



ILS-03 QUICKSTART

PLEASE NOTE: The ILS03 converts the battery input voltage up to 13.4 volts on the lighting outputs. This is the perfect voltage for operating AR Brand of lights at super bright lighting effects for daylight flying.
IF YOU USE NON AR BRAND LIGHT THEN YOU MUST PUT A LIMITING RESISTOR IN SERIES WITH THE LIGHT.

Step 1 – Battery Connection

Connect a 3 Cell LiPo or 3 cell lron battery to the Power Input. We recommend to put a switch in between the battery and the ILS-01 module to isolate the battery for storage.

Power supplied to the ILS03 can be from 2S 6 volts up to 3S 12volts. This allows you to use your electric retracts or receiver battery to power the ILS03. The ILS03 covers the battery voltage up to 13.4 volts for super bright lights.



Step 2 – Light ON/OFF Control signal

Connect a channel assigned to a 3 stage switch on the transmitter to the "LIGHTS" input on the ILS-03. This channel controls remote switching ON/OFF from the transmitter.

The ILS-03 comes factory programmed to work out of the box as follows:
 1) Transmitter Switch Position 1 = All Lights OFF
 2) Transmitter Switch Position 2 = Strobes, Nav and Aux ON
 3) Transmitter Switch Position 3 = Strobes, Nav, Landing Aux ON

NOTE: THE ILS-01 comes factory programmed to work with most transmitters straight out of the box. If you need to adjust the switch trigger positions please see How to program Function A* on page 4

HINT: Before programming try connecting to a stick channel and then move the stick to see the lights switch ON/OFF. Once you have lights turning ON/OFF then move to a switch channel and adjust the channel in the transmitter to get the desired result.

HINT: You might need to reverse the channel on the transmitter to get the desired result.



3 stage lighting switch channel. Please note the servo input orientation

Step 3 - Optional Guns or Afterburner Control Signal

For the optional Dual Guns effect or Turbine Afterburner ring or Engine flame lights on Propeller models. Connect a Y lead to the receiver throttle channel and connect one of the "Y" lead outputs to the LIS-01 "Throttle" input. Alternatively and for more flexibility (channel reverse etc.) connect the ILS-01 "THROTTLE" input to a spare receiver channel and mix from the transmitters throttle channel to the spare receiver channel.

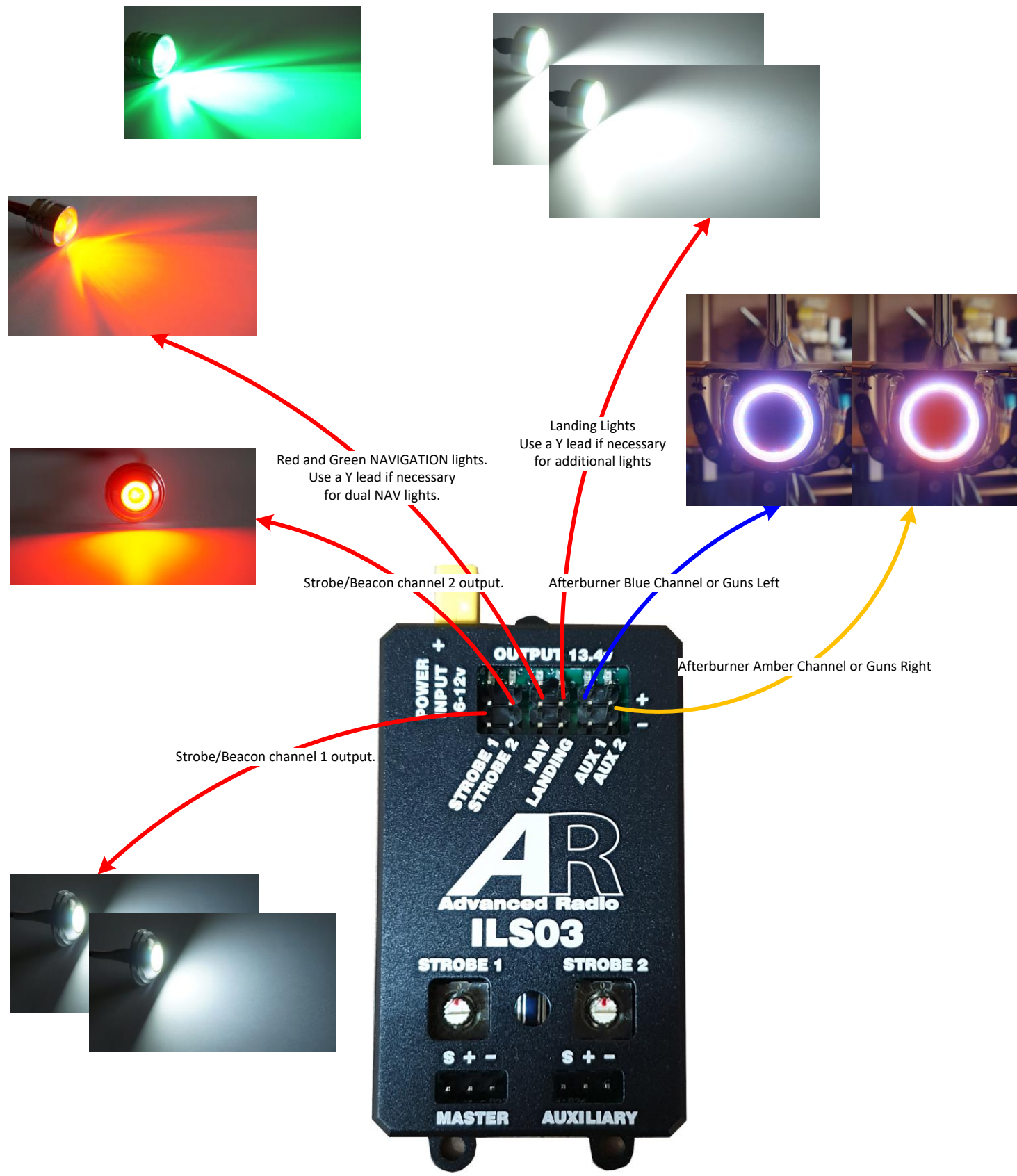


Depending on desired effect i.e. guns or Afterburner. Connect Auxiliary to the TX "GUNS" or "THROTTLE" control channel.



