

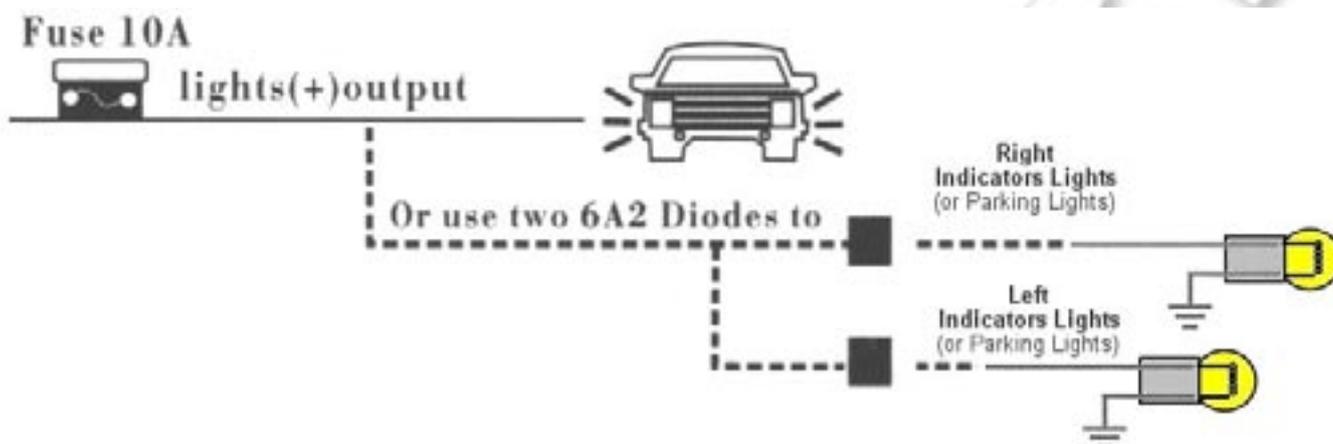
## Hazard Light Output / Indicators Light / Parking Lights

### Hazar Light Output

Alarm systems have a hazard light output that is used to flash the hazard lights when the vehicle is armed or disarmed, the doors are locked and unlocked with the remote, when the alarm is triggered.

Connecting the hazard light output is not necessary, but recommended. The (+) hazard light wires are often found at the fuse box or in the kick panel.

Some alarms have a single output from the alarm and a separate splitter with diodes is used to split the output in two..



Turning signal control:

- 1- Find/Determine both wires that carry +12 volt when having the turning light switched on.
- 2- Connect the turning light wire (from the main unit) with either the right side turning light, or the left side turning light.

Note: Most vehicles manufactured in Germany have cable colours as follows: (black/white - turning signal left side black/green - turning signal right side)



## WINDOWS ROLL-UP

### Windows Rollup: Total Or Comfort Closure

With regard to the windows rollup, this only if your car supports it, not all car can use this function. this is a Negative(-) pulse from our kit (OR Positive(+) on some kits), Please check the Circuit Diagram of your RKE.

### Total Or Comfort Closure

Total closure is the facility provided on some vehicles whereby holding the ignition key in the drivers door in the locked position will close the windows automatically.

When using our kits (with windows rollup option) on cars with total closure a window closure interface is not required.

For vehicles that have a separate negative(-) trigger wire for the total closure you can connect the total closure output (windows rollup) from our unit to this wire; only, if the output from our unit is Negative(-) output.

For other vehicles the lock pulse should be extended by wiring the central locking via a relay to provide the Positive trigger. (Incase the output from our unit is Positive(+) then connect direct to this wire without relay).