

E/T Light Specifications Sheet

General Specifications:

Battery Type: Replaceable 3 Volt CR2

Weight: 43.4 grams with lanyard, no packaging

Size: 3.125" X 1.125"

Packaged size: 3.5" X 1.375", includes one E/T Light, one lanyard, storage tube and instructions

Shape: Cylindrical with a tapered end, cone shaped.

Four Colors included in each: Infra-Red/Red/Green/Blue or Red/Yellow/Green/Blue

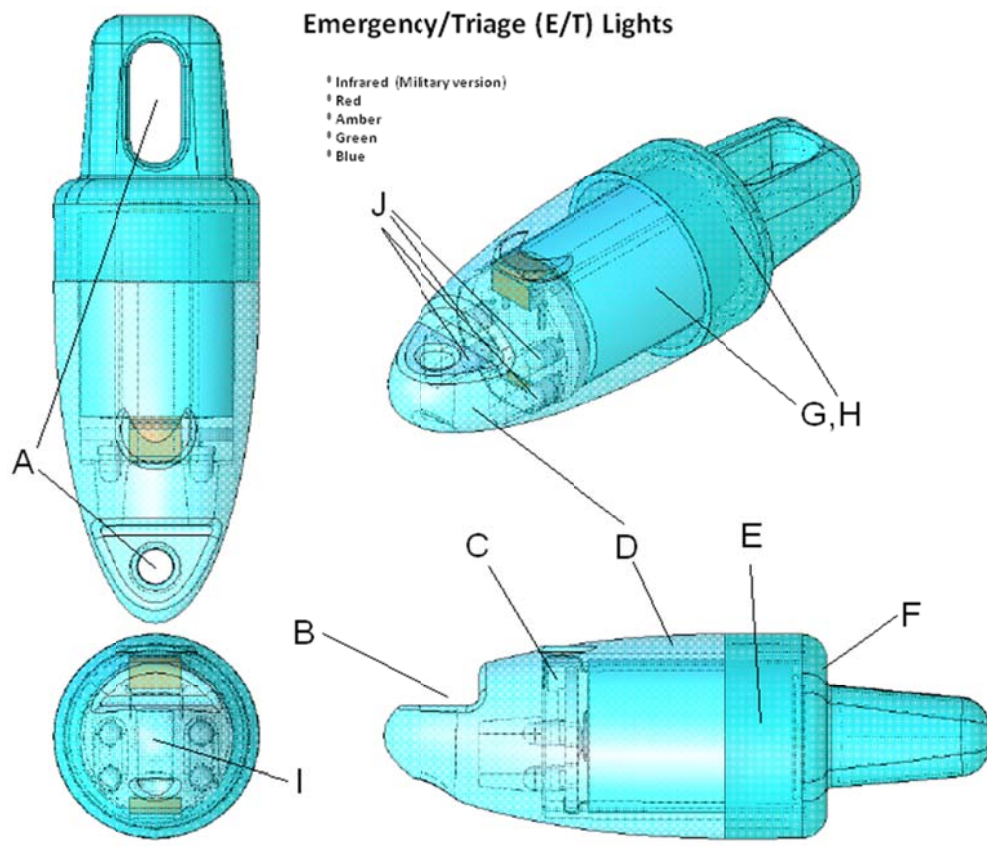
Light Source: LED's – approximately 100,000 hrs life

Battery Life: 50 hrs – 200+ hrs (dependant on battery make and color/mode selection, see last page)

Operating Temperatures - -30° F to 130° F

Depth rating – Pressure tested for 1 hour down to 66ft of water.

Design Feature:



A. Attachment Locations (Loops)

B. Notched Tip - Designed to aid the user in locating the switch even under blind conditions.

C. Recessed Switch - The switch is located inside the body of the E/T Light. This helps prevent the selected condition from being inadvertently changed. The user needs to press into the body of the light.

D. Silicon Housing - Used because of its wide temperature usability. The light has been used at ~-20°F for an extended period and did not freeze or get brittle.

E. Interference Fit Seal - Keeps water out up to 66 ft. Pressure tested to 2 atmospheres.

F. End cap Options - Choose from the standard looped end cap or the cross bottomed magnetic end cap.

G. Lithium Battery - Provides light function for days.

H. Easy Battery Removal - Designed to be re-usable and economical.

I. Software Versions & Features:

Versions 6.8IR and 6.8A E/T Lights offer 15 different program modes with optional features. Instructions follow:

Field programming of 6.8IR & 6.8A E/T Light is done by manipulating the switch according to the instructions found in the labels. The programming is done one hand and takes less than 30 seconds. The modes that are included for each field programmable versions follow:

Infrared Version 6.8IR:

Mode 1: IR on continuous, IR blink slow, OFF then repeats (no lock)

Mode 2: IR on continuous, IR LED blink slow, IR LED blink fast, OFF then repeats (no lock)

