

INSTALLATION & OPERATION MANUAL



FOR RX 2700™ LIGHT BAR
WITH PRIZM II™ AND PRIZM II™ MC
LIGHT HEADS &
CENTRAL CONTROLLER

CODE 3[®]
A PUBLIC SAFETY EQUIPMENT COMPANY

RX 2700CC™

CENTRAL CONTROLLER LIGHT BAR

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For future reference record your light bar's serial no. here _____

IMPORTANT: *Read all instruction and warnings before installing and using.*
INSTALLER: *This manual must be delivered to the end user of this equipment.*

Introduction

The RX 2700™ Light bar is approximately 2.7" high, yet delivers 360° of unobstructed warning signal. PriZm II™ reflector technology means more signal power and versatility than any other light bar of its size.

The low profile and aerodynamic lines reduce air drag, which results in fuel savings and stability at high speeds. This light bar has a strong extruded internal frame, shock-resistant polycarbonate lenses, and warning signals that exceed SAE standards.

The RX 2700 is designed on a modular basis, which means that the light bar can be customized to meet any requirement. The RX 2700 has room for numerous halogen and LED options. While we do not recommend a light installed in every location, the design of the RX 2700 offers the ultimate flexibility in the location of warning and auxiliary lights.



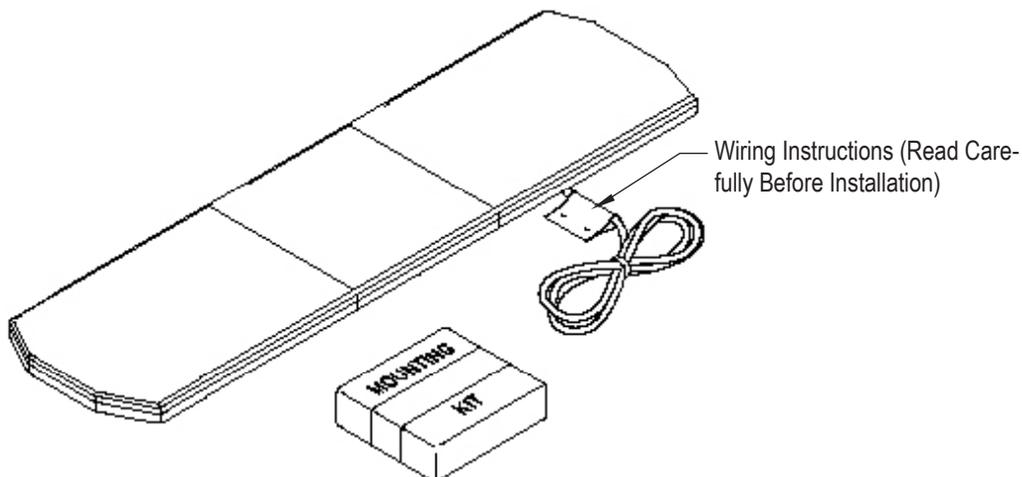
The use of this or any warning device does not ensure that all drivers can or will observe or react to an emergency warning signal. Never take the right-of-way for granted. It is your responsibility to be sure you can proceed safely before entering an intersection, driving against traffic, responding at a high rate of speed, or walking on or around traffic lanes. The effectiveness of this warning device is highly dependent upon correct mounting and wiring. Read and follow the manufacturer's instructions before installing or using this device. The vehicle operator should insure daily that all features of the device operate correctly. In use, the vehicle operator should insure the projection of the warning signal is not blocked by vehicle components (i.e.: open trunks or compartment doors), people, vehicles, or other obstructions. This equipment is intended for use by authorized personnel only. It is the user's responsibility to understand and obey all laws regarding emergency warning devices. The user should check all applicable city, state and federal laws and regulations.

Code 3, Inc., assumes no liability for any loss resulting from the use of this warning device.

Proper installation is vital to the performance of this warning device and the safe operation of the emergency vehicle. It is important to recognize that the operator of the emergency vehicle is under psychological and physiological stress caused by the emergency situation. The warning device should be installed in such a manner as to: A) Not reduce the output performance of the system, B) Place the controls within convenient reach of the operator so that he can operate the system without losing eye contact with the roadway.

Emergency warning devices often require high electrical voltages and/or currents. Properly protect and use caution around live electrical connections. Grounding or shorting of electrical connections can cause high current arcing, which can cause personal injury and/or severe vehicle damage, including fire.

PROPER INSTALLATION COMBINED WITH OPERATOR TRAINING IN THE PROPER USE OF EMERGENCY WARNING DEVICES IS ESSENTIAL TO ENSURE THE SAFETY OF EMERGENCY PERSONNEL AND THE PUBLIC.



Unpacking & Pre-Installation

Carefully remove the light bar and place it on a flat surface, taking care not to scratch the lenses or damage the cable coming out of the bottom. Examine the unit for transit damage, broken lamps, etc. Report any damage to the carrier and keep the shipping carton.

Standard light bars are built to operate on 12 volt D.C. negative ground (earth) vehicles. If you have an electrical system other than 12 volt D.C. negative ground (earth), and have not ordered a specially wired light bar, contact the factory for instructions.

Test the unit before installation. To test, touch the black wire to the ground (earth) and the other wires to +12 volts D.C., in accordance with the instructions attached to the cable (an automotive battery is preferable for this test). A battery charger may be used, but please note that some electronic options (flashers, etc.) may not operate normally when powered by a battery charger. If problems occur at this point, contact the factory.

WARNING!



Utilizing non-factory supplied screws and/or mounting brackets and/or the improper number of screws may result in loss of warranty coverage on the equipment.

