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70393 RevC - OL4 Manual

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## Warnings and Precautions

The following symbols indicate important safety warnings and precautions throughout this manual. They are defined as follows:



**WARNING** indicates that serious bodily harm or death may result from failure to adhere to the precautions.



**CAUTION** indicates that damage to equipment may result if the instructions are not followed.



**NOTE** suggests optimal conditions under which the equipment will operate effectively and safely, or provides additional information to the reader.

## Regulatory Information

This Class [B] digital apparatus complies with Canadian ICES-003.



Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. Installation work must be done by a qualified person(s) in accordance with all applicable local codes and standards.

Equipment shall be positioned outside the 5m vicinity of a compass as per ISO 694.



## Safety and Usage Precautions



The OL4 battery pack contains lead, lead compounds and other compounds known to the State of California to cause cancer and reproductive harm. Please handle with care and wash your hands thoroughly after handling the battery pack.



Charge your OL4 battery pack periodically. Permanent damage and reduced capacity will result if the battery pack is not correctly maintained.

OL4s that have been stored will usually require a top-up charge before they are put into service. The most accurate battery pack health status reading is obtained when the OL4 has been in a dark location and in off mode for at least 24 hours.

## Warranty Disclaimer

**NOTE**

This manual will familiarize you with the features and operation standards of Flash Technology's OL4 lantern. Failure to comply with the use, storage, maintenance, installation or placement instructions detailed in this manual could void the applicable user warranty.

## Introduction

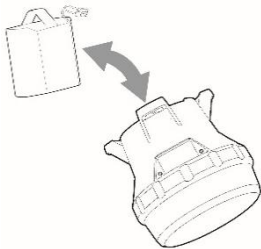
### OL4 Applications

The OL4 hazard marker is a rugged, multi-purpose light for marking barricades, fencing, entranceways and ground hazards at industrial sites, construction areas and other hard-to-access locations.

### Common Features and Functionality

The OL4:

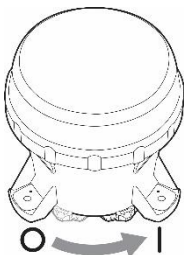
- Is a self-contained, high-performance, low-maintenance and easy-to-install solar-powered light source.
- Is programmed for geographical location to optimize output and prevent a user from potentially damaging the product.
- Is suitable for a range of hazard marking applications.
- Is durable and reliable with double o-ring sealing.
- Offers dusk-to-dawn operation with programmable transition levels.
- Features a replaceable battery pack.



- Has a removable bottom cover for accessing the On-Board User Interface (OBUI).
- Has an efficient optical design.
- Has over 250 user-programmable flash patterns.
- Has four different user interfaces:
  1. On Board User Interface (OBUI)



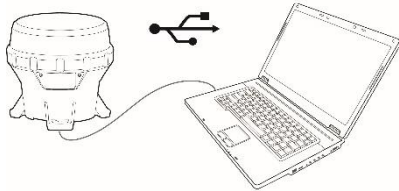
2. On/off switch (optional)



3. Infrared programmer (optional)



4. Flash Technology device manager software via USB cable

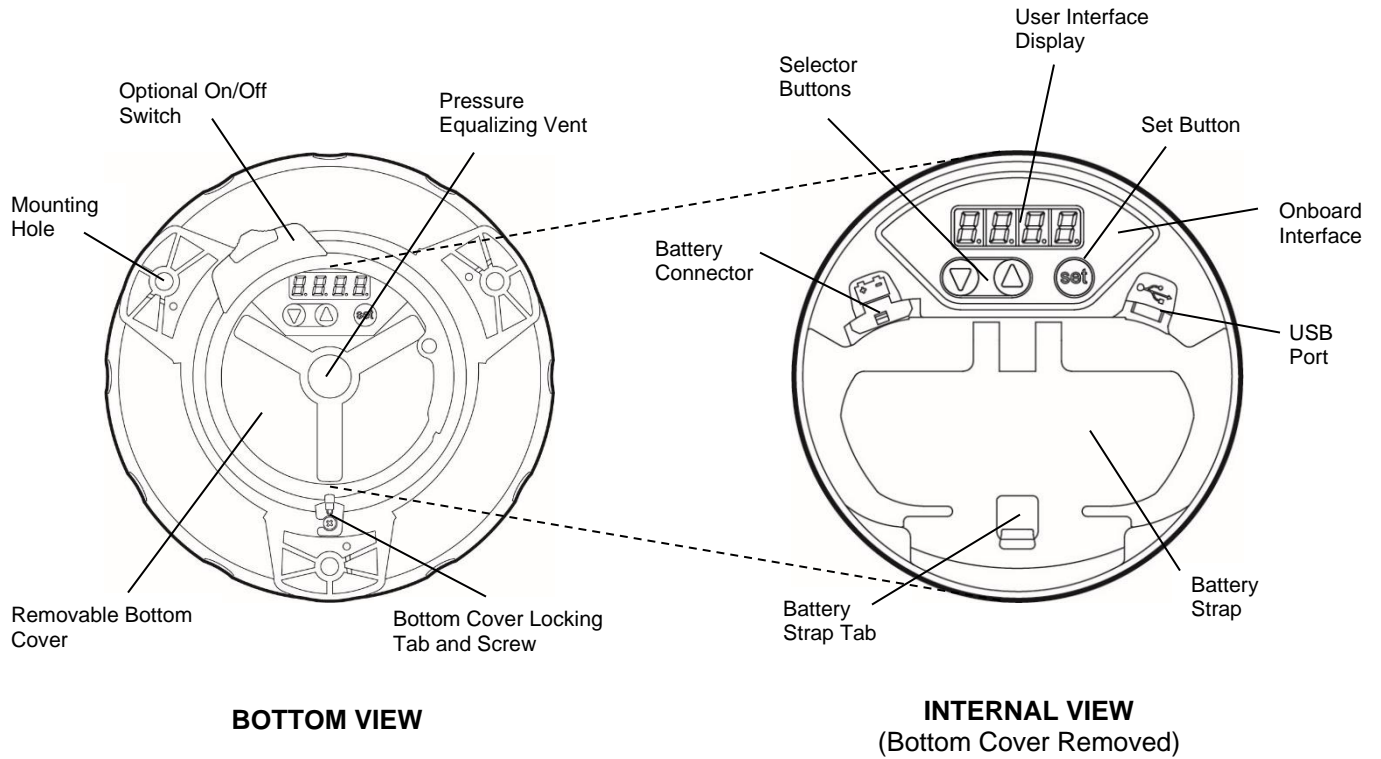
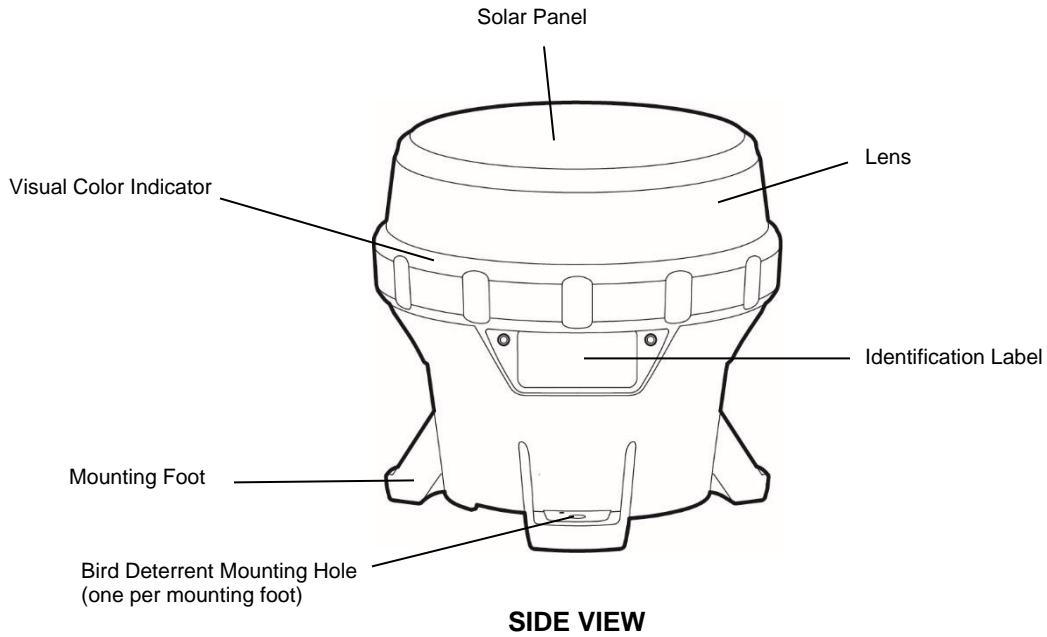


- Has multiple layers of programmable password protection.
- Is available in red, green, yellow, white and blue LED output colors.
- Is designed in accordance with the European Union's guidelines for the Restriction of Hazardous Substances in electronic equipment (RoHS).





**OL4 Parts Description**

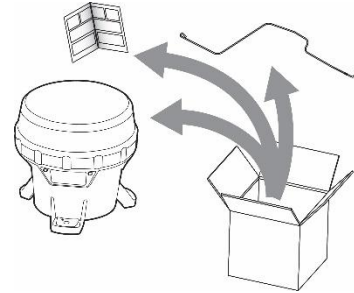


## Getting Started

### What's In the Box

The OL4 ships in a small cardboard box. Each box contains:

- 1 OL4 light
- 1 bird deterrent
- 1 illustrated quick start guide



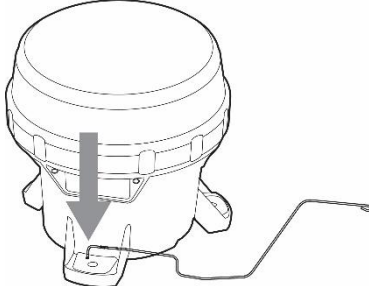
**NOTE**

The OL4 user manual (this document) is shipped independently of the OL4. It is also available for download on [flashtechology.com](http://flashtechology.com).

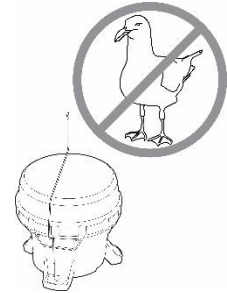
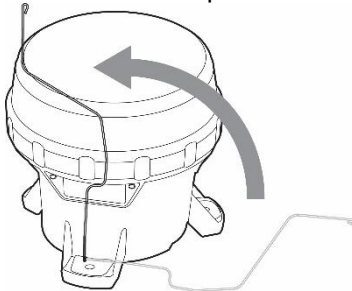
### Installing the Bird Deterrent

Included with each OL4 is one bird deterrent. If bird fouling of the OL4 is a concern in your installation environment, install the bird deterrent as follows:

1. Insert the short L-shaped end through the small hole in the top of one of the OL4 mounting feet.

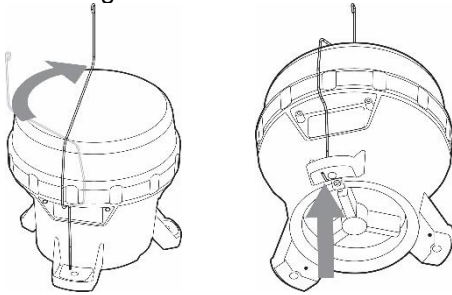


2. Rotate the wire upwards 90 degrees until it is in the upright position.





3. Twist the bird deterrent clockwise until the L-shaped end snaps into the groove on the bottom of the mounting foot. The bird deterrent extends over the top of the OL4 to prevent birds from landing on the OL4.



**NOTE**

The OL4 can be fitted with up to three bird deterrents.

### On/Off Switch (Optional)

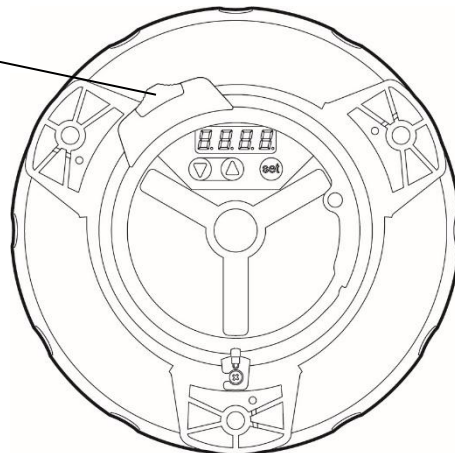
The OL4 is available with an optional on/off switch which is located on the OL4's bottom cover. The on/off switch allows you to:

- Shut off the LEDs (while allowing the OL4 to continue charging).
- Activate standard on (dusk-to-dawn) or fog mode.
- Initiate a status report without having to remove the bottom cover.
- When switched off the OL4 remembers its flash code, intensity and other settings.

**NOTE**

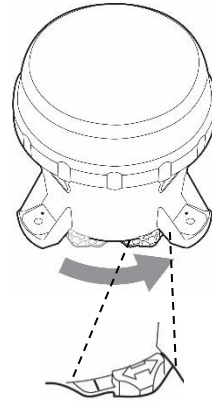
With the switch in the off position, the OL4's LED will not turn on and it will not respond to commands from the IR remote. The OL4 will charge its battery pack when exposed to sunlight, regardless of the position of its switch.

Optional On/Off Switch

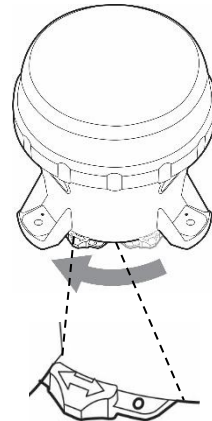


The switch has 2 positions: **on (I)** and **off (O)**.

1. To put the switch in the on position, slide the switch to the right until it snaps into position. In the on position, an “I” symbol is visible on the switch.



2. To put the switch in the off position, slide the switch to the left until it snaps into position. In the off position, an “O” symbol is visible on the switch.



**NOTE**

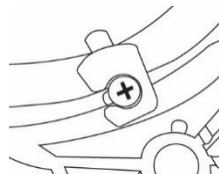
Removing the bottom cover is equivalent to placing the switch in the on position.

## Bottom Lock Cover

You can lock or unlock the OL4 bottom cover by tightening or loosening the locking screw from the tab on the bottom cover. Tightening the screw renders the bottom cover tamper-proof when it is installed against a flat surface using security fasteners.

**NOTE**

Loosen the screw to unlock the bottom cover; it does not need to be fully removed.



## Operation

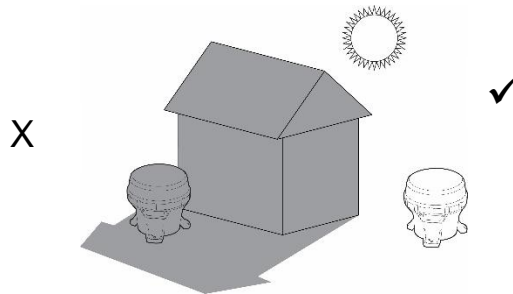
### Choosing an Installation Location

**NOTE**

Full solar exposure is critical to the OL4's long-term performance. Ensure that the installation location has year-round, unrestricted sun exposure throughout the day.

#### Choose a Sunny Location

The sun is lower on the horizon during the winter. Because the angle of the sun changes with the seasons, you must be aware of obstructions such as trees, buildings and mountains that do not shade the OL4 during the summer may shade it during the winter. Choose your installation location very carefully to prevent this situation, because shade dramatically reduces the ability of the OL4 to charge its battery pack.

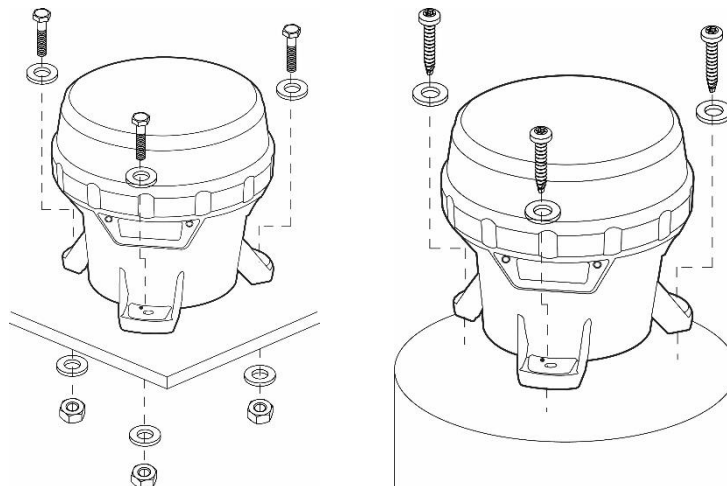


#### Cooler is Better

The OL4 battery pack lasts longest if you can minimize its exposure to high temperatures. Choose a location that is away from hot, dark colored surfaces, like asphalt or black steel plate. Flash Technology offers mounting kits that can help reduce the temperature of your battery packs, allowing longer replacement intervals.

