




# GeneRay X1™

*U-Power™, LED and microprocessor technologies create an awesome flashlight!*

**GeneRay X1's outstanding features include:**

- Earth-friendly human power source that never needs a battery change. NO MORE DEAD BATTERIES!
- Microprocessor control provides an abundance of lighting and emergency functions.
- Three super bright and long life LED lamps never need replacing.
- Both white and red LEDs gives the right color light for a broad range of uses.
- Cranking for only 30 seconds can provide over 30 minutes light.

To power up your GeneRay X1, flip the crank handle open 180 degrees (opposite it's closed position). Crank the unit steadily 120 times at a rate of two revolutions per second.

This should take roughly 1 minute. The unit should NOT be turned on during this time. If it is, stop and turn it off. Charging the unit longer than 1 minute will result in proportionally longer run times. However, DO NOT charge the unit for more than 30 minutes at one time, otherwise, battery damage could result. Once charged, the unit will not need charging again for up to 6 hours, unless it is used. The GeneRay X1 possesses a microprocessor which provides multiple lighting power levels and useful flashing functions. When turned off, the light is always in Mode 1, described below. To access the other modes, press and hold the button for two seconds which will enter the timer mode. From the timer mode, pressing the button briefly will advance to each of the remaining 13 operating modes in the sequence below:

**Mode -1 (power off mode): Signal/Flash**

When off, pressing the button will turn on just the white LEDs. Releasing the button will turn them back off. Holding the button down for more than 2 seconds will cause the unit to enter the Timer mode.

**Mode-2: Power on timer**

100% brightness white LEDs glow, red LED blinks. Left white LED shuts off after 5 minutes. Right white LED shuts off 5 minutes later. Red LED continues to blink another 5 minutes then unit shuts off. Unit must be charged for over 3 minutes for enough power to complete this process.

**Pressing the button briefly will advance to the next mode. Holding the button down for ½ second will turn it off. This works for each subsequent mode.**

**Mode-3: Full power**

Stays on with 100% of available power to the two white LEDs. \*Operates over 2 minutes after a 1 minute charge.

**Mode-4: Medium power**

30% brightness, both white LEDs glow. \*Operates over 6 minutes after a 1 minute charge.

**Mode-5, 6: Low power**

5% brightness, only one white LED glows. Left LED (mode 5), right LED (mode 6). \*Operates over 1 hour after a 1 minute charge.

**Mode-7: Night vision Dim**

5% brightness, only red LED glows. \*Operates over 50 minutes after a 1 minute charge.

**Mode-8: Night vision**

100% brightness, only red LED glows. \*Operates over 4 minutes after a 1 minute charge.

**Mode-9: Night Beacon**

White LEDs flash alternatively left and right for long-life locator use. \*Operates over 4 hours after a 1 minute charge.

**Mode-10: White flasher**

White LED's brightly flash together for high visibility up to 1.5 miles away. \*Operates over 1 hour after a 1 minute charge.

**Mode-11: Red Flasher**

Red LED flashes brightly for high visibility. \*Operates over 80 minutes after a 1 minute charge.

**Mode-12: R/W Flasher**

Red and white LEDs flash alternatively for high visibility. \*Operates 20 minutes after a 1 minute charge.

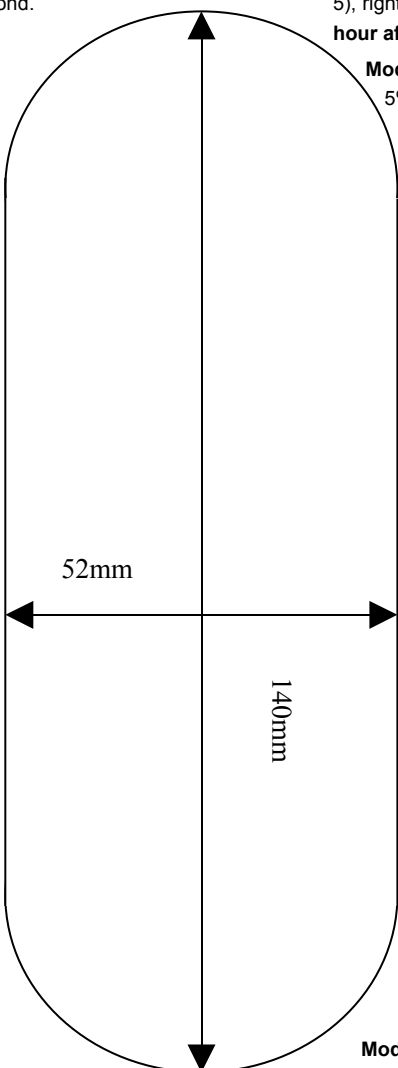
**Mode-13: Power Check**

Whites and red on full power. Whites and red bright, good power. Whites dim, red bright, charge again for more power.

**Mode-14: S.O.S.**

White LEDs flash in the morse code pattern for S.O.S. (international emergency distress call). Pressing the button again from this mode will shut the unit off. \*Operates over 15 minutes after a 30 second charge.

*\*These are only estimates, your performance may vary. For longer charge periods, the resulting run times can be approximated by multiplying the appropriate run times above by the number of minutes charged.*



270mm

**CAUTION!** Lamps are bright enough to cause damage to the human eye. Do not stare directly into lights for a prolonged period.