& Top Quad Flash [G2] |
|  | 15 | All High power | All Low power | All High power | All Low power | Top High power | Top Low power | Bottom High power | Bottom Low Power |

[G1] = Group1 $\quad[\mathrm{G} 2]=$ Group2
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