

Product Specifications

Laser Classification / Power	Class IIIa / Less than 5 mW (single beam)
Laser Wavelength(s)	532nm (Green) / 660nm (Red)
Laser Diode Life	About 7000 hours (at 4hrs per day)
Power Consumption	Up to 5 watts @ 65°F - 90°F
Power Input	120VAC (When used with manufacturer provided transformer)
Operating Environment	Indoor / Outdoor; -15° F to 90° F
Projection Coverage	10 ft. back, 25 ft x 25 ft (625 ft²) 15 ft. back, 30 ft x 30 ft (900 ft²) 20 ft. back, 35 ft x 35 ft (1,225 ft²)
Maintenance	Maintenance Free – No user serviceable parts
Warranty	Limited one year warranty

The manufacturer warrants this product to be free from defects in functionality, materials and workmanship for a period of one (1) year from date of purchase. This warranty applies only to the original consumer purchaser and only to products used in normal use and service. If this product is found to be defective, the manufacturer's only obligation, and your exclusive remedy, is the repair or replacement of the product at the manufacturer's discretion, provided that the product has not been damaged through misuse, abuse, accident, modifications, alterations, neglect or mishandling. This warranty shall not apply to any product that is found to have been improperly installed, set up, or used in any way not in accordance with the instructions supplied with the product. This warranty shall not apply to a failure of the product as a result of an accident, misuse, abuse, negligence, alteration, or faulty installation, or any other failure not relating to faulty material or workmanship. This warranty shall not apply to the finish on any portion of the product, such as surface and/or weathering, as this is considered normal wear and tear. **The manufacturer does not warrant and specially disclaims any warranty, whether expressed or implied, of fitness for a particular purpose, other than the warranty contained herein. The manufacturer specifically disclaims any liability and shall not be liable for any consequential or incidental loss of damage, including any labor/ex-pense costs involved in the replacement or repair of said product. For warranty claims, please contact Techno Source at pat@technosourceusa.com or write to Techno Source Pat Johnson 20 W 22nd Street, New York, NY 10010**

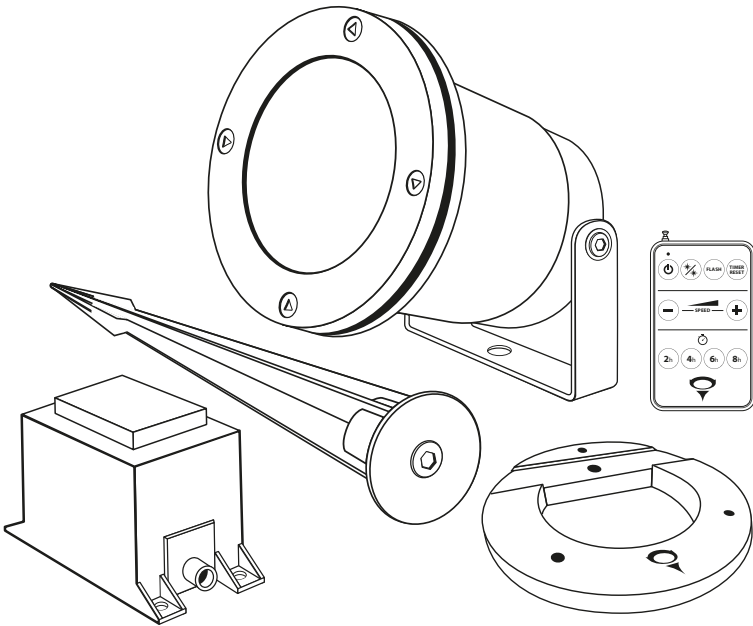


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800 Cheung Sha Wan Road,
Kowloon, Hong Kong.
MADE IN CHINA
Item number: 97516, 97540
Product specifications and colors may vary



Thank you for your purchase of the Elf Light™.
Enjoy!