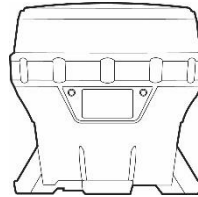
### Installing the OL4

The OL4 has 3 mounting feet with holes for ¼" (M6) fasteners (fasteners are optional). The 3 holes are 120° apart with a bolt circle diameter of 5.9" (150 mm). You can use these holes to mount the OL4 to a variety of surfaces.





Ensure the mounting surface is flat and level. The surfaces in contact with the 3 mounting feet must be flat to within 0.120" (3 mm) of one another or the OL4 chassis could twist when tightened down.



Torque the mounting fasteners to a minimum of 4 ft-lb (5.4 N-m).



Flash Technology offers a variety of OL4 mounting kits available. Please contact your sales representative for more information on purchasing one of these kits.

## Configuring the OL4

### Methods

You can program the OL4 using:

- The onboard user interface (OBUI). Refer to the following section for detailed information about using the OBUI. Note that you must remove the bottom cover to access the OBUI buttons.
- The Flash Technology device manager software. Detailed information about using the device manager software is located in Appendix A. Note that you must remove the bottom cover to access the USB port and use the software.

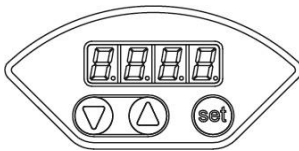
**NOTE**

A distributor typically uses the Flash Technology device manager software to configure your OL4. Using the device manager software, the distributor can program a configuration, set the installation location environmental parameters, change passcodes, update firmware, etc.

You can perform some basic configuration using:

- The optional on/off switch. You do not have to remove the bottom cover to use the on/off switch.
- The optional Infrared Programmer (IR remote). Detailed information about using the IR remote is located in Appendix B. You do not have to remove the bottom cover to use the IR remote.

### Onboard User Interface

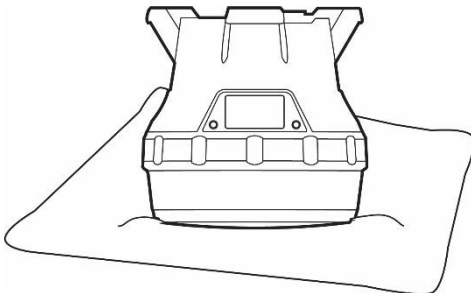


You can use the onboard user interface (OBUI) to configure many of the light's parameters and features. To use the OBUI to configure the OL4, first remove the bottom cover.

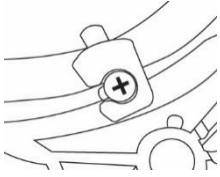
#### Removing the Bottom Cover

Removal of the bottom cover is required to configure the OL4 using the OBUI.

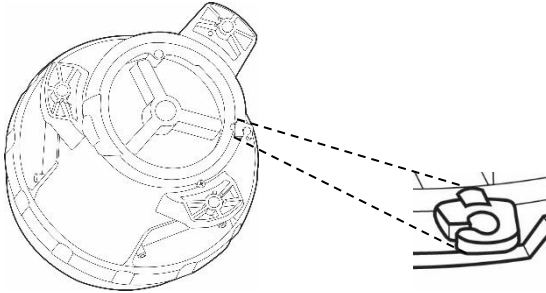
1. Turn the OL4 upside down and place it on a soft cloth (to avoid scratching the housing).



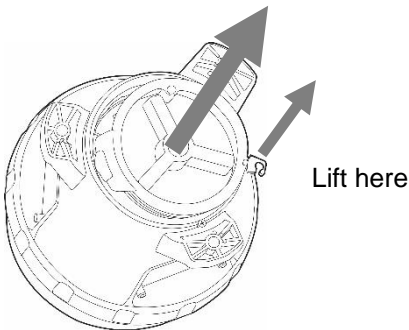
2. Locate and turn the locking screw counter-clockwise to allow the locking tab to clear the screw head (you do not have to remove the locking screw).



- Secure the OL4 so it won't move, and then firmly twist the bottom cover counter-clockwise until it stops.



- Lift the cover out by pushing up on the protruding locking tab. You now have access to the OBU buttons or the USB connector port (for using the Flash Technology device manager software). This is also the first step when replacing the battery pack.



## Status Report

After you remove the bottom cover, you can use the OBU to query the status of various OL4 parameters (without editing them) by pressing and briefly holding one of the 3 buttons under the display.

The display then reports the following parameters:

- batt: Battery pack health status
- FLSH: Programmed flash code
- Int: Programmed effective intensity (in candela)
- ALC: Automatic Light Control (ALC) state - on or off
- Date: Current date
- Info: Programmed firmware version
- Lat: Programmed latitude setting
- Long: Programmed longitude setting

After the parameters have finished scrolling, "hold set to edit" will appear on the display. The display will then repeat the status report, finishing with "hold set to edit." The display will then turn off.

**NOTE**

By pressing the up/down arrow buttons, you can scroll through the parameters at your own pace. The display will turn off after 60 seconds of button inactivity.



## Editing Parameters

To edit any of the parameters, press and hold the set button for approximately one second. After entering the passcode (see the next section), you will be able to edit parameters as described in the sections that follow.

**NOTE**

For models equipped with the optional external switch, moving the switch from the off to the on position will initiate a status report. A status report will also result if the switch is in the off position and the bottom cover is removed.

## Entering the Passcode

Before you can edit any of the OL4's parameters, you must enter a passcode. The default passcode is 753.

To enter the passcode:

1. Press and hold the set button for approximately one second. The words "pass code" briefly display on the OBUI followed by 3 zeroes with the left zero flashing. The display is prompting you to enter the passcode beginning with the first digit.
2. Enter 753 on the display. Use the arrow buttons to change the number and press the set button briefly to advance to the next digit.
3. When 753 displays, press and hold the set button again for approximately one second. 753 flashes quickly to indicate that you have successfully entered the passcode and are now logged in to the OBUI. Use the arrow buttons to scroll through the editable fields.

**NOTE**

You can change the passcode using the Flash Technology device manager software (Appendix A). This is recommended to improve OL4 security.

**NOTE**

If you do not edit any of the settings, the OBUI exits the edit mode after 2 minutes. Your Flash Technology distributor can also configure the OL4 so that entering a passcode is not required. Contact your distributor for details.

If you enter an incorrect passcode, the word "fail" briefly displays. This indicates that:

**NOTE**

- The passcode was entered incorrectly, or
- The passcode has been changed from the default setting (753) using the device manager software.

**NOTE**

As a security measure, your distributor can limit which settings can be edited using the OBUI. If you are unable to edit a setting using the OBUI, contact your distributor for assistance.

## Editing the Flash Code

If you need to change the flash code (for example, when you have to change an OL4 to the "steady-on" flash code – 001), use the following procedure:

1. Press the set button until the words "pass code" appear on the OBUI display.

2. Enter the passcode to log in to the OL4.
3. After logging in, the word FLSH appears on the display.
4. Press and hold the set button for approximately two seconds until the flash code setting appears in the display with the first digit flashing.
5. Use the up and down arrows to change the first digit, and press the set button briefly to advance to the next digit. For a list of commonly-used flash codes, refer to Appendix F.
6. Change each of the three digits using the same procedure.
7. When you are finished and the new flash code shows on the display, press and hold the set button for approximately 1 second. The code flashes 3 times quickly to indicate that the new flash code has been set. The OL4 will then demonstrate the new flash code for 1 minute.

**NOTE**

If programmed in a dim location, the OL4 will continue to flash after one minute has elapsed.

Changing the flash code may reduce the effective intensity setting, if the new flash code cannot operate in a sustainable manner at the programmed effective intensity in the programmed installation environment.

**NOTE**

If you program a flash code that requires a lower effective intensity setting than is currently programmed, the display indicates the new maximum effective intensity after accepting the new flash code. It allows it to be edited (unless the user doesn't have edit access to effective intensity, in which case it will program the maximum allowable effective intensity).

## Editing the Effective Intensity

The effective intensity of the light is a measure of its apparent brightness, and has units of candela. It takes into account the programmed flash code.

To change a light's effective intensity:

1. Press the set button until the words "pass code" appear on the OBUI display.
2. Enter the passcode to log in to the OL4.
3. After logging in, press the up or down buttons until the word "int" appears on the display.
4. Press and hold the set button until the intensity setting starts flashing
5. Press the up or down buttons until the correct effective intensity appears on the display.
6. Press the set button for approximately 1 second to store the change.

**NOTE**

The range of allowable effective intensities changes based on the programmed installation latitude and longitude and the flash code. The OL4 does not allow you to select an intensity which consumes more energy than is available from the solar panel in the programmed installation location.

**NOTE**

The maximum allowable effective intensity may automatically change as you program different flash codes. The OL4 automatically calculates a new upper limit on effective intensity based on the new flash code and installation location latitude and longitude.

## Editing the Automatic Light Control (ALC) Mode

When ALC mode is set to on, the OL4 monitors the battery pack's health and reduces the intensity level if the OL4 is not receiving sufficient solar energy to maintain the battery pack.

If the OL4's latitude and longitude are set correctly, ALC only reduces the intensity setting for the light in unusually poor solar conditions.

To toggle the ALC setting:

1. Press the set button until the words "pass code" appear on the OBUI display.
2. Enter the passcode to log in to the OL4.
3. After logging in press the up or down buttons until ALC appears on the display.
4. Press and hold the set button until the current state of the ALC flashes (either on or off).
5. Press the up or down buttons to toggle ALC to off or on.
6. Press the set button for approximately 1 second to store the change.

**NOTE**

Set the ALC to off if your application demands that the OL4 meets specific intensity requirements.

**NOTE**

Leaving the ALC on provides prolonged battery pack life in the event of unusually poor weather over an extended period of time, or excessive bird fouling of the solar panel. When ALC intervenes, the LED's brightness is reduced

## Resetting to Initial Settings

Resetting to initial settings returns the OL4's configuration to settings that were present when you first received the OL4. If your distributor programmed the light with specific settings for you, these are the settings that are restored.

1. Press the set button until the words "pass code" appear on the OBUI display.
2. Enter the passcode to log in to the OL4.
3. After logging in, press the up or down buttons until the word RSET appears on the display.
4. Press and hold the set button until the word no flashes.
5. Press the up or down buttons until the display changes to yes (to restore the distributor-programmed defaults) or no (to leave the settings as they are).
6. Press the set button for approximately 1 second to store the change. The word DONE flashes 3 times to indicate that the changes have taken effect.

## Editing the Date

The OL4 has an internal clock which it uses for logging activity. The current date is written in non-volatile memory. So if the battery pack is unplugged or becomes completely discharged but you reconnect or replace the battery pack within a few hours, the date remains correct. If the OL4 is left without power for more than a few hours, you may need to reset the date.

To edit the date on the OL4:

1. Press the set button until the words "pass code" appear on the OBUI display.

2. Enter the passcode to log in to the OL4.
3. After logging in press the up or down buttons until “date” shows on the display.
4. Press and hold the set button until the current year is flashing on the display.
5. While the year displays, press the up or down button to change it.
6. Press the set button briefly. The month starts to flash on the OBUI display.
7. While the month displays, press the up or down button to change it.
8. Press the set button briefly. The day starts to flash on the OBUI display.
9. While the day displays, press the up or down button to change it.
10. Press the set button for approximately 1 second to store the new date.

## Setting the Calendar Function

The calendar function allows you to specify a dated shutdown and reactivation date if desired.

### To toggle the calendar setting on or off:

1. Press the set button until the words “pass code” appear on the OBUI display.
2. Enter the passcode to log in to the OL4.
3. After logging in press the up or down buttons until “CAL” shows on the display.
4. Press and hold the set button until the display flashes "on" or "off".
5. While the status displays, press the up or down button to change it.
6. Press the set button for approximately 1 second to store the selection status.

### To set the date the OL4 will enter dated shutdown:

1. Confirm that the calendar is turned "on".
2. Navigate to the "con" menu.
3. Press and hold the set button until the display flashes.
4. While the month displays, press the up or down button to enter the month when dated shutdown will begin.
5. Press the set button briefly. The day starts to flash on the OBUI display.
6. While the day displays, press the up or down button to enter the specific day of the month when dated shutdown will begin.
7. Press the set button for approximately 1 second to store the new shutdown date.

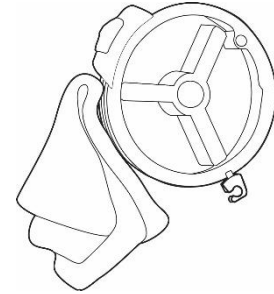
## Installing the Bottom Cover



The double o-ring seal can make the bottom cover difficult to install. Take your time. Ensure the cover goes in straight and is properly seated before you start turning it. Press down firmly on the cover as you turn it to avoid cross threading it.

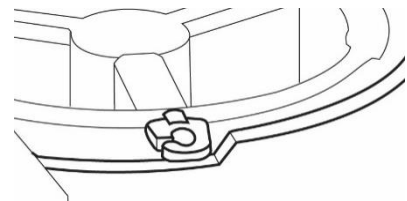
After you have completed configuring the OL4 using the OBU, you must install the bottom cover:

1. Make sure that the two o-rings in the bottom cover are in place, are clean and in good condition. Ensure that the inside surfaces of the OL4 that the o-rings will contact are also clean.

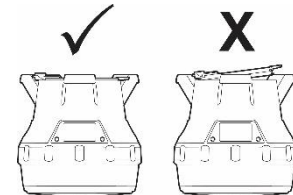


2. If the bottom cover was difficult to remove, apply a very thin coating of silicone o-ring lubricant to the 2 o-rings on the bottom cover before installing it.

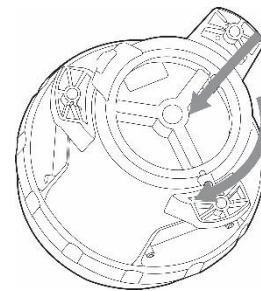
3. To install the bottom cover, align it so that the protruding locking tab is aligned with the small angled wall in the light chassis.



4. Push down firmly and evenly until the bottom cover is seated in the chassis.



5. While ensuring that the bottom cover stays fully seated, turn the bottom cover clockwise, while pressing down slightly, until the locking tab lines up with the locking screw.



6. (Optional) Tighten the locking screw to lock the cover in the installed position.



## Device Manager Software

Before deploying and installing the OL4, you can connect it to a computer (using a USB cable) and use the Flash Technology device manager software to:

- Configure the light's parameters



- View detailed information about the light
- Change day to night and night to day transition settings
- Change the passcode

Distributors also have access to a suite of advanced features.

For instruction on how to use the Flash Technology device manager software, see Appendix A.

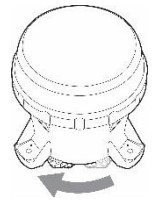
## On/Off Switch

You can place the OL4 in 1 of 3 modes using the on/off switch:

### Off Mode

In off mode, the OL4's main LED will not illuminate at night. During the day the OL4 will continue to charge its battery pack through the solar panel.

To place the OL4 in off mode, move the on/off switch to the off position. The word "OFF" flashes 3 times on the display. While in off mode, the OL4 continues to charge its battery pack when exposed to light, but will not turn on the light when the panel is transitioned from day to night.



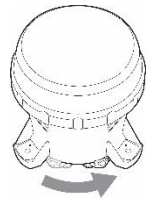
Off (O)

**NOTE**

If your OL4 is not equipped with the optional on/off switch, you can set it to off mode by setting the flash code to 000 using the OBU or IR programmer. When the light is set to off mode with the IR programmer, the light still responds to IR programming. The light does not turn on until the password is reset

### Standard On Mode

In standard on mode, the OL4's main LED illuminates at dusk (using its programmed flash code and effective intensity), remains on all night and turns off at dawn. The OL4 continues to cycle in this dusk-to-dawn mode as long as the switch remains in the on position. When switched to standard on mode, the display will scroll through a status report. While in standard on mode, the OL4 continues to charge its batteries when exposed to light.



On (I)

To place the OL4 in standard on mode, switch the on/off switch to the on position.

- If you change the OL4 to standard on mode during the night, the main LED illuminates at the programmed flash code and intensity and remains on until dawn.
- If you change the OL4 to standard on mode during the day, the OL4's main LED illuminates for 60 seconds at the programmed flash code and intensity (to confirm that standard on mode was accepted), turns off and then illuminates at dusk.

### Fog Mode

With the use of the Flash Technology device manager software, you can configure the OL4 to operate in fog mode when the on/off switch is in the on position.

While in fog mode, whenever the on/off switch is moved from the off to the on position the OL4's main LED immediately illuminates (at its programmed flash code and intensity), regardless of ambient light conditions. The OL4 remains illuminated for the rest of that day and night, turns off at dawn the next day and then operates in standard on mode.

The difference between fog mode and standard on mode is that when the switch is put into the on position with the light configured to operate in fog mode, the OL4 turns on and remains on for the rest of that day.

