

RGB LED Lamp with Receiver (FISHTRON WRL3) with automatic lighting after bite

Thank you for purchasing the FISHTRON WRL3 Wireless LED Fishing Lamp.
We hope that you'll be satisfied.



The lamp is not only designed for normal lighting, but thanks to the integrated receiver it can be switched on automatically after bite. Up to ten devices at a time can be stored in the lamp memory. The lamp lights-up in the bite alarm's colour not only after the bite based on the signal sent from the bite alarm, but also based on the signal sent from the FISHTRON ALF3 fishing alarm. The lamp can also be controlled remotely using the lamp button on the RX MULTI receiver or the WRL-KEY.

Technical data

- Battery: Li-Ion 5000 mAh
- Charging: 5V/700mA maximum (charging time from full discharge approximately 7 hours) via USB-C connector
- POWER BANK function – capacity 5000 mAh
- Light time: full brightness up to 14 hours, reduced brightness up to 70 hours
- LED light output: up to 550 Lm
- Number of colours: 7
- The lamp can be paired (used) with the FISHTRON Q9-RGB TX, FISHTRON CatFish TX3, FISHTRON NEON TX3 bite alarms, FISHTRON RX MULTI receiver, FISHTRON ALF3 alarm and WRL-KEY
- Number of memory positions (maximum number of devices learned at one time): 10
- Waterproof design: IP68
- Range: up to 700 metres in open space
- Dimensions: 245 x 41 x 41 mm
- Weight: 260 g

Using the lamp

There are two buttons on the lamp's sides for control. **BLUE** to turn the lamp on/off and to change the colour of the lamp. **ORANGE** to adjust brightness and enter the pairing mode.

- **Switch the lamp on** – by briefly pressing the **BLUE** button on the side of the lamp, the current charging status of the internal battery is displayed by means of red signal LEDs (4 LEDs – 100%; 3 LEDs – 75%; 2 LEDs – 50%; 1 LED – 25%; 1 LED flashing – 5%); the lamp can remember the last set colour and brightness before switching off, after switching on the lamp the internal receiver automatically turns on – the lamp has the ability to display bites from paired bite alarms or can be controlled with a key tag
- **Switch the lamp off** – by pressing and holding the **BLUE** button for 5 seconds, the high-brightness LEDs are switched off after 1 s and only the red signal LEDs light-up; after these LEDs go out, the lamp, including the internal receiver is switched off
- **Colour change** – after switching the lamp on briefly press the **BLUE** button, the lamp's colour can be set in eight steps, namely the main LEDs switched off, white, red, green, blue, orange, purple and turquoise on
- **Brightness change** – by briefly pressing the **ORANGE** button, the brightness can be adjusted in four steps: 25%, 50%, 75% and 100%

The lamp is equipped with a timer which switches off the lamp after about 30 s after the wireless switching on of the lamp, i.e., after a bite or alarm. If the lamp is switched on manually, i.e., by extending it, it stays on until it is switched off manually.

Saving the transmitter code in the lamp memory (pairing)

- Press and hold (5 s) the **ORANGE** button to enter the learning mode.
- LED 1 lights-up on the lamp LED (1st position in memory); if the LED is red, the position is empty and a new device can be saved there; if the LED is green, the position is occupied and a new device cannot be saved there
- You can step between individual positions by briefly pressing the **ORANGE** button; the lamp has 10 positions
- To save, use the device you want to pair with the lamp – press the button on the bite alarm or on the alarm or key tag.
- The lamp receiver picks up the signal and saves its code in its memory. The learning mode ends automatically after successful pairing.
- If the device code is already saved in the memory, no action will be taken.
- The new device will not be saved if the memory is full (all positions are lit-up in green) or the device with this code has already been saved.

The learning mode ends automatically after successful pairing, automatically after 1 minute if a new device does not transmit or by briefly pressing the BLUE button.

Clearing the memory

You can delete devices whereby the codes are saved in the lamp memory as follows:

- Enter the learning mode, long press of the ORANGE button
- Briefly press the ORANGE button to select the green position you want to delete
- Long press of the ORANGE button on the green position will delete this position, the position will change to red
- Now you can add a new device in the free position or turn off the learning mode by pressing the BLUE button

Behaviour of the lamp after bite, alarm and key tag control

- After a bite on a paired bite alarm, the lamp lights-up for 30 seconds with the colour of the bite alarm; the lamp can be switched off immediately by pressing the BLUE button, its brightness can even be adjusted during the bite by pressing the ORANGE button
- After an alarm on a paired FISHTRON ALF3 alarm, the lamp signals the alarm by flashing blue, red and green fast for 30 seconds or until the BLUE button is pressed; the brightness can even be set when the alarm is signalled by pressing the ORANGE button
- After pressing a paired WRL-KEY or the lamp button of an RX MULTI receiver, the lamp can be switched off or on even during a bite or alarm.

