

Installation Instructions & Use Recommendations

FMS Accessories – 4X Emergency Light Front Side

These instructions must be read carefully and thoroughly **before** beginning work. FMS Solutions, LLC accepts no liability for damage caused by failure to observe the installation instructions or use recommendations.

Installation of this accessory does not change the factory specified load limits for the motorcycle.



Remove the waterproof plug cover.

Using a hook, pull the cable and socket housing connector out.



The emergency light is a different model, smaller, to fit the space available.

An adapter plate is provided to cover the larger hole from the cable connector. **The hole pattern of the emergency light does not match the hole dimples in the fairing panel.**

Insert the pin housing through the square hole and plug it into the socket housing from the motorcycle. Feed the cable and combined plug (socket and pin housing) through the hole, aiming for the rear of the chamber (there is more room).



Hold the light and plate up against the top of the surface and screw into the plastic housing - forward side first. Ensure it is level, then screw the rear side through. Use a hand driver to check the torque. Remember these are self-tapping screws into plastic – don't get carried away. These have a low torque ... just snug.

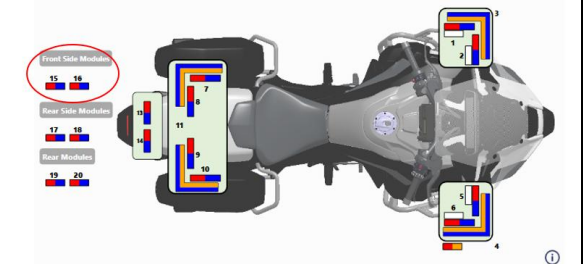
Then as above, using the FMS software, detect the lights, assign them positions #15 & #16. Verify color for position and you are set.



Note that unlike the lights on the K52 series, the KA3 emergency lights are “smart” lights. They are all on one of 4 parallel circuit loops, with power, ground and LIN com wires. They don't know where they are until you “detect” the light (identify the light) and then “assign” them a position (tell them where they are). The assigned position will tell them how to act, such as a left rear duplex light for example. When assigning lights, the actual light retains the position assignment. The config file retains the color choice, based on the assigned position. All optional light positions have a pre-assigned color as noted on the diagram below. When you assign a light to #19 for example, the light will flash Red. If you had assigned it to position #20, it would flash blue.

The 4x lights can only be programmed to positions 15 & 16, regardless of where they are located.

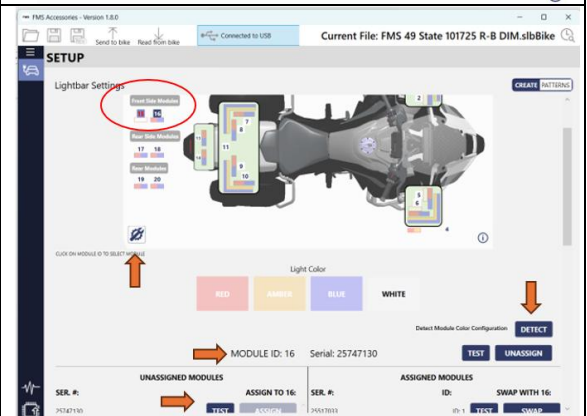
As with all supplementary lights, these must be detected and then assigned to positions 15 & 16.



When new lights are added, they will be in the Unassigned Modules listing.

Press Detect, then press the wrench icon. A listing of assigned and unassigned lights will appear. Make sure to **Page Down** to see the list of Unassigned and Assigned light heads.

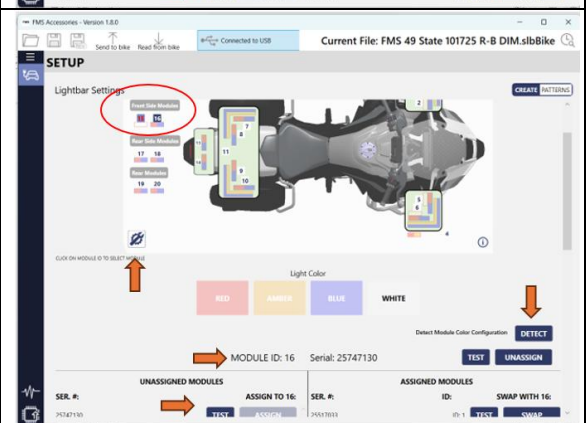
Press Test to verify which light you are working with, then you can assign it to a position.



Click on the position number (in the case at right - #16). You could then click Assign from the list on the left side of the screen. Once you do that, it appears at the top as Module 16. You can Test it again to ensure you have captured the correct module. If not, click Unassign and return it to the Unassigned Modules column.

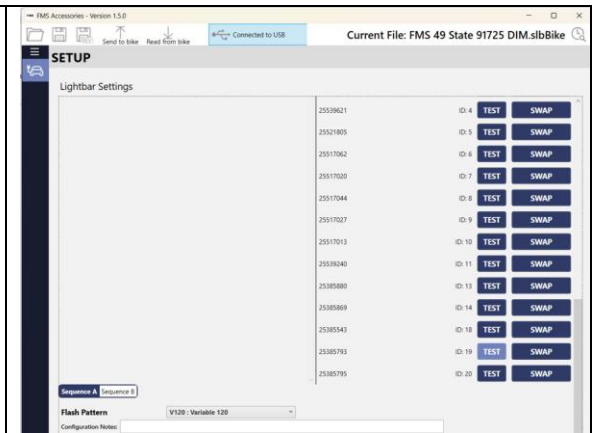
Repeat this process with each light in the unassigned list until all additional lights are assigned.

On rare occasions, the assigned lights from the stock light set are not assigned correctly. Test them and reassign them if needed.



From the Assigned Module list at right, you can click Test for each one to verify if that module is in-fact assigned to the correct location.

If you find an error, you can click on the position you wish to assign, the click Swap with the light that you Test revealed should have been in the position. That will swap their positions. Otherwise, just Unassign them and Reassign them to the correct position.



Feedback: Thank you for your purchase and we welcome your feedback as we too want to make every accessory exceed your expectations. Report any comments, suggestions, problems or concerns to FMS Solutions, LLC at info@fmsaccessories.com.

FMS Solutions, LLC Limited Warranty

FMS Solutions, LLC warrants to the first retail purchaser of new FMS Accessory products, to be free from defects in materials or workmanship, for a period of three (3) years from the original date of purchase as noted on the FMS Solutions, LLC invoice or original dealer invoice, except for paint and powder-coated finishes, which are warranted for the first 12 months only. LED lights from Fenix, Inc., Code 3, Inc. and Littlite are covered for 5 years by their manufacturer's respective warranties – processed through FMS Solutions, LLC.

This warranty extends only to the FMS accessory and does not include: damage caused by accidents or abuse; incorrect installation; labor to diagnose, remove, repair or replace; any consequential damage or loss of use. Any FMS Accessory suspected of being defective should be returned to FMS Solutions, LLC along with a copy of proof of purchase and warranty request form available on the FMS website. FMS Solutions, LLC will determine if the FMS accessory has a warrantable defect, and if so, will repair or replace the item and return it to the sender without charge. The decision to repair or replace said item is solely the prerogative of FMS Solutions, LLC.

Note: Police motors can operate in a very rough environment since police motors are a "tool". They can be dropped, knocked-over, etc. without concern as the officer has a job to do and determines what is necessary at any given moment. Warranty is for defects in materials or workmanship. Therefore, the ability of an item to become broken or damaged does not mean it is warranty ... it just means it is broken or damaged and in need of repair or replacement. No manufacturer warrants their products to be indestructible. Any questions should be directed to info@fmsaccessories.com.