## Infrared Programmer (Optional)

The optional infrared programmer allows you to perform certain basic programming functions without having to remove the OL4 from its installed location. The IR programmer allows you to quickly access the following functions without removing the bottom cover:

- Check the battery pack status
- Change the flash code
- Put the OL4 into ship mode
- Remove the OL4 from ship mode
- Enter off mode



See Appendix B for instructions on how to use the IR programmer.

If you set the OL4 to off mode (flash code 000) using the OBUI, the OL4 still responds to infrared commands.

**NOTE**

Infrared commands are ignored if:

1. Flash Technology device manager is connected.
2. The battery is dead or missing.
3. The OL4 switch is in the off position.

**NOTE**

The IR programmer requires 2 AAA (1.5 V) batteries.

**NOTE**

Previous versions of the Flash Technology IR programmer will work with the OL4.

## Battery Pack

### Battery Pack Health Status

The OL4 periodically monitors the health of its battery pack. There are 3 battery pack health status levels:

**Good:** the battery pack is healthy and charged. A battery pack with this health status is ready for deployment.

**Charge:** the battery pack needs to be charged, but is otherwise healthy.

**Bad:** the battery pack is damaged and should be recycled and replaced with a new one.

You can determine the battery pack health status using any of the 4 user interface methods: the OBUI (via the buttons), the OBUI (via the on/off switch), the IR programmer, or the Flash Technology device manager software. The following table indicates how the different user interface methods report the 3 levels of battery pack health.

#### Battery Pack Health Status

User Interface	Good	Charge	Bad
OBUI	“good”	“chrg”	“bad”
IR programmer (flash response to query)	10 flashes	7 flashes	4 flashes
Device manager	“Good”	“Charge”	“Replace”

**NOTE**

When installing a new battery, press and hold the set button as you insert the battery connector into the OL4 receptacle. Continue to hold the set button until zero is displayed briefly. This resets the OL4’s battery pack health monitor. Do not hold the set button while reconnecting a used battery.

**NOTE**

The most accurate battery pack health status reading is obtained when the OL4 has been in a dark location and in off mode for at least 24 hours

## Charging the Battery Pack

### Solar Charging

The easiest way to charge the battery pack is to put the OL4 in a sunny location. The OL4 charges automatically whenever it is exposed to sufficiently intense light. The OL4’s charging system continuously monitors solar conditions and uses a sophisticated maximum power point tracking (MPPT) algorithm to automatically adjust charging parameters to most efficiently charge the battery pack. The OL4 charging system avoids overcharging of the battery pack, maximizing its life.

### Optional Plug-In Charger

The optional plug-in charger allows you to quickly charge the OL4 battery pack. The plug-in charger automatically charges the battery pack. Like the on-board charging system, the plug-in charger avoids overcharging the battery pack to prolong its life.





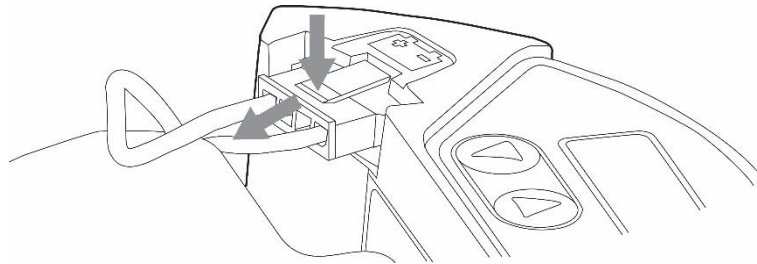
Charge the battery pack in a well-ventilated, cool spot.



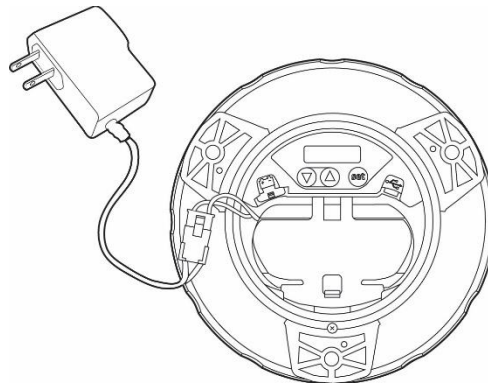
Do not attempt to recharge a bad battery pack with the optional plug-in charger. Damage to the plug-in charger may result.

### To use the plug-in charger:

1. Remove the bottom cover.
2. Unplug the battery pack connector by pressing down on the latch while gently pulling on the connector body. Do not pull by the wires.



3. Plug the charger connector into the battery pack connector (not into the OL4 body).



4. Plug the charger into a wall receptacle. Charging a fully discharged battery pack with the plug-in charger for 5 hours brings the battery pack to a 90% charge.

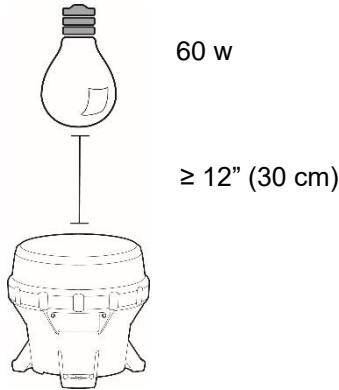
### Charging with an artificial light source:

You can also charge the OL4 battery pack by placing the OL4 under an artificial light source. However this method is considerably slower than either solar or plug-in methods.

Keep the following points in mind when charging in this manner:

- Do not use fluorescent lighting to charge the OL4. Using fluorescent lighting does not damage the OL4, but it does not produce enough solar energy to charge the battery pack.
- Different light sources produce different charging times, depending on the source wattage and spectral characteristics.

- Do not place the light source too close to the OL4 solar panel, as very high temperatures can damage the light. For example, do not place the OL4 closer than 12" (30 cm) to a 60-watt light source.



**NOTE**

Whenever possible, use a fan to blow cool air across the OL4 solar panel when charging under artificial light. This maximizes the life of the battery back and accelerates the charging process.

**Storage Procedures**

Please follow these storage procedures to maximize the OL4 battery pack life:

- Prior to storage, put the OL4 into off mode, ship mode or disconnect the battery pack.
- Store in a cool place.
- Follow the recharge interval recommendations presented in the following table:

**Battery storage and recharge intervals:**

Storage Temperature		Recharge Interval (months)
°F	°C	
≤ 68	≤ 20	9
77	25	6
86	30	4
95	35	2.5
104	40	1.5
≥ 113	≥ 45	1

Do not store the OL4 for long periods without charging the battery pack, either with the optional plug-in charger or by placing it in the sun until the reported battery pack health is good. The amount of time it takes to charge in the sun depends on the installation location, weather and the initial battery pack state of health.

**Replacing the Battery Pack**

At the end of the OL4 battery pack's life, you can remove it and replace it. Always recycle used battery packs appropriately.

**To remove the battery pack:**

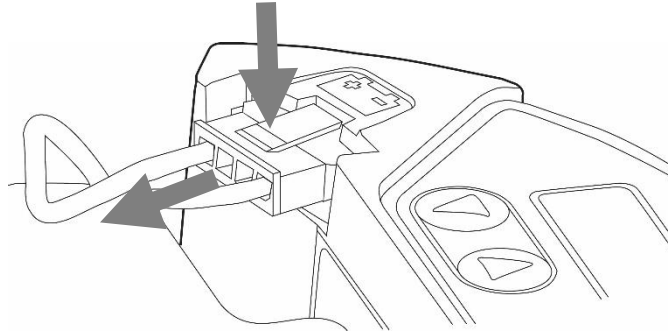
- Remove the bottom cover.



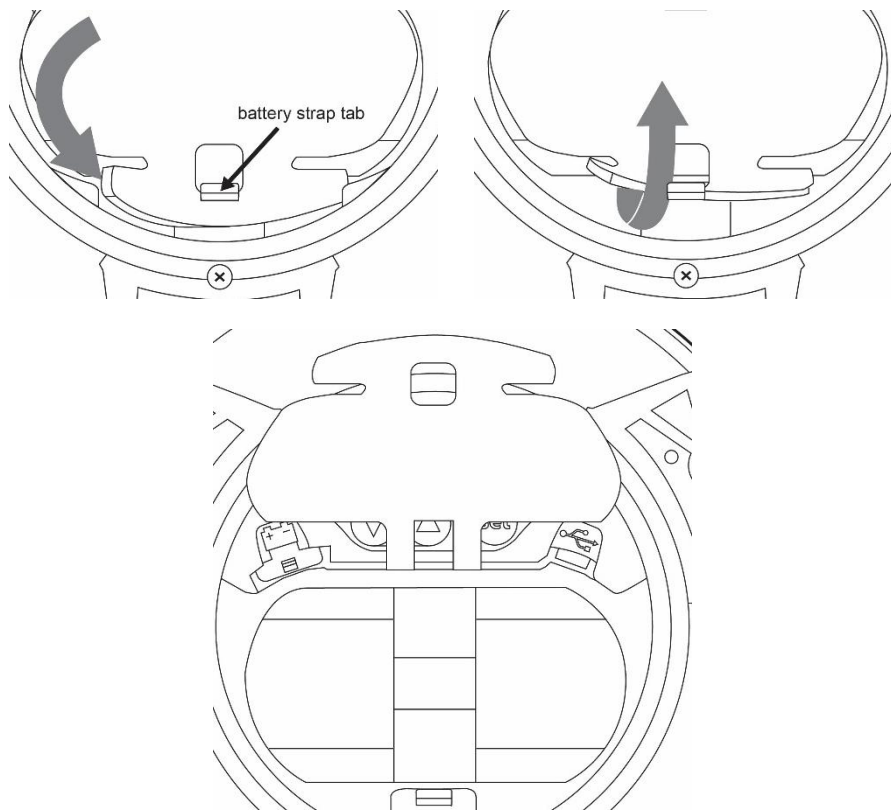
2. Unplug the battery pack connector by pressing down on the latch while gently pulling on the connector body. **Do not pull by the wires.**

**NOTE**

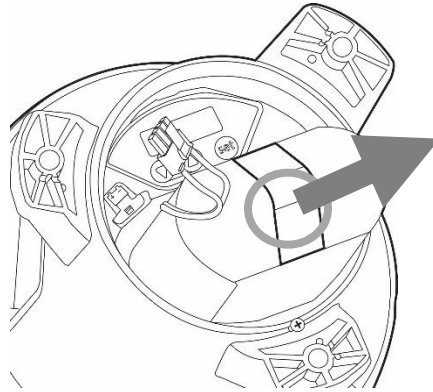
Disconnect the USB cable and battery pack connector before removing the battery pack.



3. Unhook the battery pack strap from the tab in the chassis and pull the battery pack strap out of the way.



4. Insert a finger under the battery pack ribbon and lift the battery pack out. Be careful not to pinch any wires between the battery pack and the housing body.



To install the battery pack, follow the steps above in reverse. Before mating the new battery pack connector with the OL4 receptacle, press and hold the set button until zero shows briefly on the display. Take care not to pinch any of the wires when seating the bottom cover after inserting a new battery pack.

**NOTE**

When installing a new battery, press and hold the set button as you insert the battery connector into the OL4 receptacle. Continue to hold the set button until zero is displayed briefly. This resets the OL4's battery pack health monitor. Do not hold the set button while reconnecting a used battery.

## Maintenance

After installation, the OL4 requires no day-to-day maintenance.

On occasion, you may want to inspect the OL4 to ensure the solar panel has not been fouled. During typical operation, you can leave the OL4 alone until it stops functioning. At this point, you may have to replace the existing battery pack with a new battery pack. For battery pack part numbers and ordering instructions, refer to Appendix C.

You can clean an OL4 with water and a mild detergent. Avoid any harsh detergents. Pressure washing is a convenient way to clean the OL4 and won't cause damage to the light. Follow the guidelines below to pressure wash the OL4:

- Use a 40° nozzle (white)
- Do not exceed 2900psi
- Keep the nozzle at least 6" (15 cm) away from the OL4.

## Recycling

### Battery Pack

When the OL4 reports the battery pack's health as "bad", the battery pack should be removed from the OL4 and replaced with a new battery pack. Consult [flashtechology.com](http://flashtechology.com) or your Flash Technology distributor.

Bring the used battery pack to a lead-acid battery collection or appropriate recycling facility. **DO NOT** dispose of it in the garbage.



## Appendix A: Flash Technology Device Manager Software

The OL4 uses the Flash Technology device manager (650DM) software to:

- Configure the OL4's parameters.
- View detailed information about the light.
- Change day to night and night to day transition settings.
- Change the passcode(s).

Distributors also have access to a suite of advanced features.

### System Requirements

To run the software, your computer must meet the following requirements.

#### Hardware Requirements

- Pentium II processor, or higher
- 250 MB free disk space (if .Net framework not yet installed on the computer)
- 50 MB free disk space (if .Net framework already installed)
- 32 bit color, 1024 X 768 minimum resolution
- 1 available USB port
- 1 USB cable

#### Software Requirements

- Windows XP, Service Pack 2 or 3

**NOTE**

If your computer already has the .Net framework installed, the Flash Technology device manager will install in a few seconds. If the .Net framework is not installed, installation will take 5-10 minutes.

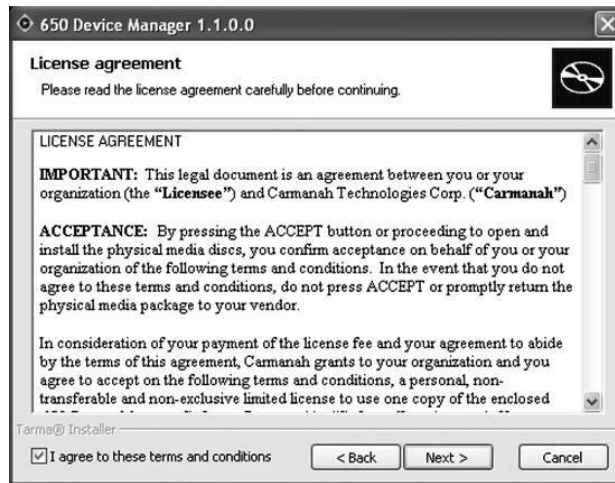
### Installation Procedure

If your system meets the system requirements outlined in the previous section, install the Flash Technology device manager by following the steps below.

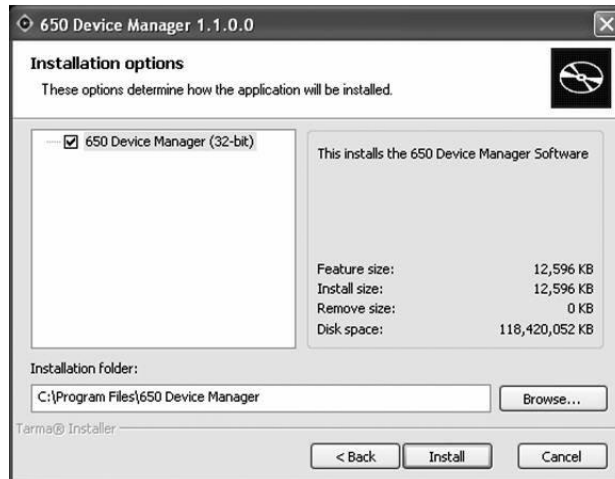
1. Insert the CD into your disc drive. The device manager installation screen appears.



2. Click next. The license agreement appears.



3. After reading the license agreement, check the checkbox in the bottom left corner of the window and click next. The Installation options window appears.

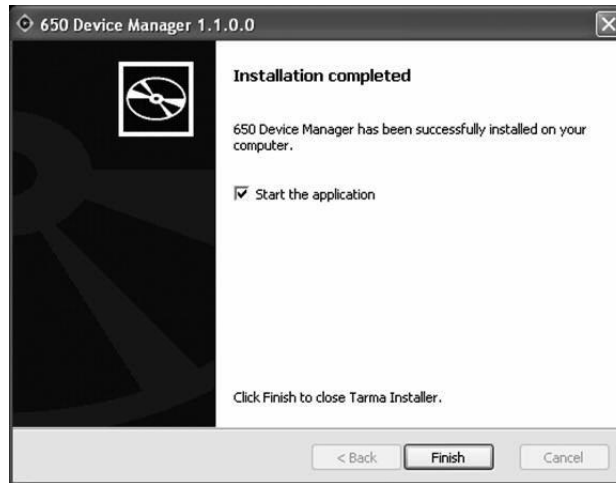


4. If you approve of the default installation folder, click install. If you prefer to install Flash Technology device manager in another folder, click browse, navigate to the correct folder and then click install.

**NOTE**

If your computer already has the .Net framework installed, the Flash Technology device manager will install in a few seconds. If the .Net framework is not installed, installation will take 5-10 minutes.

After the installation is complete, the installation completed window appears.



Congratulations, you have successfully completed your Flash Technology device manager installation.

