SoundOff Signal ®
Smart Design.

GHOST® Dual Multi-Mount Light
ASSEMBLY INSTRUCTIONS
EGHDT1(xx) (Black), EGHDT1(xx)W (White)

3900 Central Parkway
Hudsonville, MI 49426
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office 616.896.7100
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WARNING: Warning devices are strictly regulated and governed by Federal, State and Municipal ordinances. These devices shall be used ONLY on approved vehicles. It is the sole responsibility of the user of these devices to ensure compliance.

NOTE: It is not recommended to hard wire the Ghost Light in Slave Mode for Steady Burn and flash the light with an external flasher or controller.

WIRE CONNECTIONS

See setup procedure on second page.
The single GHOST comes equipped with an internal flasher with 33 user selectable patterns that can be synchronized either alternating or simultaneous with up to three other lights.
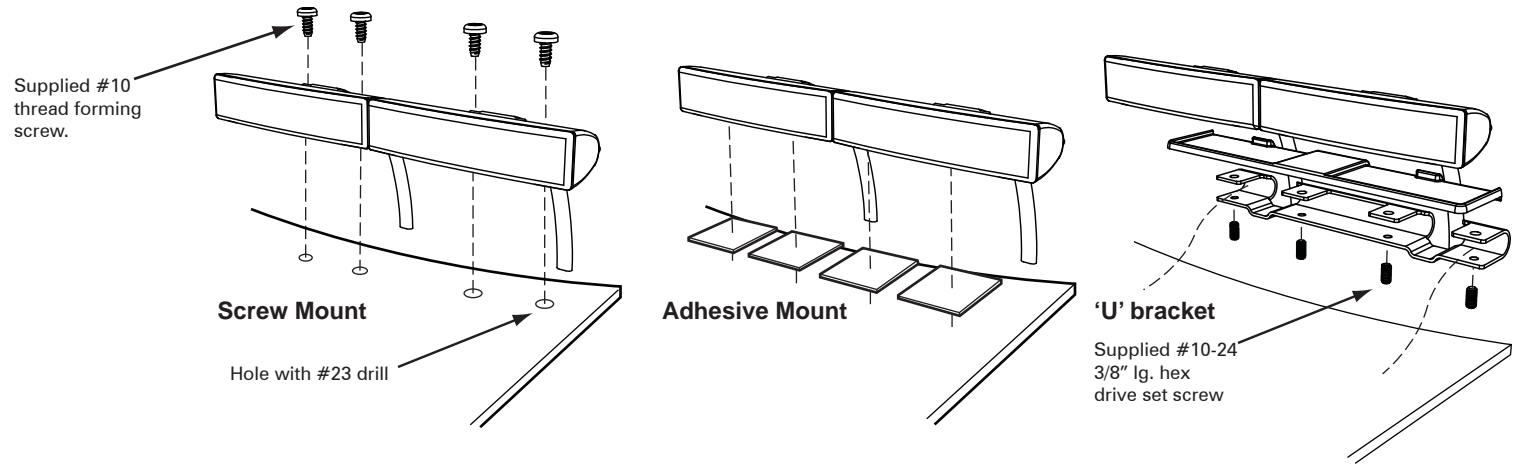
1. Connect the GHOST BLACK wire to a good, convenient ground.
2. Connect the GHOST RED wire to one side of a user supplied on/off switch. Connect the other side of the switch, through a 5Amp fuse, to a source of +10-30Vdc.

NOTE:
The GHOST is a factory sealed unit that CANNOT be serviced in the field. Any attempt to gain access to the GHOST unit will most likely cause permanent damage and void its warranty.

⚠ WARNING

This product contains high intensity LED devices. To prevent eye damage, DO NOT stare into light beam at close range.

Supplied #10 thread forming screw.

Screw Mount

Hole with #23 drill

Adhesive Mount

'U' bracket

Supplied #10-24 3/8" lg. hex drive set screw

1. **Screw Mount**
   Establish a position on the vehicle. Use the mounting slots as a template to mark hole locations. Drill a hole using a #27 drill bit. The Torx screws provided are self-tapping.

   Loosen the two #10 TORX screws on the back of each housing to adjust the angle of the GHOST. After adjustment, tighten the TORX screws.

2. **Adhesive Mount**
   To obtain optimum adhesion, the bonding surfaces must be well unified, clean and dry. Peel one side of each adhesive mounting patch provided. Apply each rectangular patch to the bottom of the GHOST housing. Positon the GHOST on the vehicle and mark 2 edges of the location using tape. Peel the remaining paper from the adhesive patch and carefully position the light using the tape template. Press down on housing firmly to insure good adhesive contact. **Important:** Apply carefully; adjustment is not possible after the adhesive bonds.   Ultimate strength of adhesive is achieved after 24 hours.

   Loosen the two #10 TORX screws on the back of each housing to adjust the angle of the GHOST. After adjustment, tighten the TORX screws

3. **New 'U' bracket for mounting on hood or trunk edge.**
   Open the hood or trunk that will be the attachment surface. Place the rubber pad provided on the surface, insuring that the lower lip is on the edge of the sheet metal. Fit the 'U' bracket to the back of the GHOST light base, nesting the bracket holes with the pins on thelight base. Slide the assembly onto the rubber pad. Tighten the four set screws.

   Loosen the two #10 TORX screws on the back of each housing to adjust the angle of the GHOST. After adjustment, tighten the TORX screws.

