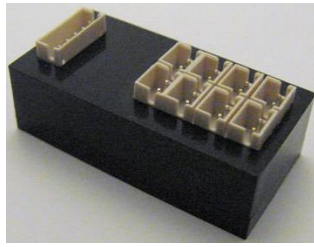


eLite PF Instructions



eLite PF Kit Identification:

The currently available kits for the eLite PF 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 eLite PF 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 unit by resetting the unit and running the first program.

Connecting the LEDs:

As shown in the picture above, there is a bank of 8 polarized LED sockets located on the right end of the eLite PF. Sockets 1 and 2 (far right) 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.

Since the 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

The Onboard Mode/Sub-mode Switch:

The onboard mode/sub-mode switch is located in the bottom Technic hole nearest the 5-pin power connector and 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 mode function can also be used with a LEGO® Power Functions™ kit. See “Connecting the eLite PF to a Power Functions Kit” for instructions on using the mode function.

The Trigger Function:

This function is only available when the eLite PF is connected to a LEGO Power Functions kit.

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. See “Connecting the eLite PF to a Power Functions Kit” for instructions on using the trigger function.

Connecting the eLite PF to standard LEGO 9v Power:

To connect the eLite PF to a standard LEGO 9v power source, simply connect the included light gray 5-pin power cable to the 5 pin socket on the eLite PF and the end with the 2x2 power connector to a standard 9V LEGO power source. If the eLite PF 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, see “Resetting the eLite PF”.
2. There may be either a problem with the 9V power source. Make sure you have fresh batteries or your power source is at 9V.
3. The eLite PF 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 PF.

Connecting the eLite PF to LEGO Power Functions:

To connect the eLite PF to LEGO Power Functions, simply connect the included dark gray 5-pin power cable to the 5 pin socket on the eLite PF and the end with the 2x2 power connector to a LEGO Power Functions connector to the Power Functions receiver unit. Connect the Power Functions receiver to the Power Functions battery box and power it on. Now you can use the Power Functions remote to control the eLite PF. Depending on which output you connected the eLite PF to on the Power Functions receiver will depend on which button on the remote control you will use to interact with the eLite PF. Make sure that your Power Functions receiver and remote are on the same channel. For more information on using the LEGO Power Functions kit, please refer to the instructions that came with your Power Functions kit. Please be aware that the Power Functions remote allows you to reverse the polarity of the remote’s sticks, so these instructions may seem reverse from what your setup is switched to. To use the mode function, push forward on the control stick of your Power Functions remote. See “The Onboard Mode/Sub-mode Switch” section for more details on usage.

To use the trigger function, push backward on the control stick of the Power Functions remote. See “The Trigger Function” section for more details on usage.

If the eLite PF unit does not light up the LEDs, make sure your Power Functions receiver and remote are on the same channel. Also make sure you are pushing the correct control stick on the Power Functions remote that corresponds to the Power Functions receiver’s output. If the unit still does not power up, there are three possible situations:

1. The unit is in trigger mode. To clear trigger mode, see “Resetting the eLite PF”.
2. There may be either a problem with the 9V power source. Make sure you have fresh batteries or your power source is at 9V.
3. The eLite PF 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 PF.

Resetting the eLite PF:

Like all electronics, sometimes you simply need to reset the unit. To do this, turn off the power to the eLite PF and hold the onboard mode switch as the unit powers up then release the switch. This will cause the unit to reset the program mode and sub-mode to the first program and sub-mode as well as reset 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 lasers 1 1R2R lasers 2 345 thrusters 6 computer 78 cockpit.
 - a. Thrusters on slow cockpit on, computer on (trigger fires lasers 1)
 - b. Thrusters on slow, computer on (trigger fires lasers 1)
 - 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:

- eLite Replicator 8 Mega Board
- eLite Jr.
- LEGO® Battery boxes
- eLite LED lighting fixtures
- eLite compatible minifigs
- And more!

Thank you for purchasing a LifeLites eLite kit from Brickmodder Labs!

Your satisfaction is guaranteed and if you ever have any problems, comments, or concerns about any of our fine products, please do not hesitate to contact customer service at support@lifelites.com or phone us at 501-545-5530.