**NOTE**

To remove the Flash Technology device manager from your computer, press the Start button, select Set Program Access and Defaults and choose Change or Remove Programs. Select 650 Device Manager from the list of programs and click the Remove button.

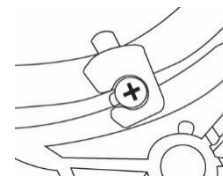
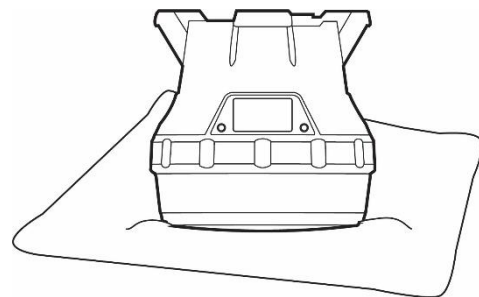
**NOTE**

Before installing a new version of the Flash Technology device manager, first remove the previous version (if installed).

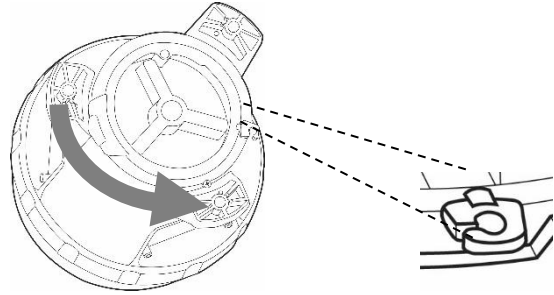
## Removing the Bottom Cover

Before you can connect the USB cable to the OL4, you must remove the light's bottom cover. To do this:

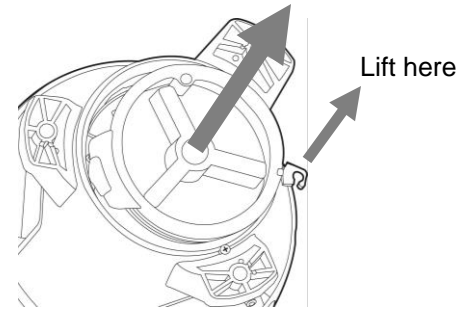
1. Turn the light upside down and place it on a soft cloth (to avoid scratching the housing).
2. Locate and turn the locking screw counter-clockwise to loosen it (you do not have to remove the locking screw).



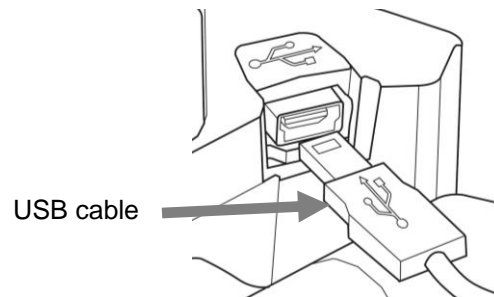
- Secure the light so it won't move, and then firmly twist the bottom cover counter-clockwise until it stops.



- Lift the cover out using the protruding locking tab. You can now access the USB connector port (for using the Flash Technology device manager software).



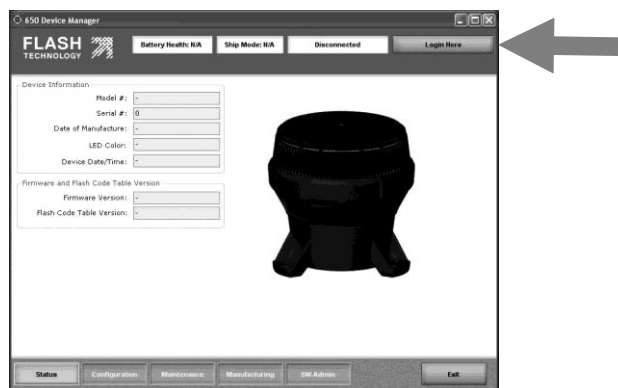
- Using the USB cable provided with your Flash Technology device manager software, connect the larger end to an available USB connector in your computer. Connect the other smaller end to the USB connector inside the OL4.



## Logging In

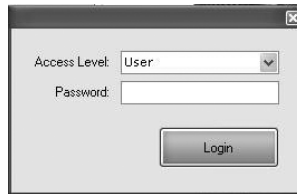
To login to the software:

- From either the Start/Program menu or your Windows Desktop, click the Flash Technology device manager icon. The Device Manager Status screen appears.
- From the Device Manager Status screen, click login here.





The Login dialog box appears.



**NOTE**

You can disconnect your USB cable from a light and reconnect to another light without logging out of the software. It will take a few seconds to connect to the new light.

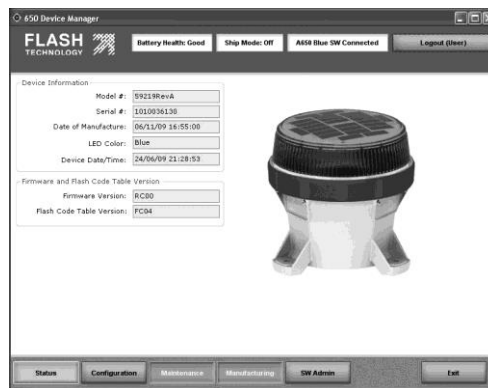
- In the Access Level field, select User from the drop down menu. The default user access level password is 1Cmh2.

**NOTE**

You will only have access to the software functions associated with the Access Level at which you log in. Distributor and manufacturing access levels are able to modify a wider range of light parameters.

- Enter the Password and click Login.

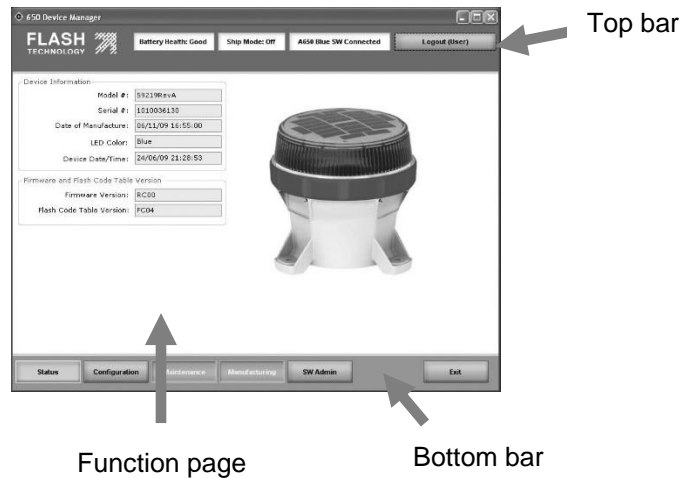
If you've connected an OL4 light to your computer using a USB cable, then after a short pause, the software connects to the light and a colored picture of the OL4 on the main screen replaces the darkened picture. The picture that appears matches the LED color of the OL4.



Once you successfully login, several of the buttons in the bottom bar become active. Inactive buttons display with white text.

## User Functions

The procedures in the following section are available to all access levels (user, distributor and manufacturing).



The following section describes the various parts of the Flash Technology device manager screen:

Top Bar	The top bar is the blue area at the top of the window. It always contains the following information boxes:
	<p><b>Battery Health:</b> This gives you a quick snapshot of the battery’s current state of health:</p> <ul style="list-style-type: none"> <li><b>Good:</b> the battery pack is healthy and charged. A battery pack in this state is ready for deployment.</li> <li><b>Charge:</b> the battery pack needs to be charged but is otherwise healthy.</li> <li><b>Replace:</b> the battery pack should be recycled and replaced with a new one.</li> <li><b>Ship Mode:</b> This indicates if the light is currently in ship mode.</li> </ul> <p><b>Disconnected/(Model Name) Connected:</b> This indicates the software connection status. If your computer is not connected to a light, it displays disconnected. When connected to a light, it displays the light’s model name.</p> <p><b>Login Here/Logout (Access Level):</b> Click this button to log out of the Flash Technology device manager. The name in brackets indicates the access level of the user currently logged in to the device (user, distributor or manufacturing).</p>
Function Page	The center area of the screen contains the function page information. Different content appears in this area depending on the button you select from the bottom bar.
Bottom Bar	The bottom bar contains buttons that allow you to access the software’s various function pages. Users can access the following pages:
	<p><b>Status:</b> (the default page when you log in): This page contains basic status information about the OL4 device that is currently plugged into the computer.</p> <p><b>Configuration:</b> This page displays the attached light’s current configuration and allows you to change various settings (for example, flash code and effective intensity).</p>

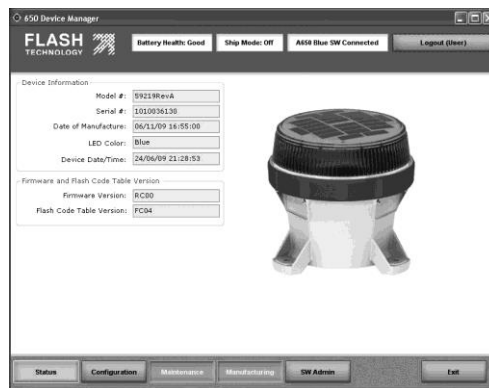
**SW Admin:** This page has 2 tabs: the connection tab (view your current connection status, com port address and software version number) and the security tab (change passwords).  
**Exit:** Click exit to end your current session and close the software.

## Checking the Light's Status

After logging in to the software as a user, the device manager status page appears. This section describes the various functions of the status page.

**NOTE**

The status button highlights in yellow in the bottom bar.



## Status Page

After logging in to the software, the status page appears. The following are the various functions of the status page.

Area Name	Description
Device Information Area	<p>Model #: the light's model number</p> <p>Serial #: the light's serial number</p> <p>Date of Manufacture: the date the light was manufactured</p> <p>LED Color: the color of the LED in the light</p> <p>Device Date/Time: the date and time currently programmed on the light</p>
Firmware and Flash Code Table Version	<p>Firmware Version: the current firmware version loaded onto the light</p> <p>Flash Code Table Version: the version of the flash code table that is currently loaded on the light</p>

## Configuration Page

The configuration page displays the light's current settings and allows you to modify some of these settings.

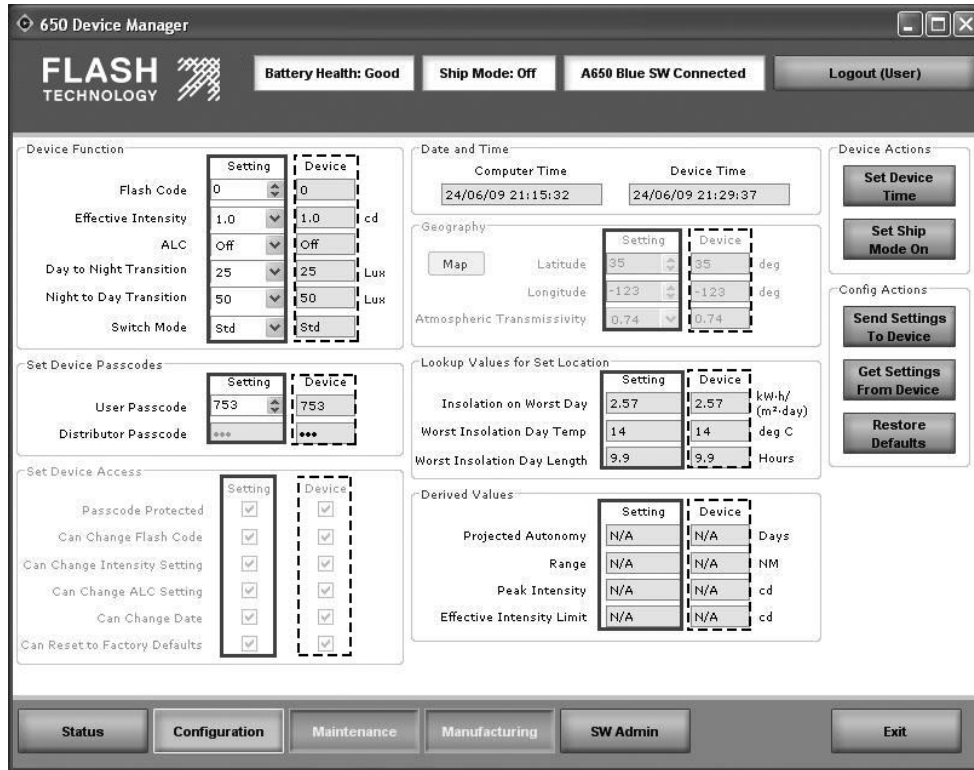
- The columns under the "Setting" headings (the setting columns, shown in solid-line boxes below) indicate the software's current set points.

- The columns under the “Device” headings (the device columns, shown in dashed-line boxes below) show the connected light’s settings.

The general method for changing a setting involves changing the software set point(s) in the setting columns and then sending the setting(s) to the light using the “send settings to device” button.

**NOTE**

A user cannot edit the geography or the set device access areas.



The following fields are available on the configuration page:

Area Name	Description
Device Function	<p><b>Flash Code:</b> Either type in the correct flash code or click the up and down arrows to select the correct flash code. Refer to Appendix F for more information.</p> <p><b>Effective Intensity:</b> Either type in the desired effective intensity setting or click the down arrow and select the effective intensity setting from the drop-down menu.</p> <p><b>ALC:</b> Click the down arrow and select on (to enable ALC) or off (to disable ALC).</p> <p><b>Day to Night Transition Level:</b> Either type in the correct day to night transition level (D2N) setting or click the down arrow to select the correct D2N transition level setting.</p> <p><b>Night to Day Transition Level:</b> Either type in the correct night to day transition level (N2D) setting or click the down arrow to select the correct N2D transition level setting.</p> <p><b>Switch Mode:</b> If the light is equipped with the optional external switch, you can change the switch mode between standard mode (Std) and fog mode (Fog).</p>

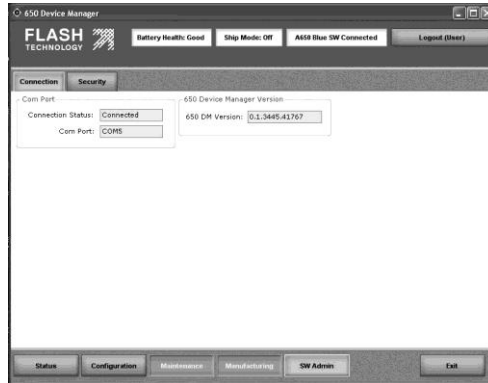


Set Device Passcodes	<p><b>User Passcode:</b> This is the passcode that users enter when logging into a light using the onboard user interface (OBU). You can edit the passcode by typing in the desired setting or using the up/down arrows.</p> <p><b>Distributor Passcode:</b> This field is only editable by someone logged in at the distributor or manufacturing access level.</p>
Date and Time	<p><b>Computer Time:</b> This is the current date and time, synchronized with the computer on which the software is installed.</p> <p><b>Device Time:</b> This is the time currently configured on the light. To synchronize the time of a connected light to the computer time, click “set device time.”</p>
Derived Values	<p><b>Projected Autonomy:</b> This indicates the estimated number of days of dusk-to-dawn operation the light can sustain without any solar energy being gathered by the solar panel. The projected autonomy changes to reflect any changes to the flash code, effective intensity and transition light level settings.</p> <p><b>Range:</b> This is the range of the light, in nautical miles, when programmed with the current settings. It is calculated using the methods outlined in IALA E-122, Section 1.5.</p> <p><b>Peak Intensity:</b> This is the intensity of the light, in candela, when the LED is on. The peak intensity value, unlike the effective intensity value, does not take into account the programmed flash code; it is the instantaneous intensity of the light during the “on” portion of the flash code.</p> <p><b>Effective Intensity Limit:</b> This is the maximum effective intensity which can be programmed without exceeding the available solar energy. This prevents the light from being deployed at a setting which isn’t sustainable. Factors that influence the effective intensity limit include: flash code, day to night and night to day transition, latitude and longitude and atmospheric transmissivity. The effective intensity of a flashing light is the intensity that a steady-on light must have to appear equivalently bright. It is calculated using the method of Schmidt-Clausen, as per IALA E-122, Section 1.4.</p> <div style="border: 1px solid gray; padding: 5px; display: inline-block; margin-bottom: 10px;"><b>NOTE</b></div> <p>The peak intensity and effective intensity values correspond to the intensity of the beam at 3° above the horizon</p>
Device Actions	<p><b>Set Device Time:</b> Click this to synchronize the computer time with the light time.</p> <p><b>Set Ship Mode On:</b> Click this to put the light into Ship Mode (Set Ship Mode On), or take the light out of Ship Mode (Set Ship Mode Off). For more information on Ship Mode, refer to the Ship Mode section of this Appendix.</p>
Config Actions	<p><b>Send Settings to Device:</b> This sends the settings currently shown in the setting columns to the light. Note that this button becomes inactive when the values in the setting columns would require more solar energy than is available at the programmed location (latitude and longitude). When this occurs, red exclamation points highlight the settings that are contributing to the energy deficit. If you put your mouse pointer over the exclamation point, a message indicates the problem.</p> <p><b>Get Settings from Device:</b> Click this to retrieve the light’s current settings and copy them into the setting column. Note that when the software connects to a light, it does this automatically.</p>

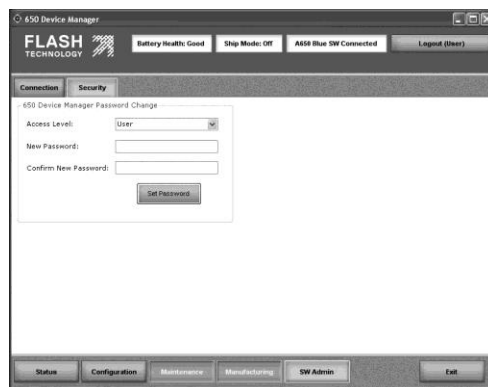
**Restore Defaults:** This restores the settings that were last programmed at the distributor or manufacturing access level. If the light's settings have only been changed at the user access level, the settings return to what they were when you first received the light.

