

# GHOST®

## GHOST® SINGLE/DUAL SURFACE MOUNT LIGHT

### Single Light:

- Black Housing: #EGHST2(x)
- Chrome Housing: #EGHST2(x)C
- White Housing: #EGHST2(x)W

### Dual Light:

- Black Housing: #EGHST6(x)B
- Chrome Housing: #EGHST6(x)C
- White Housing: #EGHST6(x)W



### ⚠ WARNING

- HIGH CURRENT interconnects must be properly terminated. Poor crimp quality can cause heat build-up and fire. Follow crimp connector manufacturer instructions.
- DO NOT install this product or route any wires in the Air Bag Deployment Zone. Refer to vehicle Owner's Manual for deployment zones.
- Do NOT use system to disconnect headlights, brake lights or other safety equipment.
- Unit may become hot to touch during normal operation.
- Failure to properly install connectors, fuses or wiring may cause vehicle failure or fire.
- Installation must only be performed by trained technician. Installer must determine vehicle wiring configuration and proper integration of system.
- Use proper wire gauge. All power wires connecting to positive (+) or negative (-) battery terminal or local chassis ground (-) must be sized to supply at least 125% of max. current and properly fused at power source.
- Install protective grommets when routing wire through firewall or metal.

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Installers and users must comply with all applicable federal, state and local laws regarding use and installation of warning devices.

Improper use or installation may void warranty coverage. To review our Limited Warranty Statement & Return Policy for this or any SoundOff Signal product, visit our website at [www.soundoffsignal.com/support/](http://www.soundoffsignal.com/support/). If you have questions regarding this product, contact **Technical Services**, Monday - Friday, 8 a.m. to 5 p.m. or after hours 5 p.m. to 8 p.m. EST at 1.800.338.7337 (press #4 to skip the automated message). Questions or comments that do not require immediate attention may be emailed to [techservices@soundoffsignal.com](mailto:techservices@soundoffsignal.com).

### INSTALLATION:

Establish the mounting position on the vehicle. Use the gasket (included) as a template to drill three  $\varnothing\frac{1}{2}$ " holes for the light wire and pilot holes for the mounting screws. Note: pilot holes are  $4\frac{7}{8}$ " on center.

**Caution: Do not stretch the mounting gasket as this may change the required hole spacing.**

**\*\*NOT TO BE USED IN STEADY BURN MODE OR TO BE FLASHED BY AN EXTERNAL FLASHER OR CONTROLLER.\*\***

### TECHNICAL SPECIFICATIONS

Overall Dimensions:	
Single	5.65" L x 1.06" H x 1.8" D
Dual	5.5" L x 2.5" H x 1" D
Input Voltage:	10 - 30 Vdc
Current Consumption:	
Single	< 1 amp
Dual	< 2 amps
# of LEDs:	
Single	6 Generation 3 LEDs
Dual	12 Generation 3 LEDs
Operating Temperature:	-40° to +65° C
Flash Patterns:	33

### NOTICE:

### OPERATION:

#### WIRE CONNECTIONS

See setup procedure on second page. The single GHOST® comes equipped with an internal flasher with 33 user selectable patterns that can be synchronized either alternating or simultaneous with up to three other lights.

1. Connect the GHOST BLACK wire to a good, convenient ground.
2. Connect the GHOST RED wire to one side of a user supplied on/off switch. Connect the other side of the switch, through a 5Amp fuse, to a source of +10 - 30 Vdc.

**NOTE: The GHOST is a factory sealed unit that CANNOT be serviced in the field. Any attempt to gain access to the GHOST unit will most likely cause permanent damage and void its warranty.**

### WIRE HOOK-UP TABLE

WIRE COLOR:	CONNECT TO:
RED	+ 10 - 30 Vdc
BLACK	Ground (-)
WHITE	Pattern Select

### ⚠ WARNING

This product contains high intensity LED devices. To prevent eye damage, DO NOT stare into light beam at close range.

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NOTE: GHOST is equipped with Flash Pattern Recall. Once you have selected a pattern the light will always activate to that pattern every time the unit is turned on. Tape up and secure WHITE wire so that it will not accidentally change your selected pattern.

## LIGHT SYNC CONFIGURATION INSTRUCTIONS

IMPORTANT! A MAXIMUM OF 2 DUAL LIGHTS CAN BE SYNCED.

