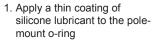


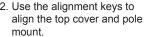
we put solar to work™

POLE MOUNT



Install the Pole Mount





Attach the mount to the top cover using the provided 6 screws. Do not over tighten!



Alignment Keys

Up to 6 bird deterrents can be installed:

- bird deterrents can be installed: 1. Insert a mounting screw through the bird deterrent
- 2. Install the screw. Do not over tighten!
- 3. Bend bird deterrent as needed

To install the lantern:

- If required, insert the reducing sleeve into the pole mount. Note that it aligns only one way.
- 2. Slide the lantern and sleeve over the pole; press down to ensure lantern is well seated.
- 3. Secure with the provided 3 screws; if required, drill 1/8 9/64 in. [3.2 3.6 mm] pilot holes and then install the screws.



INTRODUCTION

The OL2A Solar Hazard Marker is:

- Self-contained and solar-powered
- Easy-to-install and low-maintenance with a long-life LED
- Available in red, green, white, yellow and blue
- Easy-to-maintain with replaceable AA NiMH batteries



2-Hole Flange Pole Mount Mount

Nominal range of a lantern depends on its effective intensity and environmental conditions. For details on how to calculate range, see www.carmanah.com.

APPLICATIONS

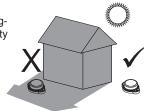
The OL2A is suitable for ground marking, way finding, perimeter marking and other applications where a hazard marking light is required.



INSTALLATION

Year-round, unrestricted solar exposure is critical to longterm performance. Shade dramatically reduces the ability of the light to charge its battery.

The OL2A has changeable mounts. Ensure either the 2-hole flange mount or pole mount is attached before lantern installation.



OPERATION

In daylight, the solar panel charges the battery using the Energy Management System (EMS). The capacity of the battery ensures that even with poor levels of sunlight over an extended period, the lantern has enough reserve power to continue to perform reliably. Stored battery energy then powers the LED during the night.

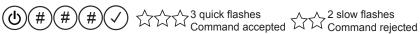
The change from night-to-day or day-to-night is called a transition. To avoid false transitions and ensure stable operation, the transition time is 2 minutes. For example, 2 minutes of dark is needed for the lantern to switch to night operation.

PROGRAMMING

The OL2A is configured using the IR programmer. The lantern's mating IR receiver is on an energy-saving sleep cycle.

Press and hold (b) for 2 seconds to awaken the IR receiver and begin communication with the lantern:

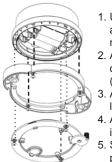
The lantern is now ready to accept programming. Note that the lantern will quickly flash after every key it receives. All programming codes follow the same sequence:



The number symbol # represents 0 - 9. Commands can be rejected if they are unsupported, contain an incorrect key sequence, or have an effective intensity too high for the programmed flash code.

2-HOLE FLANGE MOUNT

To attach the 2-hole flange mount



 Use the alignment keys to align the top cover and flange mount. Press together.

Attach the mount to the top cover using the provided 3 screws (---). Do not over tighten!

Apply a thin coat of silicone
 lubricant to the bottom cover o-ring.
 Align the bottom cover and press

into the top cover. It only fits one way.

Secure the bottom cover with the provided 3 screws (......). Do not over tighten!

Up to 4 bird deterrents can be installed:

- 1. Insert the provided screw through the bird deterrent
- 2. Drive the screw into one of the 4 small holes on the top of the mount. Do not over tighten!
- 3. Bend the bird deterrent as required.



Fix in place with 2x bolts, studs & nuts, nails or screws. Recommended bolt size is 1/4-20 UNC or M6.



SETTING THE FLASH

To set the flash pattern, enter its flash code using the IR programmer. Flash codes are listed in a table at the end of this document.

Example: Enter (也)





for quick flash Q 1s 0.3, (flash code 129)

SETTING THE INTENSITY

The OL2A is programmed using Effective Intensity. Effective Intensity is the brightness of a flashing light as perceived by the human eye (as opposed to Peak Intensity which is the actual intensity of a light during a flash). Effective Intensity is calcluated using the following equation:

Effective Intensity (cd) = $\frac{\text{Peak intensity (cd)}}{0.2 \text{ (sec)} + \text{Fig.}}$

Peak Intensity (cd) x Flash Duration (sec)

0.2 (sec) + Flash Duration (sec)

The OL2A makes this calculation automatically based on your programmed flash code and Effective Intensity selected. Note that for a fixed/steady-burning light (code 001), effective intensity equals peak intensity. The range of intensity codes are:

600 0.1 - 0.4 effective cd 601 1 effective cd 602 2 effective cd

...
6## Maximum values vary by flash code and LED colour

Waximum values vary by hash code and LLD colour







) for intensity of 5 effective cd



Product performance varies by installation location. Visit carmanah.com for details.

