

# INSTALLATION & OPERATION MANUAL



for TRIUMPH™ LIGHT BARS



# ***TRIUMPH***™ LIGHT BAR WITH **SIRIS**™ TECHNOLOGY

Patents Pending

## CONTENTS:

Introduction, Unpacking, Installation & Mounting.....	2
Wiring Instructions, Options & Specifications.....	3
Flash Pattern Selection.....	4-9
Maintenance.....	9
Exploded View/Parts List.....	10-11
Troubleshooting.....	12
Notes.....	13-15
Warranty>Returns.....	16

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

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

## Introduction

The TRIUMPH™ (Patent-Pending) Light bar Features the truly unique, SIRIS™ (Patent-Pending) Technology which constitutes a quantum leap forward in signal brightness far exceeding the intensity and quality of any system. The low profile and aerodynamic lines reduce air drag, which results in fuel savings and stability at high speeds. The TRIUMPH light bar also has an extruded internal frame that is 2X stronger, shock-resistant polycarbonate lenses with an intermolded solar barrier, and warning signals that exceed SAE standards.

## 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.

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 INSURE THE SAFETY OF EMERGENCY PERSONNEL AND THE PUBLIC.**



## Installation & Mounting

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 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.



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

**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, Options, and Specifications

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. under hood) 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.

### Fusing Considerations

The TRIUMPH™ Light bar should be installed with an external fuse or circuit breaker in the RED lead of the two conductor 10 AWG power cable. The recommended external fuse size for the light bar is 30A. The internal circuitry of the Central Controller is reverse polarity protected. Each output on the Central Controller board is protected against over current and over heating with automatically resetting output devices.

### Dim Operation

The TRIUMPH features 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 SIRIS™ light heads will operate in a reduced power mode.



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.

# WARNING!



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

## Selecting Flash Patterns

Use the following instructions for DUAL LEVEL lightbars with programmable light head pairs.

Control Input Function Definitions (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

Table 1

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

### SEE FLASH PATTERN SELECTION NOTES ON FOLLOWING PAGES

There are seven possible 3-Level modes of operation (see Table 1 and 1A). These modes are activated by combinations of the L1 (GRN/BLK), L2 (WHT/BLK) and L3 (RED/BLK) wires. For example a standard progressive switch will use the Level-1 (L1), Level-2 (L1 + L2) and Level-3 (L1 + L2 + L3) modes. When using individual switches, make sure to select patterns for all possible switch combinations. Each of the 3-Level modes of operation can individually flash up to 9 pairs of lighthoods. Each pair of lighthoods is programmed with a different wire in the 16 conductor cable (see Table 2).

NOTE: The 950 Series Software can operate a light bar with light head pairs in three zones (Rear, Front or Corners) with 37 flash patterns available. The light head pairs also may be programmed based on their location in the upper or lower level of the lightbar.

The flash patterns for each pair of light heads are divided into three groups. The first group is the 'Standard Flash Patterns' (1 through 13) and is available when both lightbar levels are to operate together. The next two groups are available when either level is to operate separately. The second group is the 'Upper Only Patterns' (14 through 25) when the corresponding pairs of light heads in the lower level will not flash. Often this is done if the Arrowstik light heads (in the lower level) are not to flash when the lightbar is to provide a warning signal only. The third group is the 'Lower Only Patterns' (26 through 37) when the corresponding pairs of light heads in the upper level will not flash.

#### STEP 1:

Power-up the light bar. Select the desired 3-Level mode to program by applying +power to the appropriate wire in the 16 conductor cable (see Table 1). 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(s) from Step 1. Enter Pattern Selection Mode by applying +power to the BLK/RED wire in the 16 conductor cable.

**NOTE: The BLK/RED wire must be connected to +power during Pattern Selection Mode and must be removed from +power when pattern selection is completed. Failure to remove the BLK/RED wire from +power will effect the normal operation of the light bar.**

**STEP 3:**

Continue applying power to the BLK/RED wire and the wire(s) from Step 1. Refer to Table 4A, 4B, or 4C for the available flash patterns.

To increment to the next pattern, momentarily hold the appropriate pattern selection wire (see Table 2) to +power for less than two seconds and then release. The four corner light heads will turn on steady to indicate that the pattern has been incremented.

To decrement to the previous pattern, momentarily hold the appropriate pattern selection wire (see Table 2) to +power for two to four seconds and then release. The four corner light heads will turn on steady and then turn off to indicate that the pattern has been decremented.

