

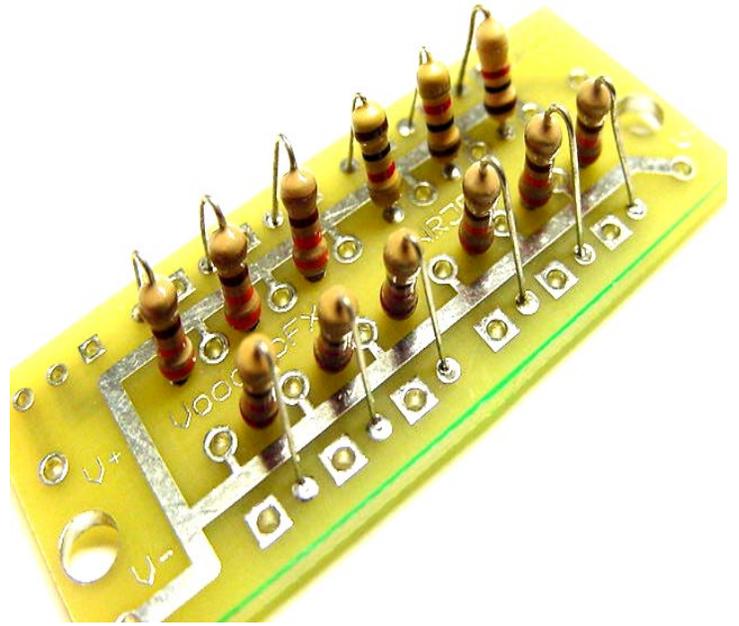
VooDooFx

3312 Hoover St. Redwood City, CA 94063
www.voodoofx.com
650-568-3400

22" Eagle Lighting Kit



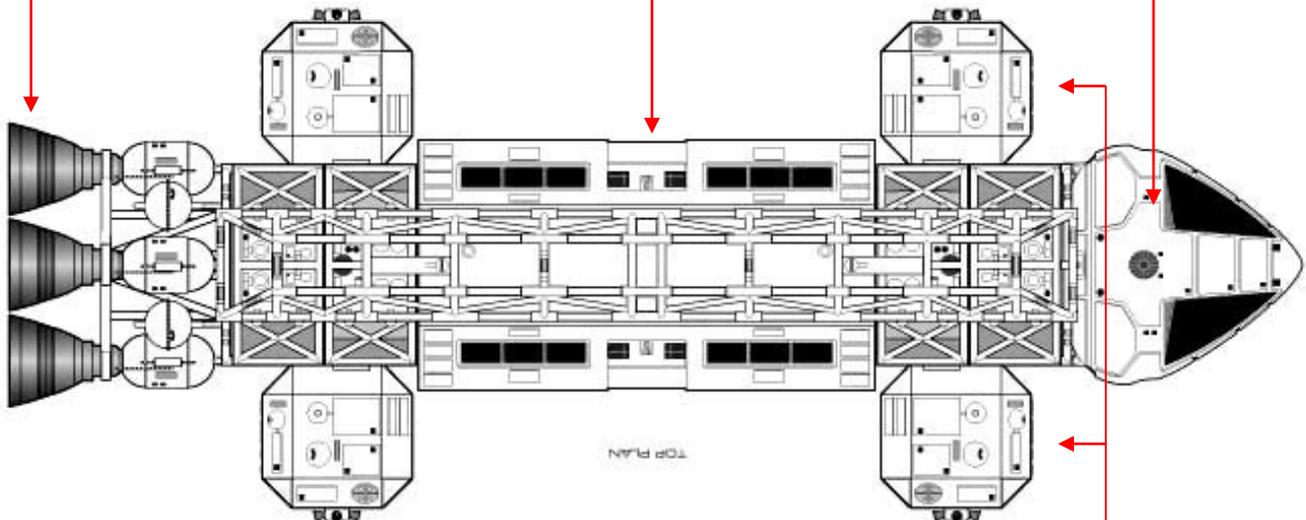
IMAGE COPYRIGHT VOODOFX 2016



Main engine area X-4
Use 4.8mm white
Use 220 ohm resistor on circuit board
Wire length cut to fit

Main interior area X-4
Use 4.8 mm white
Use 220 ohm resistor on circuit board
Wire length cut to fit

Main cockpit area X-2
Use 4.8mm yellow
Use 220 ohm resistor on circuit board
Wire length cut to fit



