

4 ROCK LIGHT DYNAMIC RGB LED KIT

Before you start, review directions completely.
If your vehicle is not pre-wired for external lighting, you may need the following:

- In-line Fuse Holder (SPXATC16 or similar)
 - 3 Amp Fuse
 - 2 Strand Primary Wire
 - Wire Connectors / Solder
 - Wire Cover
 - Zip-Ties
- Optional:**
- Switch
 - Relay

MOUNTING THE LED PODS

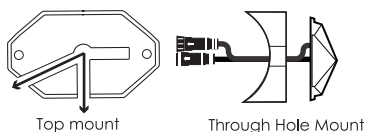
1. Determine a location for the RGB module There are 4, 10 ft extensions that can be used if necessary.

2. For correct light pattern flow, mount each pod with the female connector end facing the front of the vehicle.

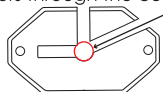
NOTE: The correct light flow starts from the module to each rock light.

Avoid mounting the module in locations that get extremely hot or wet.

3. Mount the LED pods using the Flat or Curved Rubber Mounting pads. Lights should be mounted in a location where they will not come in contact with suspension, tires or road surface.

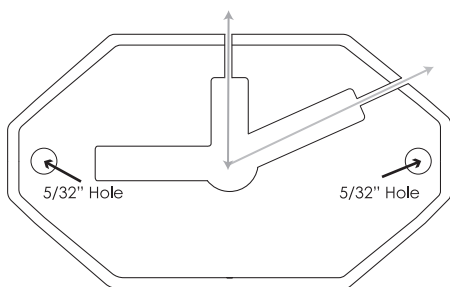


Pass-through both male and female connectors through the center hole

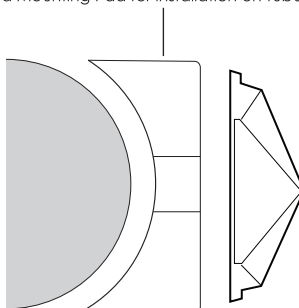


4. Route and connect the light cables to the RGB module in a daisy chain connection pattern making sure to avoid interference with suspension, exhaust or any moving parts .

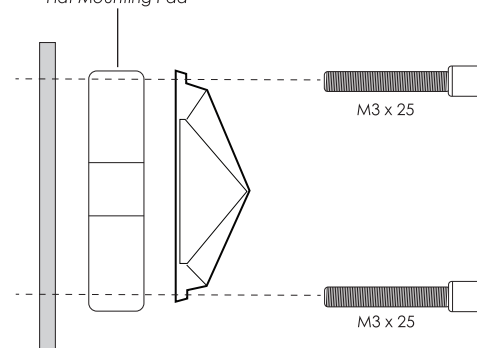
Back of mounting pad has 3 cable routing options



Curved Mounting Pad for installation on tubular frame

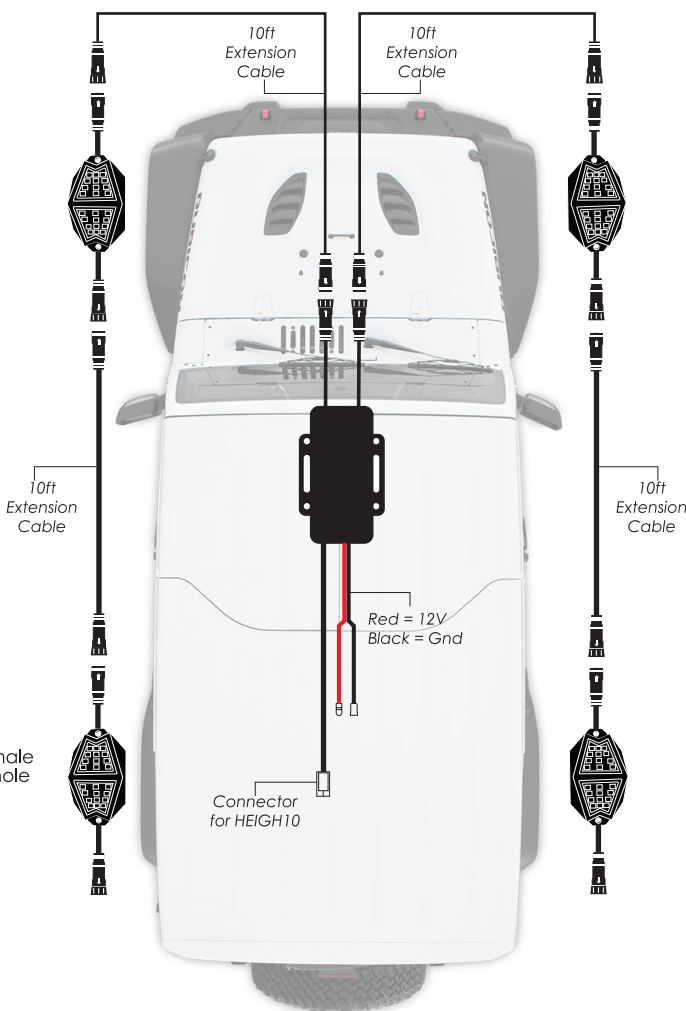


Flat Mounting Pad



WHAT'S INCLUDED

- 4 x SMD LED Pods
- 4 x Pod Extension Cables (10ft)
- 4 x Flat Rubber Mounting Pads
- 4 x Curved Rubber Mounting Pads
- 1 x Bluetooth RGB Control Module with connection for **HEIGH10**
- 1 x RF Remote Control
- 8 x Mounting Screws



8 ROCK LIGHT DYNAMIC RGB LED KIT

Before you start, review directions completely.
If your vehicle is not pre-wired for external lighting, you may need the following:

