nFORCE®
NEXUS TECHNOLOGY

nFORCE 6" Oval Recess Mount Light, SAE Class 1

ENFSLSRV(x)(yyy) - Custom Ordered Through Configurator
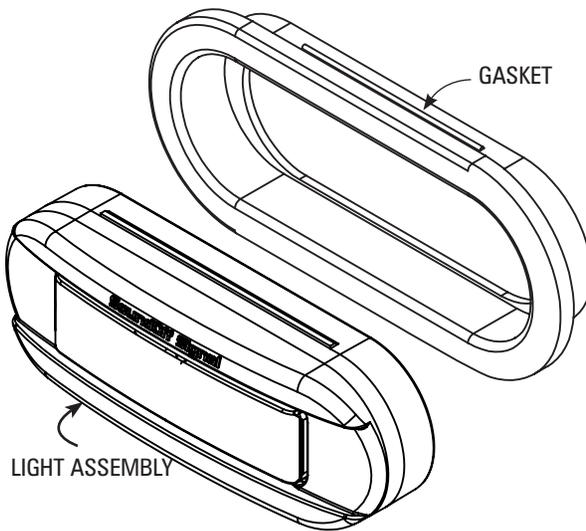**ENFSRV1(x) - 6 LED**
ENFSRV2(x) - 9 LED
ENFSRV3(x) - 12 LED

TECHNICAL SPECIFICATIONS

6" OVAL RECESS MOUNT nFORCE		
Dimensions:	7.75"L x 3.25"H x 1.65"D	
Input Voltage:	10 - 16 Vdc or 10 - 30 Vdc *	
CURRENT CONSUMPTION PER MODULE		
	10-16 Vdc	10-30 Vdc *
6, 12 Split & 18 Tri-Color	<1.0A @12.8 Vdc	<0.6A @25.6 Vdc
9 LED Single Color	<1.5A @ 12.8 Vdc	<0.9A @ 25.6 Vdc
12 LED Single Color	<2.0A @12.8 Vdc	<1.2A @ 25.6 Vdc

* - Special Order

⚠ 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.
- 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.

GASKET

LIGHT ASSEMBLY

INSTALLATION:
1) Establish a position on the vehicle. Use the cutout template (provided) and cut hole according to directions. Insert grommet into cutout first and then press the light assembly into the grommet.

nFORCE SECONDARY INFORMATION:

WIRE HOOK-UP TABLE	
WIRE COLOR:	**FUNCTION:**
RED	Power
BLACK	Ground
GREEN**	Sync2 *
WHITE to Ground	Set-up/Function
WHITE to Power	Secondary Function -see page 3-
RED/WHITE	Function

** To sync multiple nFORCE lights, connect the Green wires from each light together.
* Will NOT work w/ other sync products such as Ghost, LED3 & Intersector.

+Vdc — 5A FUSE — RED/WHITE
GREEN
WHITE
+Vdc — 5A FUSE — RED
BLACK
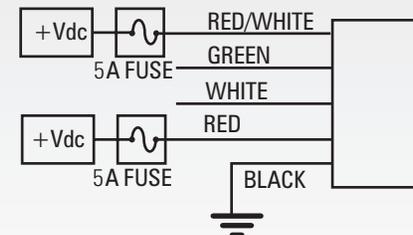
⚠ WARNING
This product contains high intensity LED devices. To prevent eye damage, DO NOT stare into the light beam at close range.

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ENFSRV(xx)_5 Wire 7.15

FUNCTION TABLES

Changing the function table is only enabled when the LED module is in a flashing mode (disabled in cruise or steady ON functions). The functional operation of the LED module can be changed while applying the +V to the Red wire with the black wire connected to ground. When the light is flashing, momentarily connect the White wire to ground for >4S and <5S (light will go steady high, steady low, off, steady high, steady low) then release. The function table will now advance to the next table (table 1 to table 2, table 2 to table 3, or table 3 to table 1). Repeat above process until required function table is active.

FUNCTION TABLE 1

WIRE			LIGHT		
RED	RED/WHITE	WHITE	SINGLE	DUAL	TRI
+12V			FLASH	FLASH DUAL	FLASH TRI
	+12		CRUISE	STEADY CLR 2	STEADY CLR 3
+12V	+12V		FLASH	STEADY CLR 2	STEADY CLR 3
		+12V	NO OP	NO OP	NO OP
+12V		+12V	LOW PWR FLASH	FLASH CLR 1	FLASH CLR 1
	+12V	+12V	CRUISE	FLASH CLR 2	FLASH CLR 2
+12V	+12V	+12V	LOW PWR FLASH	FLASH CLR 1 & 2	FLASH CLR 3

FUNCTION TABLE 2

WIRE			LIGHT		
RED	RED/WHITE	WHITE	SINGLE	DUAL	TRI
+12V			FLASH	FLASH CLR 1	FLASH CLR 1 & 2
+12V		+12V	CRUISE	FLASH CLR 1 & 2	FLASH CLR 1, 2 & 3
	+12V		STEADY CLR 1	STEADY CLR 2	STEADY CLR 3
	+12V	+12V	STEADY CLR 1	STEADY CLR 2	STEADY CLR 3
+12V	+12V	+12V	STEADY CLR 1	STEADY CLR 2	STEADY CLR 3
		+12V	NO OP	NO OP	NO OP