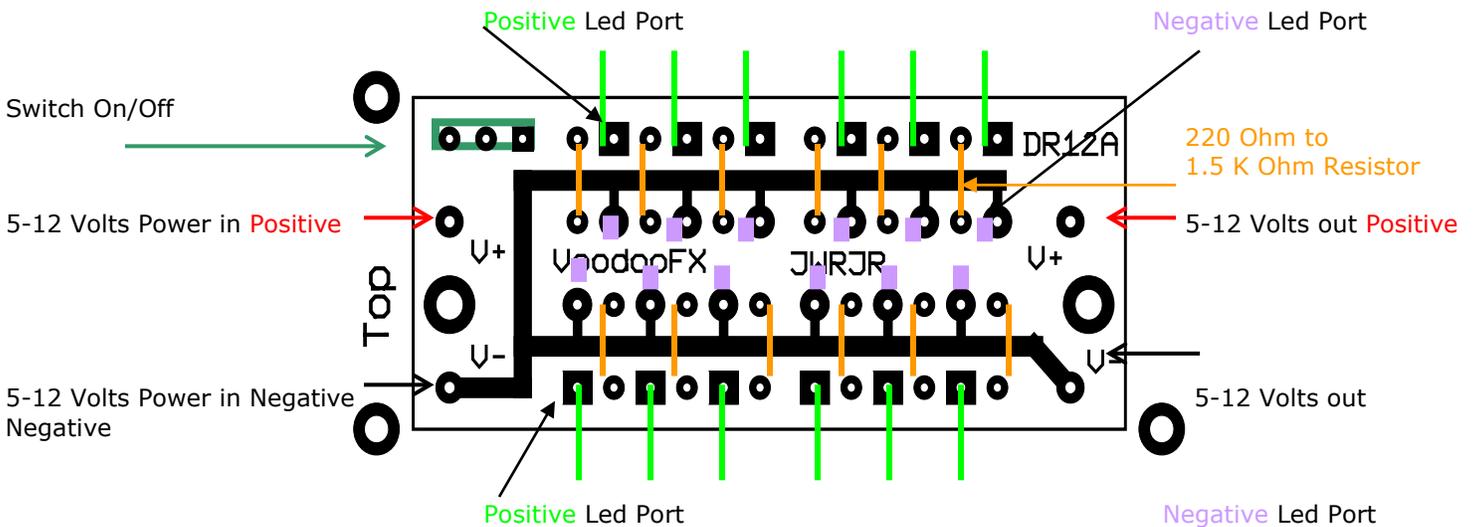
Main flood light area X-2
Use 3.0 mm white
Use 220 ohm resistor on circuit board
Wire length cut to fit

(General Information About Lighting Models)

First start by figuring out what areas you would like to light and study the circuit board diagrams. Since there are many different ways to place the lighting you will need to pick and choose the areas that work the best for you. In any area that you are trying to light, you should be aware of a few basic guidelines to follow. 1-Pick Placement Area 2- Pre Test Lighting Effect 3- Light Block Where Needed. You will need a few tools to hook up the electronics, low watt 25-30 watt soldering iron with a pin needle tip, .032 rosin core solder, small wire strippers, small side cutters, lighter, hot glue, metal tape, wire ties. If using this for a model or prop pick the location for the power source and on/off switch, figure out what area or zones you will be lighting, pre build 1 led and pick the effects port you want, test the light effect in the zone. You might need to use diffusion material to flatten the affect; this helps take away any hot spots from the leds. If you want to add more on lighting you can go direct to the power source and use in line resistor technique, look at the diagram. After finding that perfect spot for the led you will need to mount it in place, Hot Glue in small amounts makes a great bond to most surfaces, a small hand made type bracket or holder is also another sound mounting system. After all the leds are in their locations test the circuit for operation, make any adjustment at this time, mount circuit board and power source in a accessible area that can be serviced. In all areas where you place electronic parts it is a good practice to not close off areas permanently. Clean up any loose wiring and run the electronics, if the model or prop is not being used for extended periods of time, remove batteries or unplug power source.

