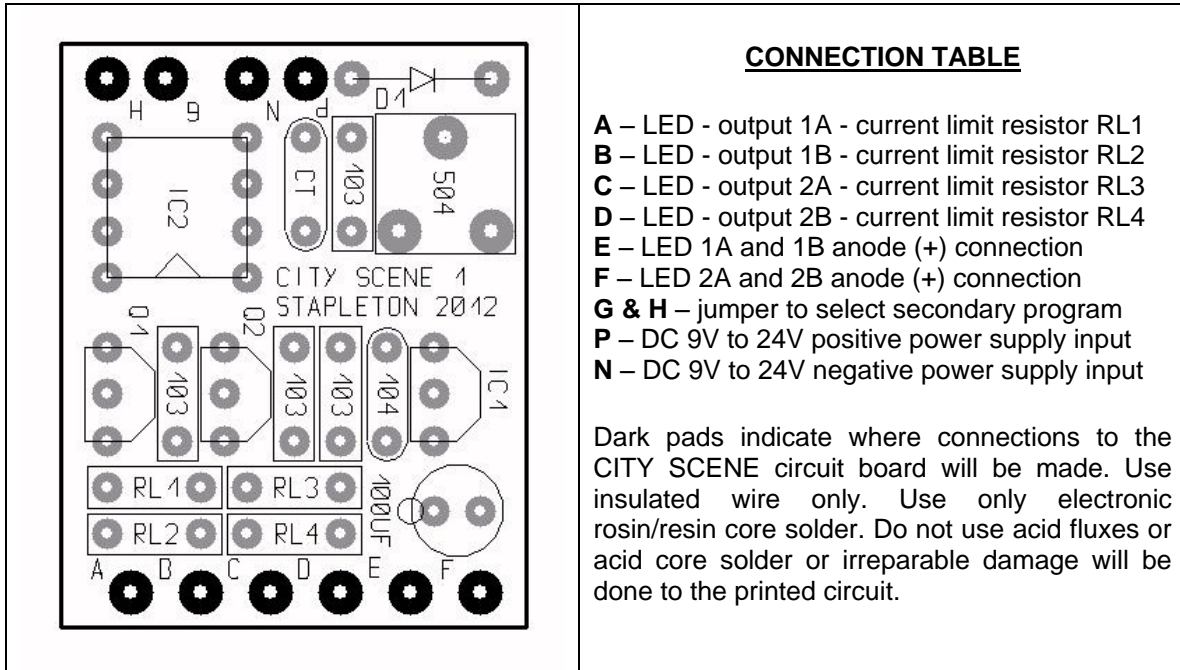


## CITY SCENE FLASH SIMULATOR – CONNECTION DIAGRAM



### **CONNECTION FUNCTIONS**

External current limiting resistors are not required for operating the CITY SCENE circuit provided that only one LED per output is used (up to a total of 4 LEDs). On-board 1Kohm resistors will allow approximately 8 to 10 ma of current flow per LED with a 12VDC power supply. If you wish to connect more than one LED per output you must jumper that output's corresponding current limit resistor and connect individual current limit resistors to each LED connected to that output. Do not draw more than 125ma per output or permanent damage to the circuit will result.

### **PROGRAM SELECTION**

The LED outputs have different functions depending on the operating firmware installed in the CITY SCENE printed circuit. The following chart outlines what these functions are with reference to the different CITY SCENE programs. Keep in mind that there are functionally only 2 outputs. Each output has two connections so that 2 sets of 2 LEDs can be wired to the CITY SCENE printed circuit board. For simplicity, only LED 1 and LED 2 functions are shown.

	<b>PADS "G" &amp; "H"</b>	<b>LED 1</b>	<b>LED 2</b>
<b>CS1 - prog 1</b>	<b>NO JUMPER</b>	<b>WELD</b>	<b>FIRE</b>
<b>CS1 - prog 2</b>	<b>JUMPER</b>	<b>STROBE</b>	<b>BEACON</b>
<b>CS2 - prog 1</b>	<b>NO JUMPER</b>	<b>3 FLASH A</b>	<b>3 FLASH B</b>
<b>CS2 - prog 2</b>	<b>JUMPER</b>	<b>1 FLASH A</b>	<b>1 FLASH B</b>