

## **Pi-Lit<sup>®</sup> Landing Zone Kit - Quick Start Instructions**

- **Battery Status**

- When LZ Flare is OFF, hold the square  $\pi$  (*pi*) button for 3 seconds.
- A yellow/green LED will begin to flash
  - 5 yellow flashes = full batteries, 4 yellow = good batteries, 3 yellow, 2 red = low batteries, 1 red = batteries should be changed

- **Turning on LZ Kit**

- All 5 LZ flares must be in close proximity to each other when turning them on.
  - **Rechargeable LZ automatically turns on when removed from the charging case.**
  - To turn on, briefly TAP either the round or square button.
    - Yellow/Green LED will illuminate indicating that the flare is turning on.
    - First flare takes about 4 seconds to turn on and flash.
    - Remaining flares will take about 1 sec to turn on and flash
  - Once the first flare begins to flash, turn on the next flare. Wait for each flare to flash before turning on the next.
  - **Remember: wait until the flare begins to flash before turning on the next flare.**
- Once you have turned on all 5 flares you will notice that they are all flashing together.
- Default: Top (infra-red) LEDs will flash followed by side (visible) LEDs (alternating). Small yellow/green LED flashes to indicate when the infra-red LEDs are flashing as they are not visible to the human eye.
- Now you may place the LZ Flares (4 Flares) in a SQUARE-like shape to designate a clear and safe landing zone for an approaching helicopter. We recommend approximately a 100-foot square.
    - The 5<sup>th</sup> LZ Flare is placed (significantly) outside of the square to denote the direction the wind is coming from. This assists the pilot's landing approach.

- **Locking Orientation of LEDs – Top LEDs Only, Side LEDs Only, Alternating Top Side LEDs (Default)**

- There is a total of 16 LEDs on the SIDE of the flare and 4 LEDs on the TOP.
  - **Side LEDs (16) – Visible LEDs (Green or Red – chosen at purchase)**
  - **Top LEDs (4) – Infrared (IR) LEDs, used with NVG (Night Vision Goggles)**
- Default State = 4 infrared TOP LEDs Flashing followed by 16 Visible SIDE LEDs Flashing and repeats.
- Steady Glow – tapping the square (*pi*) button will toggle the flare from flash mode to steady-burn mode.
- Choice of LEDs – press the round button to choose between top LEDs only; side LEDs only; or alternating top-side LEDs.

- The user can control which LEDs flash.
  - Simply TAP the circle button while the flare is operating.
    - This will send the command to all the LZ Flares to “Lock” on the 4 infrared TOP LEDs. **ONLY THE TOP 4 INFRARED LEDs WILL FLASH**
  - TAP the circle button again.
    - This will send the command to all the LZ Flares to “Lock” on the 16 Visible SIDE LEDs. **ONLY THE SIDE 16 VISIBLE LEDs WILL FLASH.**
    - **The small yellow/green LED will continue to flash whenever the 4 INFRARED TOP LEDs are flashing to let the user know that the LZ Flares are still operating (Infrared LEDs are not visible to the naked eye, thus, the user may not know if the LZ Flares are on or off).**
  - TAP the circle button again.
    - This will send a command to all the LZ Flares to return to the DEFAULT state of ALTERNATING between the 4 TOP VISIBLE LEDs and the 16 SIDE INFRARED LEDs.
- **Turning Off LZ Flares**
  - There are 2 ways to turn OFF the flares:
    - To turn OFF **ALL** the flares: Press and hold the round power button on any one flare for 3 seconds. All the flares will turn off and a red LED will flash on each flare for a few seconds.
      - Make sure to collect all the flares while they are still flashing so that you do not inadvertently leave one out in the dark field.
    - To turn OFF a **SINGLE** flare: Press and hold the square  $\pi$  (*pi*) button for 3 seconds.
      - The individual flare will turn off while all remaining flares will still be operating and flashing.

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