

INSTALLATION & OPERATION MANUAL



FOR DEFENDER™ TRICORE™
LIGHTBAR

CODE 3®
A PUBLIC SAFETY EQUIPMENT COMPANY

DEFENDER™

LIGHTBAR

WITH TRICORE™ TECHNOLOGY

U.S. Patent Nos. 7,153,015 and 7,300,175

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For future reference record your lightbar'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 DEFENDER™ (Patent-Pending) Lightbar Features the truly unique, TriCore™ (Patent-Pending) Technology which constitutes a quantum leap forward in signal brightness---far exceeding the intensity and quality of any system. Unlike traditional LED Lightbars that drop off at key angles, TriCore maintains it's astonishing visibility a full 360 degrees. TriCore is also designed so that brightness won't fade. Watt for Watt, TriCore is the most efficient emergency warning light ever made.

The DEFENDER is approximately 2.2" high, yet delivers 360° of unobstructed warning signal. The low profile and aerodynamic lines reduce air drag, which results in fuel savings and stability at high speeds. The DEFENDER lightbar also has an extruded internal frame that is 2X stronger, shock-resistant polycarbonate lenses with an intermolded solar barrier, a modular lens design that enables almost any lightbar length which can be created from 3 lens lengths, and warning signals that exceed SAE standards.

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.

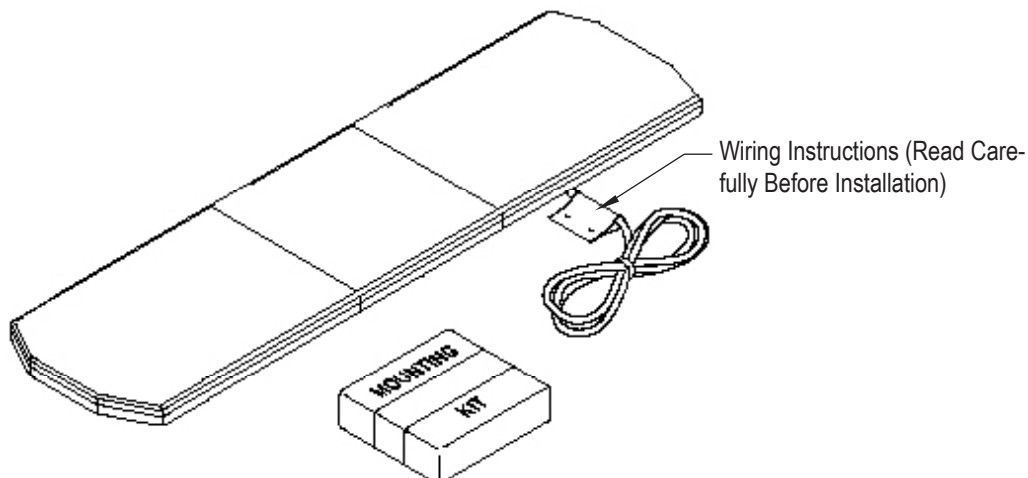
This equipment is intended for use by authorized personnel only. It is the user's responsibility to understand and obey all laws regarding emergency warning devices. The user should check all applicable city, state and federal laws and regulations.

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.



Unpacking & Pre-Installation

Carefully remove the lightbar 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 lightbars 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 lightbar, 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.



WARNING!

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.

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 lightbar's main cable. Each wire in the cable controls a separate function of the Central Controller as described in the wire tag.

The DEFENDER provides an ArrowStik function as a standard feature. Connect the appropriate control wires to any control switch capable of providing +power at approximately 25ma current. As noted in the wire description, connecting both the LEFT Arrow and RIGHT Arrow wire to +power at the same time enables the Center-Out ArrowStik function.



WARNING!

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.

OPTIONS & SPECIFICATIONS

Many options are available for the DEFENDER. This section is designed to describe the function of the various options.

