

SL-ODSL

7-11NM Omni-Directional Sector Lantern

INSTALLATION & SERVICE MANUAL



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|-------------|---------------|------------|-------------|
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Introduction

Congratulations! By choosing to purchase a Sealite lantern you have become the owner of one of the most advanced LED marine lanterns in the world.

Sealite Pty Ltd has been manufacturing lanterns for over 25 years, and particular care has been taken to ensure your lantern gives years of service.

As a commitment to producing the highest quality products for our customers, Sealite has been independently certified as complying with the requirements of ISO9001:2015 quality management system.

Sealite lanterns comply with requirements of the US Coast Guard in 33 CFR part 66 for Private Aids to Navigation.

By taking a few moments to browse through this booklet, you will become familiar with the versatility of your lantern, and be able to maximize its operating function.

Operating Principle

The flasher unit has very low current requirements. A microprocessor drives multiple ultra-bright LED's (Light Emitting Diodes) through a DC/DC converter, which enables the LED's to operate within the manufacturer's specifications.

On darkness, the microprocessor will initiate a program check and after approximately 1 minute begin flashing to the set Flash Code.

Technology

Sealite is the world's fastest growing manufacturer of marine aids to navigation. We employ leading mechanical, optical, hardware & software engineers to create innovative products to service the needs of our customers worldwide and offer the widest range of solar-powered LED lanterns in the marketplace.

Electronics

Sealite employs leading in-house electronic engineers in the design and development of software and related circuitry. All individual electronic components are sourced directly by Sealite procurement staff ensuring that only the highest quality components are used in our products.

LED Technology

All marine lanterns use the latest advancements in LED technology as a light source. The major advantage of LED's over traditional light sources is well established in that they typically have an operational life in excess of 100,000 hours, resulting in substantial savings to maintenance and servicing costs.

Precision Construction

Commitment to investing in the design and construction of injection-moulded parts including optic lenses, light bases and a range of other components ensures that all Sealite products are of consistent and superior quality.

Optical Performance

Sealite manufactures a range of marine LED lenses moulded from multi-cavity dies. The company has superior in-house lens manufacturing capabilities to support outstanding optical performance.

Award-winning, Patented Technology

Several United States and Australian patent registrations are held on Sealite's range of innovative designs, with other regional patents pending in Canada, United Kingdom and Europe.

SL-ODSL

7-11NM Omni-Directional Sector Lantern

The SL-ODSL is a robust, 7-11NM Omni-Directional Sector Lantern. It is specifically designed to withstand the tough marine environment to provide years of reliable, low maintenance service. The 3 & 4 hole bolt pattern base fits directly onto existing 200mm bolt pattern industry standard mounts for ease of installation.

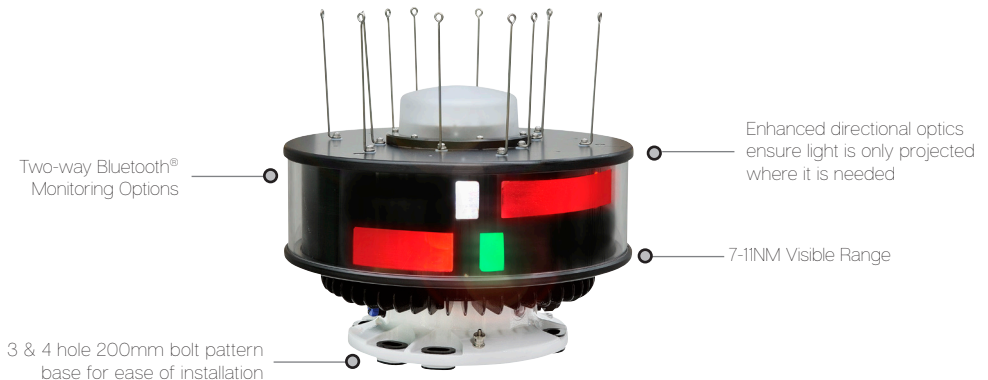
The tough, polycarbonate lens is specifically designed for use with LEDs and incorporates bird spike to deter unwelcome bird life.

Completely programmable via the Bluetooth® connected SealitePro® mobile application, the SL-ODSL can be configured and monitored from a distance up to 50 metres.

The SL-ODSL is available with GPS Synchronisation as standard. Two (2) or more lights can be synchronised to flash in unison via an internal GPS module.

The SL-ODSL may also be fitted with a GSM Module (External) or AIS (External) via the serial port, enabling users to access real-time diagnostic data and change lantern settings. This feature is available via our Star2M® monitoring and control and asset management platform. The system can also be configured to send out alarm messages to designated phone numbers. Users can also have alarms and reports sent to designated email addresses.

All this is backed by Sealite's industry leading 3-year warranty.





Product Components

The following components come as standard with each lantern:

- SL-ODSL Sector Lantern
- Quick Start Guide
- Light Measurement Report

Optional

- IR programmer remote

These components are securely packaged within protective wrap, in a carton and shipped to you.

Please check that **ALL** of these components are included with your order and contact your Sealite representative as soon as possible if anything is missing.

Installation

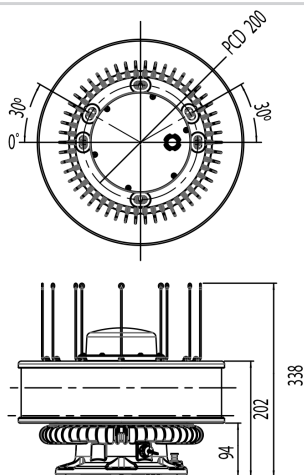
Lantern Installations Settings

The lantern can be programmed via 2 methods,

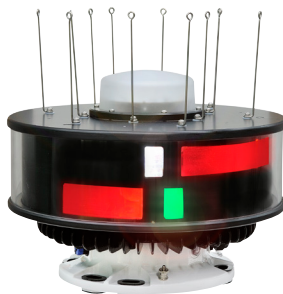
1. Bluetooth® connectivity via the SealitePro® App (recommended);
2. Via the optional Sealite IR Controller (optional);

The SealitePro® and Sealite IR Controller Instructions are included in this manual.

Technical Illustration



SL-ODSL



Programming the Lantern

SealitePro® Bluetooth® Guide

The SealitePro® application is used to communicate with Sealite lighting products that have Bluetooth® technology fitted. To note, only one device may be connected at any one time.

The Bluetooth® control offers the following main functionality:

- Lantern Information
- Lantern Status
- Programming Options
- Manufacturing Data
- Advanced Operations

The SealitePro® Application is available on both Android® and iOS devices. Most functions between platforms are identical and the majority of the screenshots in this manual were taken showing an iOS device screen. Where the Android® device differs, both visual options have been provided.



Bluetooth® Controller Functions

The Sealite SL-ODSL Bluetooth® Control System accessible via the SealitePro® App is divided into seven simple sections as outlined below and displayed on the App home screen;

Lantern Information

- Lantern Identification
- Lantern Type
- Lantern Name
- Bluetooth Authentication
- Lantern Colour
- Lantern Peak Intensity

Lantern Status

- Battery Voltage
- Status Flags
- Lantern Geolocation

Programming Options

- Operating Mode
- Flash Code
- Intensity
- Sync Offset
- GPS Mode
- Hibernation
- Lux Level
- GSM Power

Manufacturing Data

- Hardware
- Board Serial Number
- Manufacture Date
- Software Version

Advanced Operations

- Test LED
- Perform Factory Reset

Accessing the SealitePro® App for the first time

Opening the SealitePro® App on an Android® or iOS Device

Download the SealitePro® App from Google Play (search for “Sealite” in the store) on an Android® Tablet or Smartphone or via the App store on an iOS tablet or phone. Open the App to prompt the Sealite Bluetooth control system.



Where examples are identified side by side, the left is applicable to Android® devices and the right image to iOS devices.

Start Menu

- Connect via Bluetooth - connect to a lantern.
 - Support Tools - Solar Calculator to conduct simulations based on lantern settings and locations.
- NOTE – This feature provides lantern simulations only in regard to battery autonomy on solar radiation. Changes may be applied through “Connect via Bluetooth” option only.

- User Guides – Quick Start Guide and User Manual

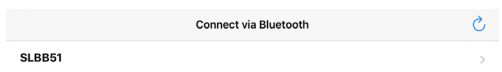
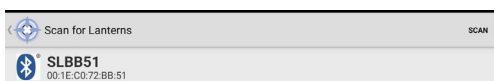
Contact Sealite / Us – Provide product feedback and contact Sealite



Scan for Lanterns

When the “Connect via Bluetooth” option is selected, the App will automatically scan for lanterns equipped with Bluetooth within range.

- Select the lantern which requires setting or verification.





Expand the “Lantern Information” section if collapsed.

Done SLBB51 Connected

Lantern Information

Lantern Status

Programming Options

Power Monitoring

Manufacturing Data

Advanced Operations

Done SLBB51 Connected

Lantern Information

Radio ID
SLBB51

Lantern Type
SL-ODSL

Lantern Name
Not Set

Bluetooth Authentication
No PIN Set

Colour
White

Peak Intensity

Identify Bluetooth Radio ID

When “Identify” on the Tablet or phone is selected, the connected lantern will flash quickly (10 times). For iOS, identify is represented by a flash / burst icon.

Set the Lantern Name

- 1. Press “Name” to change the lantern name. A user defined name, comprising up to 16 alpha- numeric characters (and -, \$, # @) can be typed into the dialogue box. It is recommended that the lantern be programmed with a unique name.
- 2. Press apply and then Set to confirm.

Cancel Set Name Apply

New Name

Not Set

Create Security Access PIN

The factory default does not set the lantern with a Security PIN.

1. To set a PIN, select “Authentication Level” (“Bluetooth Authentication for iOS”) then enter a New PIN and press “OK”. A confirmation of the PIN will be prompted.
2. Re-enter the same PIN and press “OK”.

The first two screenshots show the 'Lantern Information' screen with the following details: Radio ID: SLBB51, Lantern Type: SL-ODSL, Lantern Name: Not Set, Bluetooth Authentication: No PIN Set, Colour: White, Peak Intensity: . The 'Enter New PIN' dialog box is overlaid on the screen, with a text input field and 'Cancel' and 'OK' buttons.

The third screenshot shows the 'Lantern Status' screen with the following details: Programming Options, Power Monitoring. A 'PIN Changed' confirmation dialog box is overlaid on the screen, with an 'OK' button.

Modify Current Security Access PIN

1. To set a new Security Access PIN select “Authentication Level” (“Bluetooth Authentication for iOS”) and type the current Security PIN.
2. After validation the App will request for the current PIN to be re-entered. After confirmation enter the new Security PIN then confirm the new PIN.

Note - If the Security PIN is lost, see Password Reset Procedure. Also note that PIN '0000' is reserved and will result in the lantern having no PIN.

The screenshot shows the 'Lantern Information' screen with the following details: Radio ID: SLBB51, Lantern Type: SL-ODSL, Lantern Name: Not Set, Bluetooth Authentication: No PIN Set, Colour: White, Peak Intensity: . The 'Confirm New PIN' dialog box is overlaid on the screen, with a text input field containing four dots and 'Cancel' and 'OK' buttons.