TURNING ON/OFF

In "on" mode, the OL2A LED turns on at night and off during the day. In "off" mode, the lantern charges in sunlight, but the LED remains off. When turned on again, the lantern activates at its last programmed settings (1 minute preview for daytime activations).



Option 1: Switched Models Set the switch to on or off position

Option 2: IR Programmer

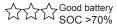
Press (b) and hold 4 seconds. The lantern LED will fade on or off to confirm your setting change.

CHECKING BATTERY STATE OF CHARGE (SOC)

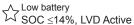
Using the IR programmer, enter:











If the battery is ≤14%, Low Voltage Disconnect (LVD) disables the LED, attempts to charge the battery to a sustainable SOC. The LED is re-enabled once SOC is >75%.

AUTOMATIC LIGHT CONTROL

During periods of sustained poor solar charging, Automatic Light Control (ALC) may decrease LED intensity based on battery SOC and recent charging trends. When solar charging returns to a sustainable level, ALC increases intensity back to the user setting. ALC may be disabled to keep the lantern at a constant intensity.

SPECIFICATIONS



Disable ALC:



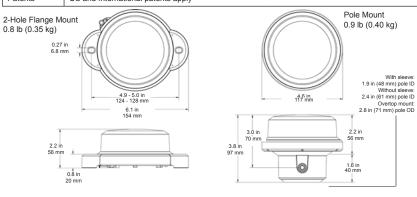






Visit www.carmanah.com for complete specifications

Temperature	-40 to 176 °F (-40 to 80 °C)	Light Source	High-power LED, >100,000 hrs lifetime				
Intensity	See Flash Code table	Flash	See Flash Code table				
Divergence	>8 ° FWHM Vertical Divergence	Chromaticity	Blue, red, white, yellow, and green				
Battery	3x AA high-temperature nickel-metal hydride (NiMH), 1.2 V nominal each. -40 to 185 °F (-40 to 85 °C) ambient	Immersion	IP68, 3 ft. (1m) for 72 hrs.; EN 60529 MIL-STD-202G immersion & damp heat cycling, MIL-STD-810G rain & salt fog				
Regulatory	RoHS Restriction of Hazardous Substances Directive 2002/95/EC (RoHS) CE EN 60945, EN 61000-6-1, EN 61000-6-2, EN 61000-6-3 FCC This device complies with Part 15 of the FCC Rules (see 15.109) ICES This Class [B] digital apparatus complies with Canadian ICES-003. Cet appareil numérique de la classe [B] est conforme à la norme NMB-003 du Canada.						
Patents	US and International patents apply						



BATTERY CHARGING

The batteries are best charged inside the lantern. The OL2A can recharge 0 V or 0% SOC batteries back to 100% SOC:

> Summer sunlight 8-12 hours Winter sunlight 18-36 hours 15-36 hours 60 W incandescent lamp

A commercial charger designed for 1.2 V AA batteries can also be used.



Do not use a battery charger with >370 mA charge rate. High charge rates will over heat the batteries and cause internal damage.



Take care when charging using a lamp. Provide air circulation or a fan so that lantern and batteries do not exceed max, temperature

BATTERY INSTALLATION

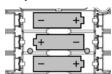
The OL2A comes with 3x AA industrial-grade, high-temperature NiMH batteries. The OL2A will only operate with all 3x batteries installed correctly. The lantern remembers its settings even when the batteries are removed.



Other rechargeable AA NiMH batteries will not void your warranty. However, shock, vibration, temperature, and optical performance may be limited.

To install batteries:

- 1. Apply a thin coat of silicone lubricant to the large sealing o-rina
- Install batteries noting their polarity
- Align top cover and assembly components; secure with the provided screws. Do not over tighten!



