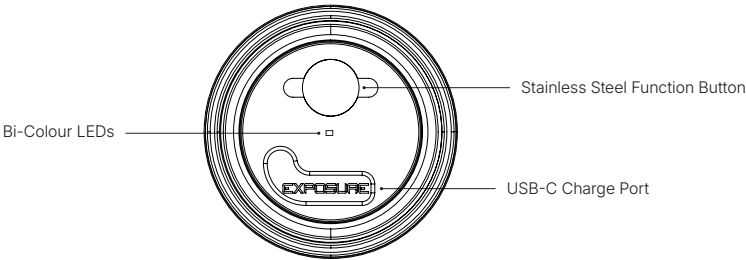


YOUR LIGHT



CHARGING

Fully charge your light before first use. Locate the USB-C charging connector on the back of the light by pulling away the silicone Storm Cap. Fully insert a USB-C charging cable to commence charging.

On the rear of the light the Bi-Colour LED will flash green to indicate charging is in progress, once this turns to a constant green the light is fully charged.

Approx. Mains Charger Times	
ZENITH	2 hrs 45 mins
DIABLO	2 hrs 5 mins
JOYSTICK	2 hrs 5 mins

Note:

If you are starting from a very heavily discharged battery it may take some time for the Bi-Colour LED to start flashing.

Do not charge the light in an enclosed space or with the front lens facing down.

The light may become warm while charging the battery. If the light should become too warm, charging will pause. When the light has cooled down, charging will automatically resume.

LIGHT OPERATION

Located on the back of the light is the stainless-steel function button and a single Bi-Colour LED. The Bi-Colour LED indicates both the output mode and battery life remaining.

To turn the light on press the function button twice in quick succession. The light will then turn on in the brightest mode.

To cycle through the high, medium and low modes press the function button once, this will jump you to the next mode. After each change to a different setting, the Bi-Colour LED on the back of the light will initially indicate the mode as follows:

Bi-Colour Led Output	Related Mode
Green	High
Amber	Medium*
Red	Low

*Not all programs have a medium mode

After three seconds the Bi-Colour LED changes to indicate the "Fuel Gauge" this will give you a visual display of the battery life remaining. See "Fuel Gauge" section for more detail.

To turn the light off hold the function button down until the light emits two flashes and then release. Approximately 3 seconds.

To check battery life with the light off, press the function button once. The Bi-Colour LED will then display the remaining battery through the fuel gauge translation method.

FUEL GAUGE

The Fuel Gauge is implemented to give simple visual feedback of the remaining battery percentage of the light. The remaining battery life is displayed in the following way:

Bi-Colour LED Output	Battery Percentage
Green Solid	85% - 100%
Green Pulse	70% - 85%
Amber Solid	55% - 70%
Amber Pulse	40% - 55%
Red Solid	25% - 40%
Red Pulse	10% - 25%
Red Flash	0% - 10%

PROGRAM SELECTION (OMS)

Our programs allow you to select a run time tailored to your needs.

The run time and lumen output are inversely proportional so doubling the run time halves the lumen output.

Etched onto the light body is a table showing the seven different programs. The Program number is on the left side of the table. The corresponding runtimes in the High (H), Medium (M) and Low (L) modes are listed on the same row, runtimes are all in hours.

ZENITH 4 2360 LUMENS					DIABLO 15 2000 LUMENS					JOYSTICK 18 1200 LUMENS				
	H	M	L			H	M	L			H	M	L	
1	3		12		1	3		12		1	3		12	
2	6		24		2	6		24		2	6		24	
3	12		36		3	12		36		3	12		36	
4	1		6		4	1		6		4	1.5		6	
5	3	6	12		5	3	6	12		5	3	6	12	
6	10	24	SOS		6	10	24	SOS		6	10	24	SOS	
7	TAP ON/OFF				7	TAP ON/OFF				7	TAP ON/OFF			

*Please note that the SOS setting is in the Flash mode in program 6 (see “Flash Mode” section)

Your light will be in program 4 when delivered, this program gives you:

The maximum output of the product in high (H)

No medium (M)

6 hours in low (L)

To set the program, start with the light OFF. Press and hold the function button, after approximately 2 seconds the main light will strobe for 1 second, this signifies you have entered the program selection mode.