Mode 3 (Default): IR LED on continuous, IR LED blink slow, red on continuous, green LED on continuous, blue LED on continuous, OFF then repeats (no lock)

Mode 4: IR LED on continuous, IR LED blink slow, red on continuous, green LED on continuous, blue LED on continuous, **both** red and green LED's on continuous, OFF then repeats (no lock)

Mode 5: IR LED on continuous, IR LED blink slow, red LED on continuous, red LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, OFF then repeats (no lock)

Mode 6: IR LED on continuous, IR LED blink slow, red LED on continuous, red LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, **both** red and green LED's on continuous, OFF then repeats (no lock)

Mode 7: IR LED on continuous, IR blink slow, red LED on continuous, red LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, strobe all 4 LED's slow, strobe all 4 LED's moderate, strobe all 4 LED's fast, OFF then repeats (no lock)

Modes 8-14 are identical to modes 1-7 except that modes 8-14 have the "LED lock*" feature.

- Note –LED lock – Is a feature that locks in the color selection after 3 seconds of having been left on that one color/flash selection. This does two things. First it makes it difficult for a patient to easily change the triage status set by the medic (unlock can be customized upon request) and two it assures the user that even if the switch is activated inadvertently the color selection will not change.

Mode 15 (Light Grenade/Distraction Mode): Pressing and releasing the pushbutton starts a 6.4 second delay timer during which time no LED's are illuminated. Upon timeout all 4 LED's strobe fast and continue to strobe fast until the pushbutton is pressed and held depressed for approximately 2 seconds causing LED strobing to switch OFF.

Non IR Version 6.8A:

Mode 1: red LED on continuous, amber LED on continuous, green LED on continuous, blue LED on continuous, OFF then repeats (no lock)

Mode 2: red LED on continuous, amber LED on continuous, green LED on continuous, blue LED on continuous, **both** red and green LED's on continuous, OFF then repeats (no lock)

Mode 3: red LED on continuous, red LED blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, OFF then repeats (no lock)

Mode 4: red LED on continuous, red blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, **both** red and green LED's on continuous, OFF then repeats (no lock)

Mode 5: red LED on continuous, red blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, strobe LED's slow, strobe LED's moderate, strobe LED's fast, OFF then repeats (no lock)

Mode 6: red LED on continuous, red blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, **both** red and green LED's on continuous, strobe LED's slow, strobe LED's moderate, strobe LED's fast, OFF then repeats (no lock)

Mode 7: red LED on continuous, red LED blink slow, red LED blink fast, amber LED on continuous, amber LED blink slow, amber LED blink fast, green LED on continuous, green LED blink slow, green LED blink fast, blue LED on continuous, blue LED blink slow, blue LED blink fast, strobe LED's slow, strobe LED's moderate, strobe LED's fast, OFF then repeats (no lock)

Modes 8-14 are identical to modes 1-7 except that modes 8-14 have the “LED lock” feature. The unit defaults to mode 10 if never previously configured.

Mode 15 (Grenade Mode): Pressing and releasing the pushbutton starts a 6.4 second delay timer during which time no LED’s are illuminated. Upon timeout all 4 LED’s strobe fast and continue to strobe fast until the pushbutton is pressed and held depressed for approximately 2 seconds causing LED strobing to switch OFF.

Version 1 E/T Light - IR LED on continuous, IR LED blink slow, red on continuous, green LED on continuous, blue LED on continuous, OFF then repeats (no lock)

Version 2 E/T Light - IR LED on continuous, IR LED blink slow, red LED on continuous, red LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, OFF then repeats (no lock)

Version 3 E/T Light - red LED on continuous, amber LED on continuous, green LED on continuous, blue LED on continuous, OFF then repeats (Lock feature is activated)

Version 4 E/T Light - red LED on continuous, red LED blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, OFF then repeats (Lock feature is activated)

Version 5NL E/T Light - red LED on continuous, red blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, strobe LED’s slow, strobe LED’s moderate, strobe LED’s fast, OFF then repeats (no lock)

Version 5 L E/T Light - red LED on continuous, red blink slow, amber LED on continuous, amber LED blink slow, green LED on continuous, green LED blink slow, blue LED on continuous, blue LED blink slow, strobe LED’s slow, strobe LED’s moderate, strobe LED’s fast, OFF then repeats (Lock feature is activated)

Program features in all versions:

- * Emergency Off Feature - If at any time the user presses the switch for over 2 seconds the light will turn off and the sequence will restart.

- * Selection Memory - The E/T Light has a selection memory. All electronics when thrown around may lose power for milliseconds and subsequently turn off because of interruption of power due to shock. We

have solved this issue by building the E/T Light with a memory.

So even if the lights are thrown and battery contact is lost. The lights will turn back on to the last selection selected.