FUNCTION TABLE 3

WIRE			LIGHT		
RED	RED/WHITE	WHITE	SINGLE	DUAL	TRI
+12V			FLASH	FLASH DUAL	FLASH CLR 1, 2 & 3
	+12V		FLASH LOW PWR	FLASH CLR 1 & 2 LOW PWR	FLASH CLR 1, 2 & 3 LOW PWR
+12V	+12V		FLASH LOW PWR	FLASH COLOR 1 & 2 LOW PWR	FLASH CLR 1, 2 & 3 LOW PWR
		+12V	NO OP	NO OP	NO OP
+12V		+12V	FLASH LOW PWR	FLASH COLOR 1 & 2 LOW PWR	FLASH CLR 1, 2 & 3 LOW PWR
	+12V	+12V	FLASH LOW PWR	FLASH COLOR 1 & 2 LOW PWR	FLASH CLR 1, 2 & 3 LOW PWR
+12V	+12V	+12V	FLASH LOW PWR	FLASH COLOR 1 & 2 LOW PWR	FLASH CLR 1, 2 & 3 LOW PWR

COLOR SWAP
This function is only valid for dual and tri-color light modules and can only be changed when the light module is in a flashing mode (disabled for single color modules and when light module is operating in cruise or steady ON functions). When the light is flashing, momentarily connect the white wire to ground for >2S and <3S (light will go steady high, steady low, off) then release. The light module will switch between Color Swap OFF and Color Swap ON. When Color Swap is OFF, the 1st color will flash 1st on a dual/tri color pattern. When Color Swap is ON, the 2nd color will flash 1st on a dual/tri color pattern.

SIMULTANEOUS/ALTERNATE
This function can only be changed when the LED module is in a flashing mode (disabled in cruise or steady ON functions) and only has an effect when at least 2 LED modules have the green sync wire connected together. When the light is flashing, momentarily connect the white wire to ground for >3S and <4S (light will go steady high, steady low, off, steady high) then release. The light module will switch between Simultaneous and Alternate each time this sequence is done. To have light modules flash simultaneously, both light modules need to be set to the same sequence type (Set-Up Table). To have light modules flash alternately, the light modules need to be set to different sequence types (Set-Up Table).

ADVANCE PATTERN
Flash pattern can only be changed when the LED module is in a flashing mode (disabled in cruise or steady ON functions). When the light is flashing, momentarily connect the white wire to ground for >250mS and <1S (light will go steady high) then release. The flash pattern will advance to the next pattern. If the light module was at the last pattern, the pattern will reset to the 1st pattern.

BACKUP PATTERN
This function is only valid when the LED module is in a flashing mode (disabled in cruise or steady ON functions). When the light is flashing, momentarily connect the white wire to ground for >1S and < 2S (light will go steady high, steady low) then release. The flash pattern will backup to the previous pattern. If the light module was at the first pattern, the pattern will change to the last pattern on the list.

PATTERN RESET
This function is only valid when the LED module is in a flashing mode (disabled in cruise or steady ON functions). When the light is flashing, momentarily connect the white wire to ground for >5S and <6S (light will go steady high, steady low, off, steady high, steady low, off) then release. The flash pattern will reset to the 1st pattern in the list.

FACTORY RESET
This function is only valid when the LED module is in a flashing mode (disabled in cruise or steady ON functions). When the light is flashing, momentarily connect the white wire to ground for >6S and <7S (light will go steady high, steady low, off, steady high, steady low, off, steady high) then release. The LED module will reset to: pattern=1, Function Table=1, Color Swap=OFF, Simultaneous.

SETUP TABLE			
SECONDS		**USER INTERFACE**	
FROM	**TO**	**VISUAL FEEDBACK**	**ACTION TAKEN**
0	1	STEADY-HIGH (60%)	FORWARD ONE PATTERN
1	2	STEADY-LOW (30%)	BACKWARD ONE PATTERN
2	3	OFF	COLOR SWAP (OFF OR ON)
3	4	STEADY - HIGH (60%)	SEQUENCE TYPE: SIMULTANEOUS OR ALTERNATE
4	5	STEADY - LOW (30%)	SEE FUNCTION TABLE
5	6	OFF	RESET TO PATTERN 1
6	7	STEADY-HIGH (60%)	FACTORY RESET (PATTERN 1, COLOR SWAP: OFF, SIMULTANEOUS) SEPARATE COLOR CONTROL: OFF

If held longer than 7 seconds, the light will go back to flashing the current pattern and no action will be taken.

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OVER-VOLTAGE PROTECTION
When an over-voltage condition is detected, the module will flash an over-voltage warning pattern of 50mS ON/950mS OFF to alert of the over-voltage condition and protect the electronics from damage due to heat/voltage.

THERMAL COMPENSATION PROTECTION
The LED module is designed to provide maximum power output while providing protection to the electronic components by reducing the output power at extreme temperatures.

SYNC 2
Syncronizing the flashing of multiple light modules is accomplished by connecting the Green wires of different light modules together. Up to 24 light modules can be connected for syncronized flashing. All light module flash patterns must be set to the same flash pattern # to ensure proper operation. Refer to the Sequence Type section in Set-Up table to setup light modules to flash in alternate or simultaneous flash pattern. NOTE: Will NOT work with non-Sync 2 products such as Ghost, LED3, and Single Color Intersector

FLASH PATTERNS			
PATTERN #	SINGLE COLOR	DUAL COLOR	TRI-COLOR
1	QUINT		
2	WARP		
3	INTER-CYCLE		
4	DOUBLE		
5	QUAD		
6	POWER PULSE		
7	ROAD RUNNER		
8	Q-SWITCH		
9	STEADY-BURN / ROADRUNNER (SEQUENCE TYPE 1: STEADY BURN, SEQUENCE TYPE 2: ROADRUNNER)		
10	STEADY-BURN DRIVER TITLE 13 QUAD (SEQUENCE TYPE 1: STEADY BURN, SEQUENCE TYPE 2: TITLE 13 QUAD)		
11	QUAD 2		
12	DOUBLE 2		
13		RANDOM 1	
14		RANDOM 2	

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