

## Preliminary Steps

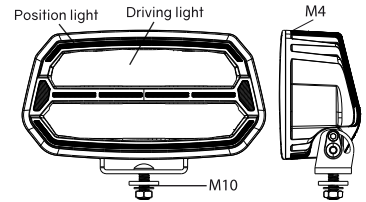
1. Read all instructions carefully and study diagrams before installing the lights
2. Check with state and local authorities for laws governing usage and proper mounting of auxiliary lights
3. Disconnect ground connection from battery (marked "-") to avoid accidental short circuits before attempting to connect electrical wires.
4. Route new wires along existing wiring . Tape as necessary to correct slack.
5. When running wires through the firewall, keep them away from moving parts.

## Mounting and installation

1. Drill 10.5mm holes for screw placement on the mounting surface
2. Use the bolt to fasten the light, add the locking washer and tighten
3. Wiring:

- **Red:** Driving light "+"
- **Black:** Ground "-" (Driving light / DRL)
- **White:** White DRL light "+"
- **Yellow:** Orange DRL light "+"
- **Green:** Strobe lights "+"
- **Blue:** Synchronization & pattern "+"
- **Brown:** Alternately "+"

NOTE #1: E-mark does not apply when using orange p-light  
 NOTE #2: Wire color and function is the same on both the light and DT adapter



## POWERBOOST

### Toggle Powerboost mode

This is done most easily when your additional lights are connected to the vehicle using the vehicle's high beam lever and with the light switch in 0 or parking light.

- Step 1: Turn on the auxiliary light for about 10 seconds (between 7-13 seconds)
- Step 2: Flash the auxiliary light in rapid succession 10 times (within 10 seconds)
- Step 3: The eleventh time you should have the auxiliary light on and after about 5 seconds the Powerboost function will automatically switch on or off

### Reset (if you want to reset steps 1-3)

Turn on the auxiliary light for more than 14 seconds. The Powerboost switch function is reset back to step 1.

### Reset of step 2

If you have the auxiliary light on for more than 1.5 seconds during step 2, step 2 is reset.

### Synchronize all auxiliary lights

If your auxiliary lights have ended up out of sync (one or more lights have different positions), you need to disconnect the ones that have the desired position and perform the switching procedure (steps 1-3) only with the lights that are to switch positions. Then you connect all the lights again.

## STROBE LIGHTS

### Synchronizable and with alternating flash pattern

Epix9+ Strobe can be synchronized with each other, which means that all of the lights use the same flash pattern and strobe synchronized. But you also have the option of an alternating flash pattern, which means that your auxiliary lights can be divided into two different groups so that they strobe opposite of each other (eg right / left or top / bottom). You can synchronize and use alternating flash patterns with an infinite number of lights, i.e. there are no restrictions on the number of lights you use.

### Strobe patterns

Single flash (ECE R65 approved), double flash, triple flash, quadruple flash, continuous hyper flash.

### Synchronization of the strobe pattern:

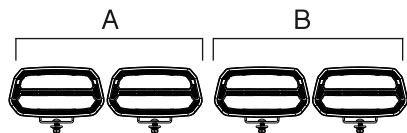
Connect the blue wires of two or more auxiliary lights, then momentarily connect these to the positive terminal for 3 seconds to reset the strobe frequency on all connected lights, then all flash patterns are shifted.

### Alternating strobe pattern:

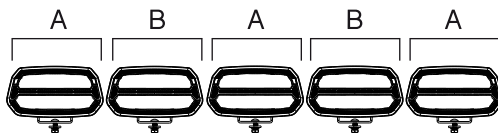
Your auxiliary lights have the option of an alternating strobe pattern. This means that you can have a group (A) that strobe in sync with each other, while the other group (B) strobe in sync with each other. When the strobe lights for group A are on, the strobe lights for group B are off and vice versa, see examples in the images below.

Connect the groups: with the power off, connect the brown auxiliary light cable belonging to group A to + (plus) and leave the brown cable for group B unconnected. Their strobe patterns will now flash alternately.

Example 1



Example 2



### Warning!

1. Work under the specified voltage (DC9-36V).
2. Becomes hot under continuous use. Don't remove or touch the casing for at least 30 minutes after turning off.
3. Keep heat-sink clean and exposed to maintain air flow.