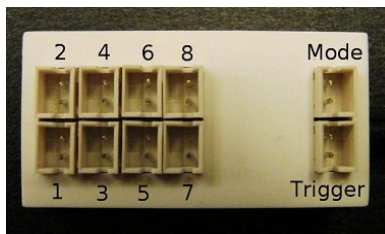


eLite Advanced Kit Identification:

The currently available kits for the eLite Advanced can be identified as:

1. Town/Sign - (first program – Movie Marquee Chase lights)
2. Vehicles - (first program – Car with turn signals)
3. Miscellaneous - (first program – Constant lights with dimmer via sub-mode)

The program resident on your eLites Advanced will be the one you ordered unless the unit has been reprogrammed. The units are not marked since they are reprogrammable by LifeLites or via a programming adapter from LifeLites for the MicroChip PICKit2, however, you can identify the units by resetting the unit and running the first program.



The LEDs:

As shown in the picture above, there is a bank of 8 polarized LED sockets located on the left end of the eLite Advanced. Sockets 1 and 2 have the ability to power 2 independent LEDs per socket with the adapter kit (sold separately). These sockets will be referred to as 1/1R and 2/2R. The remaining sockets (3-8) can power 1 unique LED per socket.



The Switches:

The two switch sockets on an eLite Advanced are located at the right end of the brick in a bank of 2 sockets. These are programmed as a mode/sub-mode switch and a trigger switch. The top right switch is the mode/sub-mode switch and the bottom right switch is the trigger switch.

The Mode/Sub-mode Switch:

The mode/sub-mode switch has three functions:

1. To advance the program mode using a long press or continued hold down (say from emergency flashers to ion cannons).
2. To advance the sub-mode using a quick click once a mode has been selected (say the automobile lights mode is selected then a quick click would advance to the left turn signal, the right turn signal, hazard lights, etc.).
3. To clear the trigger mode using a quick click if it is active.

The Trigger Switch:

The trigger switch is a way to trigger the lighting action when it is desired. For instance, if the emergency vehicle is selected, and the trigger is pressed, the flashing lights will only activate if the trigger is held in. To clear this activation on trigger, simply click the mode/sub-mode switch once.

Connecting the LEDs and Switches:

Since switch and LED plugs are polarized, you can only plug them in one way. This is useful since the LEDs are themselves polar and will light up in one direction only. To connect a plug into the socket, align the plug tabs with the socket slots, make sure the pins are aligned and press the plug into the socket. To remove the plug from the socket, gently pull the plug from the socket by the plug housing. **WARNING: Do not pull on the wires. Pulling on the wires could result in irreparable damage to the plug/wire connections.**

Powering on the eLite Advanced:

This is probably the easiest step of all. After you connect the LEDs and switches to the ELite Advanced, simply connect the LEGO® power connector to a standard 9V LEGO power source. If the eLite Advanced unit does not light up the LEDs, you will need to reverse the polarity of the incoming power. This can be accomplished by either reversing the power switch on the LEGO battery box (power source) or turning the LEGO power connector 180 degrees on the LEGO power source. If the unit still does not power up, there are three possible situations:

1. The unit is in trigger mode. To clear trigger mode, simply click the mode button once while the unit is powered up.
2. There may be either a problem with the 9V power source. Make sure that the battery is fresh or power source is at 9V.
3. The eLite Advanced may be damaged. This is not likely unless the eLite Advanced has been immersed in water or if more than 12V has been applied to the eLite Advanced.

Resetting the eLite Advanced:

Like all electronics, sometimes you simply need to reset the unit. To do this, turn off the power to the eLite Advanced and hold in both switches as the unit powers up then release the switches. This will cause the unit to reset the program mode and sub-mode to the first program and sub-mode as well, it resets the trigger mode to untriggered.

Town/Sign Programs:

- 1) Movie Marquee Chase Lights
 - a. Slow / b. Medium / c. Fast
- 2) Progressive (Old CAFÉ sign C-CA-CAF-CAFÉ-off-CAFÉ-repeat)
 - a. Slow / b. Medium / c. Fast
- 3) Lighthouse – Chase Lights that fade one to the next in a 6 second cycle
 - a. Slow / b. Medium / c. Fast
- 4) Random Building Lights – randomly timed slow lights for “activity” in a building.
 - a. Slow / b. Medium / c. Fast
- 5) Traffic Signals
 - a. Traffic Signals with Crosswalks (1/2 crosswalks, 3/5/7 & 4/6/8 traffic signals)
 - b. Stop/Yield Blinking lights.
- 6) Antenna Tower – Various Flashing, Blinking or Fading Tower Lights
- 7) Railroad Crossing Lights
- 8) Airport Landing Lights

