

FCC Statement

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception (which can be determined by turning the equipment off and on) the user is encouraged to try to correct the interference by one or more of the following measures;

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

IMPORTANT:

- Remove batteries if left unused for long periods.
- Do NOT use different types of batteries at the same time.
- Do NOT mix alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- Only recommended batteries are to be used.
- Alkaline batteries are recommended for best use.
- Do NOT use new and old batteries at the same time.
- Do NOT attempt to re-charge non-rechargeable batteries.
- Rechargeable batteries are only to be charged under adult supervision.
- Be sure to install batteries with the polarities aligned correctly.
- When batteries are exhausted, remove them to prevent damage or danger.
- Do NOT attempt to short circuit the terminals.
- Do NOT dispose of in a fire as batteries may explode or leak.

Remote Control Puck light**Instructions**

MODEL: 39154

KEEP INSTRUCTIONS FOR FUTURE REFERENCE

READ CAREFULLY BEFORE FIRST USE**HOW TO INSTALL BATTERIES ON THE WIRELESS REMOTE CONTROL**

1. Locate the battery compartment on the back of the remote.
2. Place one 12V batteries inside, making sure the polarities are properly matched. Match "+" and "-" symbols that are on the battery ends to the marks inside the battery compartment.
3. Replace and close the cover.

HOW TO INSTALL BATTERIES ON WHEREVER LITE

1. Locate the battery compartment on the bottom of the light. Turn the cover counter-clockwise and remove.
2. Place 3 "AA" batteries inside, making sure the polarities are properly matched. Match "+" and "-" symbols that are on the battery ends to the marks inside the battery compartment.
3. Replace cover and turn clockwise to close.

HOW TO USE THE LIGHT

1. You can operate the Puck Light either by switching the remote to the "On" position, OR you can simply press the center of the Puck Light.
2. To use dim the light, simply press and hold the "On" position on the remote.
3. To turn light off, either switch the remote to the "Off" position, OR press the center of the light.

HOW TO USE THE REMOTE CONTROL

1. ON: ON with white Light
2. OFF: turns puck OFF
3. AUTO: color change mode - blending colors
4. White: turns puck to White LED
5. -: Dimmer light level
6. +: Brighter light level
7. R: a) turn Puck ON with red light when OFF or in White LED mode
b) if in Blue/Green LED mode - makes puck a little more red when tapped.
c) if hold for 5 seconds - auto goes to Red LED mode

8. G: Same as "R" but for green color
9. B: Same as "R" but for blue color
10. SET: a) When a color is chosen and SET is pressed, remembers that color and will revert to that color whenever tapped in the future.
b) If SET is held for 5 seconds, erases memory of current SET color. Will be able to SET a new color on next tap of button.
15/30/45/60 = Countdown function timer for 15/30/45/60 minutes. Puck will keep current Light Color ON for timeout chosen. When timeout function is chosen, the Puck will flash OFF/ON once to signify the program has been accepted.