## **BRAKE FLASH WIRING**

#### Using GEN2 SUPER or HEAVY DUTY LED CONTROLLER

#### BACKGROUND

The BRAKE FLASH feature is only available on our GEN2 PLUS LED controller version which is an RGB only controller (RGB = 3 color channels). It's the smallest LED controller in our GEN2 LED controller series with a max capacity of 300 LEDs (see chart below of the models). When 12vdc power is applied to the yellow trigger wire, the LEDs attached to the RED LED output wire are turned on. The BLUE and GREEN diodes are turned off. It's a safety feature designed primarily for use on motorcycles. With a max capacity of 300 LEDs however the PLUS version is typically used for motorcycle and small vehicle applications such as golf carts.

If your vehicle has more than 300 LEDs mounted on it, you can't use the PLUS G2 LED Controller. It's too small. You need to upgrade to our SUPER or even HEAVY DUTY LED controllers with more capacity. Those controllers however are RGBx controllers which allow for the mixing of up to 5 different color channels vs three color channels on the PLUS version. Those RGBx controllers don't have the same brake flash feature. They have our Quick-Switch feature which is similar in functionality but requires different wiring schematic. This document shows you how to achieve the same brake flash functionality using this Quick-Switch feature.

BOOGEY LIGHTS<sup>®</sup> Gen2 LED controllers are offered in four versions: Plus (RGB only), Super (RGBxx), HD Single Zone (RGBxx) and HD Dual Zone (RGBxx). The model number appears on the back of the controller module. Overview of features, capabilities and limitations of each are in this chart.

MODEL	SKU	DESCRIPTION / KEY FEATURES	RGB LED Capacity (3 channels)	xx LED Capacity (2 channels)	Trigger Wire Controls	Output Color Wires (Black = ground. All others are 12vdc +)	Input Color Wires
BLRC-G2P-KF	PGU-RC-G2-PLUS-KF	RGB, Bluetooth, RF wireless Key Fob, Brake Flash	300 6A max, 2A*3	0	Red output wire	Black, Red, Green, Blue	12VDC+ (Red) w/blade fuse, 12VDC- (Black), Yellow Brake Flash Trigger wire
BLRC-G2S	PGU-RC-G2-SUPER	RGBxx, Bluetooth, RF wireless M7, Quick Switch	900 9A max, 3A *3	600 3A max per X channel	GREY output wire	Black, Red, Green, Blue, White, Grey	12VDC+ (Red) w/blade fuse, 12VDC- (Black), Yellow Quick Switch Trigger wire
BLRC-G2HD	PGU-RC-G2-HD	RGBxx, Bluetooth, RF wireless M7, Quick Switch, Stubby + Long Range External Antenna, Single Zone	1800 18A max, 6A*3	1200 5A max per X channel	GREY output wire	Black, Red, Green, Blue, White, Grey	12VDC+ (Red) w/blade fuse, 12VDC- (Black), Yellow Quick Switch Trigger wire
BLRC-G2DZ	PGU-RC-G2-DZ	RGBxx, Bluetooth, RF wireless M7, Quick Switch, Stubby + Long Range External Antenna, Dual Zone	3000 (1500 / zone) 15A max, 5A*3	2400 (1200 / zone) 4A max per X channel (per zone)	GREY output wire	Black, Red, Green, Blue, White, Grey (per zone)	PER ZONE: 12VDC+ (Red) w/blade fuse, 12VDC- (Black) One Yellow Quick Switch trigger input wire that triggers both zones.

### WIRING QUICK-SWITCH to MIMICK BRAKE FLASH FUNCTIONALITY

If you have a GEN2 SUPER or HEAVY DUTY LED CONTROLLER and want to mimick the Brake Flash functionality to automatically turn on just the RED diodes when you press your vehicle's brake lever/pedal (or any other switch), you will need to wire both the WHITE and GREY output wires to the RED led output as shown in the diagram below.

# WIRING BRAKE FLASH ON GEN2 SUPER OR HD CONTROLLER

If you have a GEN2 SUPER or HEAVY DUTY LED Controller and you want to use the brake flash feature to light up just the RED diodes when the brakes on your vehicle (eg. motorcycle) are applied, you'll need to also wire both the WHITE and GREY wires to the RED diodes of the RGB LED strip. That way when the vellow trigger wire detects 12vdc power input from the vehicle's brake light circuit, the controller will turn on just the RED diodes. See diagram below. If you aren't using the brake flash feature, be sure to cap the White and Grey output wires.



\* If you aren't using the brake flash feature, CAP (seal) both the White and Grey wires.