After the pattern selection wire has been released, the new pattern will begin to flash and is automatically stored each time. Repeat this step for each pair of heads using the appropriate pattern selection wire (see Table 2).

**NOTE: To restore the Factory Default Emergency Warning Flash Patterns, hold any of the pattern selection wires to +power for more than four seconds. The four corner light heads will turn on steady, turn off and then turn on steady again to indicate that the Factory Default Emergency Warning Flash Patterns have been restored. The factory defaults for a progressive switch application (Level-1, Level-2 and Level-3) are identified in Table 3.**

**STEP 4:**

Repeat steps 1 through 3 for each of the seven possible 3-Level modes as desired.

TABLE 1A: 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)

TABLE 2: PATTERN SELECTION WIRES	
WIRE COLOR	PAIR OF HEADS CONTROLLED
GRN/WHT	FRONT OUTBOARD
BLU/BLK	FRONT INBOARD
ORG/BLK	FRONT CENTER
GRN	FRONT CORNER
BLK/WHT	REAR OUTBOARD
RED/WHT	REAR INBOARD
BLU/WHT	REAR CENTER
BLU	REAR CORNER
BLK	ARROWSTIK® END FLASH

TABLE 3: FACTORY DEFAULT EMERGENCY WARNING FLASH PATTERNS (PROGRESSIVE SWITCH)			
LAMP POSITION	LEVEL-1 DEFAULT	LEVEL-2 DEFAULT	LEVEL-3 DEFAULT
FRONT OUTBOARD	NULL FLASH (13)	FAST QUAD (1)	CYCLE FLASH (12)
FRONT INBOARD	NULL FLASH (13)	FAST QUAD (1)	CYCLE FLASH (12)
FRONT CENTER	NULL FLASH (13)	FAST QUAD (1)	CYCLE FLASH (12)
FRONT CORNER	NULL FLASH (13)	FAST QUAD (1)	CYCLE FLASH (12)
REAR OUTBOARD	FAST QUAD (1)	FAST QUAD (1)	CYCLE FLASH (12)
REAR INBOARD	FAST QUAD (1)	FAST QUAD (1)	CYCLE FLASH (12)
REAR CENTER	FAST QUAD (1)	FAST QUAD (1)	CYCLE FLASH (12)
REAR CORNER	FAST QUAD (1)	FAST QUAD (1)	CYCLE FLASH (12)
ARROWSTIK® END FLASH	FAST QUAD (1)	FAST QUAD (1)	CYCLE FLASH (12)

<b>TABLE 4A: EMERGENCY WARNING FLASH PATTERNS</b>	
<b>STANDARD FLASH PATTERNS FOR UPPER AND LOWER LEVEL TOGETHER</b>	
<b>PATTERN NUMBER</b>	<b>PATTERN DESCRIPTION</b>
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
13	NULL FLASH (OFF)

<b>TABLE 4B: EMERGENCY WARNING FLASH PATTERNS</b>	
<b>UPPER LEVEL ONLY PATTERNS</b>	
<b>PATTERN NUMBER</b>	<b>PATTERN DESCRIPTION</b>
14	FAST QUAD 80FPM
15	SLOW QUAD 60FPM
16	FAST SINGLE 375FPM
17	MEDIUM SINGLE 115FPM
18	SLOW SINGLE 60FPM
19	FAST DOUBLE 115FPM
20	SLOW DOUBLE 60FPM
21	FAST SIX 80FPM
22	SLOW SIX 60FPM
23	VARIABLE RATE SINGLE
24	NFPA QUAD 75FPM
25	CYCLE FLASH

<b>TABLE 4C: EMERGENCY WARNING FLASH PATTERNS</b>	
<b>LOWER LEVEL ONLY PATTERNS</b>	
<b>PATTERN NUMBER</b>	<b>PATTERN DESCRIPTION</b>
26	FAST QUAD 80FPM
27	SLOW QUAD 60FPM
28	FAST SINGLE 375FPM
29	MEDIUM SINGLE 115FPM
30	SLOW SINGLE 60FPM
31	FAST DOUBLE 115FPM
32	SLOW DOUBLE 60FPM
33	FAST SIX 80FPM
34	SLOW SIX 60FPM
35	VARIABLE RATE SINGLE
36	NFPA QUAD 75FPM
37	CYCLE FLASH