## SW Admin Page

The SW admin (software administration) page has two tabs that allow you to view connection and software version information (connection tab) and to set login password(s) (security tab).



Area Name	Description
Connection Status	The connection status field indicates if you are currently connected or not connected to a light.
Com Port	The com port field displays the current communications port through which the light is connected to the software.
650DM Version	This field displays the version of the software currently installed on the computer.



Area Name	Description
Password Change	After clicking the security tab, the device manager password change area appears. This allows you to change the password that is entered when you login to the Flash Technology device manager software.



To set a new password, select the appropriate access level from the access level drop-down menu, enter the new password in the Password field, and click set password.



If you are logged in as a user, you will only see the access level “user.” If you are signed in as a distributor, you will see both distributor and user.

## Initial Configuration

After receiving your light from a Flash Technology distributor, most of the light’s settings should already be configured. If you want to further customize these settings, follow the associated procedure.

Setting	Definition	Procedure
Flash Code	The flash code controls the flash pattern the light emits during operation. Select the appropriate flash code from the flash code table (see Appendix F) and enter the code in this field.	Either type in the correct flash code or click the up and down arrows to select the desired flash code.
Effective Intensity	The effective intensity setting controls the light’s brightness. A higher effective intensity setting allows the light to be seen from farther away, but also uses up more battery power and requires more solar energy. The effective intensity setting is measured in candela and takes into account the programmed flash code (using the method of Schmidt-Clausen as per IALA E-122, Section 1.4). The effective intensity value is measured at 3° above the horizon.	Either type in the correct effective intensity setting, or click the down arrow and select the correct effective intensity setting.
ALC (Automatic Light Control)	When ALC is enabled, the light monitors the battery pack’s state of charge and reduces the intensity level if the light is not receiving sufficient solar charging to maintain the battery pack. When the battery pack recovers, ALC automatically resumes operation at the programmed effective intensity.  If the light’s latitude and longitude are set correctly, ALC reduces the effective intensity setting for the light only under unusually poor solar conditions.	Click the down arrow and select on (to enable ALC) or off (to disable ALC).
Day to Night Transition Level	As the sun goes down in the evening, the ambient brightness level goes down with it. The day to night transition level (D2N) is the ambient light level (measured in lux) at which the light’s beam will turn on in the evening. A lower D2N results in the light turning on later, conserving battery power.	Click the down arrow and select the correct day to night transition level setting.



Night to Day  
Transition Level

As the sun rises, the ambient light level goes up. The night to day transition level (N2D) is the ambient light level (in lux) at which the light's beam turns off in the morning. A lower N2D results in the light turning off earlier, conserving battery power.

Click the down arrow and select the correct night to day transition level setting.

**NOTE**

The N2D setting must be at least 25 lux greater than the D2N setting.

Switch Mode

For lights equipped with the optional external switch, 2 switch modes are available. These modes control the behaviour of the light when switched on during the day using the external switch:

Click the down arrow and select Std (for standard mode) or Fog (for fog mode).

**Standard Mode (Std):** If the light is switched on during the day in this mode, the light will turn on for a minute or 2 to demonstrate the programmed flash code and intensity, and then extinguish until the programmed D2N light level is sensed.

**Fog Mode (Fog):** When switched on during the day in fog mode, the light will turn on and remain on for the rest of that day and the following night. It will extinguish the next morning, when the N2D light level is sensed. It will then return to normal dusk-until-dawn behaviour. Fog mode can be used to force the light on during the day.

User Passcode

The user passcode is the 3-digit number that you must enter on the OBU to modify the light's settings (unless the light is configured so as not to require passcode entry to edit settings).

Either type in the desired user passcode, or click (and hold, if desired) the up/down arrows to select your preferred user passcode.

Set Device Time

This sets the internal clock on your light to be the same as the time on your computer.

Click this button to synchronize the time on your light to the time on your computer. After pressing the button, the times displayed in the date and time area should be identical.

**NOTE**

The OL4 is equipped with an algorithm that uses daily transition events to periodically correct for its clock drifting over time. It's not critical that the internal light clock and computer times be identical; the internal light clock exists only for datalogging purposes.

Set Ship Mode On /  
Set Ship Mode Off

This allows you to set the light to ship mode. Ship mode prevents the light's beam from turning on until it detects a night to day transition event, at which point the light exits ship mode and resumes normal

Click this button to enter your light into ship mode. Click the button again to turn ship mode off.

To confirm ship mode, look at the top bar.





operation. Use ship mode whenever you store the light somewhere where it remains consistently dark (like inside a closed box). If you don't use ship mode prior to placing a light in a consistently dark location, the light's beam will turn on for ~24h, at which time it will automatically enter ship mode. To conserve battery power, it's preferable to put the light into ship mode prior to dark storage.

**Send Settings To Device**

Click this to send the settings currently shown in the setting columns to the light.

With the light plugged into your computer, click the button to send the values in the settings column on the configuration page to the light.

Note that this button becomes inactive when the values in the setting columns would require more solar energy than is available at the programmed location (latitude and longitude). When this occurs, red exclamation points highlight the settings that are contributing to the energy deficit. If you put your mouse pointer over the exclamation point, a message indicates the problem.

**Get Settings From Device**

Click this to retrieve the light's current settings and copy them into the settings column. Note that when software connects to a light, it does this automatically.

With the light plugged into your computer, click "get settings from device" to populate the setting columns' values with those programmed on the light.

Use the "get settings from device" button if you have modified the values in the settings column of the configuration page, but don't want to send the settings to the light.

**Restore Defaults**

This restores the settings that were last programmed at the distributor or manufacturing access level. If the light's settings have only been changed at the user access level, the settings will return to what they were when you first received the light.

With the light plugged into your computer, click restore defaults to populate the Setting columns' values with those originally programmed on the light.

## User Tasks

### Restoring the Default Configuration

If you are unsure of your light's current configuration or if you accidentally change a setting while customizing your light's settings, you can restore the light to its default configuration. The light's default configuration is the settings that were last programmed by either your distributor or Flash Technology manufacturing.

Restoring the default configuration changes the following settings (if they're different from the current values): flash code, effective intensity, ALC, day to night transition, night to day transition, switch mode and user passcode.

**NOTE**

Latitude/longitude, transmissivity and distributor passcodes won't change.

To restore the default configuration:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. Click restore defaults (on the right side of the screen). The light's current settings are replaced with the settings last programmed by your distributor or Flash Technology manufacturing.

### Using the Derived Values

Derived values are calculated based on the settings you select for your light. The values described in the following table are calculated from the following settings: flash code, effective intensity, day to night transition, night to day transition, the latitude and longitude and transmissivity.

If you change any of these settings, the software calculates the effects of your changes on the light, and displays the results in the derived values area of the configuration page.

**NOTE**

Until you use the "send settings to device" button, the values in the device columns remain unchanged. This allows you to compare the light's current derived values with those resulting from the settings currently entered in the setting columns in the device function area.

Value	Definition	How They Change
Projected Autonomy	This indicates the estimated number of days of dusk-to-dawn operation the light can sustain without any solar energy being gathered by the solar panel.	<p>If you change any of the settings that affect the light's power consumption, the projected autonomy will automatically update to reflect that change.</p> <p>If a settings change results in the light using less power, then the projected autonomy value increases. If the change requires more power from the light, then the projected autonomy value decreases.</p>
Range	This is the visible range of the light, in nautical miles, when programmed with the current settings. It is calculated using the methods outlined in IALA E-122, Section 1.5.	<p>If you change the effective intensity setting, the range value updates accordingly.</p> <p>If you've increased the effective intensity setting, the range value will also increase.</p> <p>If you lower the effective intensity setting, the range value decreases.</p>
Peak Intensity	<p>This is the intensity (brightness) of the beam when the LED is on. This value is expressed in candela.</p> <p>The peak intensity gives the intensity of the beam 3° above the horizon.</p>	<p>If you change the effective intensity setting, the peak intensity value updates accordingly.</p> <p>If you've increased the effective intensity setting, the peak intensity value also increases.</p>

**Effective Intensity Limit**

This is the maximum effective intensity setting that can be programmed to the light without exceeding the available solar energy. This value changes with flash code, D2N and N2D transition settings and the geography settings (latitude, longitude and atmospheric transmissivity as set by your distributor or Flash Technology manufacturing).

If you lower the effective intensity setting, the peak intensity value decreases.

If you change the flash code or transition settings, the effective intensity limit value updates to reflect that change.

If a settings change results in the light using less power, then the effective intensity limit value increases.

If the change requires more power from the light, then the effective intensity limit value decreases.

**Entering/Existing Ship Mode**

Ship mode prevents the light’s beam from turning on until it detects a night to day transition event, at which point the light exits ship mode and resumes normal operation. Use ship mode whenever you store the light somewhere where it remains consistently dark (like inside a closed box). If you don’t use ship mode prior to placing a light in a consistently dark location, the light’s beam will turn on for ~24 hours, at which time it will automatically enter ship mode. To conserve battery power, it’s preferable to put the light into ship mode prior to dark storage.

**NOTE**

After you put a light into ship mode, immediately place the light into a dark, sealed storage box (to prevent it from experiencing a night to day transition and returning to normal operation).

To put a light into ship mode (turning ship mode on):

1. Remove the light’s bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. Click “set ship mode on” (on the right side of the screen). To confirm that the light is in ship mode, ship mode: On appears in the middle of the top bar

To take a light out of ship mode (turning ship mode off):

There are 3 ways to restore a light from ship mode. You can take the light out of the storage box and place it in bright light for a few moments followed by darkness, you can use the infrared programmer or you can use the software as follows:

1. Remove the light’s bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. Click “set ship mode off” (on the right side of the screen). The light exits ship mode and resumes normal operation. To confirm that the light is out of ship mode, ship mode: Off appears in the middle of the top bar..

**Setting the Time**

When a light’s battery pack is removed, the light’s internal clock stops. When another battery pack is installed, the light sets its internal clock to use the last time recorded in its datalog. This may be quite close to the actual time if the light hasn’t gone without power for long, but for a light that remains without a battery pack connected for more than a few hours, the internal clock should be updated using the set device time button. To restore the light’s clock to reflect the same time as on your computer, use the following procedure.

To set the light’s time:

1. Remove the light’s bottom cover and plug the USB cable into the USB port.

2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. Click “set device time” (on the right side of the screen). The light’s time now matches the time on your computer. To confirm this, you can look at the date and time area on the configuration page. Both the computer time and device time fields should match.

## Setting the Day-to-Night Transition Level

The day to night transition level (D2N) is the ambient brightness (in lux) at which the light will turn on in the evening. A higher value for the D2N transition level causes the light to turn on earlier, and a lower value causes it to turn on later.

**NOTE**

The earlier the light turns on, the more battery power it consumes. Higher D2N transition level settings lower the effective intensity limit and projected autonomy slightly.

To set the D2N transition level:

1. Remove the light’s bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. In the device function area, click the down arrow beside the day to night transition field and select the appropriate value. The setting column values for autonomy and the effective intensity limit (in the derived values area), change to reflect the effect of the new D2N transition level.
6. Click Send Setting to Device. The new D2N transition value is sent to the light. The values for autonomy and effective intensity limit, in the device column of the derived values area, change to reflect the effect of the new D2N transition level.

## Setting the Night-to-Day Transition Level

The night to day transition level (N2D) is the ambient brightness at which the light comes on in the morning (measured in lux). A higher value for the N2D transition level causes the light to turn on later in the morning and a lower value makes it turn on earlier.

**NOTE**

You cannot program the N2D transition level to be lesser value than the D2N transition level.

To set the D2N transition level:

1. Remove the light’s bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. In the device function area, click the down arrow beside the night to day transition field and select the appropriate value. The setting column values for autonomy and the effective intensity limit (in the derived values area), change to reflect the effect of the new N2D transition level.
6. Click Send Setting to Device. The new N2D transition value is sent to the light. The values for autonomy and effective intensity limit, in the device column of the derived values area, change to reflect the effect of the new N2D transition level.

## Setting the ALC

When ALC (Automatic Light Control) is enabled, the light monitors the battery pack’s state of charge and reduces the effective intensity level if the light is not receiving sufficient solar charging to maintain the battery pack’s state of charge.

If the light's latitude and longitude are set correctly, ALC reduces the effective intensity setting for the light only under unusually poor solar conditions.

To turn ALC off:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. In the device function area, click the down arrow beside the ALC field. Select off to disable ALC or select on to enable ALC.
6. Click Send Settings to Device. Your setting change is sent to the light.

## Changing the Device Manager Password

The Flash Technology device manager software is delivered with a default login password that allows you to view and edit your light's configuration. Although you can continue to use the default password, you also have the option to change the password to something that is easier to remember or is more secure.

To change your password:

1. Open and login to 650DM using your existing password. If this is the first time you are changing the password, use the default user access level password 1Cmh2.
2. Click SW admin on the bottom bar. The software administration screen appears.
3. Click the security tab. The security page appears.
4. In the access level field, select user.
5. In the new password field, enter your new password. Passwords are case-sensitive.
6. In the confirm new password field, re-type your new password.
7. Click set password. Your new password is now active.

## Understanding the Installation Location Environmental Parameters

The Flash Technology device manager displays information about the light's installation location based on its programmed geography settings (latitude, longitude and atmospheric transmissivity). The light uses these parameters (among others) to calculate the light's effective intensity limit. The calculated values appear in the lookup values for set location area.

The parameters that display are:

- **Insolation on Worst Day:** This is a measure of how much sun is available at the light's programmed latitude/longitude during the shortest winter day (this is measured in units of kWh/m<sup>2</sup>day).
- **Worst Insolation Day Temp:** This is a measure of the lowest expected average winter temperature at the programmed latitude and longitude (in degrees Celsius). This allows for the precise calculation of the efficiency of the following hardware elements, which all vary with temperature: solar panel, battery charger circuitry, battery, LED driver circuitry and LED.
- **Worst Insolation Day Length:** This is the length of the shortest day of the year at the programmed latitude.

## Distributor Functions

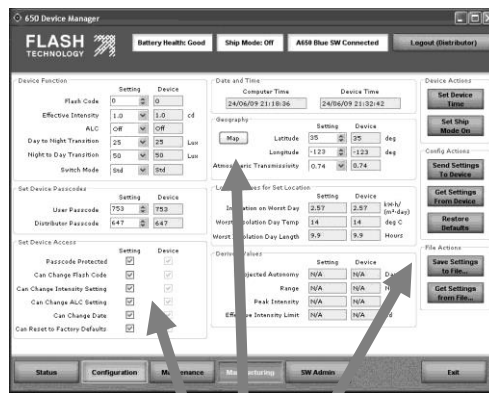
The procedures in this section are accessible to anyone with distributor or manufacturing access.

### Logging In

When logging in as a distributor, click login here, select distributor from the access level drop-down, enter your distributor password and click login.

After logging in as a distributor, you will have access to the maintenance page. Other areas of the configuration page also become editable.

The maintenance page is available to distributors, but not users.



The set device access, geography and file actions areas are available to distributors but not users. The distributor passcode field also becomes editable.

## Configuring the OL4

The distributor uses the same procedures as a User to configure an OL4 light. Refer to the user section for details on how to configure the light's basic settings.

The following procedures describe the configuration options that are not available to someone with a user access level.

## Entering the Deployment Location

As a distributor, when you configure a customer's light, part of the information required is the deployment location (where the light will actually be located). This location is expressed in latitude and longitude.

Knowing the deployment location allows the software to convey to the light how much solar exposure (insolation) it can expect to receive, the lowest average winter temperature for that location and the shortest length of day at that location. All of these factors play a part in how much energy the light's battery pack can expect to receive to power the light in a reliable manner.

To enter the deployment location:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light
4. Click configuration on the bottom bar. The configuration screen appears.