(Circuit Board Diagram)

(12 Port Driver Board)



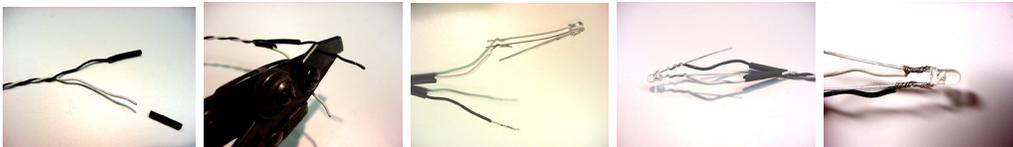
(General Circuit Board Information)

Studying Circuit Board Diagram-1, the main 9-volt power pads are marked as V- V+. The box high lighted indicates led posts 1-12 for the led lighting effects. Pay attention to the positive and negative sides of the pads, (SQUARE PAD IS +) (CIRCLE PAD IS-) The area marked SW stands for switch or remote on /off switch, pre wire the switch and mount in desired area when project is completed.

For bright led effects use : 220 Ohm Resistor (For Dimmer led effects use : 1.5K Ohm Resistor)

(How to Make a Wired Led)

- 1- Separate the two wires. Pick what color will be positive+ and what color will be negative-.
- (Example) Lighter color is positive+, darker color is negative-. This will apply to any color, you make the choice.
- 2- Slide on two pieces of shrink tubing 1/8 - 1/4 "long, Slide past area where wire coating will be stripped off.
- 3- Strip back the protected coating and expose the bare wire, 1/8 - 1/4 " is about enough to wrap around the led leads. Twist bare wire together until it is a tight, stray wire or fray will get in your way later, the tighter the better.
- 4- Wrap wire around led leads and slide forward to led base. Solder and cut off excess leads.
- 5- Slide shrink tubing over soldered wire and led, heat shrink tubing to finish process.



(Instructions Ver1)

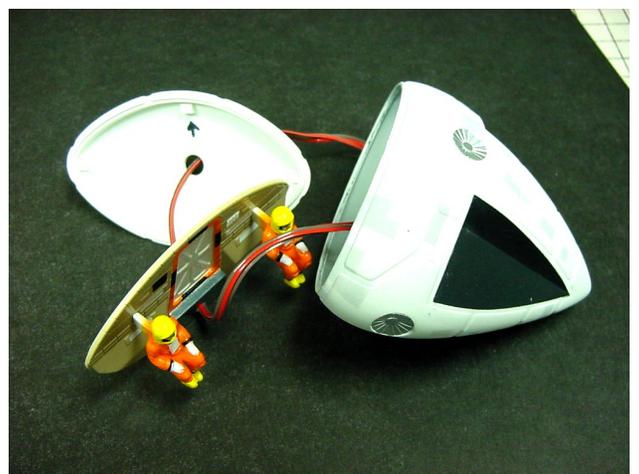
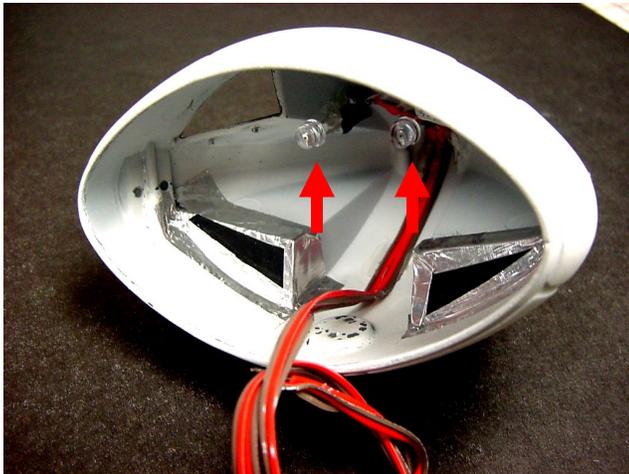
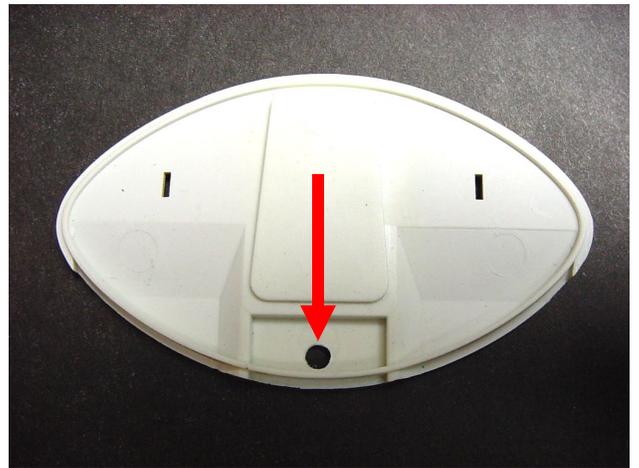
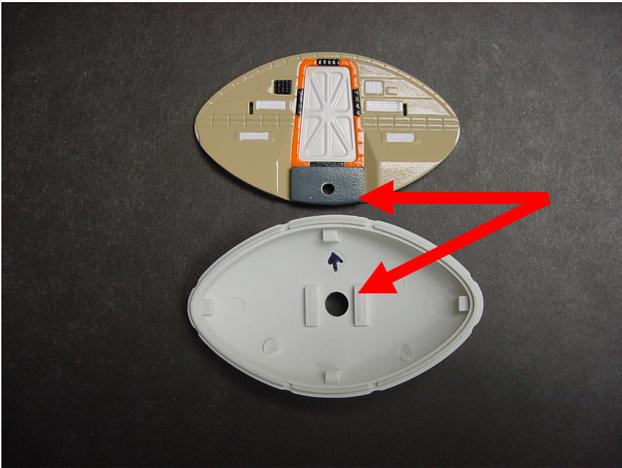
Reviewing all diagrams, start by figuring out what areas you would like to light on the model. Study the photos and circuit board diagrams provided. It is best to solder the pre threaded resistor that is on the board. Hook up the "on/off switch" to complete the circuit. Temp hook up the power positive & negative with the 9 volt snap provided in the kit, slide the led into port 1. Attach 9 volt battery and see if the led lights up (you might need to jiggle it around in the ports to make good contact). If the led lights up, go ahead and populate all the resistors on the circuit board & make sure not to bridge the solder across the other ports.