## **FLASH PATTERN SELECTION NOTES:**

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

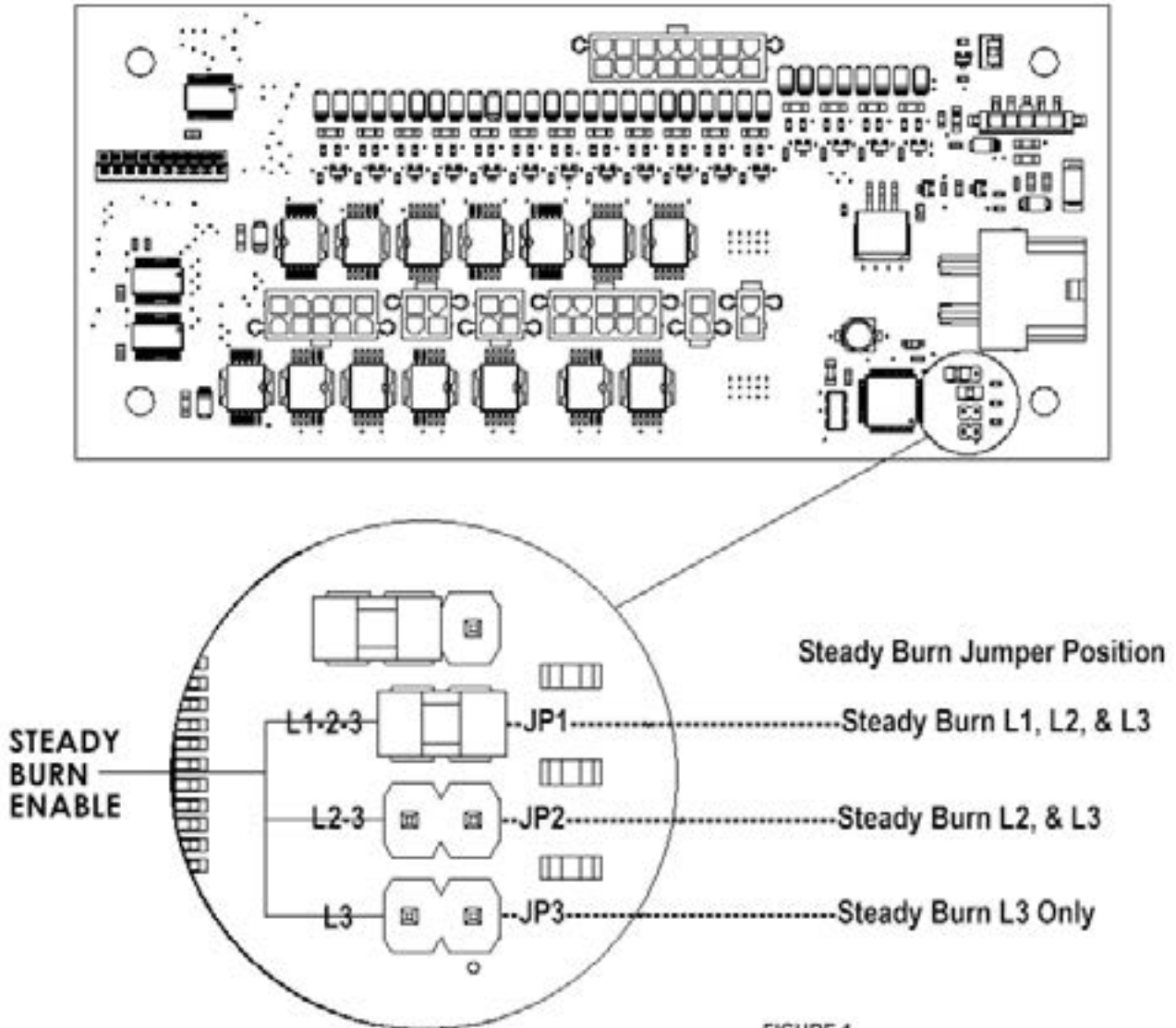
When the Pattern Select wire is connected to +power and all other inputs are off, test mode is enabled to exercise all outputs in sequence until +power is removed from the wire.

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

## **Steady Burn Setting**

The TRIUMPH's™ Steady Burn feature allows up to two (2) of the light bar's SIRIS™ light heads to be designated to operate in Steady Burn mode. The Steady Burn SIRIS light heads are always connected to connectors P9 & P10.

The Steady Burn outputs are enabled by the 3-Level control inputs. The TRIUMPH may be configured so that Steady Burn SIRIS light heads 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.