SealitePro® Password Reset Procedure

In the event where the password set is unknown the procedure below should be followed:

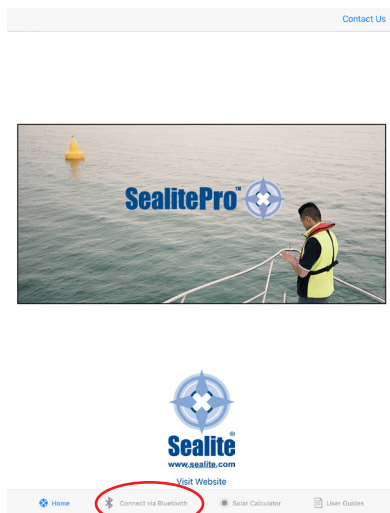
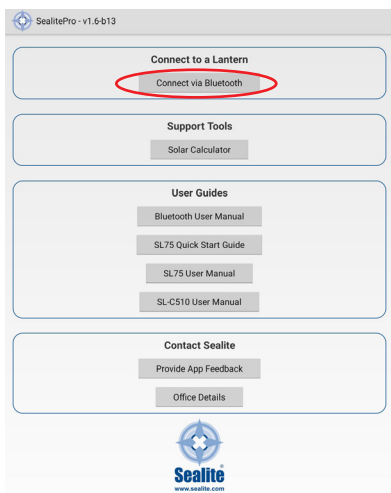
Step 1 – Disconnect the power supply from the light head:

Disconnect the light head from the power and then reconnect.

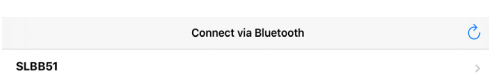
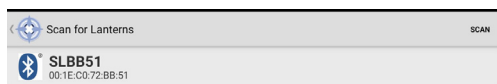
Step 2 – Connect to the lantern using the SealitePro®:

Once the light is re-connected ensure the following procedure is conducted within one minute. Otherwise the process at step 1 will need to be completed.

(a). Connect to a lantern by pressing “Connect via Bluetooth®”



(b). Select a lantern displayed on the “Connect via Bluetooth” screen.

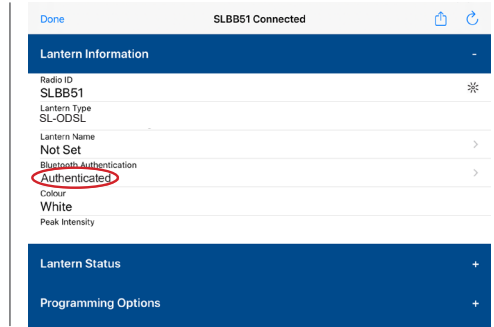
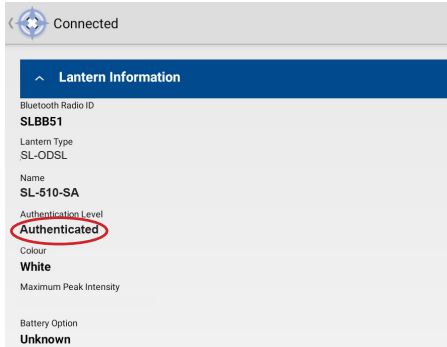


Where examples are identified side by side, the left is applicable to Android® devices and the right image to iOS devices.

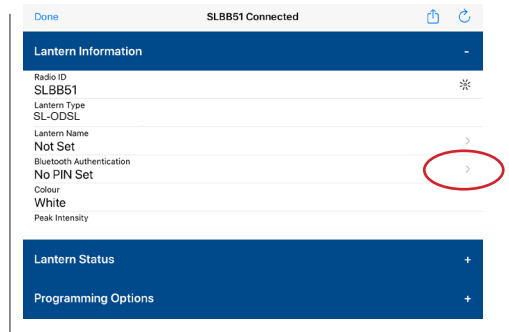
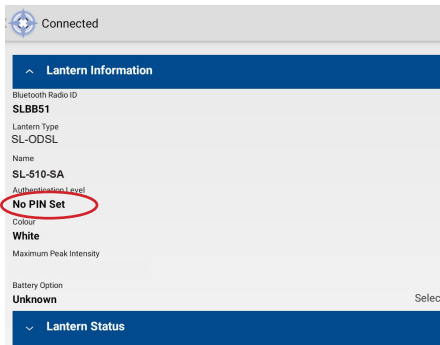
- (c). Expand the “Lantern Information” drop down menu then press select “Authentication Level” (“Bluetooth Authentication for iOS”).

NOTE – If “User Authenticated” under “Authentication Level” or Bluetooth Authentication appears the limited time that allows to modify the PIN has expired.

Therefore, start the process again at Step 1;



- (d). If “No PIN Set” appears under Authentication Level, press arrow to the right to Change PIN;



- (e). Enter a New PIN and press “OK”. A prompt to confirm PIN will appear. Re-enter the same PIN and press “OK”.

• Colour Menu

Displays the lantern colour (White, Red, Green, Blue or Yellow)

• Peak Intensity Menu

Displays the Lantern Maximum Intensity in candelas (cd) based on the LED Colour.





Lantern Status

From the “Lantern Status” section the user can verify the current lantern status

Done

SLBB51 Connected



Lantern Information

+

Lantern Status

-

Voltage

24.0V

Status Flags

Battery OK; Day

GPS: Valid

Lantern Geolocation

38°13.2321S, 145°10.8216E

>

Programming Options

+

Power Monitoring

+

Manufacturing Data

+

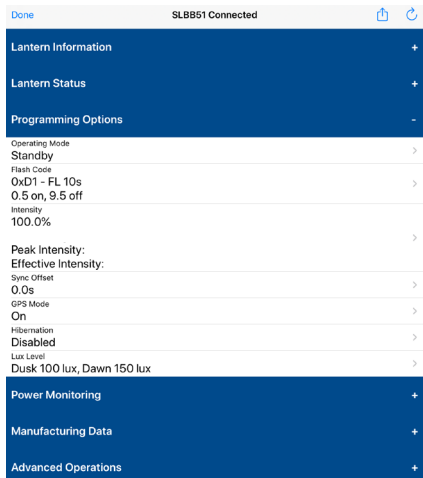
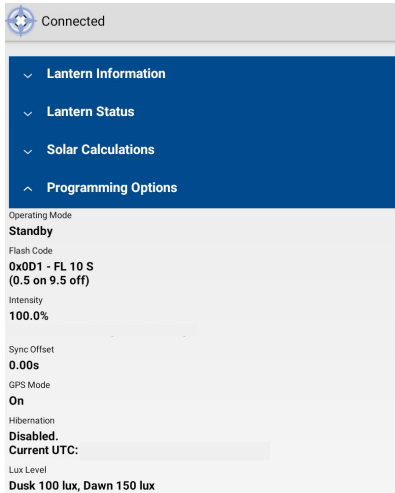
Advanced Operations

+

- **Voltage**
The battery voltage.
- **Status**
Displays the battery health status, the current light sensor state and if the GPS is enabled, synchronised or off station. Any warning states will cause the status to be shown in amber or red.
- **Lantern Geolocation**
Displays the lantern coordinates and allows the location to be plotted on a map.

Programming Options

The SL-ODSL lantern settings can be configured via the programming options menu.



Operating Mode:

To change the Operating Mode, press the Operating Mode field and then select one of three available options:

- **Standby** - The lantern is configured in a minimum current state in which the LEDs are always off and the internal GPS is disabled.
- **Always on** – The daylight sensor is disabled, and the lantern operates according to the set flash character and intensity levels.
- **Dusk till Dawn** – The daylight sensor is monitored, and the lantern will only operate at night time.

Once the Operating Mode is selected press “Set / Apply” to confirm the change. As factory default the lantern is always set to Dusk till Dawn mode.



Flash Code

Sealite marine lanterns may be set to any of the 256 IALA recommended flash characters which are user-adjustable on site.

SEALITE® code reference is listed by the number of flashes. For the latest version of this document visit www.sealite.com or email info@sealite.com

Symbols

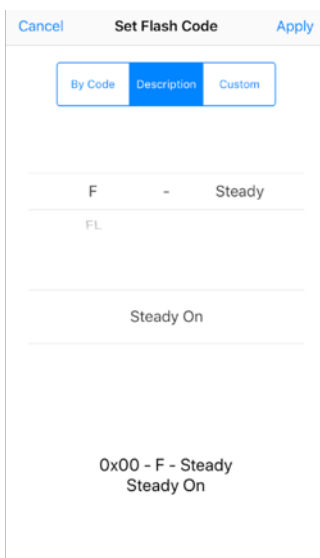
| | |
|------------|---|
| FL | Flash followed by number Eg. FL 1 S, one flash every second |
| F | Fixed |
| Q | Quick Flash |
| VQ | Very Quick Flash |
| OC | Occulting; greater period on than off |
| ISO | Isophase; equal period on and off |
| LFL | Long Flash Long |
| MO | Morse code () contains letter |

To start the Flash Code settings press on the Flash Code field:

There are three ways to modify the lantern Flash Code:

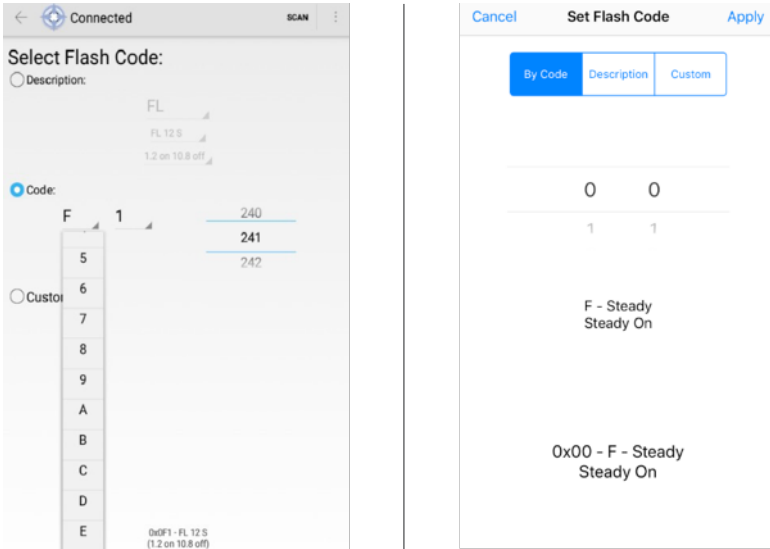
- 1. Description:** Modify the Flash Code by selecting the type and length (on/off) of the flash. Once the Flash Code is established press "Set / Apply" to confirm the change.

Please Note – The number of flashing combinations are limited, for more information please check the Sealite Flash Code table provided in the Appendix Section.

