



eternaLight™

RAVE'N

party light

The new, fun, cool flashlight for the 21st century!

- Up to 500 hours or more of CONTINUOUS light from regular AA batteries!
- 4 solid state lights provide reliable service for up to 100,000 hours!
- Glow-in-the-dark keypad!
- Multiple colors combine for almost white light!
- Visible over 2 miles!
- Microprocessor-controlled Flashlight features:
 - On/Dimable power settings
 - Games
 - Special effects
 - Flasher
 - Strobe
- Really BRIGHT!

**IMPORTANT!
READ ME FIRST!!!**

Made in Reno, Nevada U.S.A.

Operations and Maintenance Manual

(betcha never heard of a flashlight coming with one of these before...)

Version 1.0

Designed and built by
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eternaLight Rave'n Operations:

eternaLight Rave'n was inspired by the "Rave" dance style which is often enhanced with personal lighting effects. Take the Rave'n Dancing with you!

Your eternaLight Rave'n has 11 basic modes of operation. They are: On/Dim, Dice, DragRace, StopLight, Cops, Flasher, Strobe, Blaster, Sequence, Chase and UFO. There are three subsurface buttons under the membrane on the front which are the Power button (Z), Function button f(x) and Adjust button (...) as indicated below in Figure 1. To activate a button, simply press (don't use fingernail) on the membrane in the vicinity indicated by the open oval.

Note: The Rave'n keypad will Glow in the dark! Exposing it to light before darkness or in the presence of "Black light" will cause it illuminate by itself.

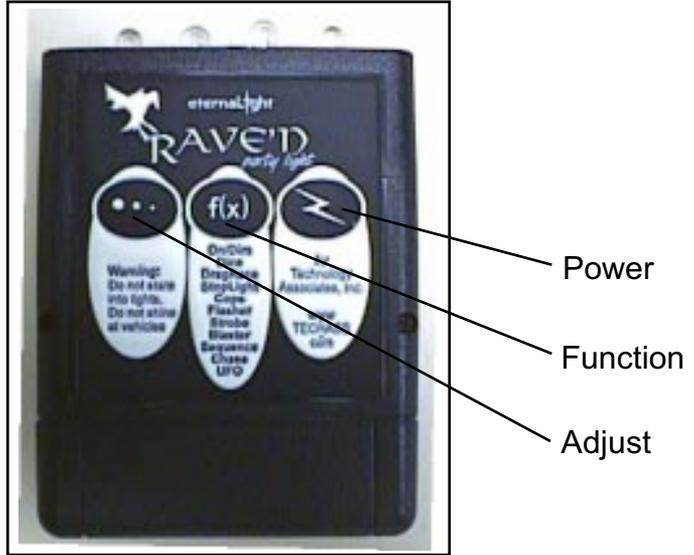


Figure 1

When you first press the Power button, the flashlight turns on with full power in "On/Dim" mode. From here, you can press the Function button to cycle through the modes. Each time you press the Function button, you will see the lights sequence indicating that the unit will change modes when you release the Function button.

On/Dim (long life mode): When first powered on, Rave'n will light up with full power. While in this mode, pressing the:

-**Power** button will turn the unit Off.

-**Function** button will place the unit in the Dice mode.

-**Adjust** button will dim the light output one step each time the button is pressed. There are 9 different power settings. When the unit is in its dimmest setting, pressing the button again will cycle it back to the most powerful setting again. Below is a table which approximates the life expectancy from each power level. This table assumes the use of new alkaline batteries and that the unit is left on in the setting indicated until power is considered unusable. Your battery life will vary per your use.

Setting	% of power	Expected Hours
PowerOn	100	8.5
1	57	50
2	18	200
3	13	250
4	10	350
5	8	450
6	7	500
7	6	600*
8	5	700*

**TA prefers to underrate its products to provide the consumer with above expected performance. The Rave'n is advertised as providing "up to 500 hours or more" of light.*

NOTE! In daylight, the "strobing effect" of the lower power settings may appear to obvious and not usable. This is NOT true! This timing is set for the way your eyes function in the darkness. Judging your eternaLight's effectiveness in light conditions will not give you a proper idea of how well it functions in dark.

Dice: Dice is a game mode, it simulates a random device like dice or a random chance wheel - pick a color! Upon entering this mode, the unit will sequence the lights, while in this mode, pressing the:

- Power** button will turn the unit Off.
- Function** button will place the unit in the DragRace mode.
- Adjust** button will cause the lights to sequence faster. This is the "spinning effect", when the button is released, the sequence rate will gradually slow until one light stays lit - the effect of "stopping" on that light. Pressing the Adjust button again will "Spin" the sequence again.

DragRace: DragRace is a game mode which simulates a starting "tree" of a drag race. When activated, by pressing the Adjust button, it automatically goes through the red, yellow, green sequence by flashing red 3 times, then 1 yellow and stopping on green at approx 1/2 second intervals - ready-set-go! Upon entering this mode, the unit will light just the Red lamp. While in this mode, pressing the:

- Power** button will turn the unit Off.
- Function** button will place the unit in the StopLight mode.
- Adjust** button will start the sequence when released.