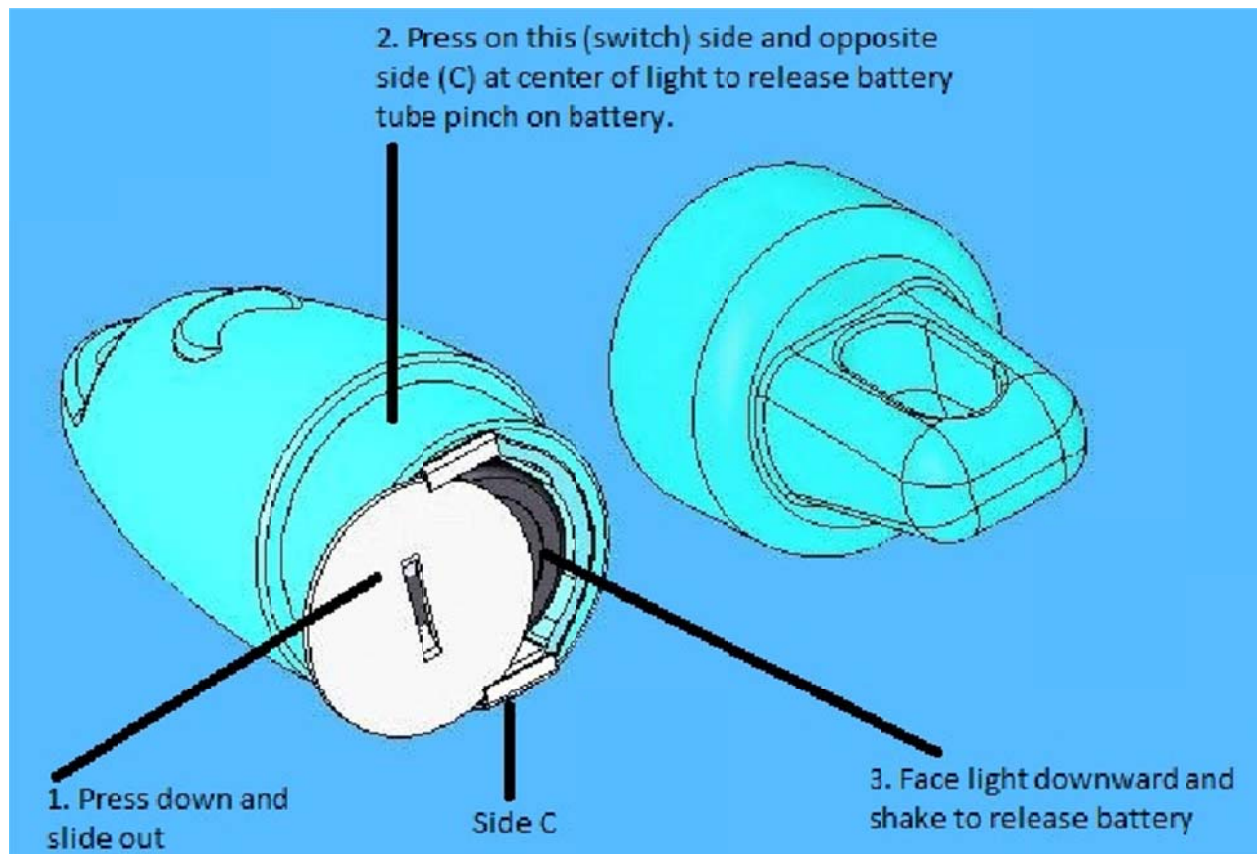
* Reprogrammable chip - The boards have programming pads or connection. This allows us to customize the color sequence and pulse rates to any sequence or rate desired. This facilitates accommodating special requests.

J. LED's - * Used because of their low power consumption and long life. LED's have 100,000 to 200,000 hours of use.

* Infra-red LED may be replaced with other colored LED.

* Colored LED's may be replaced with different wavelength infrared LED's or different intensity infrared LED's

Battery replacement - * Note- in order to release battery from battery holder you must pinch into the LED assembly body (points indicated in drawing below) to ease pinch on battery and allow it to be removed.



	E/T Light Life	Chemical Light (CL) Stick Life	Qty utilized
Red	72+ Hours	2 Hours**	36 CL's to 1 E/T Light
Green	192+ Hours	5 Hours**	38 CL's to 1 E/T Light
Blue	144+ Hours	2 Hours**	72 CL's to 1 E/T Light
Blinking Red	168+ Hours	Not Available	N/A
Blinking Green	200+ Hours	Not Available	N/A
Blinking Blue	240+ Hours	Not Available	N/A

** Note- Packaging of the chemical light sticks stated that the products had up to 6 hours of use. My personal test results were that the red and blue chemical light sticks were usable for up to 2 hours. The green chemical light sticks were usable for 5 hours.