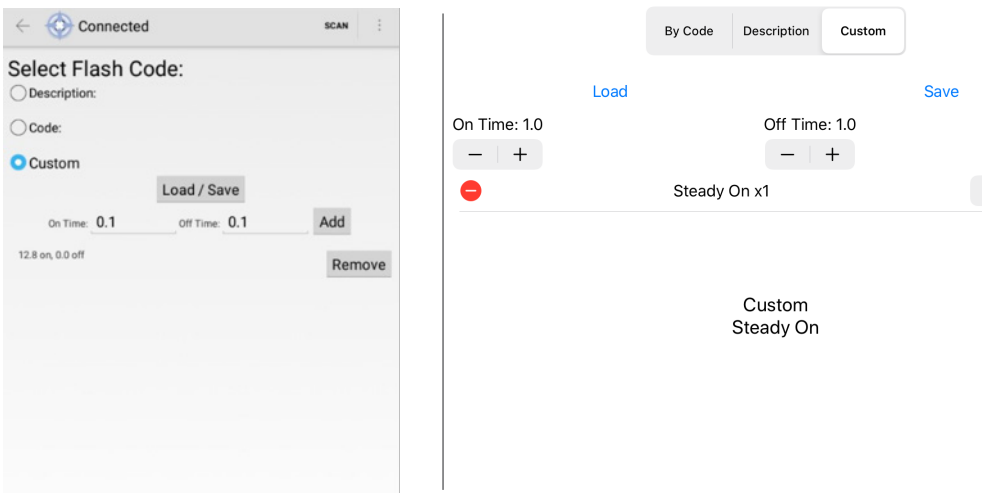


2. **Code** – Select the Flash Code from the Sealite Flash Code table provided in the Appendix section. Once the Flash Code is established press “Set / Apply” to confirm the change.

Please Note – The number of flashing combinations are limited. For more information please check the Sealite Flash Code table.



3. **Custom** – Create sequences of custom Flash Codes by nominating the on/off times. Once the Flash Code is established press “Set/Apply” to confirm the change. To add multiple flashing configurations, press “add” for each configuration.





[Cancel](#)

Set Flash Code

[Apply](#)

By Code

Description

Custom

Load

Save

On Time: 0.3

Off Time: 0.1

Add

-

+

-

+

+

-

+

Steady On x1

-

+

≡

Custom

Steady On

[Cancel](#)

Set Flash Code

[Apply](#)

By Code

Description

Custom

Load

Save

On Time: 0.3

Off Time: 0.1

Add

-

+

-

+

+

-

+

0.3 on, 0.1 off x1

-

+

≡

-

+

0.3 on, 0.1 off x1

-

+

≡

-

+

0.3 on, 0.1 off x1

-

+

≡

Custom

0.3 on, 0.1 off x3

Intensity

The lantern intensity level can be set by either defining the operating range of the lantern (in nautical miles) or by entering the available percentage intensity level.

When Schmidt Clausen is applied, the lantern will automatically adjust the intensity level based on the entered range and Flash Code setting. The intensity level is automatically adjusted each time a new range is set.

NOTE: This does not apply for changing Flash Code - the user must re-set the intensity.

Select Intensity – Choose one of four intensity values - 25%, 50%, 75% or 100%.

Select Intensity – Choose one of Nautical Miles ranges available.



NOTE – If an intensity level is selected that is beyond the specification of the lantern, the entered figure will be displayed in red, with the lantern automatically configuring to the maximum possible of 100%.

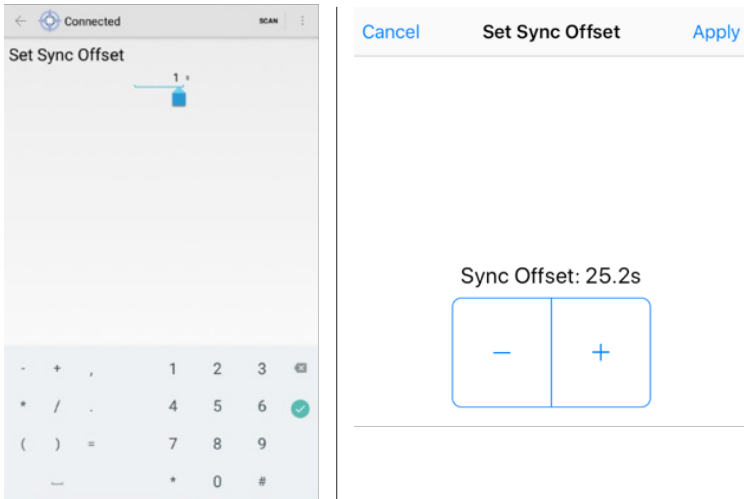
In addition, once the intensity is selected the winter autonomy will be recalculated.

The screenshot shows a mobile application interface with a status bar at the top indicating 'Connected' and a 'SCAN' button. The main content area has two sections: 'Select Intensity:' and 'Select Range:'. The 'Select Intensity:' section shows a value of '100%' with a small upward arrow icon. The 'Select Range:' section shows a value of '4' with a small upward arrow icon. Below this, there is a horizontal line with '5' on the left and 'nm' on the right. To the right of '5 nm', the text '100% (8nm maximum)' is displayed in red.

Sync Offset

This panel is used to set a Flash Code delay. The built-in GPS receiver and advanced software of the Sealite synchronised lanterns allow for the adoption of Sync Offset channel marking – a unique system that cascades the flash synchronisation of channel lanterns in a uni or bi-directional flash pattern. By default, this figure is set to zero.

Press Sync Offset type a value in seconds and then press “Set / Apply” to confirm the change.

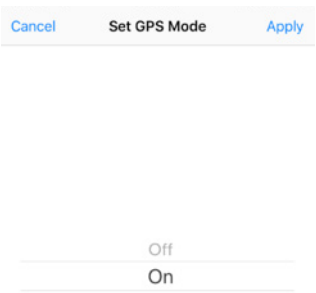
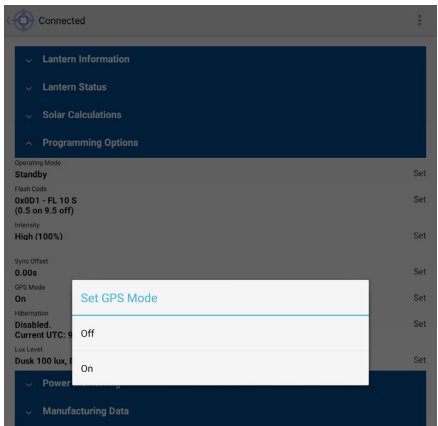




GPS Mode

The lanterns come fitted with a GPS module, and provide the user with the ability to install independently operating lanterns that all flash in Synchronisation. No additional power supplies, aerials or control systems are required and with its microprocessor-based system, the GPS is specifically designed to provide maximum reliability and performance over a wide range of environmental conditions.

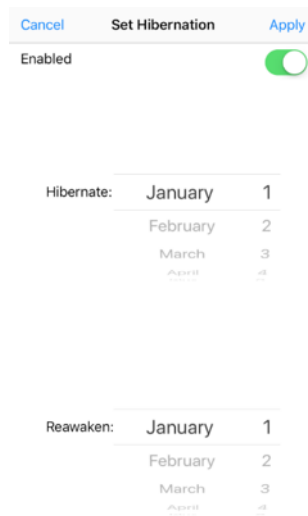
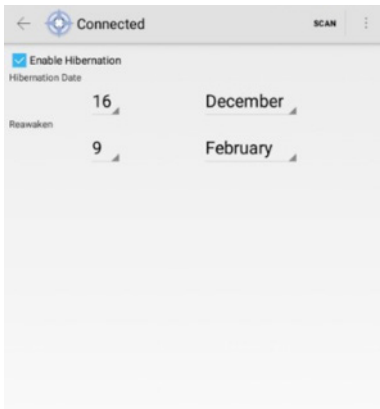
On the SealitePro® App the user has the option to modify the GPS mode by selecting to enable or disable the GPS operation.



Hibernation

Hibernation Mode maximizes conservation of the battery power by disabling the light (will not activate at night) and shutting off the GPS receiver to rely on the internal clock for date checking.

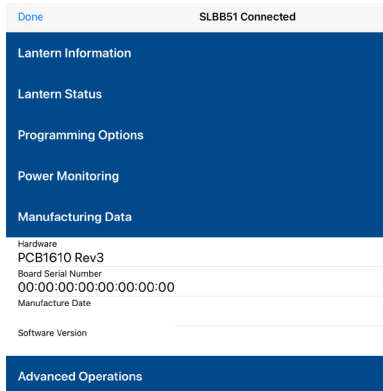
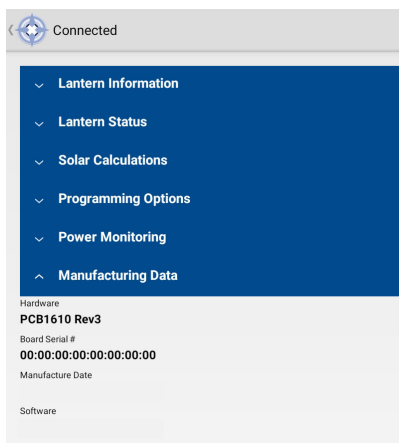
Hibernation Mode can be set by programming a start date and end date via the SealitePro®. To enable the Hibernation Mode, tick on the top left box then select the Hibernation start date and Reawaken date. Press "Set / Apply" to confirm the settings.





Manufacturing Data

When connected via Bluetooth, data about the lantern hardware will appear on the “Manufacturing Data” tab. From this drop-down tab the user will be able to verify the information that identifies the lantern’s internal electronic hardware and firmware versions. Moreover, the Lantern Printed Circuit Board Serial number is identified.



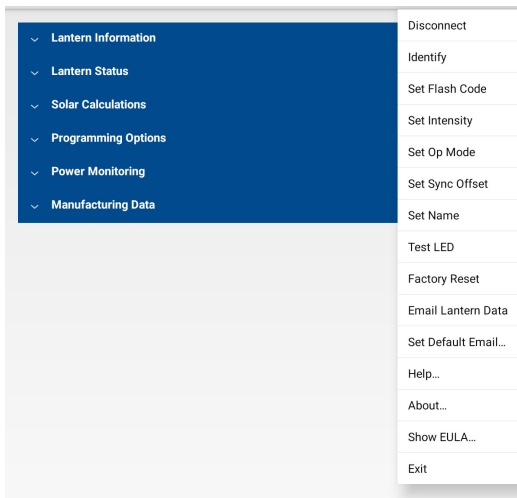
Let's try a practical example

If Bluetooth connection is established, data about the lantern battery charge and load current will appear on the "Power Monitoring" tab. From this drop-down tab the user will be able to verify the amount of battery charge that the lantern was able to capture in the previous 24 hours. In addition, the information of load current through the system can be monitored.

Quick Access Tab

The SealitePro® App also allows a quick access tab offering the user access to the main setting functions of the lantern, applicable to Android® devices only.

By touching the menu button, a drop down menu will pop showing the setting functions available.



In addition, the quick access tab offers other additional functions:

- **Disconnect:**

By touching "Disconnect" it will automatically disconnect the control device from the lantern.

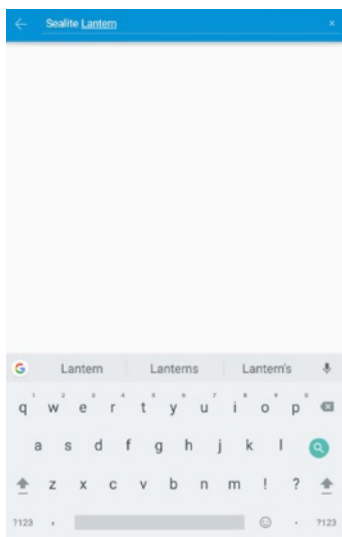
- **Email Lantern Data:**

This function allows to send the lantern configuration and status via email.



