

Wireless LED Fisherman's Headlamp

(HL346P)

with automatic lighting after bite

Thank you for purchasing the HL346P Wireless LED Fisherman's Headlamp.
We hope that it's to your satisfaction.

The headlamp is not just designed for normal lighting, thanks to the integrated receiver it can be switched on automatically after a bite. Up to eight devices can be stored in the headlamp memory at one time. The headlamp not only lights-up after the fish bite based on the signal sent from the bite alarm, but also based on the alarm signal sent from the FISHTRON ALF3 fishing alarm.

It's a rechargeable LED headlamp with a powerful battery, two white and two green luminous fluxes, zoom (luminous flux widening and narrowing) as well as the option of turning the Sensor on with the Hand Movement function.

The headlamp has several essential advantages - long battery life, low weight and fast charging. The battery status is indicated by the blue LEDs at the front of the headlamp.

The headlamp has a quality strap to secure it to your head. It has sufficient IP for the use of the headlamp in nature.

Technical data

- Power supply: built-in 3.7V/1800mAh LiPo battery Charging: via a USB-C cable Charging time: 3.5 hours Number of white
- LEDs: 1 Optical zoom - possibility to narrow or widen the light cone
- Number of green LEDs: 4
- Battery status indication: 5 blue LEDs on the front of the headlamp
- Luminous flux: up to 260 lm
- The headlamp can be paired with the FISHTRON NEON TX3, FISHTRON CatFish TX3, FISHTRON Q9-RGB TX, FISHTRON Q10 TX, FISHTRON e3TX bite alarms and the FISHTRON ALF3 and ALF4 fishing alarms
- Number of memory positions (maximum number of devices learned at one time): 8
- Range: up to 150 metres
- IP 66 - fully dustproof and protection against high pressure
- water jets
- Weight: 118.2g
- Size: 70 x 46 x 52mm
- Operating temperature: -10° to +50°C
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Using the headlamp

On button – it's possible to switch between 4 light modes by pressing the button within 3 seconds

- 1st white LED 100% - lasting up to 3 hours
- 2nd white led 50% - lasting up to 6 hours
- 3rd green LED 100% - lasting up to 11 hours
- 4th green LED 50% - lasting up to 19 hours



The headlamp contains the last light mode memory function. If we turn the headlamp on with the ON-OFF button, the headlamp remembers the selected mode after 3 seconds of light and is turned off by pressing the ON-OFF button again (we don't have to switch between the remaining light modes). However, if you want to switch the modes, press the ON-OFF button repeatedly within 3 seconds.

SENSOR button – when pressed, the Hand Movement Sensor is activated. Contactless switching on and off of the headlamp is controlled by hand movement within 25 cm from the headlamp.

Switching the receiver on and off

- To switch on the receiver, hold the button on the side of the headlamp for approximately 1.5 seconds until the green LED on the front of the headlamp lights-up. The receiver is now on. Switching off the receiver is done in the same way, i.e., by holding the button for about 1.5 seconds until the green LED on the front of the headlamp goes out.
- Always switch the receiver off when the fishing is over, when you don't need it, this will extend the headlamp's battery life.

Saving the transmitter code in the headlamp memory (pairing)

- Press the button on the side of the headlamp and hold it for about 5 seconds until the green LED on the front of the headlamp flashes. The headlamp switches to learning mode.
- Use the device you want to pair with the headlamp - press the button on the bite alarm or on the alarm.
- The headlamp receiver picks up the signal, saves the code in its memory and confirms it with the white LED flashing three times. The learning mode is then automatically terminated.
- 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 (the green LED on the front of the headlamp flashes quickly and the learning mode ends) or the device with this code is already stored (the green LED on the front of the headlamp turns off during learning for around 1 second).

Operating the headlamp with the receiver button

If the receiver is not active (green LED is not on), the headlamp cannot be turned on with the side button. When the receiver is active (green LED is on), the side button can be used to turn the headlamp on or off.

CAUTION: If the white LED is on after a bite from a paired bite alarm, the LED can only be switched off with the receiver's side button.

Clearing the memory

You can delete devices where the codes are saved in the headlamp memory as follows:

- Put the headlamp into the learning mode (long press of the receiver button)
- Green LED on the front of the headlamp flashes slowly
- Now press the receiver button three times in a row quickly
- The green LED flashes quickly – the memory is erased and the learning mode ends
- The green LED on the front of the headlamp stays on – the headlamp is in receiver ON mode

Charging the headlamp

The charging micro USB connector is located on the underside of the headlamp under the rubber cap. The headlamp can be charged with any 5V mobile phone charger, any power bank or car adapter for charging mobile phones (5V). Charging current is approx. 500mA, charging time from full discharge is about 3.5 hours. When charging, the blue LED on the front of the headlamp is on; all 5 blue LEDs are on if the battery is fully charged.

After-warranty service

After-warranty service is performed exclusively by the Czech manufacturer - FLAJZAR s.r.o. (address given at the end of these instructions). We give best efforts to help you solve every problem in the shortest possible time. Quick email contact in case of problems: obchod@flajzar.cz.

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 electrical and electronic equipment disposal. The symbol on the product, its 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.



Battery

Never throw batteries into a fire, never dismantle them, never short circuit them. Important! Do not open the battery compartment. Not suitable for children under 6 years of age; use only in the presence of an adult!

Manufacturer and service

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