**FIGURE 1**

# 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(s) from Step 1. Refer to Table 5 for the available flash patterns. To increment to the next pattern, momentarily hold the BLK/RED wire to +power for less than two seconds and then release. The four corner light heads will turn on steady to indicate that the pattern has been incremented. To decrement to the previous pattern, momentarily hold the BLK/RED wire to +power for two to four seconds and then release. The four corner light heads will turn on steady and then turn off to indicate that the pattern has been decremented. After the pattern selection wire has been released, the new pattern will begin to flash and 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 to +power for more than four seconds. The four corner light heads will turn on steady, turn off and then turn on steady again to indicate that the Factory Default Arrowstik Flash Patterns have been restored.**

### STEP 3:

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

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.

**Table 5**



# Take Down and Alley Flash

## Selecting Flash Patterns:

The Take Down and Alley Lights can be programmed to flash at different rates.

### STEP 1:

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

**NOTE: 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 6). This table shows the available flash patterns. Once the flash pattern has been determined, proceed to Step 3. **NOTE: The default flash pattern for Take Down and Alley Lights is Medium Single 115FPM.**

### STEP 3:

Continue applying power to the wire(s) from Step 1. Refer to Table 6 for the available flash patterns. To increment to the next pattern, momentarily hold the BLK/RED wire to +power for less than two seconds and then release. The four corner light heads will turn on steady to indicate that the pattern has been incremented. To decrement to the previous pattern, momentarily hold the BLK/RED wire to +power for two to four seconds and then release. The four corner light heads will turn on steady and then turn off to indicate that the pattern has been decremented. After the pattern selection wire has been released, the new pattern will begin to flash and is automatically stored each time.

**NOTE: To restore the Factory Default Take Down and Alley Flash Patterns, hold the BLK/RED wire to +power for more than four (4) seconds. The four corner light heads will turn on steady, turn off and then turn on steady again to indicate that the Factory Default Take Down and Alley Flash Patterns have been restored.**