Step 7 – Connecting Lights to the output channels

The Fun Part!



Step 4 - Strobe 1 Pattern Select

Select the desired strobe pattern for Strobe 1/Beacon1 by rotating the Strobe 1 16 position dial.

PLEASE NOTE: Only the first 9 positions on Strobe 1 will select a strobe pattern. (please see the strobe pattern chart on page 4). The remaining 6 positions (A, B, C and F) are command programming positions and have no effect on strobe patterns.

Strobe/Beacon channel 1 lighting output connectors

Strobe/Beacon channel 1 lighting pattern selector



Step 5 - Strobe 2 Pattern Select

Select the desired strobe pattern for Strobe 2/Beacon2 by rotating the Strobe 2 16 position dial.

PLEASE NOTE: All 16 positions on Strobe 2 will select a strobe pattern. (please see the strobe pattern chart on page 4).

Strobe/Beacon channel 2 lighting output connectors

Strobe/Beacon channel 2 lighting pattern selector



Step 6 – Optional Navigation Pattern Select

The NAVIGATION lights channel comes standard without any pattern (NAV lights constant on). The ILS-03 has a special feature where you can apply any of the Strobe 2 patterns to the NAV output channel.

If you wish to apply a pattern to the NAV lights:

1) Rotate Strobe 2 16 position selector to the desired pattern. During this function the pattern on strobe 2 will change to indicate the selected pattern.

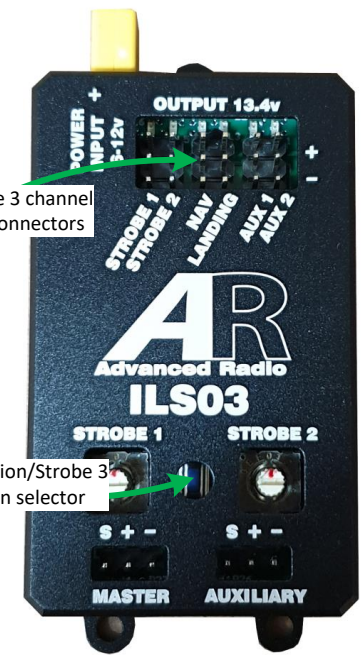
2) Rotate Strobe 1 switch to position "C" and then press the "SELECT" button. This will copy the Strobe 2 pattern into the NAVIGATION Channel. You will see the same pattern on Strobe 2 and the NAVIGATION channel.

3) After setting the NAVIGATION pattern we simply rotate the Strobe 1 and Strobe 2 dials back to their original patterns.

PLEASE NOTE: All 16 positions on Strobe 2 will select a strobe pattern. (please see the strobe pattern chart on page 4).

Navigation/Strobe 3 channel lighting output connectors

Optional Navigation/Strobe 3 lighting pattern selector



Switch Position	Switch 1/Strobe 1 Function	Switch 2/Strobe 2 Function	Navigation (after copy to Nav)
0	Short Flash	Short Flash	Short Flash
1	Long Flash	Short Flash Opposite Phase	Short Flash Opposite Phase
2	Double Short Flash	Long Flash	Long Flash
3	Double Long Flash	Long Flash Opposite Phase	Long Flash Opposite Phase
4	Short Short Long Flash	Double Short Flash	Double Short Flash
5	Long Long Short Flash	Double Short Flash Opp Phase	Double Short Flash Opp Phase
6	Short Long Short Flash	Double Long Flash	Double Long Flash
7	Long Short Long Flash	Double Long Flash Opp Phase	Double Long Flash Opp Phase
8	Rotating Beacon	Short Long Short Flash	Short Long Short Flash
9	Double Rotating Beacon	Long Short Long Flash	Long Short Long Flash
A	Learn Nav Switch Position	Short Short Long Flash	Short Short Long Flash
B	Learn Landing On Position	Long Long Short Flash	Long Long Short Flash
C	Copy Strobe To Nav	Rotating Beacon	Rotating Beacon
D	Learn Guns/Throttle On position	Rotating Beacon Opp Phase	Rotating Beacon Opp Phase
E	Swap Guns to Afterburn effect	Solid on	Solid on
F	Factory Reset	Beacon Flash	Beacon Flash

FACTORY RESET (Function F*)
 1) Rotate the ILS-01 Strobe 1 dial to position F.
 2) Press the ILS-01 "SELECT" button to store the setting.

LEARN LANDING LIGHT SWITCH ON POSITION (Function B*)
 1) Rotate the ILS-01 Strobe 1 dial to position B.
 2) Set the transmitter 3 position switch to position 2 i.e. (Landing Lights ON).
 3) Press the ILS-01 "SELECT" button to store the setting.

LEARN LIGHT SWITCH ON POSITION (Function A*)
 1) Rotate the ILS-01 Strobe 1 dial to position A.
 2) Set the transmitter 3 position switch to position 2 i.e. (Lights ON).
 3) Press the ILS-01 "SELECT" button to store the setting.