

## **pi-Lit® “Ice Cream Sandwich” Flare – Instructions**

**1) Turning on the First Flare:** Tap the round power button (do not hold down). Once the power button is pressed a steady green LED will illuminate. This indicates that the flare and radio are powering up. The first flare will take approximately 4 seconds to turn on. At the end of the 4 seconds the green LED will disappear and the 12 LEDs around the side of the flare or the 4 bright LEDs on the top of the flare will begin flashing (depending upon orientation of flare).

**2) Turning on additional flares:** Once the first flare is on and flashing, take any one of the following flares and tap (a quick press) the power button. Like the first flare, once the power button is pressed a steady green LED will illuminate, indicating that the flare is powering up. The following flares will take about 1 second to turn on. At the end of the 1 second period the green LED will disappear and the side LEDs or top LEDs will flash. This 2<sup>nd</sup> flare will now be in sequence with the 1st flare. As you begin to turn on the remaining flares they will automatically pick up the correct sequence. Turn on the remaining flares using the same instructions as above. **Important:** **a)** the preceding flare must be flashing before turning on the next flare. Only then is the flashing flare transmitting its sequence number. Failure to wait may result in non-sequential behavior. It only takes a second; **b)** for maximum range hold the flare above the ground in line-of-site of the preceding flare when turning on. Ground is like a sponge for radio signals. By holding the flare in the air, it can get a better signal from the preceding flare that is on the ground.

**3) Turning Off Flares:** There are 2 ways of powering down the flares. **1) Single Flare Off** - You can turn off a single flare by pressing and holding (2 seconds) the square *pi* ( $\pi$ ) button. A red LED will flash twice indicating it has turned off; **2) Group Off** - You can turn off the entire string of flares by simply holding down the power button for 2 seconds. The red LED will begin to slowly flash indicating that the radios on all the flares have received the turn-off command and are powering down. The red indicator LED flashes while the off command is being sent up and down the string. You must wait until the red LED stops flashing before turning a flare back on.

We strongly recommend that you pick up all the flares and place them in the carry case **while they are still flashing**. This will insure that you don't accidentally leave one on the side of the road. In addition, the case will glow with the flashing flares providing illumination and warning for on-coming vehicles. When safely in your vehicle take any one of the flares and hold down the power button to extinguish the entire group of flares.

**4) Battery Status Check:** While the flare is off, tap the *pi* ( $\pi$ ). This feature eliminates the need of changing batteries arbitrarily. With a simple tap of a button the user can check the state of the



batteries. The green or red LED will flash the status of the batteries. 5 green flashes = full batteries, 4 green flashes = full batteries, 3 green flashes = good batteries, 2 red flashes = low batteries, 1 red flash = very low batteries. We suggest changing batteries between the 3 green flashes and 2 red flashes.

**5) LED Orientation:** *pi-Lit*<sup>®</sup> ICS Flares use an accelerometer to determine which LEDs will flash. When the flare is in the horizontal position (lying flat on the ground) the 12 side LEDs will flash. When the flare is in the vertical position (e.g., magnetically attached to the back of a truck tailgate) the 4 Top LEDs will flash. The flare will automatically choose top or side LEDs based upon the flare's orientation.

**6) Lighting up a cone! Locking LED Orientation: A unique feature the *pi-Lit*<sup>®</sup> ICS flares offer is the ability to illuminate a cone.** In order to do this you must "lock" on the top LEDs even if the flare is horizontal on the surface of the roadway. This directs the red light upward to light up the inside of the cone. To lock the orientation of the LEDs press the *pi* ( $\pi$ ) button while the flare is flashing. The default is "dynamic" positioning – the gravity sensor will determine which LEDs will flash. To override the dynamic selection, tap the square *pi* ( $\pi$ ) button and the bright "top" LEDs will be locked on. The green LED will flash once to indicate that the flare is locked. The 2<sup>nd</sup> tap of the *pi* ( $\pi$ ) button will lock the side LEDs. The green LED will flash once. The third tap will return to the default state of dynamic positioning. The green LED will flash three times to indicate the flare is now in the default state.

**7) Patterns:** Once the flares are operating, the user has the option of choosing between 5 patterns. To change patterns, the operator simply taps (do not hold) the power button. This will cycle through the patterns. Pattern 1 (default), Pattern 2, Pattern 3, Pattern 4, Pattern 5, and back to Pattern 1. Default pattern is pattern number 1. This is a single lamp flash. Pattern (2) is two lamps flashing, Pattern (3) tails off slowly, Pattern (4) is a fast march, and Pattern 5 is simultaneous flashing of all flares.

**8) Changing Batteries & Cleaning:** No tools required. Swing open the battery door hold-downs. Pay careful attention to battery polarity. Use a key or other object to pry batteries out if they are tight. **Clean flare with a cloth wet with Simple Green<sup>®</sup> or soapy water.**

**9) Groups:** Should the operator wish to use several strings of flares in close proximity, the flares can be set to different "frequencies" – we call these different Groups. Flares can be purchased as "Lime", "Berry" and "Lemon" – with a green, blue or yellow dot to indicate different groups. For example, different police units might carry different group numbers or "flavors" so that they do not interfere with each other when deployed in close proximity.