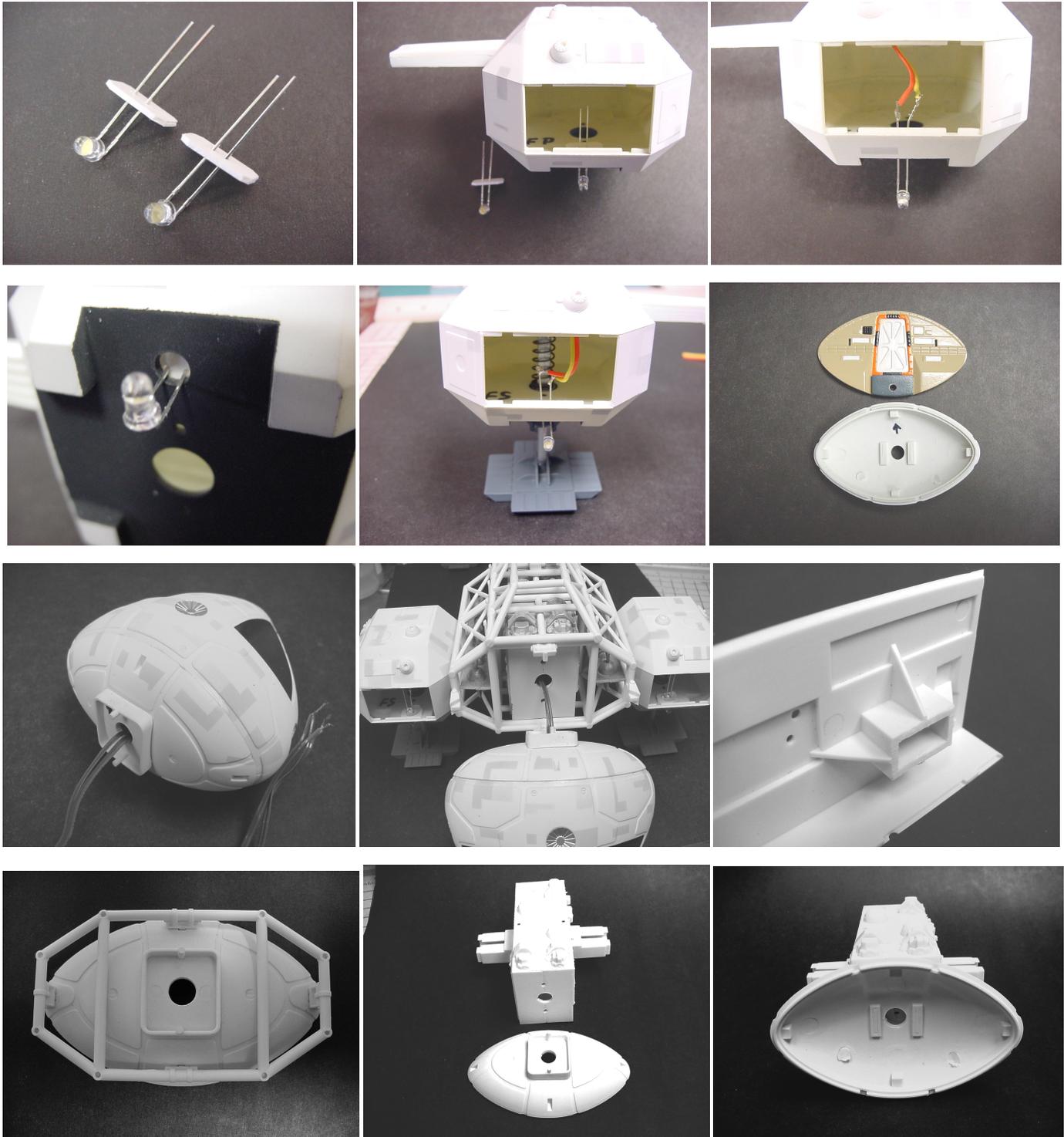
LIGHTING COCKPIT: First off you will need to drill out a hole large enough to run 4 wires through the main interior back wall. (I put the hole in the center of the step up block as low as possible to bottom of the wall). You will all so need to drill out the mounting box that the main head attaches to, this will access the main forward motor box. This is also a good place to mount the circuit board. After you have built up the two yellow 4.8 mm leds on wire, make sure there is enough wire to run out the back of the motor box. Both leds should be facing towards the pilots, the leds are best mounted under the main viewing windows, (SEE PHOTOS)