Installation & Mounting

MOUNTING HARDWARE - Mounting hardware is usually packed in a small box inside the main carton although some mounting kits may be shipped separately. Refer to the Installation Manual included in the mounting kit for mounting instructions. **Note: Hook-on mounting for "gutterless" type vehicles will require a special hook for mounting. Several special application hooks are available. Contact the factory for details.**

Wiring Instructions

Before attempting to connect wiring, refer to wire tag attached to the light bar's main cable. Each wire in the cable controls a separate function of the Central Controller as described in the wire tag.



Larger wires and tight connections will provide longer service life for components. For high current wires it is highly recommended that terminal blocks or soldered connections be used with shrink tubing to protect the connections. Do not use insulation displacement connectors (e.g. 3M[®] Scotchlock type connectors). Route wiring using grommets and sealant when passing through compartment walls. Minimize the number of splices to reduce voltage drop. High ambient temperatures (e.g. underhood) will significantly reduce the current carrying capacity of wires, fuses, and circuit breakers. Use "SXL" type wire in engine compartment. All wiring should conform to the minimum wire size and other recommendations of the manufacturer and be protected from moving parts and hot surfaces. Looms, grommets, cable ties, and similar installation hardware should be used to anchor and protect all wiring. Fuses or circuit breakers should be located as close to the power takeoff points as possible and properly sized to protect the wiring and devices. Particular attention should be paid to the location and method of making electrical connections and splices to protect these points from corrosion and loss of conductivity. Ground terminations should only be made to substantial chassis components, preferably directly to the vehicle battery. The user should install a fuse sized to approximately 125% of the maximum Amp capacity in the supply line to protect against short circuits. For example, a 30 Amp fuse should carry a maximum of 24 Amps. **DO NOT USE 1/4" DIAMETER GLASS FUSES AS THEY ARE NOT SUITABLE FOR CONTINUOUS DUTY IN SIZES ABOVE 15 AMPS.** Circuit breakers are very sensitive to high temperatures and will "false trip" when mounted in hot environments or operated close to their capacity.



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

Light Head Options & Specifications

Fusing Considerations

The RX 2700™ Light bar with Central Controller should be installed with an external fuse or circuit breaker in the RED lead of the two conductor 10 AWG power cable. If the light bar is equipped with LIT3 mounting kit with external Halogen Takedown and Alley Lights, the recommend external fuse size is 50A. If the light bar is not equipped with LIT3 mounting kit with external Halogen Takedown and Alley Lights, the recommend external fuse size is 30A. Two 20A mini-ATO style fuses are provided on the Central Controller board for protection when halogen takedown or alley lights are included in the lightbar. The internal circuitry of the Central Controller is reverse polarity protected. Each LED output on the Central Controller board is protected against over current and over heating with automatically resetting output devices.

Dim Operation

Light bar LED modules are equipped with a low power "Dimming" mode. Dimming will be controlled by applying +12V by way of the appropriate wire (blue) in the wire harness/wire list. Dimming can also be controlled by an optional photo cell. When DIM is engaged, the LED's will operate in a reduced power mode. **Note: For light bars with software T116XXV5 or lower, T117XXV5 or lower and T118XXV1 or lower, the corner mounted light heads are excepted from this function and will not Dim.** Please contact the factory if more information is needed concerning the dimming mode. If upgrading an existing lightbar contact the factory for the latest version of software.

Code 3® PriZm II™ LED Reflector 360° Corner Modules

The RX 2700 Light bar is equipped with new Code 3® PriZm II™ LED Reflector 360° corner light heads that provide a full 360 degrees of warning. An optional corner light head is also available that provides two colors using one Code 3® PriZm II™ MC LED Reflector.

Operating Specifications for 360° module:

Operating Voltage: 10-16 VDC, Reverse Polarity Protection

Current Draw : Red/Amber - .5A avg @ 12.8 Volts
Blue/White - .8A avg @ 12.8 Volts

Available Colors - Red, Blue, Amber and White

Available PriZm II™ MC Colors - Red/Blue, Red/Amber, Blue/Amber, Red/White, Blue/White, Amber/White

LED TAKEDOWN & ALLEY MODULES

In addition to the LED warning modules the light bar may be equipped with optional LED Takedown and Alley modules. These modules provide equivalent performance to standard 50W MR16 Halogen lamps. Lamp replacement is not required due to long life LEDs.

Operating Specifications for LED Takedown & Alley modules:

Operating Voltage: 10-16 VDC, Reverse Polarity Protection

Current Draw: 1.5A

Available Colors: White

LED DIRECTIONAL MODULES

The RX 2700™ light bar may be equipped with a number of single head front-rear warning LED modules. These modules are available in either the Code 3®, PriZm II™ LED Reflector, PriZm™ 3-LED Reflector, or PriZm II™ MC LED Reflector.

Operating Specifications for front-rear module:

Operating Voltage: 10-16 VDC, Reverse Polarity Protection

Current Draw : Standby 16ma

Flashing Module:

Red/Amber - .25A avg @ 12.8 Volts

Blue/White - .4A avg @ 12.8 Volts

Steady Burn Module:

Red/Amber - .5A avg @ 12.8 Volts

Blue/White - .8A avg @ 12.8 Volts

Available Colors: Red , Blue, Amber, and White

Available PriZm II™ MC Colors - Red/Blue, Red/Amber, Blue/Amber, Red/White, Blue/White, Amber/White



The Dim setting reduces the light output of emergency warning lights reducing the effectiveness of them especially in brightly lit areas. Failure to use adequate light for the circumstances can cause motorists to fail to see the emergency vehicle and lead to serious personal injury or death. Never use the DIM setting in a brightly lit area. Use of the DIM setting may cause emergency lights to not comply with applicable emergency warning light standards. Use caution when using the DIM setting to assure that motorists can clearly see the emergency vehicle.

Selecting Flash Patterns

Use the following instructions for lightbars without programmable light head pairs.