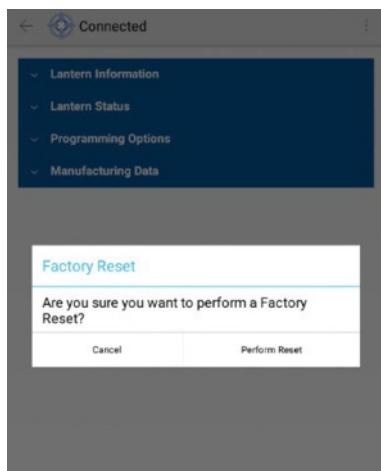
- **Set Default Email* Note Android® only**

This option allows to search for an existing contact on the device to use as the default recipient of configuration and status emails.



- **Factory Reset:**

This feature will reset automatically all previously lantern settings to a Factory Reset. If the option is selected, a confirmation message will display to confirm. Select "Perform Reset" to confirm the reset. Please Note – Applying the Factory Reset will also reset the Security Pin if one was set by the user.



SealitePro® Troubleshooting

Questions

I purchased a lantern fitted with a GPS for synchronisation. However, it appears not to work.

Do I need to create a PIN when I first start using the lantern?

When I try to download SealitePro® from Google Play, I see the message "Device not compatible".

I have installed SealitePro® but the 'Connect via Bluetooth' option is disabled.

When I start SealitePro®, I see the message "Bluetooth Permissions Denied. Please enable all permissions. Go to Settings?"

Answers

If the GPS is not functioning ensure the GPS is enabled. Select "Programming Options" then check under GPS mode. If "off" appears, the GPS is disabled. Tap on "Set", then select "Normal" to enable the GPS.

No. The lantern will operate without setting a Security PIN. However, it is highly recommended by Sealite for customers to set a unique PIN from the moment the lantern starts to operate.

SealitePro® may not be installed on an Android® device running Ice Cream Sandwich (version 4.0.4) or lower. The Google Play store will stop you from attempting to install SealitePro® if your device is incompatible. SealitePro® requires a device running Android® KitKat (version 4.4) to communicate with Sealite Bluetooth lanterns. SealitePro® may be installed on devices running Android® Jelly Bean (version 4.1-4.3) however, the 'Connect via Bluetooth' option will not be available.

SealitePro® requires a device equipped with Bluetooth 4.0 or above. If no Bluetooth device is detected, the 'Connect via Bluetooth' option will be disabled. SealitePro® also requires a device running Android® KitKat (version 4.4) to communicate with Sealite Bluetooth lanterns. If SealitePro® is installed on a device running Android® Jelly Bean (version 4.1-4.3) then the 'Connect via Bluetooth' option will not be available.

SealitePro® requires permission from Android® to access various features of the mobile device, such as use of the Bluetooth module. Some versions of Android® enforce these permissions to be granted when SealitePro® is installed. Later versions require the user to manually grant these permissions. If the message above is shown, then the latter scenario has occurred. Please answer 'Yes' to the prompt and SealitePro® will attempt to open the 'Settings' page. A list of installed Apps should appear. Find SealitePro® in the list and press it. At the bottom of the screen should be an 'App permissions' section. Click on this and enable all permissions presented. Then press the 'Back' button until SealitePro® reappears.

If the above process does not open the 'Permissions' settings correctly, this will have to be performed manually. Return to the device home screen, then open the 'Settings' App and select 'Installed Apps'. Select SealitePro® from the list and follow the instructions above.

Please consult your device user guide to find out how to access and grant App permissions if the settings cannot be found.



SealitePro® Troubleshooting

Questions

When I press 'Connect via Bluetooth', I see the message 'An App/ SealitePro® wants to turn on Bluetooth'.

When I select 'Connect via Bluetooth', the device performs a scan but tells me that no lanterns were found.

I have connected to a lantern via Bluetooth, but the message "Lantern Comms Failure. Retrying..." keeps appearing.

Answers

Connecting to a lantern via Bluetooth requires that the mobile device has Bluetooth turned on. If this message appears it is because the device's Bluetooth module is turned off. Press 'Allow' and SealitePro® will attempt to turn the Bluetooth device on. If required, you may turn Bluetooth off when finished through the device's 'Settings' App. If you press 'Deny' then connection will be cancelled.

Several conditions may occur that will prevent lanterns from being discovered.

1. Verify that a Bluetooth-equipped Sealite lantern is nearby and powered on.
2. Verify that no other mobile device is connected to the lantern via Bluetooth. Bluetooth supports only one connection at a time, therefore if another device is connected it must be disconnected before the lantern appears in a scan result.
3. Turn the Bluetooth feature of the mobile device off and on again. This may be performed through the Android® Notification Bar of some devices or through the Settings App. See your device user manual for full instructions.
4. Some Android® devices require Location Services to be enabled before they will 'see' Bluetooth lanterns. Location Services may be enabled through the Android® Notification Bar of some devices or through the

Settings App. See your device user manual for full instructions.

5. Turn the lantern off and then on again.

6. Ensure your device is within its Bluetooth range.

If the problem persists, please contact Sealite for assistance.

Try disconnecting from the lantern, then rescanning and connecting. It is possible that the lantern is at the edge of the Bluetooth range, or maybe the data connection is unreliable. If the problem persists, please contact Sealite for assistance.

Optional IR Remote Control

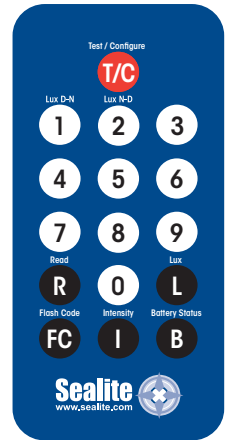
The IR programmer is used to communicate with Sealite lighting products that have an IR sensor fitted. The remote control is used for the following functions:

- **Flash Code:** Read the current flash code, configure a new flash code.
- **Lamp Intensity:** Read the current lamp intensity, configure a new intensity level.
- **Ambient Light Thresholds:** Read the current light thresholds, configure new ambient light thresholds.
- **Perform a battery health check.**

On receiving a valid key signal from the IR Programmer, the light will flash once.

The user should wait until the light responds to each keypress before pressing another key. If there is no response to the keypress after 3 seconds, it has not been detected by the light and the key can be pressed again.

If an invalid key is detected, the light will flash quickly 5 times. In this case, the command will have to be restarted.





IR Controller Functions

Test Mode / Configure



Pressing the T/C button up to 5 seconds places the light in Test Mode. The light will flash once in response to the T/C button being pressed and then turn off.




Normal Operation




The light will return to normal operation once it has not detected a valid key press for 30 seconds. The light will flash once to indicate it is returning to normal operation.




Read




Pressing the Read followed by one of the configuration keys shall cause the light to flash the configured value.

Example Key Sequences:

   The light flashes the 'IR Remote' number belonging to the currently set Flash Code. Refer to the Flash Code tables to match the 'IR Remote' flash number to the Flash Code.

   The light flashes the current intensity setting: 1 flash for 25%, 2 for 50%, 3 for 75% and 4 for 100%.

   The light flashes the current battery status.

   The light flashes the sunset level in Lux, followed by a 2 second gap, followed by the sunrise level. Levels are in the range of 1 to 5.

Flash Code



This key sets the Flash Code on the light.



Example Key sequence:

This sets the Flash Code to value 123. The light responds by flashing the Flash Code value.

Flash Code Numbers

The lamp flashes numbers as follows: Hundreds, Tens, Ones. A value of 125 will be flashed as: 1 flash, followed by a delay, 2 flashes, followed by a delay, 5 flashes.

The flash for number 0 is one long flash.

For example if the current Flash Code is set to 51 via the AB switches, the lamp will flash number 081. For a Flash Code set to 01, the lamp will flash 001.

Intensity



This function sets the light intensity. Valid intensity values are 1 for 25%, 2 for 50%, 3 for 75% and 4 for 100%.

Example Key sequence:



This sets the light intensity to 25%.

Battery Status



This function reads the battery status. The response from the light is High Voltage: 4 flashes, Good Voltage: 3 flashes, Low Voltage 2 flashes, Cutoff Voltage or below: 1 flash.





Lux



This key sets the ambient light threshold levels.

The format is where 'x' is the desired setting from the table below.



There are 5 programmable lux levels which are set together for the sunset and sunrise transitions.

| Level | Sunset (Dusk) | Sunrise (Dawn) |
|-----------------------------------|------------------|-------------------|
| 1 | 65 | 100 |
| 2* | 100 | 150 |
| 3 | 150 | 240 |
| 4 | 240 | 370 |
| 5 | 370 | 600 |
| 6 | 250 | 320 |
| * Default / Factory Preset | | |

Example key sequence:

Assume the current Lux settings are at the factory preset values of 2.



This sets the ambient light level to be lower than the default 100 lux. The light will turn on when its surroundings are darker.

The light responds by acknowledgement with a long flash.

Error / Acknowledge Indication

If the key sequence is invalid, or an out of bounds value is attempted to be set, the light flashes 5 times for 1 second. (The command then needs to be sent from the start.)

Example key sequence: (Set the intensity level to 5 – undefined.)



The light flashes 5 times for 1 second.

When a key sequence has been entered successfully the light will respond acknowledgement with a long 1 second flash.

Configuration Settings

The intensity and Flash Codes can be changed using the switches on the lamp circuit board or with the IR Remote Control. The lamp intensity and Flash Code settings are set to the last detected change, carried out with the IR Remote Control or by changing the switch positions.

- Example #1: If the intensity is set at 100% with the intensity switches and is then set to 50% using the IR Remote Control, the intensity setting will change to 50%. If the intensity is then set to 75% using the switches, the new intensity value will be 75%.

In order to change intensity settings using the IR Remoter Control, the lamp must be powered. The lamp can detect a change in switch settings if they are changed while the light is powered down.

- Example #2: The Flash Code is set according to the switch settings: A=5, B = 1. The operator changes the Flash Code to 65 (A=4, B=1) using the IR Remote Control. The new Flash Code is now configured to A=4, B=1. The lamp is powered down and the operator changes the flash code switches to A=3, B=1 and powers on the light. The new Flash Code is now A=3, B=1.

If the Flash Code is read from the light using the IR Remote Control, the lamp will flash 49 which is the corresponding number for switches A=3, B=1.

Use the IR Remote Control to read the current lamp intensity setting and Flash Code.



Operational Mode (Advanced users)

The lantern has three modes of operation: Always on, Standby Mode and Dusk-to-Dawn mode. These modes can be selected either via the IR Remote Control or via the GSM module (if fitted).

- **In Always On mode**, the daylight sensor is disabled, and the lantern will remain ON.
- **In Standby mode**, the lantern is turned off and the daylight sensor is disabled. This mode does not affect the operation of the GSM module.
- **In Dusk-to-Dawn**, the daylight sensor is enabled.

B I 1 T/C Always on mode

B I 2 T/C Standby mode

B I 3 T/C Dusk-to Dawn mode

Hibernation Mode (Advanced users)

L I

For situations where the lantern is put into storage for a known period, the IR Remote Control can be used to configure the lantern into Hibernation Mode for a user programmable date range.

Hibernation Mode maximises conservation of the battery power by disabling the light (will not activate at night) and shutting off the GPS receiver to rely on the internal clock for date checking. The IR sensor is still monitored in Hibernation Mode. Power consumption is only improved by physically disconnecting the battery supply.