TRICORE WARNING MODULES

Fusing Considerations

The DEFENDER Lightbar 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 lightbar is 30A. The internal circuitry of the Central Controller is reverse polarity protected. Each TriCore output on the Central Controller board is protected against over current and over heating with automatically resetting output devices.

Dim Operation

The DEFENDER 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. When DIM is engaged, the TriCore light heads will operate in a reduced power mode.

Note: The corner mounted TriCore light heads are excepted from this function and will not dim.

Please contact the factory if more information is needed concerning the dimming mode.



WARNING!

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.

LED ArrowStik feature

The DEFENDER has a programmable ArrowStik feature integrated into the light bar that operates independently of the other features. Refer to the ArrowStik Programming section of this manual for detailed information on pattern selection and operation instruction.

WARNING!



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

Selecting Flash Patterns

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

STEP 1

Power-up the lightbar and select the Level-1 flash mode by applying +power to the GRN/BLK wire in the 16 conductor control cable.

STEP 2

Observe the flashing pattern operation and determine which pattern is in operation for Level-1. Refer to Table 1. 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, until the TriCore light heads switch flash patterns, and then releasing it. This will step to the next pattern in numbered order as listed in Table 1 for the selected 3-Level mode. The new pattern is automatically stored each time. Repeat this procedure for Level-2 and Level-3.

Note: All control inputs are +power enabled.

Control Input Function Definitions		
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	Takedown lights	Takedown Lights Steady Burn (overrides Takedown Flash)
BLU/BLK	Rear Cut-Off	Blacks-Out Rear Facing heads
GRN/WHT	Front Cut-Off	Blacks-Out Front Facing heads
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	Takedown Flash	Enables Takedown Lights Wig/Wag Flash
RED*	ArrowStik Left	Left ArrowStik (overrides L1, L2 & L3 for rear of light bar)
GRN	Cruise Lights	End heads only (overridden by all other functions)
ORG*	ArrowStik Right	Right ArrowStik (overrides L1, L2 & L3 for rear of light bar)
BLU	Light bar DIM	Sets heads to Dim mode
BLU/WHT	Alley Light Flash	Enables Alley Light Wig/Wag Flash

See "Notes" Next Page

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 priority for the 3-Level inputs is L3, L2 then L1 in that order. In other words, if power is applied to both the L1 and L2 inputs, the L2 function will be enabled.

If the lightbar is equipped with Steady Burning TriCore 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 TriCore heads, (see Figure 1).

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

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.

The Dim function sets the brightness of the TriCore light heads 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.

TABLE 1

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

Steady Burn Setting

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

The Steady Burn outputs are enabled by the 3-Level control inputs. The DEFENDER may be configured so that Steady Burn TriCore 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.