5. In the geography area, enter the latitude and longitude where the light will be deployed. Alternatively, you can click map and then select the deployment location on the world map that appears. After clicking the light's deployment location, click OK. The location you selected appears in the latitude and longitude fields.
6. To set the atmospheric transmissivity, click the down arrow and select the appropriate value.

## Setting the User's Device Access

The Set Device Access area allows a distributor to enable or disable a user's ability to edit specific light configuration parameters.

The administrator at a customer site typically requests that certain settings are made editable at the user level. For example, if the administrator doesn't require the lights to have an access password or wants to allow a user to change the flash code, the distributor can ensure that the customer's requests are met and become part of the default configuration.

To set a user's device access:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. In the set device access area, check the checkboxes to enable the associated features or clear the checkboxes to disable the features.
6. Click Save Settings to File... to save the changes as part of the customer's default configuration. Or click Send Settings to Device to program a connected light with the device access settings. The checkboxes in the device column indicate the light's current configuration.

Setting	Device
0	0
5.0	5.0
Off	Off
325	325
400	400

## Downloading a Configuration

After you finish customizing the light's settings (or open a configuration file), click Send Setting to Device. This takes the values that are in the setting columns and sends them to the light.

After sending the settings to the light, the information in the device columns changes to match the information in the setting columns, indicating that your changes were successful.

## Sending a Configuration to a Light

You can use 2 methods to create customized settings and send them to a light.

- You can open a configuration file and send the settings to the light.
- You can individually edit the setting columns prior to sending the settings to the light.

The following procedure covers both approaches:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. Manually change the values in the setting columns to the desired values (then skip to step 7) -OR- Open the desired configuration file by clicking Get Settings from File... (and proceed to the following step)
6. Browse to and Open the desired Configuration File. The settings from the Configuration File are entered into the Setting columns.
7. Click Send Settings to Device. The settings from the setting columns are sent to the light and display in the device columns.

## Creating a Configuration File

Different Flash Technology lights require different amounts of power to operate at a given configuration (flash code, effective intensity, etc.). This is due to efficiency differences among LED colors and optical system differences between aviation, obstruction and marine models.

Because of this, when you create a configuration file, you should be connected to a light that has the same model number as those that you intend to program with that configuration. This prevents you from specifying a configuration that requires more energy than is available to the light.

To create a configuration file:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light.
4. Click configuration on the bottom bar. The configuration screen appears.
5. Configure the settings as required to meet the customer's request.
6. In the file actions area on the right side of the page, click Save Settings to File.... The save as dialog box appears.
7. Navigate to and save the file to an appropriate location. The file is saved in .DCF format. You can now download this configuration file to as many lights as you would like.

## Reading a Configuration File

If you have several configuration files stored on your computer, you can open each file to determine the differences between them.

Each configuration file contains settings for the following parameters: flash code, effective intensity, ALC, D2N transition, N2D transition, switch mode, user/distributor passcodes, latitude, longitude, transmissivity and the device access settings.

To read a configuration file:

1. Open 650DM on your computer and login as distributor. It may take a moment to find and connect to the light.
2. Click configuration on the bottom bar. The configuration page appears.
3. From the file actions area, click Get Settings from File.... The open dialog box appears.
4. Navigate to the configuration file you want to view and click open. The file's configuration settings appear in the settings boxes on the configuration page.
5. Repeat this procedure with each configuration file you want to view.

**NOTE**

Even though the configuration information appears on screen, it is not automatically downloaded to the light. To download the configuration to a light, you must first connect to the light onto which you want to load the settings, then click Get Settings from File to open the desired configuration and then click Send Settings To Device.

The order in which you do this is important; if you open the configuration file and then connect to a light, the light's values overwrite the settings in the settings boxes. You must connect to the light and then open the configuration file.

## Retrieving a Light's Configuration

If you have a light that you know is configured correctly, and you would like to copy this configuration over to other lights, you have to retrieve the light's configuration and save it to your computer (as a DCF file).

To retrieve a device's configuration:

1. Remove the light's bottom cover and plug the USB cable into the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light. The light's settings will be copied to the Settings boxes.



4. Click configuration on the bottom bar. The configuration screen appears.
5. In the file actions area, click Save Settings to File.... The save as dialog box appears.
6. Navigate to and save the file to an appropriate location. The file is saved in .DCF format. You can now download this configuration file to as many lights as required.

**NOTE**

If an OL4 is already connected to the software and you want to retrieve the light's settings, click Get Settings From Device. The light's settings will be copied into the settings boxes.

## Saving a Configuration File

If you configure one light exactly how you want it and would like to copy this configuration over to other lights, you can save the original light's configuration file and then copy the file over to the other lights. You can also save a light's configuration file just so you have a record of how the light is configured.

The configuration file contains all the values for flash code, effective intensity, ALC, D2N transition, N2D transition, switch mode, user/distributor passcodes, latitude, longitude, transmissivity and the device access settings.

To save a configuration file:

1. Remove the light's bottom cover and plug in the USB cable to the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer. It may take a moment to find and connect to the light. The light's settings will be copied to the settings boxes.
4. Click configuration on the bottom bar. The configuration screen appears.
5. In the file actions area, click Save Settings to File.... The save as dialog box appears.
6. Navigate to and save the file to an appropriate location. The file is saved in .DCF format. You can now download this configuration file to as many lights as you would like.

**NOTE**

If an OL4 is already connected to the software and you want to save the light's settings, click Get Settings From Device prior to step 5 above.

## Changing the Passcode

Passcode protected means that a user must enter a passcode on the OBUI before they can edit any settings.

If the passcode protected setting box is clear (and then this setting is sent to the light), the editable settings can be changed without the user having to enter a passcode on the light.

To remove the passcode requirement:

1. Open 650DM on your computer and login as distributor. It may take a moment to find and connect to the light.
2. Click configuration on the bottom bar. The configuration page appears.
3. In the set device access area, clear the passcode protected setting box.
4. Click Send Settings To Device. Any user can now edit the light's configuration using the OBUI, without having to enter a passcode.

If a customer requests a specific passcode, then as a distributor, you can assign a passcode to the user.

To assign a specific passcode to a customer:

1. Open 650DM on your computer and login as distributor. 650DM may take a moment to find and connect to the light.
2. Click configuration on the bottom bar. The configuration page appears.
3. In the set device passcode area, type the requested passcode in the user passcode field.
4. Click Send Settings To Device. The updated settings are sent to the light. The next time someone tries to access the light, they will need to know the new passcode.

## Updating the Firmware

Occasionally it may be useful to be able to update new firmware to a 650 light. These files, when necessary, will be supplied by Flash Technology.

**NOTE**

If you receive specific firmware upgrade installation instructions from Flash Technology with the firmware file, use those instructions instead of the ones below.

To update the firmware on a light:

1. Put the supplied firmware file (.hex extension) in a suitable location on your hard drive.
2. Remove the light's bottom cover and plug the USB cable into the USB port.
3. Connect the other end of the USB cable to an empty USB port on your computer.
4. Open 650DM on your computer. 650DM may take a moment to find and connect to the light.
5. Click maintenance on the bottom bar. The maintenance page appears.
6. Save the current light's configuration, if you plan to use it after upgrading the firmware. The light's configuration settings may be lost in the firmware upgrade process.
7. In the firmware and flash code table area, click Update Firmware. The open dialog box appears.
8. Navigate to and select the .hex file you saved to your hard drive and double-click on the file or click open. The following screen appears:



Do not disconnect the light while the firmware is downloading to the light. When the file completes downloading, the following screen appears:



9. Click **OK**. The light firmware has been updated.

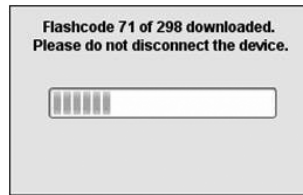
Click Status in the bottom bar. On the status page, look in the firmware and flash code table version area to confirm the firmware version you are running on your light.

## Updating the Flash Code Table

Occasionally it may be useful to load a specific flash code table onto an OL4 light. These files, when necessary, will be supplied by Flash Technology.

To update the flash code table on a light:

1. Put the supplied flash code table file (.csv extension) in a suitable location on your hard drive.
2. Remove the light's bottom cover and plug the USB cable into the USB port.
3. Connect the other end of the USB cable to an empty USB port on your computer.
4. Open 650DM on your computer. It may take a moment to find and connect to the light.
5. Click maintenance on the bottom bar. The maintenance page appears.
6. In the firmware and flash code table area, click Update Flash Code Table. The open dialog box appears.
7. Navigate to and select the .csv file you saved to your hard drive. The following screen appears:



Do not disconnect the light while the flash code table is downloading to the light. When the file completes downloading, the following screen appears:



8. Click OK. The flash code table has been updated.
9. Click status in the bottom bar. On the status page, look in the firmware and flash code table version area to confirm the version you are running on your light.

## Retrieving a Datalog

If you are experiencing technical difficulties with your light, Flash Technology Customer Service may ask you to send them a datalog from the light that they can use for diagnostic purposes.

To obtain a datalog from a light:

1. Remove the light's bottom cover and plug in the USB cable to the USB port.
2. Connect the other end of the USB cable to an empty USB port on your computer.
3. Open 650DM on your computer.
4. Click maintenance on the bottom bar. The maintenance page appears.
5. In the datalogs area, click Get Datalog From Device. The browse for folder dialog box appears.
6. Navigate to and select the folder into which you want to save the datalog (for example, your Windows Desktop).
7. Click OK. The datalog file is saved in the specified location. You can now email this datalog to Flash Technology Customer Support to diagnose the problem with the light.

## Appendix B: Using the Infrared Programmer

The optional infrared programmer (IR programmer) allows you to access a subset of the OL4 functions. This is useful if the light is bolted down, preventing access to the onboard user interface (OBUI) or the USB connector.

**NOTE**

The IR programmer uses the following codes:

- User Passcode = 753Off = 000
- Ship Mode = 820
- Out of Ship Mode = 821Batt Check = 810

**NOTE**

The IR programmer passcodes (user and distributor) are the same ones used to login using the OBUI. They can be changed using the Flash Technology device manager.

**NOTE**

If the "can change flash code" checkbox is cleared in the software, the flash code will not be editable when logged in to the OL4 using the user passcode. The flash code can always be edited by logging in with the distributor passcode.

You can perform the following functions with the IR programmer:

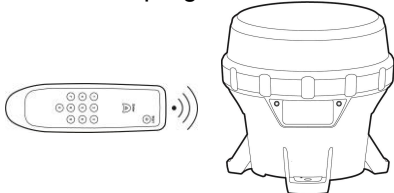
- Check the battery pack health
- Change the flash code
- Put the OL4 into ship mode
- Retrieve the OL4 from ship mode
- Enter off mode

### Entering the Passcode

You must enter a passcode before you can access any of the IR programmer features.

To enter the passcode:

1. Point the IR programmer at the side of the OL4.



2. Press and hold any button for approximately 3 seconds. The right-most decimal point on the OBUI illuminates steadily to indicate it received the IR signal and entered IR edit mode.
3. Press the start button on the IR programmer. The OBUI displays "I r Pr" briefly to indicate that it has received the IR signal.
4. Enter the passcode using the IR programmer. The default passcode is 753. Each time you enter one of the digits for the passcode, the OBUI flashes "I r X" (where X indicates the button you pressed on the IR programmer. For example, if you press the up button on the IR programmer, the display reads "I r U P"; "I r 0 9" displays when you press the 9 button; etc.).
5. Press the enter button on the IR programmer.

After you successfully enter the passcode, if the main LED was on, it extinguishes and then flashes 3 times quickly to indicate that the passcode entry was successful. If the passcode entry was unsuccessful, the main LED stays lit. This is a security feature to prevent unauthorized persons from interrupting the main LED during operation. Repeat this procedure to enter the passcode.

**NOTE**

While you are logged in, the main LED flashes whenever it receives a valid IR transmission.

During the login process, the main LED does NOT flash in response to IR programmer button presses.

After you successfully login, the OBUI scrolls through a status report twice. If the OL4 is not bolted down, you can view the status report on the OBUI through the transparent window in the bottom cover.

**NOTE**

IR Timeout: After you enter the passcode, if the OL4 does not detect any IR activity, the IR interface times out after 1 minute. If this occurs, press and hold any button on the IR programmer for 3 seconds and repeat the passcode entry process.

**NOTE**

When using the IR programmer, you must always login using a valid passcode, even if the passcode protected flag is cleared using the software. This is a security feature.

**NOTE**

If you enter an incorrect passcode, the OBUI briefly displays the word “fail.” This may indicate that someone has changed the passcode using the OL4 device manager.

## Changing the Flash Code

The flash code you select determines the OL4's flashing pattern. Refer to Appendix F for a complete list of the available flash codes.

To change the existing flash code:

1. After entering the passcode, point the IR programmer at the side of the OL4 lens and then press the start button on the IR Remote.
2. Enter the new flash code by pressing the 3 digits of the new flash code on the IR programmer. The main LED flashes once each time the OL4 receives a valid keypress.
3. Press enter on the IR programmer. If the new flash code update was successful, the main LED flashes 3 times quickly and then the OL4 runs through the new flash sequence for 1 minute (or until another IR transmission is received from the IR programmer). If the new flash code update was unsuccessful, the main LED flashes twice slowly.

If the main LED responds with 2 slow flashes after you enter the new flash code, then the flash code is not valid or it consumes more than the available energy at the programmed intensity.

**NOTE**

Using the OBUI, changing the flash code can force the intensity to change, but that does not occur when changing the flash via infrared. This, and the inability of the IR to trigger a status report without first entering a valid passcode, are 2 key differences between the OBUI and IR interface.

Either select a different flash code or reduce the effective intensity setting using the OBUI or OL4 device manager software.

## Turning the OL4 Off

To turn the OL4 off using the IR programmer, you must set the flash code to 000. To do this:

1. After entering the passcode, point the IR programmer at the side of the OL4 lens and press the start button on the IR programmer.
2. Enter the flash code "000" using the IR programmer. The main LED flashes once each time the OL4 receives a keypress.
3. Press the enter button on the IR programmer. If the flash code update was successful, the main LED flashes 3 times quickly. If the flash code update was unsuccessful, the main LED flashes twice slowly. If

you were unsuccessful, it means the flash code was entered incorrectly. Repeat this process using the flash code "000."

**NOTE**

When the OL4 is in off mode, the main LED does not illuminate. However, it continues to charge when exposed to sufficiently intense light.

**NOTE**

If you set the OL4 to off mode using the OBUI, the OL4 will still respond to infrared commands.

## Setting the OL4 to Ship Mode

If you are storing an OL4 or have to return it to your distributor for maintenance or repair, it is best to put the OL4 into ship or off mode. When the OL4 exits ship mode and returns to normal operation, it will remember its flash code, intensity and other settings.

To set the OL4 to ship mode:

1. After entering the passcode, point the IR programmer at the side of the OL4 lens and then press the start button on the IR programmer.
2. Enter 820 using the IR programmer. The main LED flashes once each time the OL4 receives a valid keypress.
3. Press the enter button on the IR programmer. If the ship mode command was successful, the main LED flashes 3 times quickly. The OL4 is now in ship mode. If the command was unsuccessful, the main LED flashes twice slowly. If you were unsuccessful, repeat the process: start, 820, enter.
4. After you enter ship mode, place the OL4 into the box in which it is being stored or shipped and close the lid. The main LED remains off until the device is removed from the box and senses a day-to-night transition. It then continues to operate in dusk-to-dawn mode. Please follow the storage recommendations.

## Restoring the OL4 from Ship Mode

The OL4 automatically exits ship mode when it detects a day-to-night transition. Below is the manual procedure to exist ship mode:

1. After entering the passcode, point the IR programmer at the side of the OL4 lens and then press the IR remote start button.
2. Enter 821 using the IR programmer. The main LED flashes once each time the OL4 receives a keypress.
3. Press the enter button on the IR programmer. If the command was successful, the main LED flashes 3 times quickly. The OL4 is now out of ship mode. If the command was unsuccessful, the main LED flashes twice slowly. If you were unsuccessful, repeat this process (start, 821, enter).
4. After you take the OL4 out of ship mode, determine the battery pack's state of health using either the OBUI or the IR programmer. If the battery pack is not in good health, either charge or replace the battery pack.

If you successfully remove the OL4 from ship mode, the OL4 begins to operate automatically in dusk-to-dawn mode.

**NOTE**

Check the OL4's flash code before deploying it. If the flash code is set to 000, it indicates that the OL4 is in off mode and the main LED will not turn on even with the arrival of dusk.

## Determining the Battery Pack's State of Health

If the OL4 is bolted down, you can use the IR programmer to check the OL4's battery pack's state of health.

After entering the passcode, point the IR programmer at the side of the OL4 lens and then press the start button on the IR programmer. The main LED flashes once.

Enter 810 using the IR programmer. The main LED flashes once each time the OL4 receives a signal.