FLOOD LIGHTS: The two main front leg pods will require some modification. The two main strut arms provide a perfect chase for the wires to pass through. You will need to grind off the end's of the strut support to get the wire into the motor box. Drill a small hole in the bottom center landing gear base plate, the holes can be small but have enough room for a 3mm led. After you have made these modifications, pre wire the leds. (Note) Make sure to solder the wire at the end of the led leads (this will give enough "drop down room" to mount your led in your desired location. Its better to pre bend the led at a 90 degree angle before wiring, you might also want to cut a small tab holder to support the led in the hole before for drop it in. (SEE PHOTOS)

PASSENGER POD LIGHTS: There are many way's to light this area. If you are installing a interior kit or scratch building one, there are ways to back light the computer & closet walls. Prefabricate two of the 4.8mm white leds on wire and start testing what looks the best for your interior. This also might make a good hiding place for a 9 volt battery & or on/off switch. (SEE PHOTOS)

ENGINE LIGHTS: There are 4 main engine nozzles that can be lit if desired. If you are lighting the engines you will need to drill out the main tanks for the wires to run through. The fuel tank piping is to small to fit a wire in it, so its best to drill a small hole in the back of the main tank where its not seen. There is 4 main engine holding tabs that have two small holes in the parts. This is where you will pre thread the led through the part. After fitting all the main leds for the engine, route the wire to the main circuit board and solder in place the 4 engine lights.





Please Do Not Contact Distributor

If you are having problems call VoodooFX.
 Phone 650-568-3400 M/F 8-5 pm P.S.T
 Email fxshop@yahoo.com

VoodooFX is not responsible for improper installation. There are no refunds on electrical parts or components. All sales are final. Batteries not included.

WARNING: To guard against injury, basic safety precautions should be observed, including the following: 1. Read and follow ALL safety warnings, instructions and notices. 2. Do not use equipment for other than its intended purpose. 3. Do not alter design or construction. 4. **DANGER:** To prevent the risk of severe or fatal electrical shock. Always disconnect power before performing any maintenance. 5. Do not operate if power cord or plug is damaged. 6. Electrical power supplied MUST match power requirements listed. 7. **CAUTION:** Do not operate without proper electrical ground.

Disclaimer Warranty the materials products are provided "as is" without warranties of any kind either expressed or implied. To the fullest extent possible pursuant to the applicable law, VoodooFX disclaim all warranties, expressed or implied, including, but not limited to implied warranties of merchantability, fitness for a particular purpose, non-infringement or their violation of rights. VoodooFX do not warrant or make any representations regarding the use, validity, accuracy, or reliability of, or the results of the use of, or otherwise respecting, the materials. **Limitations of Liability** Under no circumstances, including, but not limited to, negligence, shall VFX be liable for any direct, indirect, special, incidental or consequential damages, including, but not limited to, loss of data or profit, arising out of the use, or the inability to use, the materials on this site, even if VoodooFX LLC authorized representative has been advised of the possibility of such damages. If your use of the product results in the need for servicing, repair or correction of equipment or data, you assume any costs thereof. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusion may not apply to you.