Note: If you have purchased a light bar with programmable light head pairs,

For lightbars with all single color light heads, please see supplement T16406 (800Series Software).

For lightbars with any multi-color light heads, please see supplement T54006 (950Series Software).

STEP 1

The Pattern Select wire is the BLK/RED wire in the sixteen conductor light bar control cable and is activated by momentarily touching the wire to +power.

Select the desired 3-Level mode to program by applying +power to the appropriate wire in the 16 conductor cable.

Make sure +12v is only applied to the function you are trying to program - otherwise program function will not operate.

There are seven possible 3-Level modes (see Table 1). The factory default is different for each of the 3 -Level modes. The standard progressive switch will use the Level-1, Level-2 and Level-3 modes. The defaults for Level-1, Level-2 (L1 + L2) and Level-3 (L1 + L2 + L3) are identified in Table 1A. When using individual switches, make sure to select patterns for all switch combinations.

TABLE 1: 3-LEVEL MODES OF OPERATION	
MODE NUMBER	WIRES ACTIVATED
L1	GRN/BLK (LEVEL-1)
L2	WHT/BLK
L1 + L2	GRN/BLK & WHT/BLK (LEVEL-2)
L3	RED/BLK
L1 + L3	GRN/BLK & RED/BLK
L2 + L3	WHT/BLK & RED/BLK
L1 + L2 + L3	GRN/BLK, WHT/BLK, & RED/BLK (LEVEL-3)

Control Input Function Definition (Note: All control inputs are +power enabled)		
Wire Color	Function	Description
GRN/BLK	Level 1	Level 1 Emergency Mode
WHT/BLK	Level 2	Level 2 Emergency Mode
RED/BLK	Level 3	Level 3 Emergency Mode
ORG/BLK	Take Down lights	Take Down Lights Steady Burn (overrides Take Down Flash)
BLU/BLK	Rear Cut-Off	Blacks-Out Rear Facing LEDs
GRN/WHT	Front Cut-Off	Blacks-Out Front Facing LEDs
RED/WHT	Right Alley Light	Right Alley Steady Burn (overrides Alley Light Flash)
BLK/WHT	Left Alley Light	Left Alley Steady Burn (overrides Alley Light Flash)
WHT	ArrowStik Flash	ArrowStik Flash (overrides L1, L2 & L3 for rear of light bar)
BLK/RED**	Pattern Select	Pattern Select for ArrowStik, L1, L2 & L3, enables test mode)
BLK	Take Down Flash	Enables Take Down Lights Wig/Wag Flash
RED*	ArrowStik Left	Left ArrowStik (overrides L1, L2 & L3 for rear of light bar)
GRN	Cruise Lights	End LEDs only (overridden by all other functions except for Dim)
ORG*	ArrowStik Right	Right ArrowStik (overrides L1, L2 & L3 for rear of light bar)
BLU	Light bar DIM	Sets LED to Dim mode
BLU/WHT	Alley Light Flash	Enables Alley Light Wig/Wag Flash

NOTES:

**When the Pattern Select wire is connected to +power and when all other inputs are off, test mode is enabled to exercise all outputs in sequence until +power is removed from the wire.

*When the ArrowStik® Left and ArrowStik Right wires are both connected to +power, the Center-Out ArrowStik function is activated.

NOTES Cont:

The Cruise Light function is mutually exclusive with all other functions. If any other input has +power applied, the Cruise Lights will be turned off.

Note: Light bars with software T116XXV6 or greater, T117XXV6 or greater, T118XXV2 or greater, or T514XXV0 or greater can operate the Cruise Light Function and the Dim Function together. The Dim Function has no affect on the Cruise Lights.

The Dim function sets the brightness of the LEDs in both the ArrowStik mode and Emergency Warning Flash mode.

The Front Cut and Rear Cut functions must be used with the greatest care to ensure that the use of these functions does not diminish the effectiveness of the Emergency Warning signal.

STEP 2

Observe the flashing pattern operation and determine which pattern is in operation for Level-1. Refer to Table 1A. This table shows the available flash patterns. Note: the Factory Default is different and identified in the table for each of the flash mode Levels (L1, L2, L3). Once the flash pattern has been determined, proceed to Step 3.

STEP 3

Scroll to the next flash pattern by momentarily holding the Pattern Select wire (BLK/RED) to +power for ~1 sec. The light bar will stop flashing when the wire is connected to +power. Release the wire and the next pattern as listed in Table 1A will begin to flash. The new pattern is automatically stored each time. Repeat this procedure for each of the seven possible 3-level modes.

NOTE: To restore the Factory Default Emergency Warning Flash Patterns (see Table 1A), hold the pattern select wire to +power for ~four (4) seconds.

Factory Default	Lighting Level			Flash Pattern Description
	L1	L2	L3	
Factory Default Level 2	15	1	5	Fast Alternating Quad Flash
	16	2	6	Alternating Two Flash
	17	3	7	Alternating Single Flash
	18	4	8	Fast Picket Fence Quad Flash
	19	5	9	Slow Picket Fence Quad Flash
	20	6	10	Alternating Quad Flash
	21	7	11	Slow Alternating Six Flash
	22	8	12	Alternating Six Flash
	23	9	13	Variable Rate Even/Odd Flash
	24	10	14	Alternating Quad Flash 75 FPM (NFPA)
Factory Default Level 1	1	11	15	Fast Alternating Quad Flash (Rear Only)
	2	12	16	Fast Even/Odd Quad Flash (Rear Only)
	3	13	17	Alternating Quad Flash (Rear Only)
	4	14	18	Slow Alternating Six Flash (Rear Only)
	5	15	19	Variable Rate Even/Odd Head Flash (Rear Only)
	6	16	20	Fast Alternating Quad Flash (Front Only)
	7	17	21	Fast Even/Odd Quad Flash (Front Only)
	8	18	22	Alternating Quad Flash (Front Only)
	9	19	23	Fast Alternating Six Flash (Front Only)
	10	20	24	Variable Rate Even/Odd Head Flash (Front Only)
Factory Default Level 3	11	21	1	Cycle Flash (cycles through multiple flash patterns)
	12	22	2	Simultaneous Quad Flash (all LEDs) 75 FPM (NFPA)
	13	23	3	Null Flash (no flashing LEDs - only Steady Burns if equipped)
	14	24	4	Rapid Quad Flash Picket Fence

Table 1A

Steady Burn Enable Feature

STANDARD CONTROLLER DETAIL

For light bars where light heads are single color and include halogen powered light heads.