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TECHNICAL SPECIFICATIONS	
Overall Dimensions:	8.0"(x2)x0.88"x1.75"
Flash Patterns:	33
Input Voltage:	10-30Vdc
Current Consumption:	0.75 Amps/module*
Light Sync Technology:	Yes
Operating Temperature:	-20º to +65º C

*Pattern Dependent

1 SINGLE LIGHT
Follow the ID selection steps and set the GHOST to the following ID:
- Alternating *(default)*: ID#1 or ID#3. *(inludes cycle patterns and steady burn pattern*s)
- Simultaneous: ID#2 or ID#4. *(both lights will flash together regardless of pattern)*

2 SINGLE LIGHTS
Follow the ID selection steps and set the GHOST to the following ID:
IMPORTANT**: Make sure both lights flash the same pattern!
- Both assemblies simultaneous with individual lights alternating.
    - Example: Driver/Passenger *sim*; Dr.(left *alt* right) Pass.(left *alt* right)
    - Set both GHOST Assemblies to **ID#1**
- Both assys. alternating with individual lights alternating.
    - EX: Dr./Pass. alt; Dr.(left. *alt.* right.) Pass.(right *alt.* left)
    - Set one GHOST to **ID#1** and the other to **ID#3**
- Both assys. alternating with individual lights simultaneous
    - EX: Dr./Pass. alt; Dr.(left *sim* left) Pass.(right *sim* right)
    - Set one GHOST to **ID#2** and the other to **ID#4**
- Both assys. simultaneous with individual lights simultaneous.
    - EX: Dr./Dr. *sim;* Dr.(left *sim* left) Pass.(right *sim* right)
    - Set both Ghost housings to **ID#2**

X-PATTERN - To obtain X-Patterns, follow the ID SELECTION steps and set one of the four GHOST lights to ID#1, one to ID#2, one to ID#3, and one to ID#4. Then proceed to the PATTERN SELECTION steps.

NOTE: Be sure to mount each GHOST in the correct placement based on ID#.

PATTERN SELECTION
1. Disconnect WHITE wire from any connections if applicable.
2. Turn GHOST ON.
3. Momentarily touching and removing the WHITE wire(s) to ground will advance the GHOST to the next flash pattern. Touching and removing the White wire for more than a few seconds will allow you to change the GHOST to the previous pattern. See flash pattern table. Continuing to touch and remove the WHITE wire(s) to ground will allow you to scroll through the pattern list. After pattern #33 is reached the list will start over again at pattern #1.

X-Pattern Sequence
ID#1 > ID#4 > ID#2 > ID#3

X-Pattern Light Head Placement

ID#4	ID#2
ID#3	ID#1

NOTE: The GHOST is equipped with flash pattern memory. Once you have selected a pattern the GHOST will always activate to that pattern every time the unit is turned on. Tape up and secure WHITE wire so that it will not accidentally change your selected pattern.

Ghost Sync Configuration Instructions
IMPORTANT! A MAXIMUM OF 2 DUAL LIGHTS CAN BE SYNCED TOGETHER
1. Set ID#
   a. Identify which pattern and sequence you want and look up ID# settings at left.
   b. Connections
      i. RED: +10-30Vdc
      ii. WHT: +10-30Vdc (Note: you will need to disconnect after power is applied)
      iii. BLK: Ground
   c. Apply power to unit
   d. Without disconnecting power from unit, disconnect WHT wire
   e. Momentarily connect WHT to Ground to change ID #
      i. Identify ID# by number of sequential flashes
      ii. Possible ID#s: 1 – 4
   f. Disconnect power from unit to get out of ID mode.
2. Set Pattern
   a. Reapply power to units.
   b. Once all Light Head ID#s are configured, make sure all lights are flashing the same pattern.
   c. Connect corresponding solored wires of all units together: RED to RED, etc.
   d. Change Pattern
      i. Momentarily connect WHT wires to Ground
      ii. Observe pattern change on all lights connected
   e. Insulate all wires by taping with electrical tape
3. Connect Master Switch for Application
   a. **IMPORTANT!** Ensure WHT Pattern/Sync Wires are tied together

PATTERN RESET
1. Remove power
2. Place WHITE (sync) wire to ground
3. With sync wire grounded, re-power RED wire
4. Maintain for one second (light will dim)
5. Remove power and ground (pattern 1 set)

SLAVE MODE
GHOST does not support Slave Mode.

FLASH PATTERNS for
GHOST L.E.D. DECK, GRILLE LIGHT (EGHDT1(xx))

#	Pattern Name	1 Light	Alternating 2 Lights	Simultaneous 2 Lights	X-Pattern 4 Lights	Flashes/ Minute
1	Quint	X	X	X		70
2	Warp	X	X	X		350
3	Inter-Cycle Flash	X	X			
4	Double Flash	X	X	X		70
5	Quad Flash	X	X	X		80
6	Power Pulse	X	X	X		180
7	Road Runner	X	X	X		113
8	Q-Switch	X	X			
9	Road Runner Steady Burn	X	X			113
10	Quad Steady Burn	X	X			80
11	E-Ideal Single Flash	X	X	X		200
12	E-Ideal Double Flash	X	X	X		146
13	Quad2 Flash	X	X	X		67
14	Double2 Flash	X	X	X		95
15	X-Warp				X	
16	X-Double				X	
17	PowerRunner	X	X	X		
18	LCR Quint	X	X	X		
19	Warp³	X	X	X		
20	Ultra Warp	X	X	X		545
21	Thunder and Lightning	X	X			
22	LiteSpeed	X	X	X		85
23	SuperSonic	X	X	X		170
24	LCR LiteSpeed	X	X	X		
25	Super Sonic Ultra	X	X	X		
26	Tempo Shift	X	X	X		
27	TempoShift Warp	X	X	X		67
28	SBE²	X	X	X		200
29	C²	X	X	X		176
30	U²	X	X	X		
31	UltraGlow	X	X	X		
32	Cyclone	X	X	X		
33	Chameleon	X	X	X		