TAKE DOWN 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

Table 6

## 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.

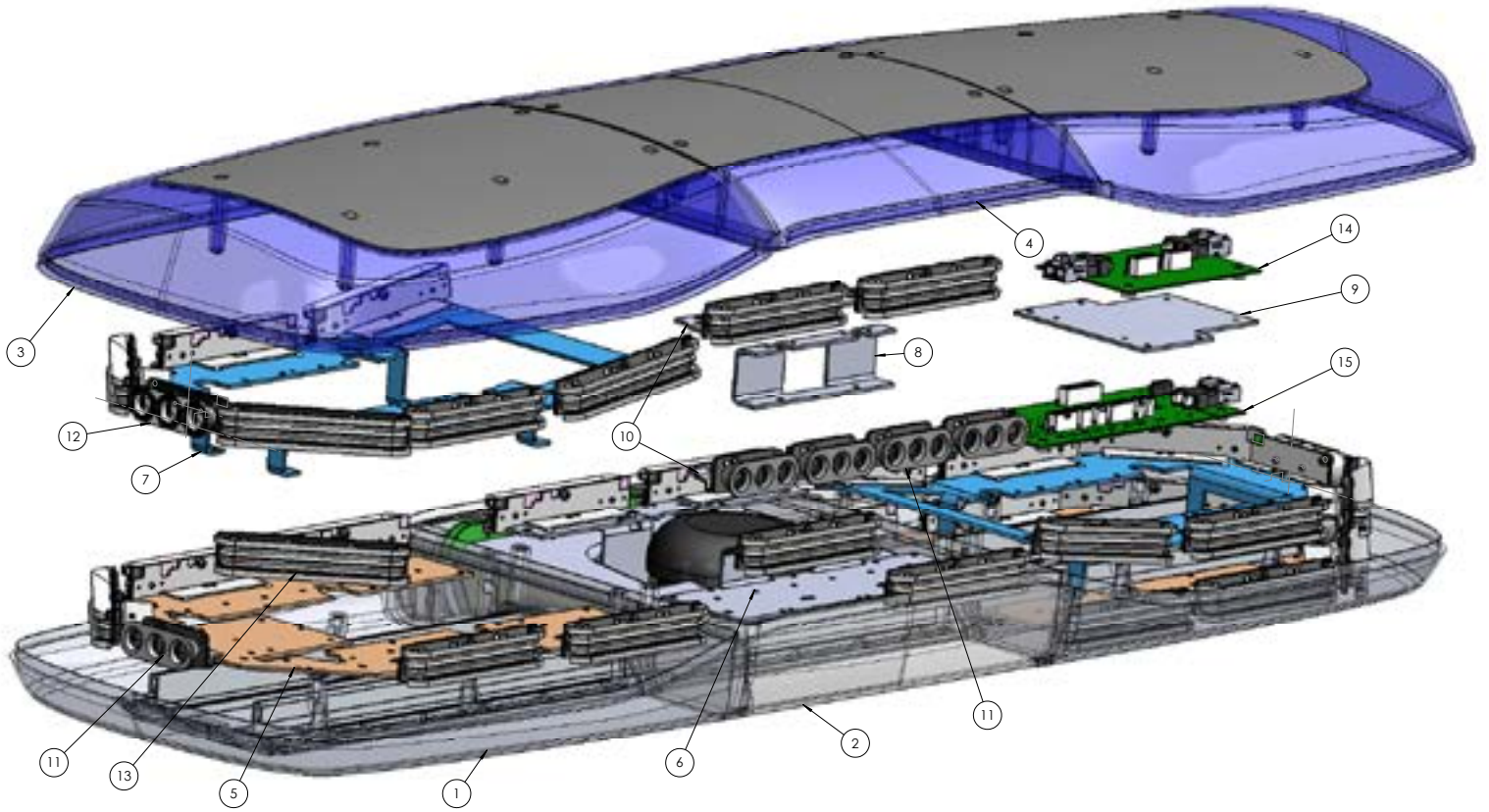
### Lens Removal

With a Phillips screwdriver, remove the cap attachment screws (with neoprene washers). Insert a small screwdriver blade (or coin) into the small slot a the corner of the lens cap and twist the screwdriver to lift the cap. Then gently lift the cap off. When finished carefully replace the cap making sure the lens gasket is not misplaced, then replace the cap mounting screws making sure the neoprene washers are in place.