While still holding the button down the Bi-Colour LED and main LEDs will then flash in unison, each flash relates to the corresponding program. E.g. To set program 4 release the button after the fourth flash.

Once you release the function button the Bi-Colour LED will signify what program you have selected by flashing the corresponding number of times. E.g. 4 flashes of the Bi-Colour LED after releasing the button will signify you are now in program 4.

The light will then remain in the selected program until this process is repeated, regardless of being turned on or off.

Program 7 is a configuration program, please refer to the “TAP” section.

FLASH MODE

To activate Flash Mode first the light needs to be ON. Hold the function button down for approximately 2 seconds.

To return to the constant mode press the Function Button once.

Flash Mode can be activated from any of the light's modes while in any of the light's programs.

The battery life from full will be over 24 hours in Flash Mode.

Flash Mode brightness and run times do not change with (OMS) program selection.

In Program 6, Flash Mode is replaced with Morse Code for SOS. For more information about changing programs see the "Program Selection" section.

"TAP" ACTIVATED CONTROL

"TAP" allows the user to cycle through the high, medium and low modes without using the function button.

Once "TAP" is activated you simply need to tap the lights body to cycle through the high, medium and low modes. One tap does the same as a single press of the function button. "TAP" works in every program until it is turned off.

To Turn "TAP" ON:

Enter Program 7 (see "Program Selection (OMS)" section). Wait for the 7 Green Bi-Colour LED flashes signifying you are in program 7. Within 3 seconds after the last flash, press the Function Button the corresponding number of times to toggle to your selected sensitivity as per the below table:

Function Button Presses	Bi-Colour LED Output	Tap Sensitivity
1	Green	High
2	Amber	Medium
3	Red	Low

Wait for 2 seconds on the desired sensitivity the Bi-Colour LED will then turn off and you will leave program 7, "TAP" is now configured and ON.

To Turn "TAP" OFF:

Enter Program 7. Do not press the function button after 2 seconds the Bi-Colour LED will go off and "TAP" is switched OFF.

WARNING: Only activate "TAP" when the light will be helmet mounted.

LOW POWER FLASH

When the light has 10% or less battery remaining the Bi-Colour LED will flash red as explained in the “Fuel Gauge” section.

To warn the user that the battery is running low the main light will flash. It is then advisable, if it is safe to do so, to put the light in a lower setting to prolong battery life. See the Program Selection (OMS) section for more detail.

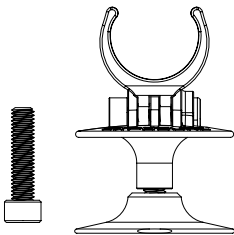
The light will continue to give off these warning flashes, regardless of setting, until its battery is charged back above 10%

YOUR BRACKETS

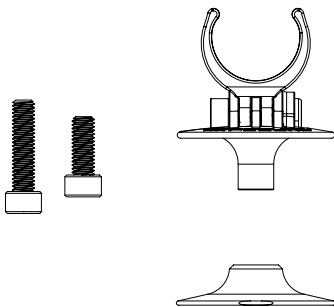
You will receive three mounting options with your light.

HELMET BRACKET:

You will be provided with a 16mm and a 20mm M5 nylon cap head bolt. Upon opening the 16mm bolt will be fixing the lower part of the bracket to the upper part.

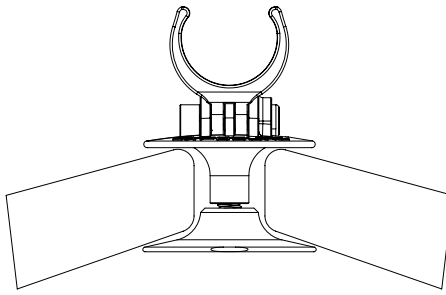


Use a 4mm Allen key if required, unscrew the M5×16mm bolt and separate the two parts of the helmet bracket.



With the product disassembled, place the top piece of the product on the outside of the helmet with its bottom section protruding through an air vent into the inside of the helmet. Align the bottom piece and try using the M5×16mm bolt to rejoin the upper and lower parts together.

You must have at least 5 bolt threads engaged (5 rotations). If this cannot be achieved because the helmet is too thick then swap with the longer M5×20mm bolt.



