

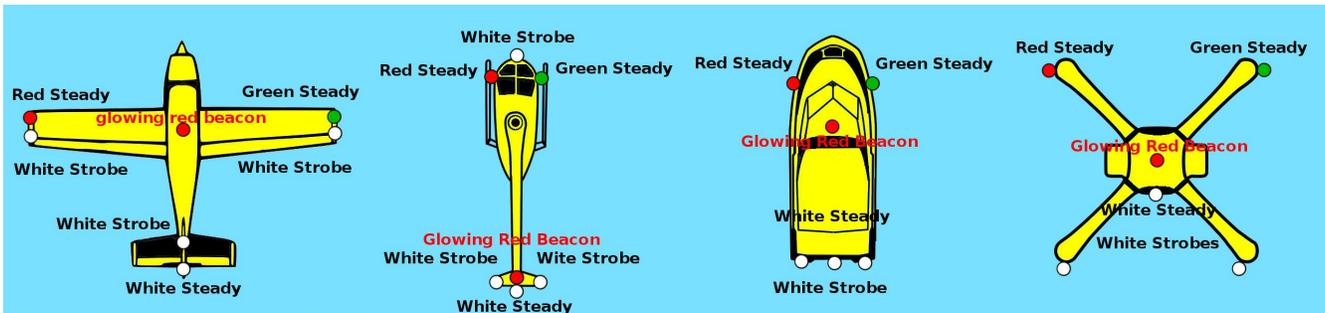
XcomLabs RCNL Rev B

High Power Super Bright LED Navigation Lighting System revision B for R/C Model Airplane, Helicopter, Boat or Multicopter

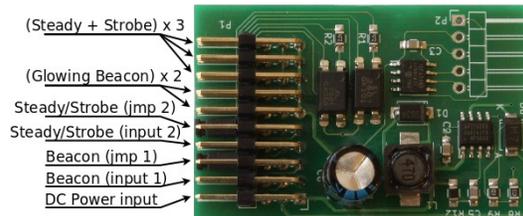
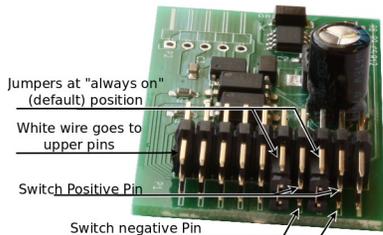
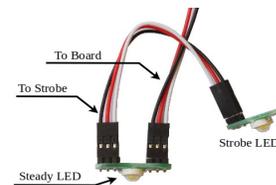
User's Manual

- Input voltage: DC 7-28v (2-6S LIPO).
- LEDs: 3x white strobe, 2x red beacon, 1x red steady, 1x green steady, 1x white steady.
- Cables: 5 x 50cm(Steady + Beacon), 3 x 10cm(Strobes), 1 x 20cm
- Glowing Beacons and Steady/Strobe lights can be controlled by on-board switches or RC Transmitter.
- Weight: 59g (board:15g + LEDs and wires 44g).
- Board size: 50.4x32.5mm.
- <http://xcomlabs.com>

This is one of possible LED displacements. Steady lights should be red on left side and green on right side – so vehicle approaching from the right will see green light and another will see red light. Additionally White steady should stay at rear.



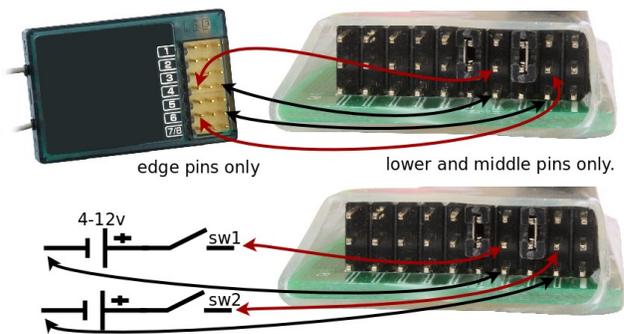
Glowing Beacons connect directly to the board to pins marked “beacon”. Strobes connect to Steady LEDs and Steady LEDs connect to the board at pins “wing” and “tail”. Steady + Strobe lights and Glowing Beacon lights can operate either in “always on” mode (run once board is powered) or can be controlled by external switch/RC Transmitter. Two jumpers define operational mode.



In this example: Steady + Strobe lights are controlled by TX channel 4. Glowing Beacons are controlled by TX channel 6. Digital inputs are optically isolated ensuring safe integration with external equipment.

Both jumpers are in “UP” position meaning that both Steady + Strobe lights and Glowing Beacons are controlled by external switch or transmitter.

Steady + Strobe lights are controlled by switch sw1. Glowing Beacons are controlled by switch sw2.



Disclaimer: This manual and the product itself are made with good faith. We remind you that RC vehicle is not a toy and potentially can lead to damage and injury, all precautions should be taken carefully. Our product intends to bring great look to your RC vehicle. However wrong usage can potentially damage your vehicle so it's at your own risk. XcomLabs LLC will not be liable for any losses and/or damages in connection with usage of our product.