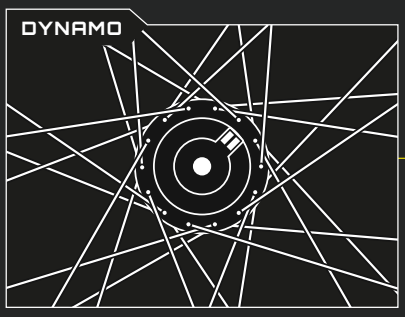
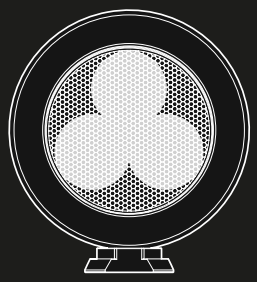
REVO 5 LOGIC TABLE

PROGRAM 1
ULTRA MODE

DYNAMO



REVO



REDEYE

Turns on and off automatically when connected/disconnected.

LIGHT

ON

Revo's output will vary with dynamo input.

80% of input goes to output. 20% of input reserved to charge internal battery

Once the set output is achieved, surplus power will charge the internal battery.

OFF

When receiving dynamo power the bicolor on the rear of the product will flash. The flashed color will signify battery percentage (fuel gauge).

BATTERY

>40%

When charge level greater than 40% (Green Bicolor) and connected to a dynamo, the Revo will be able to charge external devices.

If charging output exceeds dynamo input, the Revo will deplete its battery down to 20% and then stop providing power until a >40% battery capacity is achieved again.

After 3 minutes without dynamo input the Revo will default to receive power.

FULL

PCB will cease to take input from dynamo.

If the Revo is receiving but not consuming/outputting charge; the front light will come on to use excess power that cannot be ignored by the Revo.

STAND LIGHT

When Revo stops receiving dynamo power the battery will maintain the low constant output and flashing RedEye (if fitted).

Output will be maintained until the battery is fully depleted or the user turns the Revo off and unplugs the RedEye.