FLASH CODES

Maximum effective intensity varies by flash code and color. "FL" is the flash duration (sec) and "EC" is an eclipse (sec). Intensities are IALA values (10th percentile) over a 360° horizontal measurement. Flock Character Fld FC4 Fl2 FC2 Fl2 FC2 Fl4 FC4 Fl5 FC5 Duty Maximum Effective latencity (ad)

Flash Flash Chara	acter FL1	EC1	FL2	EC2	FL3	EC3	FL4	EC4	FL5	EC5	Duty		aximum E		ntensity (
Code											Cycle	White	Yellow	Green	Red	Blue
000 off	0	0									0%	0	0	0	0	0
001 F	60	0									100%	29	25	23	18	8
012 FI (2) 6s 0.5	0.5	1	0.5	4							16.7%	20	17	17	12	6
016 FI (2) 8s 0.5	0.5	1	0.5	6							12.5%	20	17	17	12	6
043 FI 1.5s 0.5	0.5	1									33.3%	20	17	17	12	6
044 FI 10s 0.5	0.5	9.5									5%	20	17	17	12	6
049 FI 2.5s 0.3	0.3	2.2									12%	17	15	14	10	5
050 FI 2.5s 0.5	0.5	2									20%	20	17	17	12	6
051 Fl 2.8s 0.3	0.3	2.5									10.7%	17	15	14	10	5
052 Fl 2s 0.2	0.2	1.8									10%	14	12	11	9	4
055 Fl 2s 0.5	0.5	1.5									25%	20	17	17	12	6
058 Fl 3s 0.3	0.3	2.7									10%	17	15	14	10	5
059 Fl 3s 0.5	0.5	2.5									16.7%	20	17	17	12	6
060 Fl 3s 0.7	0.7	2.3									23.3%	22	19	18	14	6
061 Fl 3s 1.0	1	2									33.3%	24	20	19	15	7
063 Fl 4.4s 0.4	0.4	4									9.1%	19	16	15	12	5
064 Fl 4s 0.5	0.5	3.5									12.5%	20	17	17	12	6
066 Fl 4s 1.0	1	3									25%	24	20	19	15	7
068 FI 5s 0.3	0.3	4.7									6%	17	15	14	10	5
069 FI 5s 0.5	0.5	4.5									10%	20	17	17	12	6
070 Fl 5s 1.0	1	4									20%	24	20	19	15	7
072 FI 6s 0.5	0.5	5.5									8.3%	20	17	17	12	6
078 Iso 2s	1	1									50%	24	20	19	15	7
079 Iso 4s	2	2									50%	26	22	21	16	7
098 Mo(U) 10s 0.3		0.7	0.3	0.7	0.9	7.1					15%	17	15	14	10	5
099 Mo(U) 10s 0.4		0.6	0.4	0.6	1.2	6.8					20%	19	16	15	12	5
103 Mo(U) 15s 0.7		0.5	0.7	0.5	1.9	10.7					22%	22	19	18	14	6
104 Mo(U) 15s 0.7		0.7	0.7	0.7	2.1	10.1					23.3%	22	19	18	14	6
125 Q 1.2s 0.3	0.3	0.9	0.1	0.7	2	10.1					25%	17	15	14	10	5
126 Q 1.2s 0.5	0.5	0.7									41.7%	20	17	17	12	6
129 Q 1s 0.3	0.3	0.7									30%	17	15	14	10	5
131 Q 1s 0.5	0.5	0.5									50%	20	17	17	12	6
144 Q(4) 20s 0.5	0.5	0.5	0.5	0.5	0.5	0.5	0.5	16.5			10%	20	17	17	12	6
147 Q(5) 20s 0.3	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	15.7	7.5%	17	15	14	10	5
160 VQ 0.6s 0.3	0.3	0.7	0.3	0.7	0.3	0.7	0.3	0.7	0.3	13.7	50%	17	15	14	10	5
174 Fl 4s 0.4	0.3	3.6									10%	19	16	15	12	5
178 FI (3+1) 20s 0		1.5	0.5	1.5	0.5	4.5	0.5	10.5			10%	20	17	17	12	6
179 FI (3+1) 20s 0		1.5	0.6	1.5	0.6	4.5	0.5	10.5			12%	21	18	17	13	6
209 Q 1s 0.15	0.15	0.85	0.0	1.4	0.0	7.4	0.0	10.4			15%	12	10	10	7	3
238 CST9	0.15	0.65	0.6	0.3	1.5	56.7					4.5%	21	18	17	13	6
251 Fl 3.5s 0.7	0.6	2.8	0.0	0.3	1.5	50.7					20%	22	19	18	14	6
201 F1 3.58 0.7	0.7	2.0									20%	- 22	19	10	14	0

STORAGE

Turn the lantern off to store. In switched models, set the switch to the "off" position. To turn off using the IR programmer, press and hold (b) for 4 seconds.