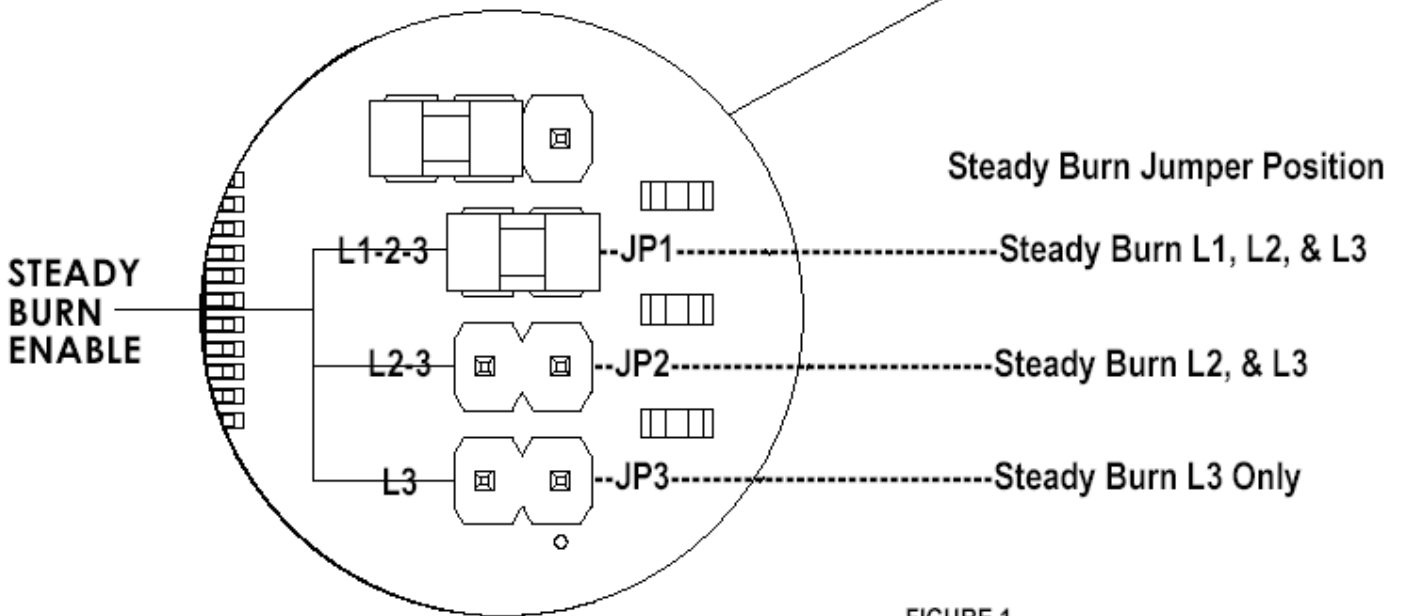
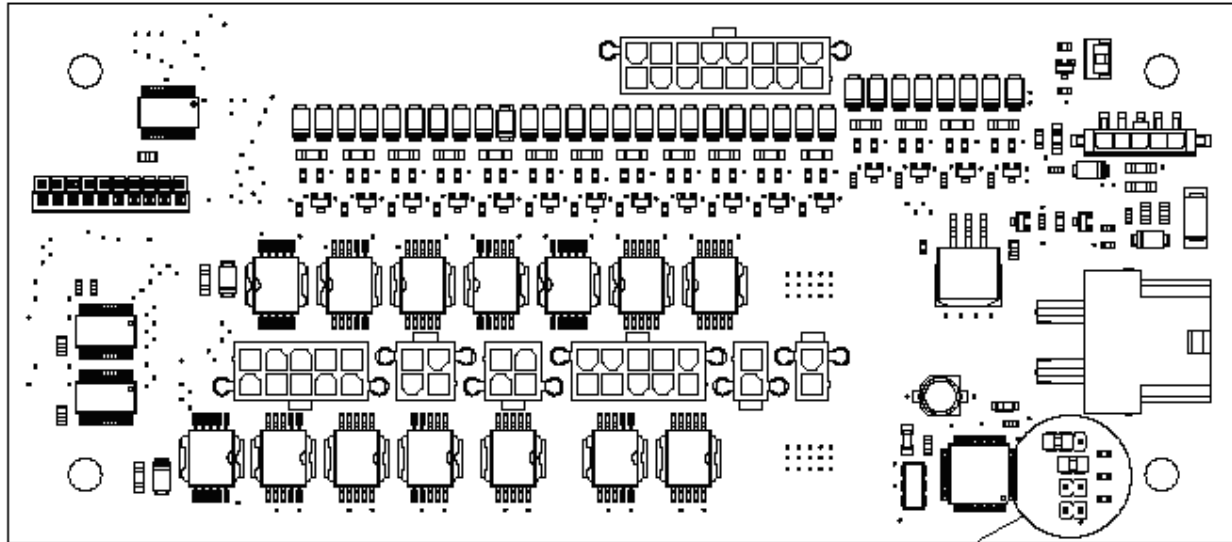


FIGURE 1

ArrowStik Pattern Selection

Introduction

The DEFENDER is designed to offer user selectable traffic directing signals and traffic warning options. This allows the greatest flexibility when controlling the various DEFENDER configurations available. The end user can match the desired signal to a particular lightbar configuration whether it is a 5, 6 or 8 lighthouse configuration. The lightbar will come from the factory with the default patterns selected as indicated in Table 2. The default configuration will be for a 6 head system with all building patterns (Building 6 HD). If it is desired to change the pattern in any of the modes (LEFT, CTR, RIGHT or FLASH) or if you have other than a 6 head system (5 or 8 head) and you want to optimize the patterns for your particular configuration, then follow the programming procedure outlined.