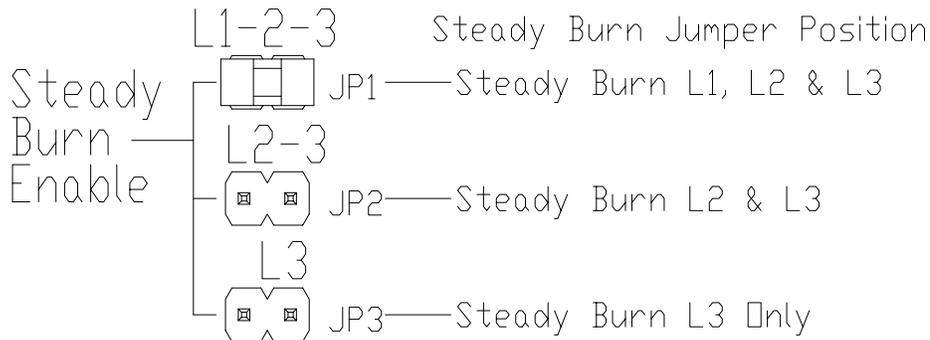
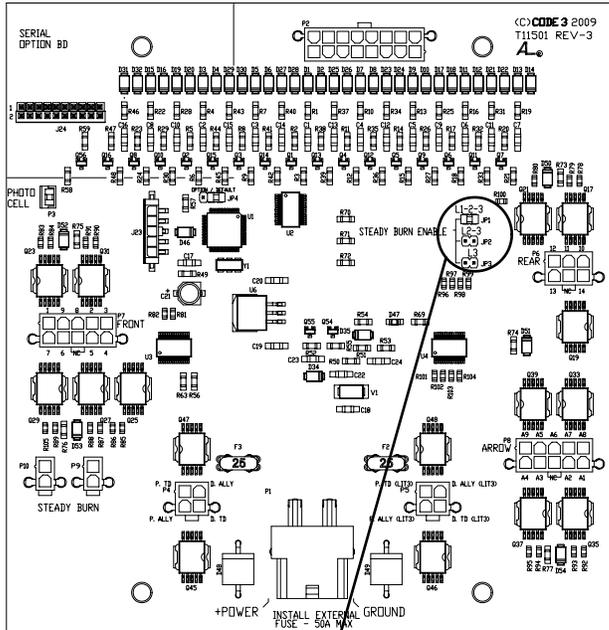


FIGURE 1

If the light bar is equipped with Steady Burning LED light heads, these heads are enabled with the 3-Level input wires. The jumper plug must be moved to JP1, JP2 or JP3 to select the 3-Level input which will enable the Steady Burning LED heads, (see Figure 1 or 2).

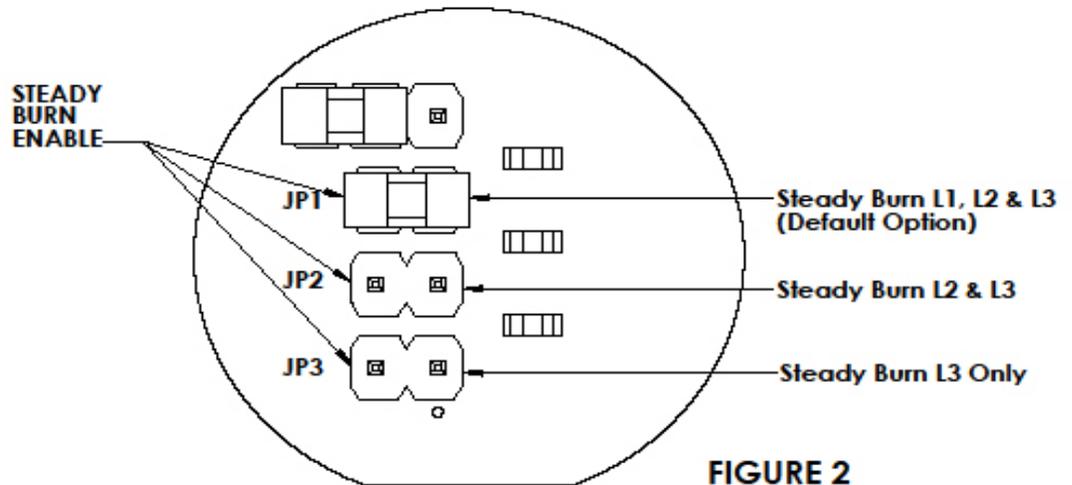
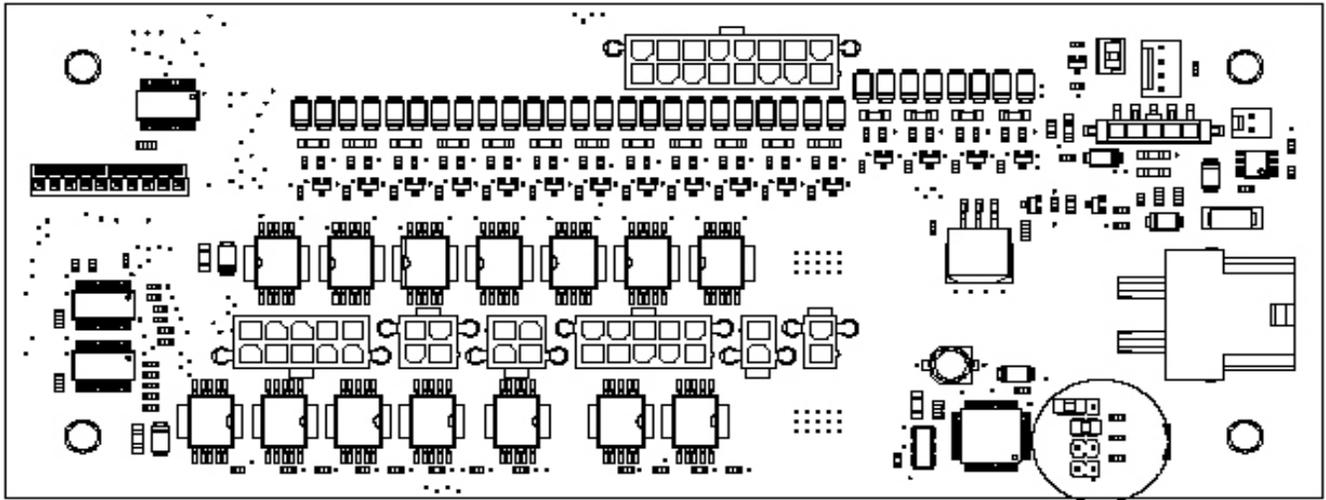
The Steady Burn function for both the Takedown and Alley lights will always override the Wig/Wag Flash function.