USER'S GUIDE
(READ ME FIRST)



3. **Flash mode** – Pressing this button will cycle between steady or flashing lights. For multi-color versions, it will cycle from simultaneous flashing, alternating flashing, single color flashing back to default.
 - Simultaneous flashing – Both laser colors (if applicable) will flash simultaneously.
 - Alternating flashing – Both laser colors will alternately flash (multi-color only). Press again and it will default back to simultaneous color (no flashing).
4. **Flash speed** – Press this to adjust the flash speed (slow, medium, fast)
5. **Timer presets** (2, 4, 6, or 8 hours) – Pressing this will turn the unit ON and go into standby Mode after # hours. For example, If you want your Elf Light to display from 6pm to midnight daily: At desired time, in this case, 6pm, press the “6h” button. The lights will turn off after 6hrs (midnight) and will cycle again to turn on at 6pm the next day and so on. Timer settings will be saved until “timer reset” button is pushed or if the projector unit is unplugged. A triple-flash indication from the projector will confirm your timer setting.
6. **Timer reset** – Press this to reset and turn off the timer. Note: Using the timer function is recommended to minimize energy use and maximize product life.
7. **LED indicator on remote** – This will confirm the remote battery/buttons are working.
8. **Retractable Antenna** – Extend for maximum range (Up to 30 ft. depending on surroundings).

Remote Control Pairing

Your Elf Light remote supports pairings to multiple Elf Lights (maximum of 4 sets) of the same version (single or multi-color versions) so you can conveniently control their operation with one remote. Each Elf Light is paired with its accompanying remote at the factory. To pair with another Elf Light, simply unplug (if plugged in) and then plug in the Elf Light. Then quickly press the power button within 5 seconds on the desired remote to be paired. The projector will “learn” that this will be the remote to pair with. To Unpair, simply unplug and pair another remote in its place.

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However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the distance between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the manufacturer or an experienced radio/TV technician for help.

NOTE: This is a standard cautionary statement from the FCC, which is used to alert the user to troubleshoot in various ways if problems are found.

Read All Instructions

WARNING: When using outdoors, use portable luminaires. Basic safety precautions should always be followed to reduce the risk of fire, electric shock, and personal injury, including the following:

- a) Use only three-wire outdoor extension cords that have three-prong grounding plugs and grounding receptacles that accept the appliance's plug.
- b) Ground Fault Circuit Interrupter (GFCI) protection is to be provided on the circuit(s) or outlet(s) to be used for the wet location portable luminaire. Receptacles are available having built-in GFCI protection and are able to be used for this measure of safety.
- c) Use only with an extension cord for outdoor use, such as an extension cord of cord type SW, SW-A, SOW, SOW-A, STW, STW-A, STOW, STOW-A, SJW, SJW-A, SJOW, SJOW-A, SJTW, SJTW-A, or SJTOW, SJTOW-A.

SAVE THESE INSTRUCTIONS

IMPORTANT SAFETY INSTRUCTIONS

THIS PRODUCT HAS A POLARIZED PLUG (ONE BLADE IS WIDER THAN THE OTHER) AS A FEATURE TO REDUCE THE RISK OF ELECTRIC SHOCK. THIS PLUG WILL FIT IN A POLARIZED OUTLET ONLY ONE WAY. IF THE PLUG DOES NOT FIT FULLY IN THE OUTLET, REVERSE THE PLUG. IF IT STILL DOES NOT FIT, CONTACT A QUALIFIED ELECTRICIAN. NEVER USE WITH AN EXTENSION CORD UNLESS PLUG CAN BE FULLY INSERTED. DO NOT ALTER THE PLUG.

Precautions For Laser Usage

Please check your state and local laws for outdoor laser usage. Although the Elf Light is generally safe when used responsibly, please exercise the following precautions:

- Do not aim or shine at people, animals or traffic from land, sea, or air.
- Use with caution within 5 nautical miles of an airport.
- The Elf Light should always be stationary; do not hold in hand when operating.
- Position the Elf Light so that the lights are within the confines of the target object.
- Do not use near infants/cribs and keep away from children.

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Safety First!

CAUTION! – Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

This laser product is certified as a Class IIIa laser product to the requirements of the US Federal Laser Product Performance Standard (FLPPS) contained in the regulations in 21 CFR Subchapter J. Class IIIa laser products can be hazardous when directly viewed.