1. Set ID #:
  - a. Identify which pattern and sequence you want and look up ID # settings at left.
  - b. Connections
    - i. RED: +10 - 30 Vdc
    - ii. WHITE: +10 - 30 Vdc  
(Note: you will need to disconnect after power is applied)
    - iii. BLACK: Ground
  - c. Apply power to unit
  - d. Without disconnecting power from unit, disconnect WHITE wire
  - e. Momentarily connect WHITE to Ground to change ID #
    - i. Identify ID # by number of sequential flashes
    - ii. Possible ID #: 1 – 4
  - f. Disconnect power from unit to get out of ID mode
2. Set Flash Pattern:
  - a. Reapply power to units
  - b. Once all Light Head ID #s are configured, make sure all lights are flashing the same pattern.
  - c. Connect corresponding colored wires of all units together: RED to RED, etc.
  - d. To Change Flash Pattern:
    - i. Momentarily connect WHITE wires to Ground
    - ii. Observe pattern change on all lights connected
  - e. Insulate all wires by taping with electrical tape
3. Connect Master Switch:
  - a. IMPORTANT! Ensure WHITE Pattern/Sync Wires are tied together

## SLAVE MODE

GHOST does not support Slave Mode.

## 1 (one) LIGHT

Follow the Light Sync Configuration Instructions and set the GHOST light to the following ID:

- Alternating (default): ID #1 or ID #3 (includes cycle patterns and steady burn patterns)
- Simultaneous: ID #2 or ID #4 (both lights will flash together regardless of pattern)

## 2 (two) LIGHTS

Follow the Light Sync Configuration Instructions and set the GHOST lights to the following ID:

**IMPORTANT: Make sure both lights flash the same pattern!**

- Both assemblies simultaneous with individual lights alternating.
  - Example: Driver/Passenger sim; Dr.(left alt right) Pass.(left alt right)
  - Set both GHOST Assemblies to ID #1
- Both assys. alternating with individual lights alternating.
  - EX: Dr./Pass. alt; Dr.(left. alt. right.) Pass.(right alt. left)
  - Set one GHOST to ID #1 and the other to ID #3
- Both assys. alternating with individual lights simultaneous
  - EX: Dr./Pass. alt; Dr.(left sim left) Pass.(right sim right)
  - Set one GHOST to ID #2 and the other to ID #4
- Both assys. simultaneous with individual lights simultaneous.
  - EX: Dr./Dr. sim; Dr.(left sim left) Pass.(right sim right)
  - Set both GHOST housings to ID #2

**X-PATTERN** - To obtain X-Patterns, follow the ID SELECTION steps and set one of the four GHOST lights to ID #1, one to ID #2, one to ID #3, and one to ID #4. Then proceed to the PATTERN SELECTION steps.

NOTE: Be sure to mount each GHOST in the correct placement based on ID#.

## PATTERN SELECTION

1. Disconnect WHITE wire from any connections if applicable.
2. Turn GHOST ON.
3. Momentarily touching and removing the WHITE wire(s) to ground will advance the GHOST to the next flash pattern. Touching and removing the White wire for more than a few seconds will allow you to change the GHOST to the previous pattern. See flash pattern table. Continuing to touch and remove the WHITE wire(s) to ground will allow you to scroll through the pattern list. After pattern #33 is reached the list will start over again at pattern #1.

## X-PATTERN SEQUENCE X-PATTERN LIGHT HEAD PLACEMENT

ID#1>ID#4>ID#2>ID#3

ID#4	ID#2
ID#3	ID#1

## PATTERN RESET

1. Remove power
2. Place WHITE (sync) wire to ground
3. With sync wire grounded, re-power RED wire
4. Maintain for one second (light will dim)
5. Remove power and ground (pattern 1 set)

## Flash Patterns

Flash Pattern Name	1 Light	2 Lights Alternating	2 Lights Simultaneous	4 Lights X-Pattern	Flashes per Minute (FPM)
1. Quint	x	x	x		70
2. Warp	x	x	x		350
3. Inter-Cycle Flash	x	x			
4. Double Flash	x	x	x		70
5. Quad Flash	x	x	x		80
6. PowerPulse	x	x	x		180
7. RoadRunner	x	x	x		113
8. Q-Switch	x	x			
9. RoadRunner Steady Burn	x	x			113
10. Quad Steady Burn	x	x			80
11. E-Ideal Single Flash	x	x	x		200
12. E-Ideal Double Flash	x	x	x		146
13. Quad2 Flash	x	x	x		67
14. Double2 Flash	x	x	x		95
15. X-Warp				x	
16. X-Double				x	
17. PowerRunner	x	x	x		
18. LCR Quint	x	x	x		
19. Warp <sup>3</sup>	x	x	x		
20. Ultra Warp	x	x	x		545
21. Thunder & Lightning	x	x			
22. Lite Speed	x	x	x		85
23. SuperSonic	x		x		170
24. LCR Lite Speed	x	x	x		
25. SuperSonic Ultra	x	x	x		
26. Tempo Shift	x	x	x		
27. Tempo Shift Warp	x	x	x		
28. SBE2	x	x	x		67
29. C <sup>2</sup>	x	x	x		200
30. U <sup>2</sup>	x	x	x		176
31. Ultra Glow	x	x	x		
32. Cyclone	x	x	x		
33. Chameleon	x	x	x		