Press start on the IR programmer. The main LED flashes once, and if the command entry was successful, the main LED will flash 3 times quickly and then display the battery pack's state of health using a series of flashes from the main LED. Use the following table to determine the battery pack's state of health.

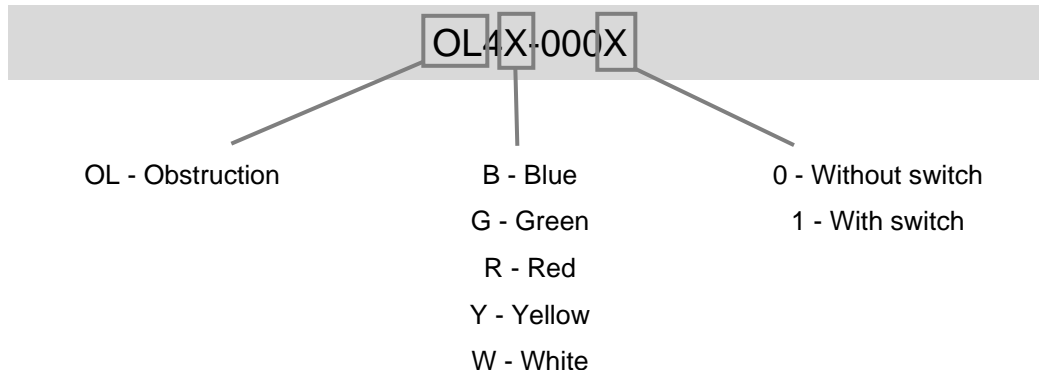
Number of Flashes	State of Health
4	Bad
7	Charge
10	Good

If the battery pack health status request was unsuccessful, the main LED flashes twice slowly. If you were unsuccessful, repeat this process (start, 810, enter).

## Appendix C: Ordering Codes

The following sections lists the OL4 ordering codes and the accessories available from your Flash Technology distributor.

Ordering Code Format:



For example, OL4R-0001 is a red, switched light.

## OL4 Accessories

OL4 Replacement Battery Pack

Part # 57383

A replacement battery pack is available for the OL4. The battery pack is ready for installation in the OL4 and does not require tools or other parts.



## Appendix D: Specifications

### Form Factor

**Mounting:** 5.9" (150 mm), 3-hole

**Mounting Orientation:** N/A; symmetrical

**Over-torque resistant:** Yes

**Chassis Materials:** polycarbonate / polysiloxane alloy

**Height:** 6.7" (169 mm)

**Width:** 6.9" (176 mm)

**Weight:** 3.5 lbs (1.58 kg)

**Operating Temperature:** -45-124 °F (-43-51 °C)

**Storage Temperature:** -45-176 °F (-43-80 °C)

### Optical

**Light Source:** High-power LED

**Intensity:** Greater than 10 cd intensity, steady-on; 18 cd peak intensity, flashing, 12.5% duty cycle (red LEDs)

**Chromaticity:** IALA preferred and optimum, ICAO, SAE 25050/FAA, AREMA blue

**Flash Settings:** 256+ Flash codes

**Ambient Light Sensing:** 25 - 925 lux, CCG and USCG targets

**LED Corrections:** Yes - temperature, color, flash code, efficacy, voltage

**Automatic Light Control (ALC):** Yes

**Visual Color Indicator:** Yes, compliant to FAA Engineering Brief 67

### Energy Capture

**Solar Panel Power:** High-efficiency cells

**Air Gap between Solar Panel and Lens:** No

**Maximum Power Point Tracking (MPPT):** Yes

**Float Charge Cut-off:** Yes

**Battery Charger:** Temperature-compensated, constant-voltage

**Reverse Polarity Protection:** Yes

**Solar Panel Bypass Diodes:** Yes

**Solar Panel Blocking Diode Function:** Yes

### Energy Storage

**Replaceable Battery Pack:** Yes (tool-less)

**Secured Battery Pack:** Yes, strap material meets ASTM D2000 2BG613-F7-G2

**Vented Battery Pack Compartment:** Yes

**Battery Status Feedback:** Good, charge, bad (replace)



## User Interface

**User Interface:** Onboard LED display, external switch option, IR option, USB connection to PC

**Datalogger:** Yes

**Self-Test:** Yes

**Battery Pack State of Health:** Yes

**External Switch:** Optional

**Ability to Connect to Computer:** Yes - USB

**Wireless Control:** IR only

## Standards and Testing

**Class 1 Div 2 Hazardous Environment:** Pending

**RoHS:** Yes

**ICAO 2007 Requirements:** Yes

**FAA Taxiway Requirements:** Pending

**EMC and EMI:** to be approved for EU/CE, USA, CAN, AU, others

**Vibration:** 10g, 10 - 60 Hz

**Shock, Pulse:** Tested to MIL-STD-202G, method 213B, test condition G, 50 – 75g

**Shock, Handling:** 48" (122 cm) drop onto solid wood on concrete

**Hail:** Tested to EN 61215, 1" (25 mm) OD up to 50mph (23 m/s)

**Wind Loading:** 400 mph (180 m/s)

**Immersion:** IP68, MIL-STD-202G, method 104A, test condition B

**Salt Spray:** Tested to MIL-STD-810G, ASTM B117-73(1979)

**ESD:** Tested to EN 61000-6-2:2001, +/-8 to +/-25 kV discharge

**Chemical Resistance:** Tested to MIL-STD-810G, method 504, procedure II

**Vandalism:** Tested to withstand hits from a 27" (69 cm) bat

**Pressure Washer:** Tested to withstand up to 2900 psi (20 MPa)

**Mounting Over-torque:** Tested to withstand up to 65 ft-lb (88 N-m)

**Humidity/Damp Heat:** Tested to MIL-STD-810G, method 507.5

**UV Exposure:** Tested to MIL-STD-810G, method 505.5, procedure II, 1120 W/m<sup>2</sup>, 44°C

**RF/EMI Resilience:** Tested to EN 60945:2002, EN 61000-4-3:1995, 100MHz -1GHz, 10V/m and 1GHz -12GHz, 200V/m

**Battery Life:** Tested equivalent to IEC 61427

## Patents

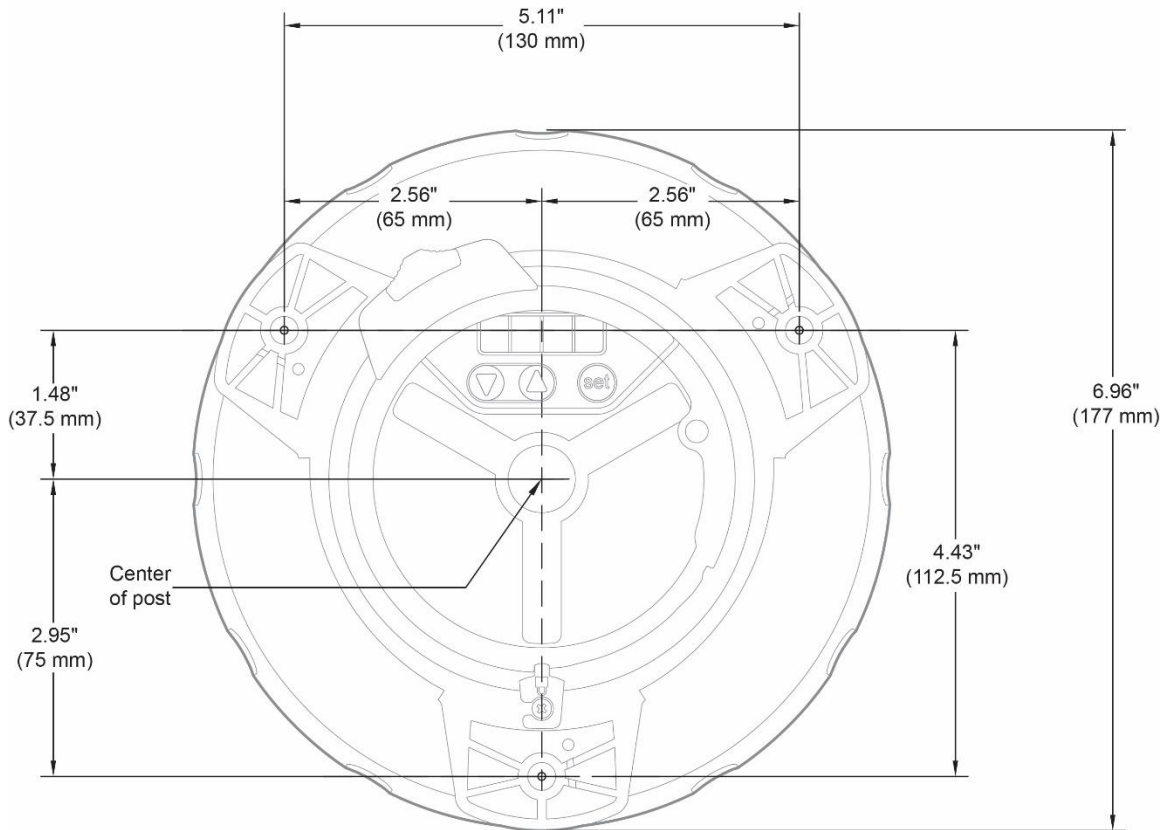
US 6,573,659 and other US, Canadian, EU patents pending

## Mounting

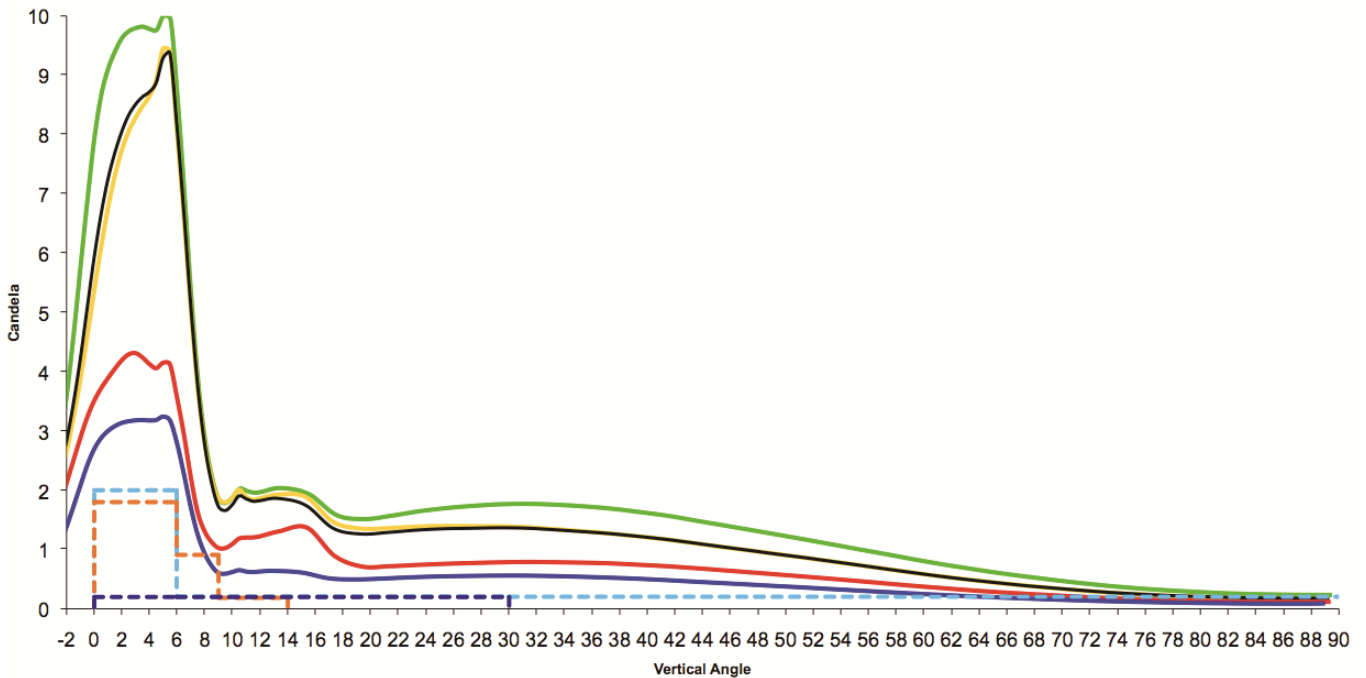
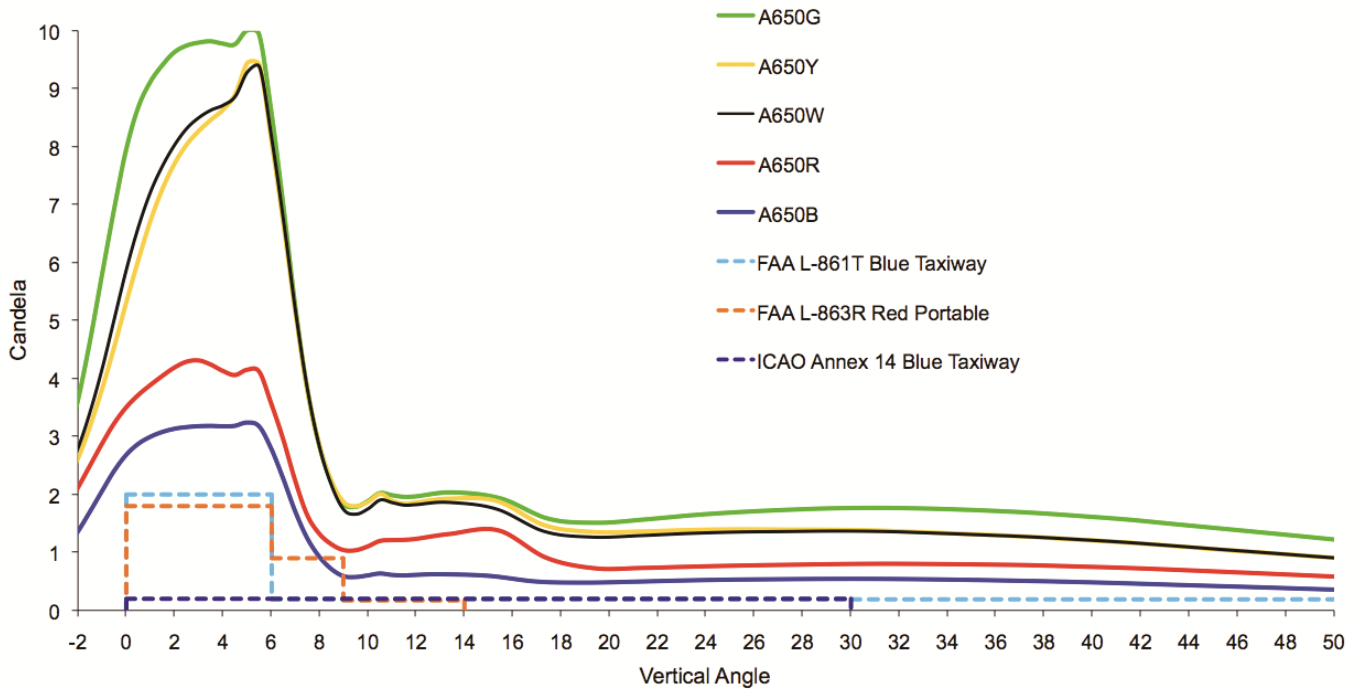
**Mounting Bolt Size:** 0.25" (6 mm or 7 mm)



- Mounting Foot Thickness:** 0.5" (12.7 mm)
- Mounting Bolt Torque:** 4 lbf·ft (5.4 N·m) minimum
- Mount Post Diameter:** 7" (177 mm) minimum
- Bolt Circle Diameter:** 5.91" (150 mm)



**Photometric Plots**



**NOTE**

Intensity is dependent on location. Based on equatorial location of 12-hour night duration and steady-on (001) flash code.