The Central Controller's Steady Burn feature allows up to two (2) of the light bar's LED modules to be designated to operate in Steady Burn mode. The Steady Burn LED modules are always connected to connectors P9 & P10.

The Steady Burn outputs are enabled by the 3-Level control inputs. The Central Controller may be configured so that Steady Burn LEDs are on when either L1, L2 or L3 are active (JP1 position); when L2 or L3 are active (JP2 position) or just when L3 is active (JP3 position). Simply move the jumper to the appropriate location (JP1, JP2 or JP3). Refer to the detail in Figure 1 or 2.

OPTIONAL CONTROLLER DETAIL

For light bars where light heads are single or multicolor and do not include halogen light heads.



ArrowStik® Modules

Selecting the ArrowStik® Pattern

The Central Controller is designed to offer user selectable traffic directing and traffic warning flash patterns. Each of the ArrowStik® functions (LEFT, CENTER-OUT, RIGHT or FLASH) can be programmed individually for unique patterns and flash rates. This allows the greatest flexibility when controlling the various light bar configurations available. The light bar can be ordered with a 5, 6, 7 or 8 lighthouse configuration. The light bar will come from the factory with the Building Fast pattern as the default for LEFT, CENTER-OUT and RIGHT. The default pattern for FLASH is the Standard Flash. If it is desired to change the pattern for any of the functions, follow the programming procedure below.

STEP 1:

Power-up the light bar. Select the ArrowStik function that you wish to program (LEFT, CENTER-OUT, RIGHT or FLASH). **Make sure +12v is only applied to the function you are trying to program - otherwise program function will not operate.**

STEP 2:

Continue applying power to the wire from Step 1. Refer to Table 2 for the available flash patterns.

Scroll to the next flash pattern by momentarily holding the Pattern Select wire (BLK/RED) to +power for ~1 sec. The light bar will stop flashing when the wire is connected to +power. Release the wire and the next pattern as listed in Table 2 will begin to flash. The new pattern is automatically stored each time.

Notice that for the LEFT, CENTER-OUT and RIGHT functions there are four pattern choices (Building, Building with 3 Flash for the end lighthoods, Traveling Ball with 3 Flash for the end lighthoods, and Build/Collapse) and three speeds (Fast, Medium and Slow). There are a total of twelve possible selections for each function and then you return to the top selection.

For the FLASH function there are nine traffic warning patterns available. Flash patterns marked with an asterisk "*" can be selected in Fast, Medium or Slow flash rate.

NOTE: To restore the Factory Default ArrowStik Flash Patterns, hold the BLK/RED wire to +power for ~four seconds.

STEP 3:

Repeat steps 1 through 2 for the other ArrowStik functions as desired.

TABLE 2: TRAFFIC DIRECTING / TRAFFIC WARNING FLASH PATTERNS				
Mode	LEFT	CENTER-OUT	RIGHT	FLASH
1	Building	Building	Building	Standard Flash*
2	Building, 3 Flash	Building, 3 Flash	Building, 3 Flash	Quad Flash Standard
3	Traveling Ball, 3 Flash	Traveling Ball, 3 Flash	Traveling Ball, 3 Flash	Simultaneous Flash*
4	Build/Collapse	Build/Collapse	Build/Collapse	Quad Flash Simultaneous
5				Even/Odd Flash*
6				Quad Flash Even/Odd
7				Left/Right Flash*
8				Quad Flash Left/Right
9				Traveling Ball Flash*
	All Patterns have a fast, medium, or slow speed.	All Patterns have a fast, medium, or slow speed.	All Patterns have a fast, medium, or slow speed.	Patterns with the * have a fast, medium, or slow speed.

Takedown and Alley Flash Selection

Selecting Flash Patterns

The Takedown and Alley Lights can be programmed to flash at different rates. NOTE: Certain rates are designed for use with LED Takedown or Alleys and do not work well with Halogen Lamps.

STEP 1:

Power-up the light bar. Select the Takedown Flash Mode (BLK) or the Alley Flash Mode (BLU/WHT) by applying +power to the appropriate wire.

Make sure +12v is only applied to the function you are trying to program - otherwise program function will not operate.