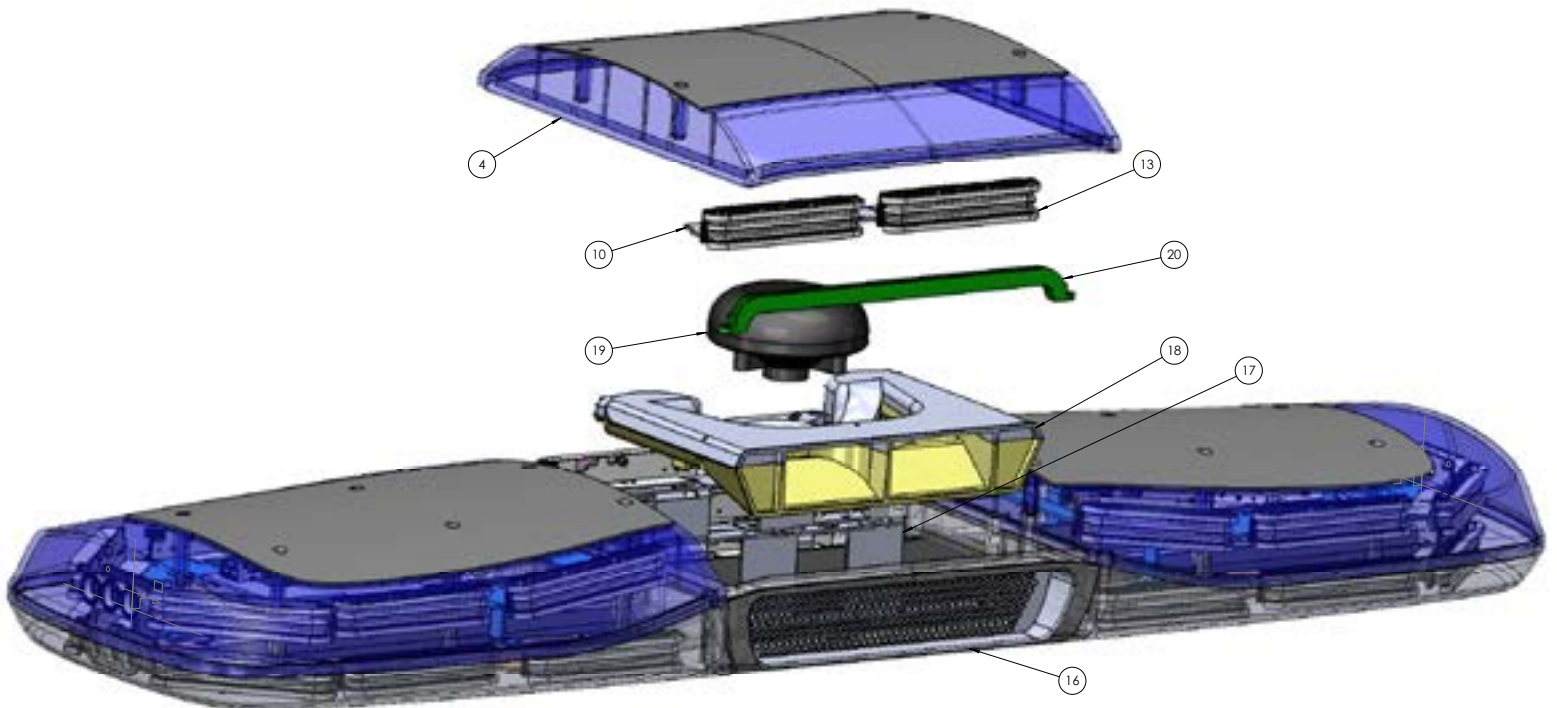
### Light Head Removal

Unplug the SIRIS™ light head's power wire/wires from the light bar's wiring harness. Then with a 1/4" Hex Bit Driver, remove the #8 X .270" 6 Lobe Hex Washer Head Screws that attach the light head mounting bracket to the light bar. The takedowns and alleys require decoupling mated quick-slide terminals (be sure to pull on the terminals and not the wires).

# TRIUMPH™ - EXPLODED VIEW



**FIGURE 2**



**FIGURE 3**

# Parts List

(Reference numbers identify items shown in Figure 2 and Figure 3)

Ref No.	Description	Part No.	
1	Outboard Lower Lens	Green	T51445
		Clear	T51446
		Red	T51447
		Blue	T51448
		Amber	T51449
2	Center Lower Lens	Green	T51455
	All-Light (No Grill)	Clear	T51456
		Red	T51457
		Blue	T51458
		Amber	T51459
3	Outboard Upper Lens	Green	T51465
		Clear	T51466
		Red	T51467
		Blue	T51468
		Amber	T51469
4	Center Upper Lens	Green	T51475
		Clear	T51476
		Red	T51477
		Blue	T51478
		Amber	T51479
	(Not Shown) Lens Mtg Screw W Neoprene Washer - 8-32x2.500" Long		T51574
5	Outboard Lower Mtg Plate		T51550
6	Center Lower Mtg Plate with Support Flange		T51553
7	Outboard Upper Mtg Plate		T51551
8	Center Mid Support Flange		T51555
9	Sister Controller Mtg Plate		T51559
10	Center Upper Mtg Plate		T51558
11	3-UP Take Down or Alley Light Head		<b>CALL FACTORY</b>
12	3-UP Upper End Position Light Head		
13	9-UP Light Head: Red, Blue, Amber, White, Green		
14	Sister Central Controller		T55491
15	Central Controller, with ArrowStik® control		T55490
16	Center Lower Lens with Speaker Grill		T51486
17	Center Lower Speaker Mtg Plate with Tall Support Flange		T51557
18	Speaker Horn Assembly		T56030
19	Speaker Driver		T11260
	(Not Shown) Speaker Horn-Grill Gasket		T56038
20	Speaker Gasket Bridge		T56044



Any disassembly of any of the SIRIS™ light heads will result in loss of warranty coverage on the equipment.

## Troubleshooting

All TRIUMPH™ 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.

### SIRIS™ LIGHT HEAD TROUBLESHOOTING

**Note: LED light heads must be replaced as a module. There are no user serviceable parts. Warranty is void if module is disassembled**

PROBLEM	QUESTIONS	POSSIBLE CAUSE	SOLUTION
SIRIS Front Module not operating	Are all heads out in front or in back, and not just a single module out?  Yes  No	a. Front and/or Rear Cut Function powered  a. Defective module b. Cable/Connector unplugged	a. Remove power (turn off) Front and/or Rear Cut  a. Replace module b. Check cable & connector
SIRIS Corner Module has one head out.	NA	a. Defective module b. Cable/Connector unplugged	a. Replace module b. Check cable & connector
Cruise Lights do not operate	NA	a. No power on Cruise wire b. Another Central Controller Function is on	a. Connect Cruise wire to switch b. Turn off other functions

**Notes:**

**Notes:**

**Notes:**

# 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 SIRIS™ led 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.**

**Code 3®, Inc.**  
**10986 N. Warson Road**  
**St. Louis, Missouri 63114-2029—USA**  
**Ph. (314) 426-2700 Fax (314) 426-1337**  
**[www.code3pse.com](http://www.code3pse.com)**