StopLight: StopLight is a game mode which can be used to play games like RedLight/GreenLight or other traffic signal type games - STOP, GO, SLOWDOWN! Upon entering this mode, the green light will illuminate by itself. While in this mode, pressing the:

- Power** button will turn the unit Off.
- Function** button will place the unit in the Cops mode.
- Adjust** button will cycle the light from Green, to Yellow, to Red and back to Green, every time it is pressed.

Cops: Cops is a game/effects mode used to simulate police style lighting. It bursts three red blinks then three blue blinks repeatedly - shine on a friends window and shout "YOUR SURROUNDED, COME OUT WITH YOUR HANDS UP!" WARNING! DO NOT USE THIS MODE NEAR TRAFFIC OR IN ANY MANNER WHICH CONSTRUES TO IMMITATE OPERATING LAW ENFORCEMENT VEHICLES.

Upon entering this mode, the unit will flash each bulb in a police-style pattern. While in this mode, pressing the:

- Power** button will turn the unit Off.
- Function** button will place the unit in the Flasher mode.
- Adjust** button has no effect.

Flasher: Flasher is a utility/effects modewhich can be used for emergency signaling, warning or effects (dancing).

Upon entering this mode, the unit will flash all four lights simultaneously. While in this mode, pressing the:

- Power** button will turn the unit off.
- Function** button will place the unit in the Strobe mode.
- Adjust** button will change the flashing rate. Pressing again at the slowest flashing rate will cycle around to the fastest flash rate.

Strobe: Strobe mode is a utility/effects mode for producing interesting patterns when in motion or for producing a "stop action" effect on a repetitiously moving object like a fan or wheel. Upon entering this mode, all four lamps will flash rapidly. While in this mode, pressing the:

- Power** button will turn the unit off.
- Function** button will place the unit in the Blaster mode.
- Adjust** button will change the flashing rate. Pressing again at the slowest flashing rate will cycle around to the fastest flash rate.

Blaster: Blaster is a game/effect mode which rapidly sequences the lights in a very subdued power but will come on full power and stay full power on command. While in this mode, pressing the:

- Power** button will turn the unit off.
- Function** button will place the unit in the Sequence mode.
- Adjust** button will fire all four lights simultaneously until released.

Sequence: Sequence is an effects mode which simply sequences the lights at an adjustable rate. While in this mode, pressing the:

- Power** button will turn the unit off.
- Function** button will place the unit in the Chase mode.
- Adjust** button will slow the sequencing rate. Pressing at its slowest will cycle back to its fastest.

Chase: Chase is an effects mode which simply produces a light-chaser effect at an adjustable rate. While in this mode, pressing the:

- Power** button will turn the unit off.
- Function** button will place the unit in the Chase mode.
- Adjust** button will slow the chasing rate. Pressing at its slowest will cycle back to its fastest.

U.F.O.: U.F.O. is an effects mode which gradually brightens and dims the light repeatedly producing an "eerie" effect.

While in this mode, pressing the:

- Power** button will turn the unit off.
- Function** button will place the unit in the On/Dim mode.
- Adjust** button has no effect.

Replacing batteries & maintenance:

When eternaLight does FINALLY need new batteries, it may not operate properly. The first indication that the batteries are getting weak is that the blue and green lamps glow much dimmer than the yellow and red lamps. To replace the batteries:

1. On the side with the keypad, remove the two screws with a smallpoint phillips screwdriver.
2. Holding eternaLight in your left hand with the keypad against your palm and the lights facing away from you, apply a slight pressure to the top side with your right hand and slide the topside toward you about 1/16" and lift off.
3. When the top is removed, note the polarity (+ and - orientation) of the batteries and carefully remove them. NOTE: the battery contacts are extra thin and delicate. Be careful to not bend or tear them.
4. Place the new batteries in with the same polarity. The unit will turn on when the batteries are placed in it. Don't worry, you can turn it off after you reassemble the unit.
5. Holding the unit in the same fashion as when you removed the top cover in step 2, set the top cover back on, slightly set back, then slide it forward.
6. Keeping a slight pressure on both sides of the case, turn the unit over and install the screws removed in step 1.

If eternaLight ever becomes more than DAMP on the outside for whatever reason, remove the batteries and allow the unit to air dry for 24 hours. Carefully rub a pencil eraser against the battery contacts at the point where the batteries touch to remove any corrosion.



WARNING! Installing the batteries incorrectly can permanently damage your light.

CAUTION! Lamps are powerful enough to cause damage to the human eye. DO NOT STARE directly into lights for more than a few seconds.

NOTE! It is normal for the intensity to vary from lamp to lamp slightly. This is NO indication of failure or malfunction.

Lifetime Limited Warranty:

Technology Associates, Inc. warrants this product to be free from defective material and workmanship for as long as you originally own the product. Technology Associates, Inc. agrees to repair, replace or otherwise exchange for comparable value, at its sole discretion, a defective unit if returned to Technology Associates, Inc. with proof of purchase. Technology Associates, Inc. is not responsible for shipping damage or loss. Units to be returned should be packed carefully.

This warranty does not extend to any units which have been subject to misuse, neglect, accident, incorrect maintenance, or alteration or repair by anyone other than Technology Associates, Inc. This warranty does not cover any incidental or consequential damages and is in lieu of all other warranties expressed or implied and no representative or person is authorized to assume for us any other liability in connection with the sale of this product.