## Appendix E: Flash Codes

Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
1	F	60	0																
2	FI(2) 10s	0.5	1	0.5	8														
3	FI(2) 10s	0.5	1.5	0.5	7.5														
4	FI(2) 10s	0.8	1.2	0.8	7.2														
5	FI(2) 10s	1	1	1	7														
6	FI(2) 10s	1	1.5	1	6.5														
7	FI(2) 12s	0.5	1	0.5	10														
8	FI(2) 12s	1.5	2	1.5	7														
9	FI(2) 15s	1	2	1	11														
10	FI(2) 5s	0.5	1	0.5	3														
11	FI(2) 5s	1	1	1	2														
12	FI(2) 6s	0.5	1	0.5	4														
13	FI(2) 6s	0.8	1.2	0.8	3.2														
14	FI(2) 6s	1	1	1	3														
15	FI(2) 7s	1	1	1	4														
16	FI(2) 8s	0.5	1	0.5	6														
17	FI(2) 8s	1	1	1	5														
18	FI(2+1) 10s	0.5	0.7	0.5	2.1	0.5	5.7												
19	FI(2+1) 12s	0.8	1.2	0.8	2.4	0.8	6												
20	FI(2+1) 12s	1	1	1	4	1	4												
21	FI(2+1) 15s	1	2	1	5	1	5												
22	FI(2+1) 6s	0.3	0.4	0.3	1.2	0.3	3.5												
23	FI(3) 12S	0.5	2	0.5	2	0.5	6.5												
24	FI(3) 10s	0.5	1.5	0.5	1.5	0.5	5.5												



Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
25	FI(3) 10s	1	1	1	1	1	5												
26	FI(3) 12s	0.8	1.2	0.8	1.2	0.8	7.2												
27	FI(3) 15s	0.3	1.7	0.3	1.7	0.3	10.7												
28	FI(3) 15s	0.5	1.5	0.5	1.5	0.5	10.5												
29	FI(3) 20s	0.5	3	0.5	3	0.5	12.5												
30	FI(3) 9s	0.8	1.2	0.8	1.2	0.8	4.2												
31	FI(4) 10s	0.5	1	0.5	1	0.5	1	0.5	5										
32	FI(4) 10s	0.8	1.2	0.8	1.2	0.8	1.2	0.8	3.2										
33	FI(4) 12s	0.8	1.2	0.8	1.2	0.8	1.2	0.8	5.2										
34	FI(4) 15s	0.5	1.5	0.5	1.5	0.5	1.5	0.5	8.5										
35	FI(4) 15s	1	1	1	1	1	1	1	8										
36	FI(4) 20s	0.5	1.5	0.5	1.5	0.5	1.5	0.5	13.5										
37	FI(5) 20s	0.8	1.2	0.8	1.2	0.8	1.2	0.8	1.2	0.8	11.2								
38	FI(5) 20s	1	1	1	1	1	1	1	1	1	11								
39	FI(6) 15s	0.5	1	0.5	1	0.5	1	0.5	1	0.5	1	0.5	7						
40	FL-*	5	1	1	1														
41	FL-**	5	1	1	1	1	1												
42	FI 1.5s	0.3	1.2																
43	FI 1.5s	0.5	1																
44	FI 10s	0.5	9.5																
45	FI 10s	1	9																
46	FI 10s	1.5	8.5																
47	FI 12s	1.2	10.8																
48	FI 15s	1	14																



Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
49	Fl 2.5s	0.3	2.2																
50	Fl 2.5s	0.5	2																
51	Fl 2.8s	0.3	2.5																
52	Fl 2s	0.2	1.8																
53	Fl 2s	0.3	1.7																
54	Fl 2s	0.4	1.6																
55	Fl 2s	0.5	1.5																
56	Fl 2s	0.7	1.3																
57	Fl 2s	0.8	1.2																
58	Fl 3s	0.3	2.7																
59	Fl 3s	0.5	2.5																
60	Fl 3s	0.7	2.3																
61	Fl 3s	1	2																
62	Fl 4.3s	1.3	3																
63	Fl 4.4s	0.4	4																
64	Fl 4s	0.5	3.5																
65	Fl 4s	0.8	3.2																
66	Fl 4s	1	3																
67	Fl 4s	1.5	2.5																
68	Fl 5s	0.3	4.7																
69	Fl 5s	0.5	4.5																
70	Fl 5s	1	4																

Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
71	Fl 5s	1.5	4.5																
72	Fl 6s	0.5	5.5																
73	Fl 6s	0.6	5.4																
74	Fl 6s	1	5																
75	Fl 6s	1.5	3.5																
76	Fl 7.5s	0.8	6.7																
77	ISO 10S	5	5																
78	ISO 2S	1	1																
79	ISO 4S	2	2																
80	ISO 5S	2.5	2.5																
81	ISO 6S	3	3																
82	ISO 8S	4	4																
83	ISO 3S	1.5	1.5																
84	LFL 10S	2	8																
85	LFL 10S	3	7																
86	LFL 10S	4	6																
87	LFL 12S	2	10																
88	LFL 15S	4	11																
89	LFL 5S	2	3																
90	LFL 6S	2	4																
91	LFL 8S	2	6																
92	LFL 8S	3	5																



Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
93	MO(A) 10S	0.5	0.5	1.5	7.5														
94	MO(A) 15s	0.5	1.5	2	11														
95	MO(A) 6s	0.3	0.6	1	4.1														
96	MO(A) 8s	0.8	1.2	2.4	3.6														
97	MO(B) 15S	1.5	0.5	0.5	0.5	0.5	0.5	0.5	10.5										
98	MO(U) 10S	0.3	0.7	0.3	0.7	0.9	7.1												
99	MO(U) 10S	0.4	0.6	0.4	0.6	1.2	6.8												
100	MO(U) 10S	0.5	0.5	0.5	0.5	1.5	6.5												
101	MO(U) 15S	0.5	0.5	0.5	0.5	1.5	11.5												
102	MO(U) 15S	0.6	0.3	0.6	0.3	1.4	11.8												
103	MO(U) 15S	0.7	0.5	0.7	0.5	1.9	10.7												
104	MO(U) 15S	0.7	0.7	0.7	0.7	2.1	10.1												
105	MO(U) 15S	0.75	0.45	0.75	0.45	2	10.6												
106	MO(U) 15S	1.15	0.73	1.15	0.73	3.03	8.21												
107	MO(U) 15S	1.3	0.7	1.3	0.7	3.3	7.7												
108	MO(U) 15S****	0.75	0.15	0.75	0.15	1.65	11.55												
109	MO(U) 15S*	0.45	0.45	0.45	0.45	1.35	11.85												
110	MO(U) 15S**	0.55	0.35	0.55	0.35	1.45	11.75												
111	MO(U) 15S***	0.6	0.3	0.6	0.3	1.5	11.7												
112	MO(U) 10S	0.2	0.8	0.2	0.8	0.6	7.4												
113	OC 10S	7	3																
114	OC 10S	7.5	2.5																





Flash Code	Flash Character	F1	EC1	F12	EC2	F13	EC3	F14	EC4	F15	EC5	F16	EC6	F17	EC7	F18	EC8	F19	EC9
115	OC 15S	10	5																
116	OC 3S	2	1																
117	OC 3S	2.5	0.5																
118	OC 4S	3	1																
119	OC 5S	3	2																
120	OC 5S	4	1																
121	OC 5S	4.5	0.5																
122	OC 6S	4	2																
123	OC 6S	4.5	1.5																
124	OC 6S	5	1																
125	Q 1.2S	0.3	0.9																
126	Q 1.2S	0.5	0.7																
127	Q 1.2S	0.6	0.6																
128	Q 1S	0.2	0.8																
129	Q 1S	0.3	0.7																
130	Q 1S	0.4	0.6																
131	Q 1S	0.5	0.5																
132	Q 1S	0.8	0.2																
133	Q(2) 10S	0.5	1.5	0.5	7.5														
134	Q(2) 10S	0.6	0.4	0.6	8.4														
135	Q(2) 5S	0.3	0.7	0.3	3.7														
136	Q(2) 6S	0.3	0.7	0.3	4.7														



Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
137	Q(2) 6S	0.35	0.7	0.35	4.6														
138	Q(3) 10S	0.3	0.7	0.3	0.7	0.3	7.7												
139	Q(3) 10S	0.35	0.65	0.35	0.65	0.35	7.65												
140	Q(3) 10S	0.6	0.6	0.6	0.6	0.6	7												
141	Q(4) 10S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	6.7										
142	Q(4) 12S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	8.7										
143	Q(4) 15S	0.35	0.7	0.35	0.7	0.35	0.7	0.35	11.5										
144	Q(4) 20S	0.5	0.5	0.5	0.5	0.5	0.5	0.5	16.5										
145	Q(4) 6S	0.4	0.6	0.4	0.6	0.4	0.6	0.4	2.6										
146	Q(5) 10S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	5.7								
147	Q(5) 20S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	15.7								
148	Q(5) 20S	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	15.5								
149	Q(5) 7S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	2.7								
150	Q(6) 10S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	4.7						
151	Q(6)+LFL 15S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	2	7				
152	Q(6)+LFL 15S	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	1.05	7.95				
153	Q(6)+LFL 15S	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	2	5.8				
154	Q(9) 15S	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	6.7
155	Q(9) 15S	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	0.65	0.35	6.65
156	Q(9) 15S	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	4.8
157	VQ 0.5S	0.15	0.35																



Flash Code	Flash Character	F1	EC1	F12	EC2	F13	EC3	F14	EC4	F15	EC5	F16	EC6	F17	EC7	F18	EC8	F19	EC9
158	VQ 0.5S	0.2	0.3																
159	VQ 0.6S	0.2	0.4																
160	VQ 0.6S	0.3	0.3																
161	VQ(3) 5S	0.15	0.35	0.15	0.35	0.15	3.85												
162	VQ(3) 5S	0.2	0.3	0.2	0.3	0.2	3.8												
163	VQ(3) 5S	0.3	0.3	0.3	0.3	0.3	3.5												
164	VQ(6)+LFL 10S	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	2	5				
165	VQ(6)+LFL 10S	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	2	4.4				
166	VQ(9) 10S	0.15	0.35	0.15	0.35	0.15	0.35	0.15	0.35	0.15	0.35	0.15	0.35	0.15	0.35	0.15	0.35	0.15	5.85
167	VQ(9) 10S	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	0.3	0.2	5.8
168	VQ(9) 10S	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	4.9
169	Q(2) 7S	0.5	1	0.5	5														
170	Fl(2) 5s	0.3	0.4	0.3	4														
171	Fl(2) 10s	0.5	0.7	0.5	8.3														
172	Fl(5) 20s	0.5	1	0.5	1	0.5	1	0.5	1	0.5	13.5								
173	Fl(2) 10s	1	2	1	6														
174	Fl 4s	0.4	3.6																
175	Fl(2) 5s	0.4	0.6	0.4	3.6														
176	Mo(A) 8s	0.4	0.6	2	5														
177	Fl 2.5s	1	1.5																
178	Fl(3+1) 20 s	0.5	1.5	0.5	1.5	0.5	4.5	0.5	10.5										
179	Fl(3+1) 20 s	0.6	1.4	0.6	1.4	0.6	4.4	0.6	10.4										

Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
180	FI(3+1) 20 s	0.65	1.35	0.65	1.35	0.65	4.35	0.65	10.35										
181	FI(3+1) 20 s	0.7	1.3	0.7	1.3	0.7	4.3	0.7	10.3										
182	FI(3+1) 20 s	0.8	1.2	0.8	1.2	0.8	4.2	0.8	10.2										
183	FI(2) 7s	0.5	1.5	0.5	4.5														
184	FI(3) 9s	0.5	1.5	0.5	1.5	0.5	4.5												
185	LFL 11s	2	9																
186	FI(6+1) 15s	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	2	7				
187	Mo (0) 12s	1.5	0.5	1.5	0.5	1.5	6.5												
188	Mo (0) 15s	1.5	0.5	1.5	0.5	1.5	9.5												
189	Q 1S	0.25	0.75																
190	Q (3) 4.6s	0.3	0.7	0.3	2	0.3	1												
191	FI 7.5s	0.5	7																
192	FI (4) 11s	0.5	1.5	0.5	1.5	0.5	1.5	0.5	4.5										
193	FL (3) 21s	0.5	1.5	0.5	4.5	0.5	13.5												
194	FL (3) 6s	0.5	0.5	0.5	0.5	0.5	3.5												
195	FL(3)10s	0.5	0.5	0.5	0.5	0.5	7.5												
196	FL(9)15s	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	6.5
197	OC(2)6s	3	1	1	1														
198	OC(3)8s	3	1	1	1	1	1												
199	OC(4)10s	3	1	1	1	1	1	1	1										
200	FL(2)6s	0.5	1.5	0.5	3.5														
201	FL(1)8s	0.5	7.5																



Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
202	FL(3)15s	0.3	1.7	0.3	1.7	0.3	10.7												
203	FL(2)5s	0.2	0.8	0.2	3.8														
204	FL(2)4s	0.5	1	0.5	2														
205	FL(2)4.5s	0.3	1	0.3	2.9														
206	FL(3)10s	0.5	1.5	0.5	1.5	0.5	5.5												
207	FL(3)15s	0.5	1.5	0.5	1.5	0.5	10.5												
208	Mo(B)16s	1.5	0.5	0.5	0.5	1.5	0.5	0.5	10.5										
209	Q 1s	0.15	0.85																
210	Fl(2+1) 10s	0.6	0.6	0.6	1.8	0.6	5.8												
211	MO(U) 15S	0.4	0.5	0.4	0.5	1.2	12												
212	Q 1.2S	0.2	1																
213	Q(3) 10S	0.2	1	0.2	1	0.2	7.4												
214	Q(6)+LFL 15S	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	0.6	3	4.8				
215	VQ(3) 5S	0.2	0.4	0.2	0.4	0.2	3.6												
216	VQ(6)+LFL 10S	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	0.3	3	3.4				
217	VQ(9) 10S	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	5
218	OC (3) 12S	4.5	1.5	1.5	1.5	1.5	1.5												
219	OC(4) 12S	5	1	1	1	1	1	1	1										
220	FL(3) 12S	1	1.5	1	1.5	1	6												
221	FL(4) 15S	1	1.5	1	1.5	1	1.5	1	6.5										
222	FL(5) 20S	1	1.5	1	1.5	1	1.5	1	1.5	1	9								
223	MO(A)	1	1	3	7														

Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
224	FL(5) 20S SADO	0.5	1.5	0.5	1.5	0.5	1.5	0.5	1.5	0.5	11.5								
225	FL(4) 15S	0.5	2	0.5	2	0.5	2	0.5	7										
226	FL(5) 20S	0.5	2	0.5	2	0.5	2	0.5	2	0.5	9.5								
227	Q(6)+LFL 15S	0.2	1	0.2	1	0.2	1	0.2	1	0.2	1	0.2	1	3	4.8				
228	Q(9) 15S	0.2	1	0.2	1	0.2	1	0.2	1	0.2	1	0.2	1	0.2	1	0.2	1	0.2	5.2
229	VQ(6)+LFL 10S	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	0.2	0.4	3	3.4				
230	CST1	3.27 3	1.09 1	1.09 1	1.09 1	3.27 3	1.09 1	1.09 1	30										
231	CST2	6	15																
232	LFL 24s	9	15																
233	CST4	3	10																
234	CST5	0.5	1	0.5	1	0.5	4.5												
235	CST6	0.4	0.7	0.4	0.7	0.4	0.7	0.4	0.7	0.4	20.2								
236	CST7	1.5	0.5																
237	CST8	0.5	2.5	0.5	2.5	0.5	2.5	0.5	10.5										
238	CST9	0.6	0.3	0.6	0.3	1.5	56.7												
239	CST10	0.5	1.5	0.5	2.5														
240	CST11	0.3	0.7	0.3	2.7														
241	CST12	6	6																
242	CST13	2	1	5	1														
243	CST14	0.4	0.6	0.4	0.6	0.4	2.6												
244	CST15	0.8	1	0.8	1	0.8	1	0.8	1	0.8	2								



Flash Code	Flash Character	F1	EC1	F2	EC2	F3	EC3	F4	EC4	F5	EC5	F6	EC6	F7	EC7	F8	EC8	F9	EC9
245	CST16	0.8	1	0.8	1	0.8	1	0.8	3.8										
246	CST17	0.5	0.5	0.5	0.5	0.5	5.5												
247	CST18	0.5	2.5	0.5	2.5	0.5	2.5	0.5	10.5										
248	CST19	0.8	5.2																
249	CST20	0.8	6.2																
250	CST21	0.5	2	0.5	2	0.5	2	0.5	8										
251	FI 3.5s	0.7	2.8																
252	FI 3.6s	0.7	2.9																
253	FI 5.5s	0.7	4.8																
254	FI(3) 15s	0.5	1.5	0.5	3	0.5	9												
255	GpD(5) 14s	0.5	1.5	0.5	1.5	0.5	1.5	0.5	1.5	0.5	5.5								
256	GpD(5) 15s	0.5	1.5	0.5	1.5	0.5	1.5	0.5	1.5	0.5	6.5								
257	ISO 2.5S	1.25	1.25																
258	FI(3) 10s	0.5	1.5	0.5	0.5	1.5	5.5												
259-297	SYS: future use	0	0																
298	ENDCODE																		

## Appendix F: Warranty and Customer Service Information

This product is covered by the Flash Technology warranty. Visit [flashtechnology.com](http://flashtechnology.com) for additional information. Failure to comply with the use, storage, maintenance or installation instructions detailed in this manual could void the warranty. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Before contacting Flash Technology's customer service department, please have the serial number of your light available, a brief description of the problem and all details of installation and recharging efforts.

To contact Customer Service:

**Mail:** Flash Technology  
332 Nichol Mill Lane  
Franklin, TN 37067 USA

**Phone:** 1.615.503.2000

**Fax:** 1.615.261.2600

**Email:** [customerservice@flashtechnology.com](mailto:customerservice@flashtechnology.com)

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