Table 2 - Traffic Directing / Traffic Warning Pattern Options

Mode	LEFT	CENTER-OUT	RIGHT	FLASH
	1. Building 8HD 2. Building 8HD, 3 Flash 3. Traveling Ball 8HD, 3 Flash 4. Build/Collapse 8HD	Building 8HD Building 8HD, 3 Flash Traveling Ball 8HD, 3 Flash Build/Collapse 8HD	Building 8HD Building 8HD, 3 Flash Traveling Ball 8HD, 3 Flash Build/Collapse 8HD	Quad Fl Even/Odd Left/Right Flash * Quad Fl, Left/Right Traveling Ball Flash
Fctry Dflt	5. Building 6HD 6. Building 6HD, 3 Flash 7. Traveling Ball 6HD, 3 Flash 8. Build/Collapse 6HD	Building 6HD Building 6HD, 3 Flash Traveling Ball 6HD, 3 Flash Build/Collapse 6HD	Building 6HD Building 6HD, 3 Flash Traveling Ball 6HD, 3 Flash Build/Collapse 6HD	Standard Flash * Quad Flash Standard Simultaneous Flash * Quad Fl Simultaneous
	9. Building 5HD 10. Building 5HD, 3 Flash 11. Traveling Ball 5HD, 3 Flash 12. Build/Collapse 5HD	Building 5HD Building 5HD, 3 Flash Traveling Ball 5HD, 3 Flash Build/Collapse 5HD	Building 5HD Building 5HD, 3 Flash Traveling Ball 5HD, 3 Flash Build/Collapse 5HD	Even/Odd Flash*

Signal options for DEFENDER ArrowStik Control.

Selecting the ArrowStik Pattern

As mentioned previously, the DEFENDER will come from the factory with the ArrowStik patterns set in the default configuration, which is the Building 6HD configuration. See Table 2 above. The current configuration can be determined by observing the operation of the ArrowStik unit. Note that FLASH Signal Patterns marked with an Asterisk "*" are available in Fast, Medium or Slow flash rate.

Note: It will be important to observe the operation of the ArrowStik unit during the programming procedure while stepping through the signal options. Signals are available for 5, 6 or 8 head configurations. Also refer to the traffic directing signal options in Table 2 for the following procedure.

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

STEP 1

Power-up the lightbar and select the ArrowStik mode that you wish to program (LEFT, CENTER-OUT, RIGHT or FLASH).

STEP 2

Observe the ArrowStik operation and determine the current mode. Determine what pattern and configuration the control head is currently in, if not in the factory default.

Once the pattern / configuration have been determined, proceed to Step 3.

STEP 3

Refer to Table 2, above. This table shows the available patterns for each mode and their order in program memory. Notice that for the LEFT, CENTER-OUT and RIGHT positions there are four (4) pattern choices; Building, Building with 3 Flash for the end lights, Traveling Ball with 3 flash for the end lights and Build/Collapse, three (3) configurations for the number of heads; 5, 6 or 8HD and three (3) speeds; Fast, Medium and Slow. There are a total of twelve possible selections for each configuration of light heads and then you return to the top selection, Building 8 HD, Fast. Starting from the first pattern in Table 2 you can step through each pattern, (1-4) for an 8HD, (5-8) for a 6HD and (9-12) for a 5HD configuration, by momentarily holding the Pattern Select wire to +power for 1-2 seconds, until the Arrowstik TriCore Heads stop, and then releasing. This will step to the next pattern in Table 2 for the selected mode. The new pattern is automatically stored each time.