SOS signal

The WRL3 lamp contains the SOS signal function by white LEDs; this function is activated by briefly pressing the BLUE and ORANGE buttons simultaneously. During the SOS signal, the internal receiver is switched off, the lamp does not receive the signal from the signalling devices. Switching the SOS signal off is possible with a prolonged press of any button (BLUE or ORANGE). When the alarm is turned off, the receiver turns on automatically and the lamp is able to receive transmission from paired devices.

Charging, power bank function

- The charging connector is located under a waterproof cover with a thread, under the BLUE button; the lamp can be charged with any mobile charger with a 5V voltage, a power bank or car charger for charging mobile phones (5V).
- The lamp is also functional while charging
- A USB-C connector is intended for charging, voltage 5V, charging current up to 700mA, the time until the internal battery is fully charged from full discharge is about 7 hours when using a quality charger (1000mA). The charging time increases when charging from a weaker charger (500mA).
- The charging signals are indicated by red signal LEDs on the lamp's side: LED 1 flashes (less than 25%); LED 1 lights-up and LED 2 flashes (25% to 50%); LEDs 1 and 2 light-up and LED 3 flashes (50% to 75%); LEDs 1, 2, 3 light-up and LED 4 flashes (75% to 100%); all four LEDs are lit (battery is 100% charged).
- The lamp has a **power bank function with a capacity of 5000mAh** for charging mobile phones and other devices with a USB charging connector. The USB port A under the waterproof threaded cover under the BLUE button is used as the output discharge connector.
- Connect the USB charging cable to the power bank's USB output port and to the digital device you want to charge. Disconnect when charging is complete.
- The USB output port can be turned on by briefly pressing the button between the connectors or turned off with a prolonged

press (5 s) of the button between the connectors

Warning, safety

If you have the lamp at a greater distance from the transmitter, you will get the best range if you hang the lamp at a height.

Charging times and light lengths are approximate and depend on the charging status of the internal battery and the ambient temperature. Battery life is 500 to 1000 charging cycles. Only connect and charge the charger in a dry environment. Do not charge the lamp in the rain (unscrewed waterproof connector cover) and at temperatures below 0 °C or at temperatures above 40 °C. The operating and storage temperature must not exceed 50 °C. Do not leave the lamp in the car on the dashboard or behind the windows in direct sunlight during the summer months. Do not dispose of the lamp in a fire. The package includes a USB-C cable and a protective cover. At the end of its service life, remove the battery and dispose of it in accordance with the Waste Act (return the product to a collection point or hand it over to the manufacturer or retailer for disposal). Please do not remove or disassemble anything from the device, as this may result in fire or explosion. If the device has an abnormal odour during operation, charging or storage and the temperature is abnormally high (attention, normal use also generates heat and this is standard), changes colour or shape or exhibits other abnormal behaviour, it should be discontinued immediately and the dealer contacted. Please do not use chemicals or powerful cleaners on the device. The product will consume electricity.

After-warranty service

After-warranty service is performed exclusively by the Czech manufacturer FLAJZAR (address given at the end of these instructions). It is our best effort to help you solve each of your problems in the shortest possible time.

Quick email contact in case of problems: obchod@flajzar.cz.

Warranty

The warranty on the product is 36 months. The legal warranty for battery life is at least 6 months.

The warranty does not cover mechanical damage to the lamp, electrical damage to the lamp caused by charging with other than the prescribed voltage. The warranty also does not cover damage due to water penetrating the lamp or charging connector or using it contrary to these instructions. The battery is serviced and replaced by the manufacturer.

Declaration of Conformity

FLAJZAR, s.r.o. hereby declares that the device is in compliance with the basic requirements and other relevant provisions.

Recycling

Information for users on the disposal of electrical and electronic equipment. The symbol on the product packaging or in the accompanying documentation means that used electrical and electronic products must not be disposed of with other household waste. In order to dispose of the product properly, please return it to the designated collection points, where it will be accepted free of charge.



The package includes:

WRL3 lamp, waterproof textile cover, metal counterpart to neodymium magnets for better attachment, USB-C cable, string, instructions

Manufacturer and service

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You can find the complete offer of electronics for fishermen at www.flajzar.cz