Avoid direct viewing of Class IIIa laser energy. For reference the FLPPS requirements for demonstration laser products like laser pointers are limited to Class IIIa levels of laser energy. This product uses diffractive optics to scatter the beam energy. This scattering effect causes the energy concentration to drop below the exposure limits for momentary or accidental viewing at a relatively short distance from the laser aperture. As similar with all bright light sources, when you operate this device in unsupervised general public areas, it is recommended that up-close access to the Elf Light be restricted or prevented.

This laser display device incorporates a Class IIIa laser system which, by itself, may be hazardous. However, this laser display device incorporates a protective housing and diffractive holographic optics in the machine’s design such that there is no exposure or human access to the laser radiation during operation or maintenance above the Class IIIa limits. Each individual laser beam’s power is less than 5mW, which is about an average laser pointer.

UNDER NO CIRCUMSTANCE shall attempts be made to open the protective housing or operate the device if the aperture windows are damaged. All service to this laser display device requiring the protective housing to be opened and/or removed shall be performed by a Elf Light service personnel or their authorized agents. No user-serviceable parts - opening the Elf Light protective housing voids the warranty.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user’s authority to operate the product.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This device complies with Industry Canada Incense-exempt RSS-210. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

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20 West 22nd St., Suite 1101, New York, NY 10010

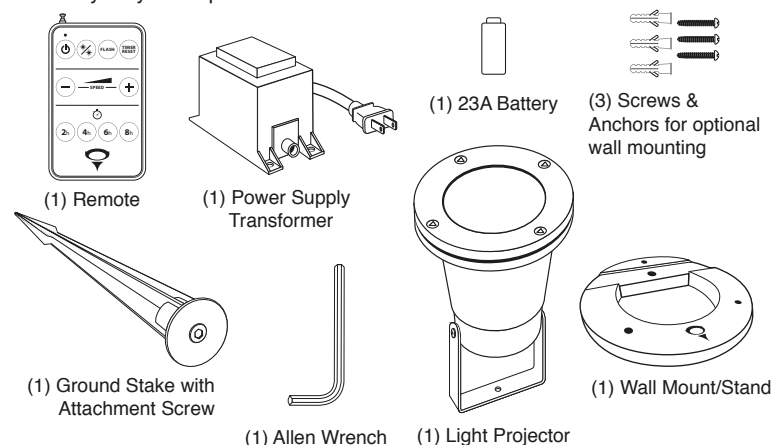
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

Troubleshooting Guide

Problem	Possible Cause	Remedy
No light coming from unit	1. Remote control not working or timer is on 2. Electrical connection 3. Outlet not working 4. Not within operating temperature range	1. Unplug the light and plug back in (the Elf Light will reset to default and should turn ON when plugged in). 2. Check entire length of electrical cord for breaks in the wire and connections on both the projector and transformer. 3. Check to make sure there is power to the electrical outlet supplying 120VAC at 60Hz. Use included transformer only. 4. Operate unit within -15° F to 90° F. If below -15° F, leave unit on for at least 30 minutes until it warms up to operating temperature.
Dim or flickering light	1. Not within operating temperature range 2. Unit is connected to a dimmer 3. Improper power 4. Debris on aperture glass	1. Operate unit within -15° F to 90° F. If below -15° F, leave unit on for at least 30 minutes until it warms up to operating temperature. 2. Do not use with a dimmer. 3. Check to make sure there is power to the electrical outlet supplying 120VAC at 60Hz. Use included transformer only. 4. Clear aperture glass of any debris.
One color appears dimmer than the other (if more than one color)	1. The green light is much brighter than the red 2. Some surfaces may absorb certain colors of light causing it to appear dim or non-existent	1. The human eye is most sensitive to green light and less sensitive to other colors. This is normal. 2. Position the projector to another surface for better effect. Brighter colored surfaces work best. Objects such as green foliage may absorb red light.
Remote not working or operating erratically	1. Battery is sealed in in protective plastic. 2. Remote batteries exhausted or positioned improperly 3. Remote out of range of communication interference 4. Remote is not paired with projector	1. Open back and remove protective shrink wrap. Place back in Remote. 2. Check LED indication on the remote by pressing any button. If the LED is not working, then replace the batteries with a fresh 23A cell aligning the “+” side of the battery with the “+” side of the remote control. 3. Extend the antenna on the remote for maximum range or move closer to the projector. Please note that overhead power lines, microwaves, wireless routers, cordless phones and other devices may impact the communication between the remote and projector. 4. Unplug desired Elf Light to unpair and follow pairing procedures on page 6.