Hibernation Mode is defined by a start date and end date that are programmed into the lantern via the IR Remote Control.

Using the IR Remote Control

The lantern must be in Test Mode prior to pressing any of the following key sequences. However, the lantern will return to Normal Operation if it has not detected a valid key press for a period of 15 seconds. When the lantern exits from Test Mode it will either enter Dusk to Dawn mode, Hibernation Mode, or Storage Mode, if enabled.

Store Hibernation Mode Date Range

The following details the key press sequence that defines the start and end dates of Hibernation Mode: where **ddmm** is the numerical representation of the month (01=January, 08=August) of the start date,



and **DDMM** is the numerical representation of the end date.

E.g 9th of December is represented by the number sequence 0912. The lantern will acknowledge and respond by flashing a long flash. This operation only stores the start & end dates into the lantern's memory and Hibernation Mode still must be enabled to commence its operation.

Enable Hibernation Mode

Pressing the following key sequence will enable (turn on) Hibernation Mode:

The lantern will respond with a single flash.



The lantern will take a new GPS reading, determine the calendar month, and then enter Hibernation Mode and depending on the current calendar month setting, will either Hibernate or enter Dusk-to Dawn mode.

By default, Hibernation Mode is disabled. Note you can only use this command once a valid hibernation start & end date has been stored in the lantern.

Disable Hibernation / Mode

Pressing the following key sequence will disable (turn off) both Hibernation Mode and Seasonal Hibernation:



The lantern will respond with a single long flash.

Momentarily Wake Up from Hibernation Mode



Pressing the T/C button will wake up the lantern, at which point the lantern will remain awake for a further 15 seconds to process other commands from the IR Controller. If no IR commands are received for a period of 15 seconds, the lantern will return to Hibernation Mode.

Read Stored Hibernation Dates

By pressing the following key sequence the lantern will respond with the stored start and end dates for Hibernation:





Read Hibernation

By pressing the following key sequence the lantern will respond with status of Hibernation Mode.



Where:

- A single long flash = Hibernation Mode is Enabled
- Two quick flashes = Hibernation Mode is Disabled.

User Case Example: Configuring the lantern for Hibernation

In this example, we want the lantern to hibernate each year from Dec 10th, through to February 15th, and the lantern is located inside a storage warehouse.

The required key sequence is:

| Command | IR Controller Key Press |
|----------------------------------|-------------------------|
| Store the Hibernation Date Range | L I 1 0 1 2 1 5 0 2 T/C |
| Enable Hibernation | L I 1 T/C |

Storage Mode (Advanced users)

For situations where the lantern is put into storage but with access to daylight, the IR Remote Control can be used to configure the lantern into Storage Mode.

This mode manually forces the lantern to turn off, but with access to daylight it will still charge battery pack. However the lantern will not keep track of the date.

In Storage Mode, the GPS is disabled however the lantern will still respond to IR commands.

The lantern will automatically enter Storage Mode, if it is hibernating and it has not detected any light for 20 hours.

Enter Storage Mode

By pressing the following key sequence the lantern will enter Storage Mode:



The lantern will leave storage mode when exposed to daylight or if the power switch is turned OFF and ON again.

IR Controller Security PIN

The IR Controller allows to create a four-digit numbers security access PIN, this will prevent accessing or modifying the SL-ODSL settings. Once the Security PIN is set this it will lock the lantern immediately.

In order to access the light settings, the Unlock PIN command needs to be used, this will allow access to the light settings for 30 minutes then the light will re-lock again. If the entered Security PIN does not match, the lantern will respond with 5 quick flashes indicating the PIN is incorrect.

Pressing the following key sequence will set the light Security PIN:



Where: X = 0 to 9-digit numbers



Pressing the following key sequence will unlock the light for 30 minutes:

Where: X = 0 to 9-digit numbers

Clear or set a new IR Security PIN



To clear the security access PIN the light requires to be switched off then on. The action will allow to enter the following key commands to clear the existing Security PIN:

Once the security access PIN is cleared a new PIN can be entered using the Security PIN set command.

NOTE: The above key command requires to be entered within four minutes, once the time elapses the light will PIN lock again.



GPS Synchronisation

The SL-ODSL sector lanterns are fitted with GPS and provide the user with the ability to install independently operating lanterns that all flash in synchronisation.

No additional power supplies, aerals or control systems are required, and with its microprocessor-based system, the GPS option is specifically designed to provide maximum reliability and performance over a wide range of environmental conditions.

Operating Principle

Each light operates independently and requires no operator intervention. A minimum of 4 satellites need to be in view for the built-in GPS receiver to collect time data. At dusk, the light sensor will turn the light on. If time data is available, the light will come on synchronised to every other light with the same selected flash code.

Synchronisation is achieved using an internal algorithm based on the highly accurate time base and time data received from the satellites. The satellite data is provided from several earth stations using atomic clocks as the time base. Continuous self-checking ensures that the light will continue to run in synchronisation.

Light Activation

At power-up the microprocessor checks that the internal GPS module is programmed correctly and can provide valid time base and time data.

Once outside with a clear view of the sky, valid data should become available within 20 minutes.

Daylight Operation

During daylight hours the microprocessor is in idle mode to reduce power consumption. Time data continues to be updated once per second. The microprocessor will automatically exit the idle mode as soon as dark conditions are detected.

Dark Operation

When dark conditions are detected the light:

- Checks for valid time data and is turned on after a delay based on the current time and the length of the selected flash code;
- If valid time data is not detected the light will turn on after approximately 10 seconds. This light will not be synchronised;
- If the light turns on unsynchronised it will continually check for valid time data. Once valid data is found the light will automatically synchronise.

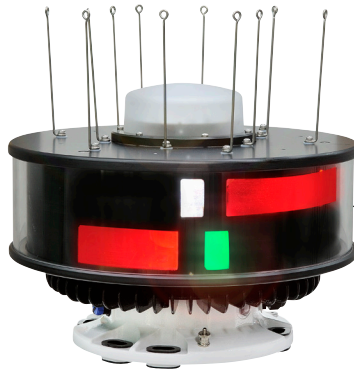
Note: Lights will not synchronise if they are set to different flash codes.

Optional GSM Monitoring & Control System

The SL-ODSL may also be fitted with GSM Cell-Phone Monitoring and Control – enabling users to access real-time diagnostics data and change lantern settings via cell-phone. The system can also be configured to send out alarm SMS text messages to designated cellular telephone numbers. The user can also have alarms and reports sent to designated email addresses. Please contact Sealite for further information and instructions.

FEATURES

- Monitor lantern status using any cell-phone, email address or Sealite's secure web portal;
- Reports alarm conditions to designated cell-phone numbers (SMS text) & email addresses;
- View daily/monthly/yearly lantern diagnostics or receive the information via email;
- Enables proactive maintenance scheduling;
- Lantern only responds to authorised users;
- Low cost monitoring;
- Worldwide functionality.



External GSM Module

SL-ODSL model with Optional GSM Module



Lantern Status

Two status LED's on the main printed circuit board provide the operator with an indication of the lantern status. There is one red and one yellow status LED. The red status LED is used to indicate the health of the lantern's power system. The yellow status LED is used to indicate the operational status of the lantern. These indicator LED's can be viewed at the base of the lens.

All Sealite boards are fitted with two Indicator LED's. Use the table below to help determine operational status.

| Yellow LED | Lantern Status | Lantern | Comment |
|---|----------------|---------|---|
| OFF | Normal | OFF | Lantern is in Daylight and in Dusk till Dawn mode or in Standby Mode |
| Flashing ON 0.15 seconds OFF 0.15 seconds | Normal | OFF | Light is activating and will turn on after detecting 30 seconds of continuous darkness. |
| Flashing 2 x quick flashes every 2 seconds (Heartbeat) | Normal | ON | Lantern is in Normal operating condition. It is not connected to any GPS synchronisation. |
| Flashing ON 1.5 seconds OFF 1.5 seconds | Normal | ON | Normal operating condition. Lantern is synchronised to GPS-enabled lanterns. |
| Flashing 1 x quick flash every 2 seconds | Normal | ON | Lantern is 're-syncing' with GPS. The lantern re-sync's with the GPS every 15 minutes. |
| Flashing 2 x quick flashes every 11 seconds | Normal | ON | Lantern is a Hard Wire Synchronisation Slave. |

| Red LED | Lantern Status | Lantern | Comment |
|---|------------------------------------|---------|--|
| OFF | Normal | ON | Normal Battery Voltage |
| Flashing once every 1.6 seconds | Battery Voltage is 12 – 12.5V | ON | Battery Voltage is between 12 – 12.5V |
| Flashing twice every 2 seconds | Battery Voltage is 11.5 – 12V | ON | Battery Voltage is between 11.5 – 12V |
| Flashing 3 x times every 2 seconds | Battery Voltage is 10.0 – 11.5V | ON | Battery Voltage is between 10.0 – 11.5V |
| Flashing 4 x times every 2.5 seconds | Battery Voltage is less than 10.0V | ON | Battery Voltage is at less than 10.0V |
| Fixed-on | Flat Battery (<10V) | OFF | Flat Battery cut-off is now operational and the lantern will be off. Battery must receive charge (above 12V) and lantern must see daylight for at least 1 minute before resuming normal operation. |
| Flashing ON 1.5 seconds OFF 1.5 seconds | Battery Voltage is above 13.5V | ON | Battery Voltage is above 13.5V. This may indicate a problem with the solar regulator. |

Lantern Power Consumption

Please refer to the included Light Measurement Report for total power consumption.

Installation, Alignment and Commissioning

Installation:

1. The installation should be carried out in clear dry weather.
2. Check that the serial number on the light agrees with the serial number on the Light Measurement Report.
3. Check that the sectors shown on the Light Measurement Report agree with the navigational requirements of the station on which the light is being installed.

Alignment:

4. Place the light in its assigned position, roughly aligning the true North datum mark on the light perimeter with true North using a magnetic compass or similar.
5. Use three bolts to loosely secure the light pedestal in place, bearing in mind that the light will have to be turned to finely adjust its position.
6. Ensure the light is level by using a spirit level across the top of the light assembly.

Commissioning

7. Final commissioning of the sector light should be carried out by a vessel. The task is to sail round all sectors and sector boundaries to ensure that the light complies with the navigational requirement. This requires the mariner to carefully observe the change in colour of the light at each sector boundary and recognition of colour change may best be achieved if a fixed light is exhibited for the duration of the commissioning procedure.
8. At each sector boundary, the commissioning officer should take a bearing of the light from the ship and record it. The bearing may be taken by the use of the ship's compass or, perhaps more accurately, by plotting the DGPS positions of the light and the ship on an electronic chart, thereby determining the bearing. Each sector boundary should be transited in one direction, then the other and the mean bearing taken to be the sector bearing. Any adjustments can be made by contacting the shore side personnel to adjust the lantern by rotating it one way or the other. Once the sectors are agreed, the lantern can be securely fixed in place.

Please contact your nearest Sealite office for more information on how we can help.



Appendix

Flash Codes

The Sealite SL-ODSL can be set to any of 256 IALA recommended flash settings which are user-adjustable onsite.