Note: HOLD the Pattern Select wire to +POWER source until you are sure Arrowstik pattern has changed (~1 second) before releasing the wire from the +POWER source. To restore the Factory Default Arrowstik patterns, hold the PGM wire on the +POWER source for ~four (4) seconds .

When the FLASH function is selected, the same procedure applies as above, but you will notice in Table 2 that the patterns are not grouped by the number of heads or outputs. These are traffic warning patterns and work equally well for any configuration of TriCore light heads. There are a total of nine (1-9) traffic warning patterns available. Flash patterns marked with an asterisk "*" may also be selectable in Fast, Medium or Slow flash rate. When you have programmed the desired pattern for the selected function, proceed to Step 4.

STEP 4

Select another mode and repeat the previous steps until all of the functions are programmed as desired.

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 (4) #8 X 5/8" Phillips Pan Head Hi-Lo Screws W Neoprene Washer (See Figure 2). Then gently lift the lens off. When finished carefully replace the lens making sure the lens gasket is not misplaced, then replace the lens mounting screws making sure the neoprene washers are in place.

Light Head Removal

Unplug the TriCore 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 brackets to the light bar. **Note: For front or rear facing light heads there are (2) screws holding each light head and for corner light heads there are (6) screws holding the light head.** Then remove the light head (See Figure 3).