Vehicle Programs:

- 1) Automobile Lights (1/3 Left Turn Signals 2/4 Right Turn Signals 5/6/7/8 Constant).
 - a. Left turn signals
 - b. Right turn signals
 - c. Hazard lights
 - d. Funky (Low Rider Lights)
 - e. Double Alternating Flashers
- 2) Emergency Flashers 1.
 - a. Alternating triple flash 1/2/3/4 constant 5/6/7/8
 - b. Off
- 3) Emergency Flashers 2
 - a. Alternating triple flash 1/2/3/4 Alternating flash 5/6/7/8
 - b. Off
- 4) Train Locomotive - 1/2 gyros, 3/4 const , 5/7 cabin, 6/8 ditch (Trigger works on gyros only)
 - a. gyros and headlights only
 - b. gyros, headlights and cabin lights
 - c. gyros, headlights, cabin and ditch lights
 - d. gyros, headlights and ditch lights
- 5) Aircraft Lights 1 - 12 Anti-Collision 1R/2R Weapons 34 Wings 57 Landing 68 cabin (Trigger for weapons only)
 - a. Anti-Collision and Wings Lights
 - b. Anti-Collision, Wings and Landing Lights
 - c. Anti-Collision, Wings Landing and Cabin Lights
 - d. Anti-Collision, Wings and Cabin Lights
- 6) Aircraft Lights 2 – 1/2 Anti-Collision, 3/4 Weapon, 5/6 Wings, 7 Landing, 8 cabin (Trigger for weapons only)
 - a. Anti-Collision and Wings Lights
 - b. Anti-Collision, Wings and Landing Lights
 - c. Anti-Collision, Wings Landing and Cabin Lights
 - d. Anti-Collision, Wings and Cabin Lights
- 7) Space Craft 1 - 12 markers 3 cockpit war 4 cockpit peace 5678 scanners 1R/2R blasters.
 - a. Markers on/blink, cockpit “peace mode” light with scanner
 - b. Markers on/blink, cockpit “peace mode” without scanner“War” mode will turn on cockpit “war” light and allow blasters to fire. This mode is selected via the trigger button.
- 8) Space Craft 2 - 12 lasers1 1R2R lasers2 345 thrusters 6 computer 78 cockpit.
 - a. Thrusters on slow cockpit on, computer on (trigger fires lasers1)
 - b. Thrusters on slow, computer on (trigger fires lasers1)
 - c. Thrusters on medium, computer on (trigger pulses lasers 1 and lasers 2)
 - d. Thrusters on fast, computer on (trigger pulses lasers 1 and lasers 2)

Miscellaneous Programs:

- 1) Constant Lights – All 8 constant. with variable brightness
 - a. 25% / b. 50 % / c. 75% / d. 100%
- 2) Engines/Lasers – All 8 pulsing
 - a. Slow / b. Medium / c. Fast
- 3) Ion Cannon – 1 Charge Light Cannon1 234 Cannon1 5 Charge Light Cannon2 678 Cannon2
 - a. Trigger fires cannon1 then fires cannon2 on second press
 - b. Trigger fires both cannon1 and cannon2 simultaneously

- 4) Fire/Flame Effect - 1234 channel 1 5678 channel 2.
 - a. Slow / b. Medium / c. Fast
- 5) Welder - 1/2 Welder, 3/4/5/6/7/8 Effect lights.
 - a. Slow / b. Medium / c. Fast
- 6) Random Flashing Lights – All 8.
 - a. Slow / b. Medium / c. Fast
- 7) Scanner/Ping Pong Lights – All 8.
 - a. Slow / b. Medium / c. Fast
- 8) Machine Gun / Anti-Aircraft Gun 1/3/5/7 alternate with 2/4/6/8.
 - a. Slow / b. Medium / c. Fast

Coming soon:

LTC master board

1x8 eLite expander

2x4 eLite expander

Model railroading and scale model eLite kits

Battery box

eLite LED lighting fixtures

And more!



eLite Advanced Lighting Kit

Instructions and operation manual

Thank you for your purchase from Brickmodder Labs. We make every effort in your satisfaction and if you have any questions, comments, or concerns about any product including LifeLites, please send us an email to support@lifelites.com. We'd love to hear feedback and strive in customer satisfaction.



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