SEALITE® code reference is listed by number of flashes

For the latest version of this document visit www.sealite.com,
or email info@sealite.com

Symbols

| | |
|------------|---|
| FL | Flash followed by number Eg. FL 1 S, one flash every second |
| F | Fixed |
| Q | Quick Flash |
| VQ | Very Quick Flash |
| OC | Occulting; greater period on than off |
| ISO | Isophase; equal period on and off |
| LFL | Long Flash Long |
| MO | Morse code () contains letter |

For example, VQ (6) + LFL 10 S means 6 very quick flashes followed by a long flash, during a 10-second interval.

The amount of power your lantern draws through the night depends on the duty cycle, i.e. the amount of time on as a proportion to the timing cycle. For example, 0.5 seconds on and 4.5 seconds off equals a 10% duty cycle.

It is best to operate at the lowest duty cycle appropriate to the actual needs of the application.

| MARK DESCRIPTION | RHYTHM |
|------------------------------|---|
| Port Hand & Starboard Marks: | Any, other than Composite Group Flashing (2+1) |
| Preferred Channel Starboard: | Composite Group Flashing (2+1) |
| Preferred Channel Port: | Composite Group Flashing (2+1) |
| North Cardinal Mark: | Very quick or quick |
| East Cardinal Mark: | Very quick (3) every 5 seconds or quick (3) every 10 seconds |
| South Cardinal Mark: | Very quick (6) + long flash every 10 seconds or quick (6) + long flash every 15 seconds |
| West Cardinal Mark: | Very quick (9) every 10 seconds or quick (9) every 15 seconds |
| Isolated Danger Mark: | Group flashing (2) |
| Safe Water Mark: | Isophase, occulting, one long flash every 10 seconds or Morse Code "A" |
| Special Marks: | Any, other than those described for Cardinal, Isolated Danger or Safe Water Marks |

| HEX CODE | IR Controller | FLASH CODE | ON | OFF |
|----------|---------------|------------------|------|------|
| A B | | | | |
| 0 0 | 000 | F (Steady light) | | |
| D 3 | 211 | VQ 0.5 S | 0.2 | 0.3 |
| - - | 274 | VQ 0.5 S | 0.25 | 0.25 |
| E 3 | 227 | VQ 0.6 S | 0.2 | 0.4 |
| F 3 | 243 | VQ 0.6 S | 0.3 | 0.3 |
| 7 3 | 115 | Q 1 S | 0.2 | 0.8 |
| 8 3 | 131 | Q 1 S | 0.3 | 0.7 |
| 9 3 | 147 | Q 1 S | 0.4 | 0.6 |
| A 3 | 163 | Q 1 S | 0.5 | 0.5 |
| 8 4 | 132 | Q 1 S | 0.8 | 0.2 |
| B 3 | 179 | Q 1.2 S | 0.3 | 0.9 |
| - - | 293 | FL 1.2 S | 0.4 | 0.8 |
| 9 4 | 148 | Q 1.2 S | 0.5 | 0.7 |
| C 3 | 195 | Q 1.2 S | 0.6 | 0.6 |
| F 4 | 244 | FL 1.5 S | 0.2 | 1.3 |
| 1 0 | 16 | FL 1.5 S | 0.3 | 1.2 |
| 0 5 | 5 | FL 1.5 S | 0.4 | 1.1 |
| 0 4 | 4 | FL 1.5 S | 0.5 | 1.0 |
| 2 0 | 32 | FL 2 S | 0.2 | 1.8 |
| 3 0 | 48 | FL 2 S | 0.3 | 1.7 |
| 4 0 | 64 | FL 2 S | 0.4 | 1.6 |
| 5 0 | 80 | FL 2 S | 0.5 | 1.5 |
| 6 0 | 96 | FL 2 S | 0.7 | 1.3 |
| 7 0 | 112 | FL 2 S | 0.8 | 1.2 |
| 1 2 | 18 | ISO 2 S | 1.0 | 1.0 |
| 8 0 | 128 | FL 2.5 S | 0.3 | 2.2 |
| 9 0 | 144 | FL 2.5 S | 0.5 | 2.0 |
| D 6 | 214 | FL 2.5 S | 1.0 | 1.5 |
| 1 5 | 21 | FL 3 S | 0.2 | 2.8 |

| HEX CODE | IR Controller | FLASH CODE | ON | OFF |
|----------|---------------|------------|-----|-----|
| A B | | | | |
| A 0 | 160 | FL 3 S | 0.3 | 2.7 |
| 2 5 | 37 | FL 3 S | 0.4 | 2.6 |
| B 0 | 176 | FL 3 S | 0.5 | 2.5 |
| 3 5 | 53 | FL 3 S | 0.6 | 2.4 |
| C 0 | 192 | FL 3 S | 0.7 | 2.3 |
| D 0 | 208 | FL 3 S | 1.0 | 2.0 |
| 2 2 | 34 | ISO 3 S | 1.5 | 1.5 |
| 5 4 | 84 | OC 3 S | 2.0 | 1.0 |
| E 2 | 226 | OC 3 S | 2.5 | 0.5 |
| 4 6 | 70 | OC 3.5 S | 2.5 | 1.0 |
| 4 5 | 69 | FL 4 S | 0.2 | 3.8 |
| 5 5 | 85 | FL 4 S | 0.3 | 3.7 |
| E 0 | 224 | FL 4 S | 0.4 | 3.6 |
| F 0 | 240 | FL 4 S | 0.5 | 3.5 |
| 6 5 | 101 | FL 4 S | 0.6 | 3.4 |
| 0 1 | 1 | FL 4 S | 0.8 | 3.2 |
| 1 1 | 17 | FL 4 S | 1.0 | 3.0 |
| 2 1 | 33 | FL 4 S | 1.5 | 2.5 |
| 3 2 | 50 | ISO 4 S | 2.0 | 2.0 |
| 3 6 | 54 | OC 4 S | 2.5 | 1.5 |
| F 2 | 242 | OC 4 S | 3.0 | 1.0 |
| 3 1 | 49 | FL 4.3 S | 1.3 | 3.0 |
| 8 5 | 133 | FL 5 S | 0.2 | 4.8 |
| 4 1 | 65 | FL 5 S | 0.3 | 4.7 |
| - - | 279 | FL 5 S | 0.4 | 4.6 |
| 5 1 | 81 | FL 5 S | 0.5 | 4.5 |
| 9 5 | 149 | FL 5 S | 0.9 | 4.1 |
| 6 1 | 97 | FL 5 S | 1.0 | 4.0 |
| 7 1 | 113 | FL 5 S | 1.5 | 3.5 |



| HEX CODE | IR Controller | FLASH CODE | ON | OFF |
|----------|---------------|------------|-----|-----|
| A B | | | | |
| 4 2 | 66 | ISO 5 S | 2.5 | 2.5 |
| 8 2 | 130 | LFL 5 S | 2.0 | 3.0 |
| 0 3 | 3 | OC 5 S | 3.0 | 2.0 |
| 1 3 | 19 | OC 5 S | 4.0 | 1.0 |
| 2 3 | 35 | OC 5 S | 4.5 | 0.5 |
| C 6 | 198 | FL 6 S | 0.2 | 5.8 |
| B 5 | 181 | FL 6 S | 0.3 | 5.7 |
| C 5 | 197 | FL 6 S | 0.4 | 5.6 |
| 8 1 | 129 | FL 6 S | 0.5 | 5.5 |
| 9 1 | 145 | FL 6 S | 0.6 | 5.4 |
| A 1 | 161 | FL 6 S | 1.0 | 5.0 |
| 7 5 | 117 | FL 6 S | 1.2 | 4.8 |
| B 1 | 177 | FL 6 S | 1.5 | 4.5 |
| 5 2 | 82 | ISO 6 S | 3.0 | 3.0 |
| 9 2 | 146 | LFL 6 S | 2.0 | 4.0 |
| 6 4 | 100 | OC 6 S | 4.0 | 2.0 |
| 3 3 | 51 | OC 6 S | 4.5 | 1.5 |
| 4 3 | 67 | OC 6 S | 5.0 | 1.0 |
| - - | 280 | FL 7 S | 0.4 | 6.6 |
| A 4 | 164 | FL 7 S | 1.0 | 6.0 |
| 9 6 | 150 | FL 7 S | 2.0 | 5.0 |
| 5 6 | 86 | OC 7 S | 4.5 | 2.5 |
| D 5 | 213 | FL 7.5 S | 0.5 | 7.0 |
| C 1 | 193 | FL 7.5 S | 0.8 | 6.7 |
| E 5 | 229 | FL 8 S | 0.5 | 7.5 |
| B 4 | 180 | FL 8 S | 1.0 | 7.0 |
| 6 2 | 98 | ISO 8 S | 4.0 | 4.0 |
| A 2 | 162 | LFL 8 S | 2.0 | 6.0 |
| 6 6 | 102 | OC 8 S | 5.0 | 3.0 |

| HEX CODE | IR Controller | FLASH CODE | ON | OFF |
|----------|---------------|------------|-----|------|
| A B | | | | |
| - - | 294 | OC 8 S | 6.0 | 2.0 |
| B 2 | 178 | LFL 8 S | 3.0 | 5.0 |
| F 5 | 245 | FL 9 S | 0.9 | 8.1 |
| C 4 | 196 | FL 9 S | 1.0 | 8.0 |
| 7 6 | 118 | OC 9 S | 6.0 | 3.0 |
| 0 6 | 6 | FL 10 S | 0.2 | 9.8 |
| 1 6 | 22 | FL 10 S | 0.3 | 9.7 |
| - - | 281 | FL 10 S | 0.4 | 9.6 |
| D 1 | 209 | FL 10 S | 0.5 | 9.5 |
| 2 6 | 38 | FL 10 S | 0.8 | 9.2 |
| E 1 | 225 | FL 10 S | 1.0 | 9.0 |
| 1 4 | 20 | FL 10 S | 1.5 | 8.5 |
| C 2 | 194 | LFL 10 S | 2.0 | 8.0 |
| D 2 | 210 | LFL 10 S | 3.0 | 7.0 |
| 7 2 | 114 | ISO 10 S | 5.0 | 5.0 |
| 2 4 | 36 | LFL 10 S | 4.0 | 6.0 |
| 8 6 | 134 | OC 10 S | 6.0 | 4.0 |
| 5 3 | 83 | OC 10 S | 7.0 | 3.0 |
| 6 3 | 99 | OC 10 S | 7.5 | 2.5 |
| - - | 303 | FL 11 S | 1.0 | 10.0 |
| - - | 302 | FL 12 S | 1.0 | 11.0 |
| F 1 | 241 | FL 12 S | 1.2 | 10.8 |
| D 4 | 212 | FL 12 S | 2.5 | 9.5 |
| 3 4 | 52 | LFL 12 S | 2.0 | 10.0 |
| 0 2 | 2 | FL 15 S | 1.0 | 14.0 |
| 4 4 | 68 | LFL 15 S | 4.0 | 11.0 |
| 7 4 | 116 | OC 15 S | 10 | 5.0 |
| A 6 | 166 | LFL 20 S | 2.0 | 18.0 |
| E 4 | 228 | FL 26 S | 1.0 | 25.0 |

| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF |
|----------|---|---------------|--------------|-----|-----|-----|------|
| A | B | | | | | | |
| 0 | A | 10 | FL (2) 4 S | 0.5 | 1.0 | 0.5 | 2.0 |
| E | B | 235 | VQ (2) 4 S | 0.2 | 1.0 | 0.2 | 2.6 |
| 1 | A | 26 | FL (2) 4.5 S | 0.3 | 1.0 | 0.3 | 2.9 |
| 2 | A | 42 | FL (2) 4.5 S | 0.4 | 1.0 | 0.4 | 2.7 |
| 3 | A | 58 | FL (2) 4.5 S | 0.5 | 1.0 | 0.5 | 2.5 |
| - | - | 277 | FL (2) 4.6 S | 0.3 | 0.3 | 0.3 | 3.7 |
| F | 9 | 249 | FL (2) 5 S | 0.2 | 0.8 | 0.2 | 3.8 |
| 2 | C | 44 | FL (2) 5 S | 0.2 | 1.2 | 0.2 | 3.4 |
| 4 | A | 74 | FL (2) 5 S | 0.4 | 0.6 | 0.4 | 3.6 |
| - | - | 282 | FL (2) 5 S | 0.4 | 1.1 | 0.4 | 3.1 |
| 0 | 7 | 7 | FL (2) 5 S | 0.5 | 1.0 | 0.5 | 3.0 |
| 1 | 7 | 23 | FL (2) 5 S | 1.0 | 1.0 | 1.0 | 2.0 |
| - | - | 257 | FL (2) 5 S | 0.3 | 1.0 | 0.3 | 3.4 |
| 9 | B | 155 | Q (2) 5 S | 0.3 | 0.7 | 0.3 | 3.7 |
| 2 | 9 | 41 | Q (2) 5 S | 0.5 | 0.5 | 0.5 | 3.5 |
| - | - | 305 | FL (2) 5 S | 0.5 | 0.7 | 0.5 | 3.3 |
| 5 | A | 90 | FL (2) 5.5 S | 0.4 | 1.4 | 0.4 | 3.3 |
| 7 | 8 | 120 | FL (2) 6 S | 0.3 | 0.6 | 1.0 | 4.1 |
| A | A | 170 | FL (2) 6 S | 0.3 | 0.9 | 0.3 | 4.5 |
| 6 | A | 106 | FL (2) 6 S | 0.3 | 1.0 | 0.3 | 4.4 |
| 7 | A | 122 | FL (2) 6 S | 0.4 | 1.0 | 0.4 | 4.2 |
| - | - | 283 | FL (2) 6 S | 0.4 | 1.2 | 0.4 | 4.0 |
| 9 | 9 | 153 | FL (2) 6 S | 0.5 | 1.0 | 0.5 | 4.0 |
| 2 | 8 | 40 | FL (2) 6 S | 0.8 | 1.2 | 0.8 | 3.2 |
| - | - | 256 | FL (2) 6 S | 0.8 | 0.8 | 0.8 | 3.6 |
| 3 | 7 | 55 | FL (2) 6 S | 1.0 | 1.0 | 1.0 | 3.0 |
| 3 | 9 | 57 | Q (2) 6 S | 0.3 | 0.7 | 0.3 | 4.7 |
| - | - | 295 | LFL + FL 6 S | 3.0 | 1.0 | 1.0 | 1.0 |
| - | - | 273 | FL (2) 6.5 S | 0.5 | 1.0 | 0.5 | 4.5 |
| - | - | 283 | FL (2) 7 S | 0.4 | 1.2 | 0.4 | 5.0 |
| - | - | 311 | FL (2) 7 S | 0.5 | 1.5 | 0.5 | 4.5 |
| A | 9 | 169 | FL (2) 7 S | 1.0 | 1.0 | 1.0 | 4.0 |
| 7 | B | 123 | FL (2) 8 S | 0.4 | 0.6 | 2.0 | 5.0 |
| 8 | A | 138 | FL (2) 8 S | 0.4 | 1.0 | 0.4 | 6.2 |
| - | - | 285 | FL (2) 8 S | 0.4 | 1.7 | 0.4 | 5.5 |
| 4 | 7 | 71 | FL (2) 8 S | 0.5 | 1.0 | 0.5 | 6.0 |
| - | - | 297 | FL (2) 8 S | 0.5 | 0.5 | 1.5 | 5.5 |
| 8 | 8 | 136 | FL (2) 8 S | 0.8 | 1.2 | 2.4 | 3.6 |
| 5 | 7 | 87 | FL (2) 8 S | 1.0 | 1.0 | 1.0 | 5.0 |
| 4 | C | 76 | OC (2) 8 S | 3.0 | 2.0 | 1.0 | 2.0 |
| 5 | C | 92 | OC (2) 8 S | 5.0 | 1.0 | 1.0 | 1.0 |
| F | B | 251 | VQ (2) 8 S | 0.2 | 1.0 | 0.2 | 6.6 |
| - | - | 286 | FL (2) 9 S | 0.4 | 1.7 | 0.4 | 6.5 |
| 9 | A | 154 | FL (2) 10 S | 0.4 | 1.6 | 0.4 | 7.6 |
| - | - | 287 | FL (2) 10 S | 0.4 | 2.2 | 0.4 | 7.0 |
| 6 | 7 | 103 | FL (2) 10 S | 0.5 | 1.0 | 0.5 | 8.0 |
| 7 | 7 | 119 | FL (2) 10 S | 0.5 | 1.5 | 0.5 | 7.5 |
| 6 | 9 | 105 | FL (2) 10 S | 0.5 | 2.0 | 0.5 | 7.0 |
| - | - | 298 | FL (2) 10 S | 0.5 | 0.5 | 1.5 | 7.5 |
| 8 | 7 | 135 | FL (2) 10 S | 0.8 | 1.2 | 0.8 | 7.2 |
| B | 9 | 185 | FL (2) 10 S | 1.0 | 1.0 | 1.0 | 7.0 |
| 9 | 7 | 151 | FL (2) 10 S | 1.0 | 1.5 | 1.0 | 6.5 |
| 4 | 9 | 73 | Q (2) 10 S | 0.6 | 0.4 | 0.6 | 8.4 |
| B | A | 186 | FL (2) 12 S | 0.4 | 1.0 | 0.4 | 10.2 |
| C | 9 | 201 | FL (2) 12 S | 0.5 | 1.0 | 0.5 | 10.0 |
| D | 9 | 217 | FL (2) 12 S | 1.5 | 2.0 | 1.5 | 7.0 |
| A | 8 | 168 | FL (2) 15 S | 0.5 | 1.5 | 2.0 | 11.0 |
| A | 7 | 167 | FL (2) 15 S | 1.0 | 2.0 | 1.0 | 11.0 |
| 8 | B | 139 | Q (2) 15 S | 0.2 | 0.8 | 0.2 | 13.8 |
| C | A | 202 | FL (2) 20 S | 1.0 | 3.0 | 1.0 | 15.0 |
| D | A | 218 | FL (2) 25 S | 1.0 | 1.0 | 1.0 | 22.0 |



| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF |
|----------|-----|---------------|-------------------|------|------|------|------|------|------|
| A | B | | | | | | | | |
| 7 | 9 | 121 | Q (3) 5 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 2.5 |
| 5 | 9 | 89 | VQ (3) 5 S | 0.2 | 0.3 | 0.2 | 0.3 | 0.2 | 3.8 |
| 0 | C | 12 | VQ (3) 5 S | 0.3 | 0.2 | 0.3 | 0.2 | 0.3 | 3.7 |
| E | 9 | 233 | VQ (3) 5 S | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 3.5 |
| - | - | 308 | FL (3) 5 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 3.7 |
| 0.3 | 3.7 | 60 | FL (3) 6 S | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 2.5 |
| 2 | B | 43 | FL (2+1) 6 S | 0.3 | 0.4 | 0.3 | 1.2 | 0.3 | 3.5 |
| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF |
| A | B | | | | | | | | |
| A | B | 171 | Q (3) 6 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 3.7 |
| F | A | 250 | FL (3) 8 S | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 4.5 |
| - | - | 301 | FL (3) 8 S | 1.5 | 0.5 | 0.5 | 0.5 | 0.5 | 4.5 |
| - | - | 266 | Q (3) 9 S | 0.5 | 0.5 | 0.5 | 1.0 | 0.5 | 6.0 |
| 0 | B | 11 | FL (3) 9 S | 0.3 | 1.0 | 0.3 | 1.0 | 0.3 | 6.1 |
| - | - | 306 | FL (3) 9 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 4.5 |
| B | 7 | 183 | FL (3) 9 S | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 4.2 |
| B | 8 | 184 | FL (3) 10 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.9 | 7.1 |
| C | 8 | 200 | FL (3) 10 S | 0.4 | 0.6 | 0.4 | 0.6 | 1.2 | 6.8 |
| - | - | 290 | FL (3) 10 S | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 7.2 |
| C | B | 203 | FL (3) 10 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 7.5 |
| C | 7 | 199 | FL (3) 10 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 5.5 |
| D | B | 219 | FL (3) 10 S | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 7.0 |
| - | - | 278 | FL (3) 10 S | 0.9 | 1.1 | 0.9 | 1.1 | 0.9 | 5.1 |
| D | 7 | 215 | FL (3) 10 S | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 5.0 |
| - | - | 261 | FL (3) 10 S | 0.35 | 0.65 | 0.35 | 0.65 | 0.35 | 7.65 |
| 3 | 8 | 56 | FL (2+1) 10 S | 0.5 | 0.7 | 0.5 | 2.1 | 0.5 | 5.7 |
| 8 | 9 | 137 | OC (3) 10 S | 5.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 |
| B | B | 187 | Q (3) 10 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 7.7 |
| D | 8 | 216 | FL (2 + 1) 10 S | 0.5 | 0.5 | 0.5 | 0.5 | 1.5 | 6.5 |
| - | - | 288 | FL (3) 12 S | 0.4 | 2.1 | 0.4 | 2.1 | 0.4 | 6.6 |
| 1 | B | 27 | FL (3) 12 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 7.5 |
| E | A | 234 | FL (3) 12 S | 0.5 | 2.0 | 0.5 | 2.0 | 0.5 | 6.5 |
| E | 7 | 231 | FL (3) 12 S | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 7.2 |
| B | 6 | 182 | FL (3) 12 S | 1.0 | 1.0 | 1.0 | 3.0 | 1.0 | 5.0 |
| 4 | 8 | 72 | FL (2+1) 12 S | 0.8 | 1.2 | 0.8 | 2.4 | 0.8 | 6.0 |
| 5 | 8 | 88 | FL (2+1) 12 S | 1.0 | 1.0 | 1.0 | 4.0 | 1.0 | 4.0 |
| - | - | 272 | FL (3) 12.5 S | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 9.0 |
| - | - | 289 | FL (3) 13 S | 0.4 | 2.1 | 0.4 | 2.1 | 0.4 | 7.6 |
| - | - | 296 | LFL + FL(2) 13 S | 6.0 | 1.0 | 2.0 | 1.0 | 2.0 | 1.0 |
| 1 | 8 | 24 | FL (2+1) 13.5 S | 1.0 | 1.0 | 1.0 | 4.0 | 1.0 | 5.5 |
| - | - | 307 | FL (3) 14.5 S | 0.5 | 1.0 | 1.5 | 3.0 | 0.5 | 9.0 |
| F | 7 | 247 | FL (3) 15 S | 0.3 | 1.7 | 0.3 | 1.7 | 0.3 | 10.7 |
| 9 | D | 157 | FL (3) 15 S | 0.4 | 1.0 | 0.4 | 1.0 | 0.4 | 11.8 |
| 0 | 8 | 8 | FL (3) 15 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 10.5 |
| - | - | 259 | FL (3) 15 S | 0.5 | 2.0 | 0.5 | 2.0 | 0.5 | 9.5 |
| - | - | 260 | FL (3) 15 S | 1.0 | 1.0 | 1.30 | 1.0 | 1.0 | 10.0 |
| F | 8 | 248 | FL (2+1) 15 S | 0.6 | 0.3 | 0.6 | 0.3 | 1.4 | 11.8 |
| 0 | 9 | 9 | FL (2+1) 15 S | 0.7 | 0.5 | 0.7 | 0.5 | 1.9 | 10.7 |
| 1 | 9 | 25 | FL (2+1) 15 S | 0.7 | 0.7 | 0.7 | 0.7 | 2.1 | 10.1 |
| 6 | 8 | 104 | FL (2+1) 15 S | 1.0 | 2.0 | 1.0 | 5.0 | 1.0 | 5.0 |
| - | - | 265 | FL (2+1) 15 S | 1.3 | 0.7 | 1.3 | 0.7 | 3.3 | 7.7 |
| - | - | 264 | FL (2+1) 15.75 S | 0.55 | 0.35 | 0.55 | 0.35 | 1.45 | 12.5 |
| 1 | C | 28 | VQ (3) 15 S | 0.1 | 0.5 | 0.1 | 0.5 | 0.1 | 13.7 |
| - | - | 313 | FL (2) + LFL 16 S | 2.0 | 2.0 | 2.0 | 2.0 | 6.0 | 2.0 |
| 4 | B | 75 | FL (3) 20 S | 0.5 | 3.0 | 0.5 | 3.0 | 0.5 | 12.5 |
| 3 | B | 59 | FL (3) 20 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 15.5 |
| - | - | 263 | FL (3) 20 S | 0.5 | 2.0 | 0.5 | 2.0 | 0.5 | 12.0 |
| 5 | B | 91 | FL (3) 20 S | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 15.2 |
| 6 | B | 107 | FL (3) 20 S | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 15.0 |

| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF | ON | OFF |
|----------|---|---------------|---------------|------|------|------|------|------|------|------|------|
| A | B | | | | | | | | | | |
| - | - | 271 | VQ (4) 2 S | 0.10 | 0.13 | 0.10 | 0.13 | 0.10 | 0.13 | 0.10 | 1.21 |
| B | F | 191 | VQ (4) 4 S | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 2.3 |
| B | D | 189 | Q (4) 6 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 2.7 |
| 8 | D | 141 | Q (4) 6 S | 0.4 | 0.6 | 0.4 | 0.6 | 0.4 | 0.6 | 0.4 | 2.6 |
| - | - | 299 | FL (1+3) 8 S | 1.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 3.5 |
| - | - | 309 | FL (4) 7 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 3.7 |
| 1 | D | 29 | FL (4) 10 S | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 5.0 |
| 2 | D | 45 | FL (4) 10 S | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 3.2 |
| F | E | 254 | Q (4) 10 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 6.7 |
| - | - | 300 | FL (4) 10 S | 1.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 4.5 |
| - | - | 312 | FL (4) 11 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 4.5 |
| B | E | 190 | FL (4) 12 S | 0.3 | 1.7 | 0.3 | 1.7 | 0.3 | 1.7 | 0.3 | 5.7 |
| 4 | F | 79 | FL (4) 12 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 8.5 |
| C | E | 206 | FL (4) 12 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 5.5 |
| 3 | D | 61 | FL (4) 12 S | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 5.2 |
| A | D | 173 | Q (4) 12 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 8.7 |
| 4 | D | 77 | FL (4) 15 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 8.5 |
| 8 | E | 142 | FL (4) 15 S | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 8.0 |
| 7 | D | 125 | FL (4) 15 S | 1.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 10.5 |
| D | E | 222 | FL (4) 16 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 9.5 |
| - | - | 314 | FL (3+1) 18 S | 1.5 | 1.5 | 1.5 | 1.5 | 1.5 | 4.5 | 1.5 | 4.5 |
| - | - | 304 | FL (4) 19 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 15.7 |
| C | D | 205 | FL (4) 20 S | 0.3 | 3.0 | 0.3 | 3.0 | 0.3 | 3.0 | 0.3 | 9.8 |
| 5 | D | 93 | FL (4) 20 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 13.5 |
| 0 | D | 13 | FL (4) 20 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 4.5 | 0.5 | 10.5 |
| 3 | F | 63 | FL (4) 20 S | 1.5 | 1.5 | 1.5 | 1.5 | 1.5 | 1.5 | 1.5 | 9.5 |
| 0 | F | 15 | Q (4) 20 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 16.5 |
| - | - | 263 | FL (4) 20 S | 0.5 | 2.0 | 0.5 | 2.0 | 0.5 | 2.0 | 0.5 | 12.0 |
| E | E | 238 | Q (4) 28 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 24.5 |
| 6 | F | 111 | FL (4) 30 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 26.5 |

| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF |
|----------|---|---------------|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| A | B | | | | | | | | | | | | |
| D | D | 221 | Q (5) 7 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 2.7 |
| - | - | 310 | Q (5) 9 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 4.5 |
| E | D | 237 | Q (5) 10 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 5.7 |
| E | 8 | 232 | FL (5) 12 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 3.5 |
| - | - | 276 | FL (5) 16 S | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 1.5 | 0.5 | 7.5 |
| 5 | F | 95 | FL (5) 20 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 15.5 |
| 9 | F | 159 | FL (5) 20 S | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 1.2 | 0.8 | 11.2 |
| 9 | E | 158 | FL (5) 20 S | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | 11.0 |

| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF |
|----------|---|---------------|-------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| A | B | | | | | | | | | | | | |
| F | D | 253 | Q (6) 10 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 4.7 |
| A | F | 175 | FL (6) 15 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 9.7 |
| 7 | F | 127 | FL (6) 15 S | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 1.0 | 0.5 | 7.0 |



| HEX CODE | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | |
|----------|---------------|------------|-------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|------|
| A | B | | | | | | | | | | | | | | | | |
| 6 | E | 110 | VQ (6) + LFL 10 S | 0.2 | 0.3 | 0.2 | 0.3 | 0.2 | 0.3 | 0.2 | 0.3 | 0.2 | 0.3 | 0.2 | 0.3 | 2.0 | 5.0 |
| 7 | E | 126 | VQ (6) + LFL 10 S | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 2.0 | 4.4 |
| 2 | F | 47 | Q (6) + LFL 15 S | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 2.0 | 7.0 |
| 2 | E | 46 | Q (6) + LFL 15 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 0.3 | 0.7 | 2.0 | 7.0 |
| 3 | E | 62 | Q (6) + LFL 15 S | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 0.6 | 2.0 | 5.8 |
| - | - | 258 | FL (6 + 1) 15 S | 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 |
| - | - | 292 | FL (6) + LFL 15 S | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 2.0 | 5.8 |
| - | - | 262 | FL (6) + LFL 15 S | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 2.0 | 7.0 |
| 8 | F | 143 | VQ (6) + LFL 15 S | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 2.0 | 9.4 |

| HEX CODE | | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF |
|----------|---|---------------|-----------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| A | B | | | | | | | | | | | | | | | | | | | | |
| - | - | 275 | FL (3+5) 12.2 S | 0.9 | 0.3 | 0.9 | 1.0 | 0.9 | 0.3 | 0.3 | 0.3 | 0.3 | 1.0 | 0.3 | 0.3 | 0.3 | 0.3 | 0.3 | 4.5 | - | - |
| 4 | E | 78 | VQ (9) 10 S | 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 |
| 5 | E | 94 | VQ (9) 10 S | 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 |
| 1 | F | 31 | Q (9) 15 S | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 0.8 | 0.2 | 6.8 |
| 0 | E | 14 | Q (9) 15 S | 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 |
| - | - | 267 | Q (9) 15 S | 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 |
| 1 | E | 30 | Q (9) 15 S | 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 |
| - | - | 291 | FL (9) 32.92 S | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 0.8 | 0.4 | 22.9 |

| HEX CODE | IR Controller | FLASH CODE | ON | OFF | ON | OFF | ON | OFF | ON | OFF | ON | OFF |
|---------------------------------|---------------|------------|-------------|-----|-----|-----|------|-----|------|-----|------|-----|
| A | B | | | | | | | | | | | |
| MORSE CODE () INDICATES LETTER | | | | | | | | | | | | |
| 7 | 8 | 120 | MO (A) 6 S | 0.3 | 0.6 | 1.0 | 4.1 | | | | | |
| 7 | B | 123 | MO (A) 8 S | 0.4 | 0.6 | 2.0 | 5.0 | | | | | |
| 8 | 8 | 136 | MO (A) 8 S | 0.8 | 1.2 | 2.4 | 3.6 | | | | | |
| B | 8 | 184 | MO (U) 10 S | 0.3 | 0.7 | 0.3 | 0.7 | 0.9 | 7.1 | | | |
| C | 8 | 200 | MO (U) 10 S | 0.4 | 0.6 | 0.4 | 0.6 | 1.2 | 6.8 | | | |
| D | 8 | 216 | MO (U) 10 S | 0.5 | 0.5 | 0.5 | 0.5 | 1.5 | 6.5 | | | |
| 8 | 9 | 137 | MO (D) 10 S | 5.0 | 1.0 | 1.0 | 1.0 | 1.0 | 1.0 | | | |
| A | 8 | 168 | MO (A) 15 S | 0.5 | 1.5 | 2.0 | 11.0 | | | | | |
| F | 8 | 248 | MO (U) 15 S | 0.6 | 0.3 | 0.6 | 0.3 | 1.4 | 11.8 | | | |
| 0 | 9 | 9 | MO (U) 15 S | 0.7 | 0.5 | 0.7 | 0.5 | 1.9 | 10.7 | | | |
| 1 | 9 | 25 | MO (U) 15 S | 0.7 | 0.7 | 0.7 | 0.7 | 2.1 | 10.1 | | | |
| 7 | D | 125 | MO (B) 15 S | 1.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 10.5 | |

Maintenance & Servicing

Designed to be almost maintenance-free, the SL-ODSL requires minimal attention, though the following maintenance and servicing information is provided to help ensure the life of your Sealite product.

1. Clean the lens and base regularly using a cloth and warm soapy water.
2. Wipe off any foreign matter before rinsing with fresh, clean water.

Trouble Shooting

| Problem | Remedy |
|----------------------------|---|
| Lantern will not activate. | <ul style="list-style-type: none">• Ensure Lantern is in darkness• Wait at least 60 seconds for the program to initialise in darkness• Ensure battery terminals are properly connected• Ensure battery voltage is above 12 volts• Check the status of the LED's on the base of the PCB to determine what type of fault the light is acting (see Lantern Status section of this manual). |

Sealite LED Light Warranty

Refer to Sealite website: sealite.com



We believe technology improves navigation™

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