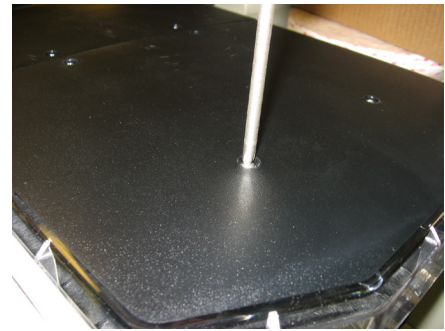


FIGURE 2

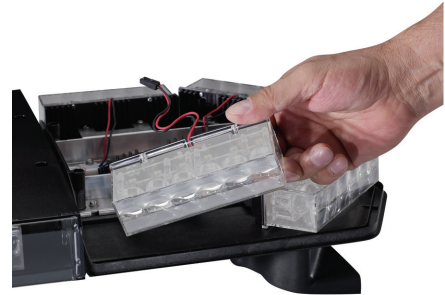


FIGURE 3

DEFENDER - EXPLODED VIEW

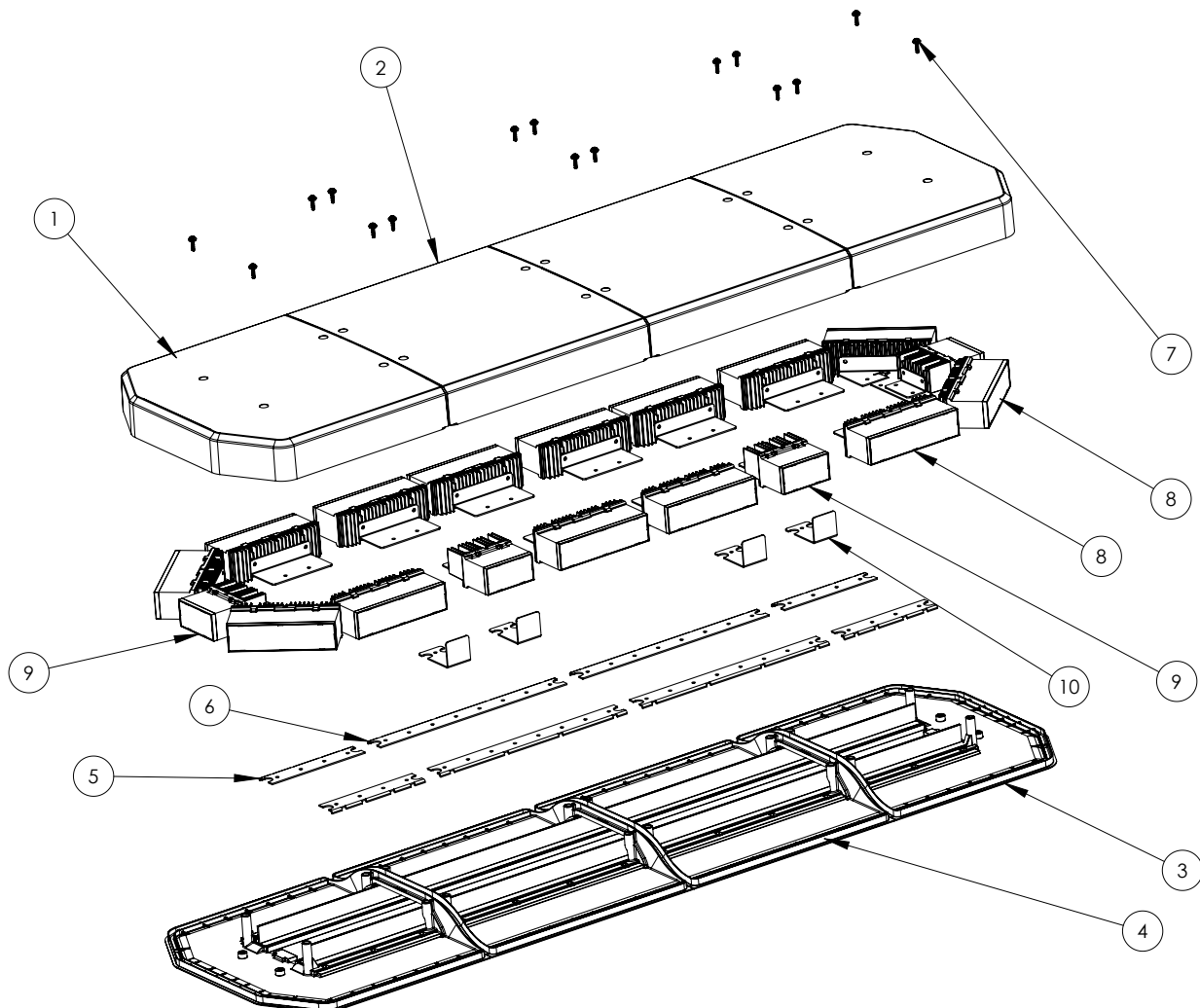


FIGURE 7

Parts List

(Reference numbers identify items shown in Figure 7)

Ref No.	Description	Part No.
1	Outboard Upper Lens	
	Green	T51160
	Clear	T51161
	Red	T51162
	Blue	T51163
	Amber	T51164
2	Center Long Upper Lens	
	Green	T51150
	Clear	T51151
	Red	T51152
	Blue	T51153
	Amber	T51154
2	Center Short Upper Lens	
	Green	T51140
	Clear	T51141
	Red	T51142
	Blue	T51143
	Amber	T51144
3	Outboard Lower Plate	T51137
4	Center Lower Plate-Long	T51136
4	Center Lower Plate-Short	T51135
5	Outboard Lower Plate Mtg Brkt	T51131
6	Center Lower Plate-Long Mtg Brkt	T51130
6	Center Lower Plate-Short Mtg Brkt	T51129
7	Lens Mtg Screw W Nephrene Washer	T51179
8	6-UP TriCore Light head	
	Red	CALL FACTORY
	White	
	Blue	
	Amber	
Green		
9	3-UP TriCore Light head	
	Red	CALL FACTORY
	White	
	Blue	
	Amber	
Green		
10	3-UP Take Down Half Blank	T51176
11	PCB, DEFENDER with ArrowStik control	T11564



WARNING!

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

Troubleshooting

All DEFENDER Lightbars 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.

TRICORE LIGHT HEAD TROUBLESHOOTING GUIDE

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
TriCore 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
TriCore 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:

WARRANTY

This product with TriCore™ Technology 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 TriCore 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.

The TriCore light heads are sealed as part of the quality control process. This Warranty is void if, in the judgment of Code 3, Inc. (1) an attempt has been made to break the light head seal or 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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