

1340 Russell Cave Road • Lexington, Kentucky 40505

ISOLATED HEADLIGHT FLASHER 3 PATTERN

FS008

The Flasher will operate a two or four headlight system on any vehicle with a 12 VDC negative ground system requiring isolation from the Lighting Control Module.

A properly installed Flasher has 3 operating modes built into 1 Flasher. Mode 1 will alternate (wig-wag) the headlights at 1.9 flashes / second. Mode 2 will alternate the headlights at 3.0 flashes / second. Mode 3 consists of a varying flash that will continuously cycle through 3 patterns: alternating flash at 1.9 f.p.s., simultaneous flash at 3.0 f.p.s. and a fast alternating flash at 3.0 f.p.s. When used at night, the low beam headlights remain ON for proper illumination while the high beams flash to gain attention and increase the vehicle's visibility. When the dimmer switch is activated to high beam, the flasher systems High Beam Over Ride interrupts the flasher sequence to allow for normal high beam function. Flashing automatically resumes when the dimmer switch is deactivated.

NOTE

Flashing Headlight and Taillight Systems are intended for use on approved vehicles ONLY. It is the responsibility of the user of these systems to insure compliance to any Federal, State or Municipal regulations which may apply.

INSTALLATION

MOUNTING: Mount the Flasher near the battery at the front of the engine compartment.

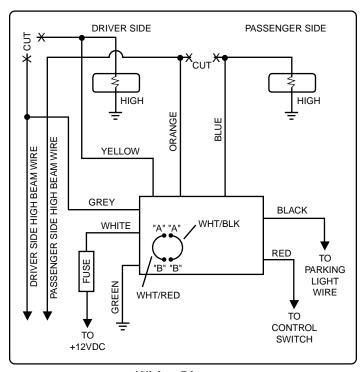
GREEN WIRE: Connect to a convenient reliable ground.

BLUE WIRE: Locate the wire that supplies power to the passenger side high beam. Cut the wire and connect the flashers blue wire to the cut wire end that goes back to the high beam headlight.

ORANGE WIRE: Connect the flashers orange wire to the cut wire end that goes back to the vehicles lighting control module (supply).

YELLOW WIRE: Locate the wire that supplies power to the driver side high beam. Cut the wire and connect the flashers yellow wire to the cut wire end that goes back to the high beam headlight.

GREY WIRE: Connect the flashers grey wire to the cut wire end that goes back to the vehicles lighting control module (supply).



Wiring Diagram

NOTE

To be used in negative ground vehicles that ONLY activate two bulbs in high beam operation.

RED WIRE: Connect to a switched source of power. This switch will only require 1/4 amp to activate the Flasher.

WHITE WIRE: Connect through an ATO type fuse (20 amp) to the positive post of the battery. DO NOT USE A CIRCUIT BREAKER, FUSIBLE LINK OR SLOW BLOW TYPE FUSE.

BLACK WIRE (OPTIONAL): If an "Automatic Nighttime Cutoff" is required, simply "T" or tap the black wire into a parking light wire.

WHITE/RED LOOP WIRE: Used to select pattern. See Figure 1 to obtain desired pattern.

WHITE/BLACK LOOP WIRE: Used to select pattern. See Figure 2 to obtain desired pattern.

OPTION #1: SINGLE FLASH PATTERN

Cut loop wire and tape-off at both ends of cut wire. The Flasher will NOT be activated until power is applied to the RED wire.

	WHITE/RED	WHITE/BLACK
Mode # 1 - 1.9 f.p.s.	LOOP	LOOP
Mode # 2 - 3.0 f.p.s.	CUT	LOOP
Mode # 3 - Varying	LOOP	CUT

Figure 1.

YEARS Exchasive S-Year Warranty

GALL'S FIVE YEAR WARRANTY

Gall's is the only company that offers a full five year warranty...a guarantee that assures you long-lasting service on your vehicle light equipment. No one else offers you this peace of mind.

Covered by U.S. Patent #4114071 and #4309639.

OPTION #2: SELECTABLE FLASH PATTERN

Cut loop wire and tape-off end "A". Connect end "B" to switch connected to +12v. The Flasher will NOT be activated until power is applied to the RED wire.

	WHITE/RED	WHITE/BLACK
Mode # 1 - 1.9 f.p.s.	+12v	+12v
Mode # 2 - 3.0 f.p.s.	0v	+12v
Mode # 3 - Varying	+12v	0v

Figure 2.