STEP 2:

Observe the flash pattern and determine which pattern is in operation (see Table 3). This table shows the available flash patterns. Once the flash pattern has been determined, proceed to Step 3.

NOTE: The default flash pattern for Takedown and Alley Lights is Medium Single 115FPM.

STEP 3:

Scroll to the next pattern by momentarily holding the BLK/RED wire to +power for ~one (1) second. The light bar will stop flashing when the wire is connected to +power. Release the wire and the next pattern as listed in Table 3 will begin to flash. The new pattern is automatically stored each time.

NOTE: To restore the Factory Default Takedown and Alley Flash Patterns, hold the BLK/RED wire to +power for ~four (4) seconds.

TABLE 3

TAKEDOWN AND ALLEY FLASH PATTERNS	
PATTERN NUMBER	PATTERN DESCRIPTION
1	FAST QUAD 80FPM
2	SLOW QUAD 60FPM
3	FAST SINGLE 375FPM
4	MEDIUM SINGLE 115FPM *
5	SLOW SINGLE 60FPM *
6	FAST DOUBLE 115FPM
7	SLOW DOUBLE 60FPM *
8	FAST SIX 80FPM
9	SLOW SIX 60FPM
10	VARIABLE RATE SINGLE
11	NFPA QUAD 75FPM
12	CYCLE FLASH

*Patterns that work with Halogens and LEDs. All other patterns are intended for use with LEDs only.

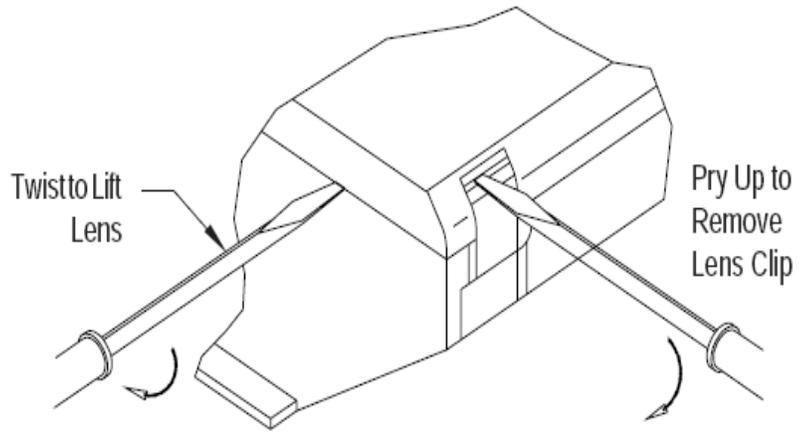
Maintenance

Lens Cleaning

Use plain water and a soft cloth, or Code 3® lens polish and a very soft paper towel or facial tissue. Plastic scratches easily, as a result, cleaning is recommended only when necessary (about every six months). Do not subject the lenses to car washes that use brushes, as these will scratch the lenses.

Lens Removal

First, disengage the lens clips (4 per lens) as shown in Figure 2. Finally, insert a screwdriver into the small slot in the lens clip pocket for the lens edge, and twist the screwdriver to lift the lens.



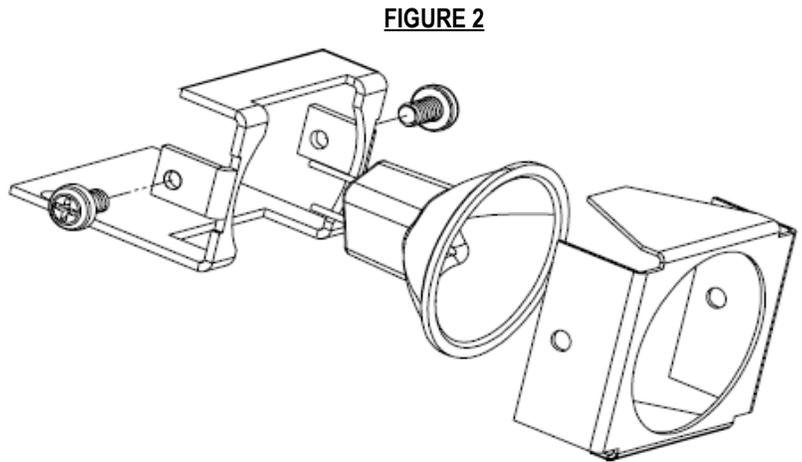
Lamp Replacement

Remove the lens as outlined above. Next, inspect the lamp and refer below to replace the lamp.

Note: Make sure lamp is cool before attempting to change it. Also, when installing a new lamp, be sure not to touch the glass with fingers. If contact is made, clean the glass with a soft cloth after inspection.

MR-11 Style Assembly

For MR-11 style alley light assemblies refer to Figure 3 for lamp replacement. Remove the lamp assembly by removing the appropriate fasteners, remove fasteners sandwiching MR-11 in bracket, and remove lamp. Replace the lamp and reassemble.



MR-11 ALLEY ASSEMBLY

FIGURE 3

H-3 55w Style Assembly

Caution: Extreme care must be taken when removing halogen lamps to prevent burns and bursting of glass.

Step 1 Remove the H-3 55w lighthouse from the light bar by removing the appropriate fasteners and disconnecting the wiring.

Step 2 With the lighthouse assembly placed on a work surface with the lighthouse up, remove the four screws that attach the lighthouse to the light bar mounting bracket (see Figure 4). It is not necessary to remove the heat shield.

Step 3 Remove the two lamp mounting screws with a Phillips screwdriver (see Figure 5) and remove the lamp.

Step 4 Replace the lamp and reinstall the two lamp mounting screws making sure to replace and attach the black ground wire with one of the lamp mounting screws.