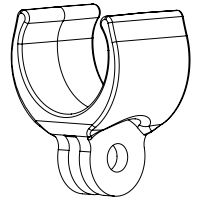
Be careful not to over tighten.

Do not replace the nylon bolt with a metal alternative, the nylon bolt is part of the balanced design for security and safety.

If using a "MIPS" System in your helmet secure the mount between the external and internal shell avoiding clamping on the "MIPS" system.

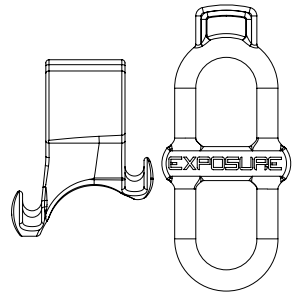
ACTION CAMERA MOUNT:

The Action Camera Mount allows the light to be mounted to any existing action camera mounting point. This part will be sent to you bolted to the helmet bracket, Unbolt using a 4mm allen key.

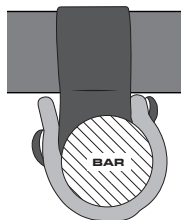


HANDLEBAR BRACKET:

This bracket is designed to work with all round bars; additional shims can be purchased to allow it to work on flatter "Aero bars".



Secure the rubber band to the bracket and then stretch the band round the bars and attach to the opposite side.



Note : Turn TAP off when running the light in this bracket.

⚠ WARNING! Risk of choking and strangulation – product contains small parts, cables and straps.

⚠ WARNING! Risk of Eye Damage – Do not stare directly into the beam or shine it directly into others' eyes. Intense light can damage your eyes or the eyes of those around you. Exposure's lamps are Photobiological Risk Category 2 (IEC62741).

⚠ WARNING! Adhere to waterproof rating limits of the product.

⚠ WARNING! Avoid strong impacts or drops. Inspect for damage before use.

⚠ WARNING! Do not try to disassemble or modify the product beyond the maintenance instructions. Any disassembly beyond what is in the maintenance instructions will void the warranty.

⚠ WARNING! LEDs can generate enough radiant heat to damage or melt some materials. Never place any material over the lamp when it is on. Do not leave the lamp lens/face down in any circumstances.

Battery – Rechargeable Lithium-Ion

⚠ WARNING! – Danger: there is a risk of batteries exploding and causing burns:

- Do not disassemble, crush, expose to high temperatures, or tamper with the battery
- Do not dispose of the battery in a fire.
- If a replaceable battery is damaged remove it and dispose of the battery in accordance with current local regulations.
- If a non-replaceable battery is damaged, do not attempt to dismantle. cease use of the product and contact the place of purchase.
- If the battery leaks, avoid any contact with the leaked substance. Seek medical advice if contact occurs.

Charging:

- Always ensure that the lamp is clean and dry before charging.
- Charge the battery fully before first use.
- Only use a CE/UL approved charger (double insulated against dangerous voltages). Do not leave the device unattended when charging.
- Do not charge the lamp with the lens face down.

Battery Life:

Battery life will depend on the temperature and environment the lamp has been used in.

- Most Exposure lamps have rechargeable, non-replaceable batteries, before you retire your product contact our service department to see if it can be repaired.
- For replaceable batteries follow the Digital User Guide on how to replace it, only use recommended spare batteries.
- Once your product comes to the end of its life, dispose of the device/batteries in accordance with current local regulations or contact our service department to recycle them.

MAINTENANCE

Cleaning, drying

Beware! Check and follow the waterproof rating of your product before continuing.

To clean your product, use a soft cloth to wipe it down with lukewarm soapy water (PH neutral, 30 °C maximum), avoid using chemicals, abrasives and pressure washers, remove excess water before leaving to dry away from direct sunlight or radiant heat.

After contact with saltwater, always rinse the device with fresh water and dry it.

Storage, Transport

Carry your product in a case to protect it.

Before long term storage:

- Ensure the device is fully charged (we recommend that when not in use for long periods of time the lights are topped up every 6-8 weeks)
- Ensure it is in a dry location, ideally between 20 and 25°C.

RESPONSIBILITIES

Ultimate Sports Engineering Ltd. is not responsible for the consequences, direct, indirect or accidental, or any other type of damage befalling or resulting from the use of its products.

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