- If a lantern detects continuous dark for 24 hrs, it will disable the LED. Upon sensing light, it will enable the LED and continue normal operation
- Check the battery state of charge every 1 2 months and charge if required
- High-grade NiMH batteries shipped with the OL2A can be stored without any charging for up to 12 months with no battery damage

TROUBLESHOOTING

Batteries are low and LVD is active Confirm with code 810 using IR programmer. Charge lante replace batteries. Decrease eff. intensity to a sustainable le Switch is off Switch to on Night not yet detected Nearby light source is illuminating the lantern Solar panel is not charging the battery well during the day Confirm with code 810 using IR programmer. Charge lanter replace batteries. Decrease eff. intensity to a sustainable le switch to on Wait for the lantern to detect 2 min. of consistent "dark" Move away from light source, turn off unneeded light, or shanterns Under bright sunlight, enter code 815 using the IR program 1x flash= too low for charging, 2x flashes = solar panel is fit	LED is off during the	Batteries are very low and lantern cannot turn on	Charge the lantern or replace the batteries						
Night not yet detected Wait for the lantern to detect 2 min. of consistent "dark" Nearby light source is illuminating the lantern Solar panel is not charging the battery well during the day Wait for the lantern to detect 2 min. of consistent "dark" Move away from light source, turn off unneeded light, or shall lanterns Under bright sunlight, enter code 815 using the IR program 1x flash= too low for charging, 2x flashes = solar panel is fi	night		Confirm with code 810 using IR programmer. Charge lantern or replace batteries. Decrease eff. intensity to a sustainable level						
Nearby light source is illuminating the lantern Move away from light source, turn off unneeded light, or sh lanterns Solar panel is not charging the battery well during the day Under bright sunlight, enter code 815 using the IR program 1x flash= too low for charging, 2x flashes = solar panel is fi		Switch is off	Switch to on						
ing the lantern Solar panel is not charging the battery well during the day Under bright sunlight, enter code 815 using the IR program 1x flash= too low for charging, 2x flashes = solar panel is fi		Night not yet detected	Wait for the lantern to detect 2 min. of consistent "dark"						
battery well during the day 1x flash= too low for charging, 2x flashes = solar panel is fi			Move away from light source, turn off unneeded light, or shield lanterns						
			Under bright sunlight, enter code 815 using the IR programmer: 1x flash= too low for charging, 2x flashes = solar panel is fine						
to IR lantern cannot turn on	1	Batteries are very low and lantern cannot turn on	Charge the lantern or replace the batteries						
Sunlight is obscuring IR signal Move the IR programmer closer to the lantern	programmer	Sunlight is obscuring IR signal	Move the IR programmer closer to the lantern						
		Condensation	Ensure the vent on the bottom cover is not dirty or obstructed						
	inside	Seal failure	Ensure the bottom cover o-ring is dry (no water) and lubricated Ensure o-ring is not pinched and all screws are fully installed						

MAINTENANCE

Although the OL2A is maintenance-free, performance gains can be made. Clean with water and a soft sponge or cloth. A mild non-abrasive cleanser can be used for more stubborn residue. Clean more frequently during drier months as dust accumulates more quickly. Check the exterior and o-rings for cracks, missing or broken hardware.

RECYCLING

This product may contain substances that could be harmful to the environment or human health if improperly handled at the product's end of life. Check your local municipality for electronics recyclers.



The batteries are rechargeable nickel-metal hydride (NiMH). Consult your local laws for information on recycling.



This product complies with the European Union's requirements according to Directive 2002/96/EC on waste electrical and electronic equipment (WEEE).

WARRANTY

This product is covered by the Carmanah warranty. Failure to comply with the use, storage, maintenance, or installation instructions detailed in this manual could void the warranty. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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70951_OL2A_UserManual_RevB