Note: Replacement H-3 55 watt lamps are available from Code 3®, Inc. or you may obtain the lamp from your local auto parts store. If you obtain the lamp from your local auto parts store, it may be necessary to change the terminal on the power wire to mate with the new lamp's terminal (depending on the lamp manufacturer). This terminal (fully insulated 1/4" female quickslide) is also available at your local auto parts or hardware store.

Step 6 Reinstall the 55w lighthouse to the light bar mounting bracket with the four screws previously removed.

Step 7 Remount the 55w lighthouse assembly in the light bar and reconnect the wiring.

Use the same procedure to replace the lamp for the 55w Dual Lighthouse assembly (see Figure 6).

WARNING!



Lamps are extremely hot! Allow to cool completely before attempting to remove. Gloves and eye protection should be worn when handling halogen lamps as they are pressurized and accidental breakage can result in flying glass.

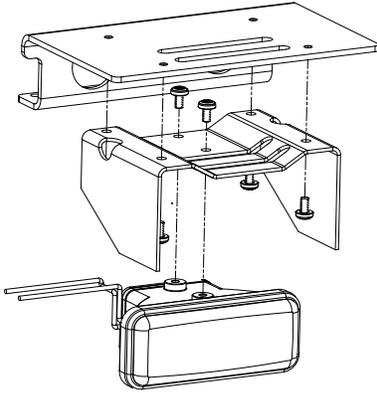


FIGURE 4

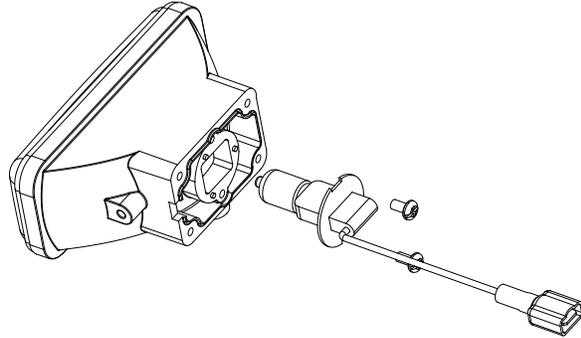


FIGURE 5

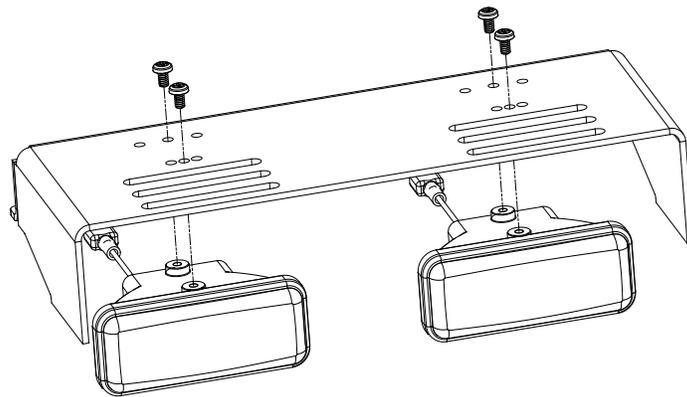


FIGURE 6

RX 2700™ EXPLODED VIEW

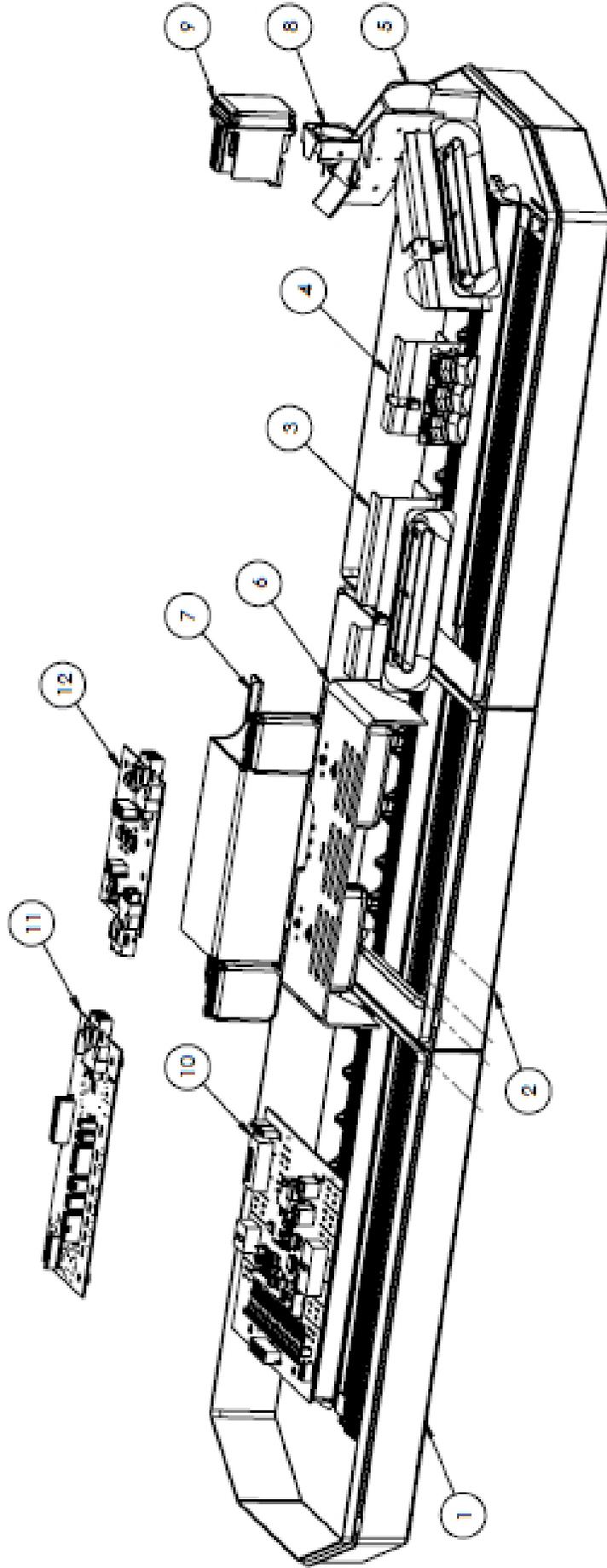


FIGURE 7

Parts List

(Reference numbers identify items shown in Figure 7)

