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WARNING: Warning devices are strictly regulated and governed by Federal, State and Municipal ordinances. These devices shall be used ONLY on approved vehicles. It is the sole responsibility of the user of these devices to ensure compliance.

MOUNTING

Important: DO NOT over tighten mounting screws or nuts. This could cause permanent damage to the light.

- Locate flat mounting location for the LED3 Light.
- When the position of LED3 is determined use paper template on next page to drill hole locations. Screw mounting holes should be drilled using a 3/32" drill bit. Wire entry holes should be drilled using a 1/4" drill bit.
- 3. Make electrical connections.
- 4. Using supplied #6 x 3/4" screws, fasten LED3 to mounting surface. Be sure not to overtighten screws as this will cause hole in mounting surface to strip out. Be sure that supplied gasket is mounted between mounting surface and LED3.

SINGLE EXTERIOR LED3 WARNING LIGHT

ASSEMBLY INSTRUCTIONS EL3SN(x)





This product contains high intensity LED devices. To prevent eye damage, DO NOT stare into light beam at close range.



NOTE: The LED3 is a factory sealed unit that CANNOT be serviced in the field. Any attempt to gain access to the LED3 unit will most likely cause permanent damage and void its warranty.

IMPORTANT: DO NOT connect this device to a strobe power supply.

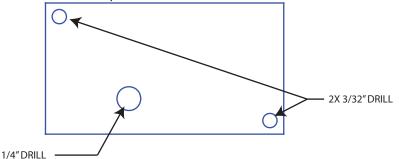
OPERATING INSTRUCTIONS

See Configuration Instructions.

The single LED3 comes equipped with an internal flasher with 33 user selectable patterns that can be synchronized either alternating or simultaneous with up to three other lights. It can also be put into slave mode and driven through an external flasher.

- Connect the LED3 BLACK wire to a good, convenient ground.
- Connect the LED3 RED wire to one side of a user supplied on/off switch. Connect the other side of the switch, through a 5Amp fuse, to a source of +10-16Vdc.

Drill Template for Mounting Holes/Cord Entry Template Shown Actual Size





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LED3 Sync Configuration Instructions

- 1. Set ID#
- a. Identify which pattern and sequence you want and look up ID#s on table.
- b. Connections
 - RED: +12Vdc
 - WHT: +12Vdc (Note: you will need to disconnect after power is applied)
 - iii. BLK: Ground
- c. Apply power to unit
- d. Without disconnecting power from unit, disconnect WHT wire
- e. Momentarily connect WHT to Ground to change ID #
 - Identify ID# by number of sequential flashes
 - Possible ID#s: 1 4
- f. Disconnect power from unit to get out of ID mode.
- 2. Set Pattern
 - a. Reapply power to units.
 - b. Once all Light Head ID#s are configured, make sure all lights are flashing the same pattern
 - c. Connect corresponding colored wires of all units together: RED to RED, etc.
 - d. Change Pattern
 - Momentarily connect WHT wires to Ground
 - ii. Observe pattern change on all lights connected
 - e. Insulate all wires by taping with electrical tape
- 3. Connect Master Switch for Application
 - a. IMPORTANT! Ensure WHT Pattern/Sync Wires are tied together

PATTERN SELECTION

- Disconnect WHITE wire from any connections if applicable. Turn LED3 ON.
- Momentarily touching and removing the WHITE wire(s) to ground will advance the LED3 to the next flash pattern. Touching and removing the White wire for more than a few seconds will allow you to change the LED3 to the previous pattern. See flash pattern table. Continuing to touch and remove the WHITE wire(s) to ground will allow you to scroll through the pattern list. After pattern #33 is reached the list will start over again at pattern #1.

NOTE: The LED3 is equipped with flash pattern memory. Once you have selected a pattern the LED3 will always activate to that pattern every time the unit is turned on. Tape up and secure WHITE wire so that it will not accidentally change your selected pattern.

PATTERN RESET

- 1. Remove power.
- 2. Place WHITE (sync) wire to ground.
- 3. With sync wire grounded, re-power RED wire.
- 4. Maintain for one second (light will dim).
- 5. Remove power and ground (pattern 1 set).

X-Pattern Sequence

ID#1 > ID#4 > ID#2 > ID#3

X-Pattern Light Head Placement

ID#4	ID#2
ID#3	ID#1

Single Light Operation: Follow the ID Selection steps and set the LED3 to ID#1 if it is not already. NOTE: Steady Burn is produced for patterns 9 & 10 in Single Operation.

2 LIGHTS

1LIGHT

ALTERNATING: To obtain Alternating patterns, follow the ID SELECTION steps and set one LED3 to ID#1 and the other to ID#3. Then proceed to the PATTERN SELECTION steps.

SIMULTANEOUS: To obtain Simultaneous patterns, follow the ID SELECTION steps and set both LED3 lights to ID#1. Then proceed to PATTERN SELECTION steps.

4 LIGHTS

X-Pattern: To obtain X-patterns, follow the ID SELECTION steps and set one of the four LED3 lights to ID#1, one to ID#2, one to ID#3, and one to ID#4. Then proceed to PATTERN SELECTION steps. NOTE: Be sure to mount each LED3 in the correct placement based on ID#.



SLAVE MODE

The LED3 is capable of being activated through the use of a user supplied flasher by putting it in slave mode.

- Permanently connect the LED3 WHITE and BLACK
- wire to a good, convenient ground.
 Connect the LED3 RED wire, through a 5Amp fuse, to the output of a +10-16Vdc switching flasher.

NOTE: The LED3 is a factory sealed unit that CANNOT be serviced in the field. Any attempt to gain access to the LED3 unit will most likely cause permanent damage and void its warranty.

FLASH PATTERNS for SINGLE HEAD EXTERIOR LED3 (EL3SN(x))

#	Pattern Name	1 Light	Alternating 2 Lights	Simultaneous 2 Lights	X-Pattern 4 Lights	Flashes/ Minute
1	Quint	Х	Х	X		70
2	Warp	X	X	X		350
3	Inter-Cycle Flash	х	x			
4	Double Flash	X	X	X	,	70
5	Quad Flash	X	X	X		80
6	Power Pulse	X	X	X		180
7	Road Runner	X	X	X		113
8	Q-Switch	X	X			
9	Road Runner Steady Burn	Х	х			113
10	Quad Steady Burn	Х	X			80
11	E-Ideal Single Flash	Х	×	х		200
12	E-Ideal Double Flash	Х	X	Х		146
13	Quad2 Flash	X	X	X		67
14	Double2 Flash	X	X	X		95
15	X-Warp		10000		X	(6)70
	X-Double				X	
17	PowerRunner	X	X	X		
18	LCR Quint	X	X	X		
19	Warp ³	X	X	X		
20	Ultra Warp	X	X	X		545
21	Thunder and Lightning	Х	Х			7.07
22	LiteSpeed	X	X	X		85
23	SuperSonic	X		X		170
24	LCR LiteSpeed	X	X	X		20000
25	SuperSonic Ultra	Х	х	х		
26	TempoShift	X	X	X		
27	TempoShift Warp	Х	×	х		
28	SBE2	X	X	X		67
29	C ²	X	×	×		200
30		X	X	X		176
31	UltraGlow	X	X	×		
	Cyclone	X	X	X		
33		X	x	X		