Before You Begin

Carefully unpack contents and check to make sure all parts are present. Some assembly may be required.



Assembly

1. Remove battery cover from remote and install 23A battery (included).

- Please note the correct position of the battery.
- Please note that the remote control is for indoor-use only and is not weatherproof.

2. Attach light to stake or wall mount/stand.

To attach stake (Fig.1)

- a. Remove the hex screw and washer from the stake with the included tool.
- b. Use the same hex screw and washer to attach the stake to the pivot bracket.
- c. Stake to ground.

To attach wall mount/stand (Fig.2)

- a. Remove the hex screw and washer from the stake with the included tool.
- b. Use the same hex screw and washer to attach the wall mount/stand to the pivot bracket.
- c. (optional) use included screws and anchors to mount to wall if desired.

3. Position the projector by loosening and tightening the angle adjustment screws. (Fig.1). Stake to ground. A distance of 16-20 ft from the wall will yield about 900 sq ft.
4. Attach projector to transformer by fully inserting the two-pronged plug and tighten the wire cap. (Fig.3)
5. Plug unit into a 120VAC/60Hz power outlet (Caution: The Elf Light will turn on once it is plugged in. Up to 30 minutes warm-up time may be necessary for conditions below -15°F. Following precautions for laser usage on page 3, re-aim if necessary).

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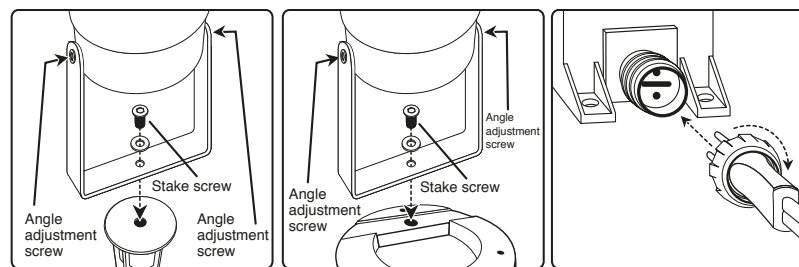
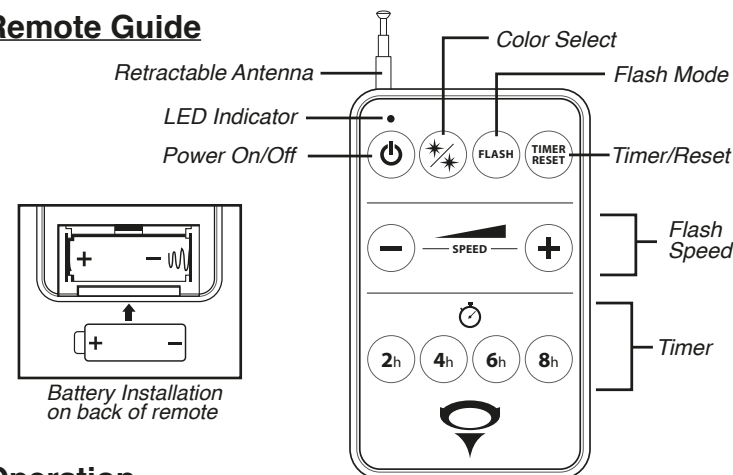


Fig.1

Fig.2

Fig.3

Remote Guide



Operation

1. **Power ON/OFF** – The Elf Light will default to turn on when plugged in. Pressing the power button will turn the lights OFF and will be in standby mode. Timer settings are retained in standby mode until the device is unplugged. To turn the lights back on, simply press the power button.
2. **Color select** (multi-color versions only) – Pressing this button will cycle between the colors (for multi-color versions only). Pressing this will select one color to turn on. Press again for the other color to turn on. Press again to have both colors work. Note: Certain surfaces reflect colors better than others. For instance, a green laser reflects off of leaves better than red lasers.

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