<u>Ref No.</u>	<u>Description</u>	<u>Part No.</u>
	Outboard Lens Cap	
	Black	S27927M
	Clear	S23805M
	Red	S23802M
	Blue	S23803M
	Amber	S23804M
	Center Lens Cap	
	Black	T03288
	Clear	T03281
	Red	T03282
	Blue	T03283
	Amber	T03284
1	Bottom Outboard Lens - Clear	S27171M
2	Bottom Center Lens - Clear	T09959
	Lens Clip	T01777
3	PriZm II LED Reflector Light Head Red, Blue, Amber, White	-- CALL FACTORY --
	PriZm II MC LED Reflector Light Head Red/Blue, Red/Amber, Blue/Amber Red/White, Blue/White, Amber/White	
4	3-LED Reflector Light head Red, Blue, Amber, White	
5	PriZm II Corner LED Reflector Light Head Red, Blue, Amber, White	
	PriZm II MC Corner LED Reflector Light Head Red/Blue, Red/Amber, Blue/Amber Red/White, Blue/White, Amber/White	
	55W Stationary Module	
6	55W Dual Stationary Module	S27295M
7	LED Dual Stationary Module	S27365M
8	MR11 35W Alley Module	S22513M
9	LED Alley Module	S27367M
10	PCB, Central Controller - single color and include halogen light heads	CALL
11	PCB, Central Controller Main - heads single or multi-color but not halogen light heads	
12	PCB, Central Controller Sister - heads multi-color but not halogen light heads	

Troubleshooting

All RX 2700™ Light bars are thoroughly tested prior to shipment. However, should you encounter a problem during installation or during the life of the product, follow the guide below for information on repair and troubleshooting. Additional information may be obtained from the factory technical help line at 314-996-2800.

LED MODULE TROUBLESHOOTING GUIDE

When programming 3-level, ArrowStik®, or Takedown/alley flash patterns. Make sure +12v is only applied to the function you are trying to program - otherwise program function will not operate.

Note: LED modules must be replaced as a module. There are no user serviceable parts.

PROBLEM	QUESTIONS	POSSIBLE CAUSE	SOLUTION
LED directional module not operating	Are all heads out in front or in back, and not just a single directional module out?	<p>Yes a. Front and/or rear cut function powered</p> <p>No a. Defective module b. Cable/Connector unplugged</p>	<p>a. Remove power (turn off) Front and/or Rear Cut</p> <p>a. Replace module. b. Check cable & connector</p>
LED corner module has one head out.	N/A	a. Defective module b. Cable/Connector unplugged	a. Replace module. b. Check cable & connector
Cruise Lights do not operate	N/A	a. No power on Cruise wire b. Another central controller function is on.	a. Connect Cruise wire to switch b. Turn off other functions.

WARRANTY

This product was tested and found to be operational at the time of manufacture. Provided this product is installed and operated in accordance with the manufacturer's recommendations, Code 3®, Inc. warrants all parts and components (with the exception of all incandescent and halogen bulbs) of the product to be free of defects in material and workmanship for a period of one (1) year and LED equipped light heads for a period of five (5) years from the date of purchase. This Warranty excludes normal wear & tear. Units demonstrated to be defective within the warranty period will be repaired or replaced at the factory service center at no cost. Code 3, Inc. will return the repaired product with transportation cost prepaid. Code 3, Inc. assumes no liability for expenses incurred in the packaging, handling, and shipping of the product to the Factory Technical Service Department for repair. For in-warranty product return authorization, questions regarding product warranty coverage or questions regarding out-of-warranty repair quotes, contact the Factory Technical Service Department.

This Warranty is void if, in the judgment of Code 3, Inc. (1) an attempt has been made to repair the light head, and/or (2) the product has been used with inappropriate or inadequate wiring or circuit protection, and/or (3) the product has failed as a result of abuse or unusual use and/or accidents.

CODE 3, INC. SHALL IN NO WAY BE LIABLE FOR ANY OTHER DAMAGES RELATING TO THE PRODUCT INCLUDING BUT NOT LIMITED TO CONSEQUENTIAL, INCIDENTAL, INDIRECT OR SPECIAL DAMAGES OR LOST PROFITS OR REVENUE; NOR ANY EXPENSES INCURRED IN THE REMOVAL AND/OR RE-INSTALLATION OF PRODUCTS REQUIRING SERVICE AND/OR REPAIR.

EXCEPT AS SET FORTH ABOVE, CODE 3, INC. MAKES NO OTHER EXPRESS OR IMPLIED WARRANTIES WHATSOEVER, INCLUDING, WITHOUT LIMITATION, WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE OR MERCHANTABILITY, WITH RESPECT TO THIS PRODUCT.

PRODUCT RETURNS

If a product must be returned for repair or replacement*, please contact our factory to obtain a Return Goods Authorization Number (RGA number) before you ship the product to Code 3®, Inc. Write the RGA number clearly on the package near the mailing label. Be sure you use sufficient packing materials to avoid damage to the product being returned while in transit.

*Code 3®, Inc. reserves the right to repair or replace at its discretion. Code 3®, Inc. assumes no responsibility or liability for expenses incurred for the removal and /or reinstallation of products requiring service and/or repair.; nor for the packaging, handling, and shipping; nor for the handling of products returned to sender after the service has been rendered.

For Technical Support / Service, please call 314-996-2800.



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