- In-line Fuse Holder (SPXATC16 or similar)
 - 3 Amp Fuse
 - 2 Strand Primary Wire
 - Wire Connectors / Solder
 - Wire Cover
 - Zip-Ties
- Optional:**
- Switch
 - Relay

WHAT'S INCLUDED

- 8 x SMD LED Pods
- 8 x Pod Extension Cables (10ft)
- 8 x Flat Rubber Mounting Pads
- 8 x Curved Rubber Mounting Pads
- 1 x Bluetooth RGB Control Module with connection for **HEIGH10**
- 1 x RF Remote Control
- 16 x Mounting Screws

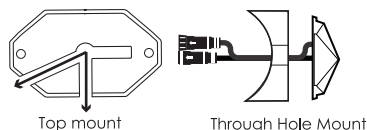
MOUNTING THE LED PODS

1. Determine a location for the RGB module There are eight 10 ft extensions that can be used if necessary.
2. For correct light pattern flow, mount each pod with the female connector end facing the front of the vehicle.

NOTE: The correct light flow starts from the module to each rock light.

Avoid mounting the module in locations that get extremely hot or wet.

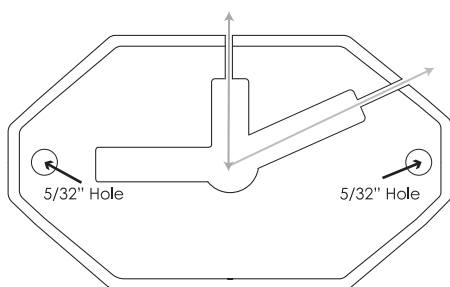
3. Mount the LED pods using the Flat or Curved Rubber Mounting pads. Lights should be mounted in a location where they will not come in contact with suspension, tires or road surface.



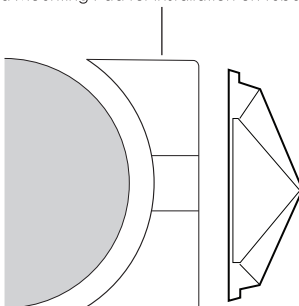
Pass-through both male and female connectors through the center hole

4. Route and connect the light cables to the RGB module in a daisy chain connection pattern making sure to avoid interference with suspension, exhaust or any moving parts .

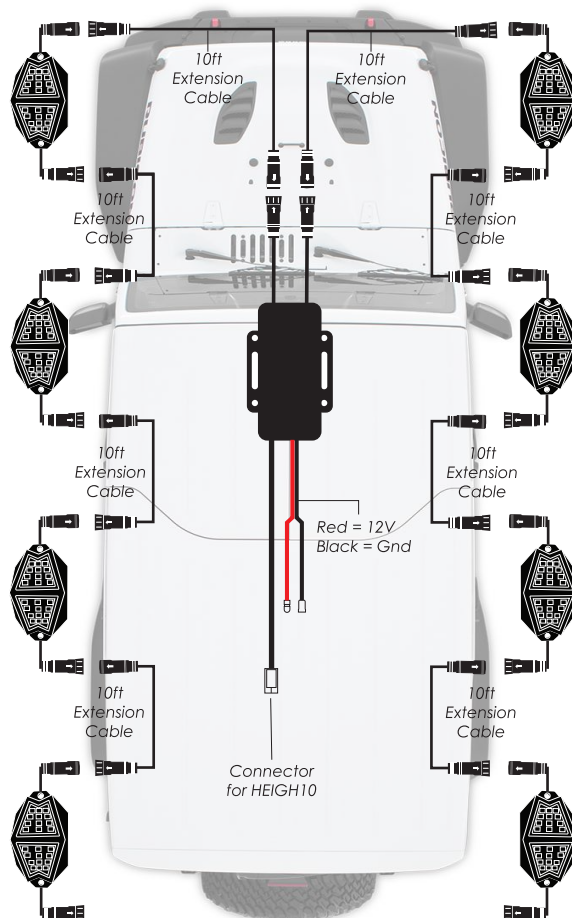
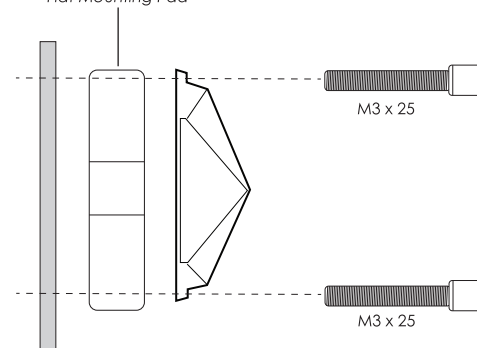
Back of mounting pad has 3 cable routing options



Curved Mounting Pad for installation on tubular frame



Flat Mounting Pad



Stinger

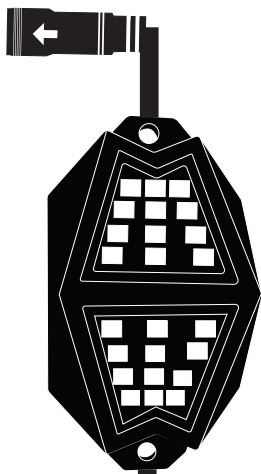
ENLIGHT10

8 ROCK LIGHT KIT CONNECTED WITH LED STRIP LIGHTS AND LED WHIP LIGHTS

Each Rock Light Pod has an Input connection and an output connection allowing you to connect other products to the same control module

Here is a diagram showing how to connect the SPXDK8 with 2 SPXD5 (Light Strips) and ending in a SPXDW4 (LED Whips)

Female Connector
(Input ←)



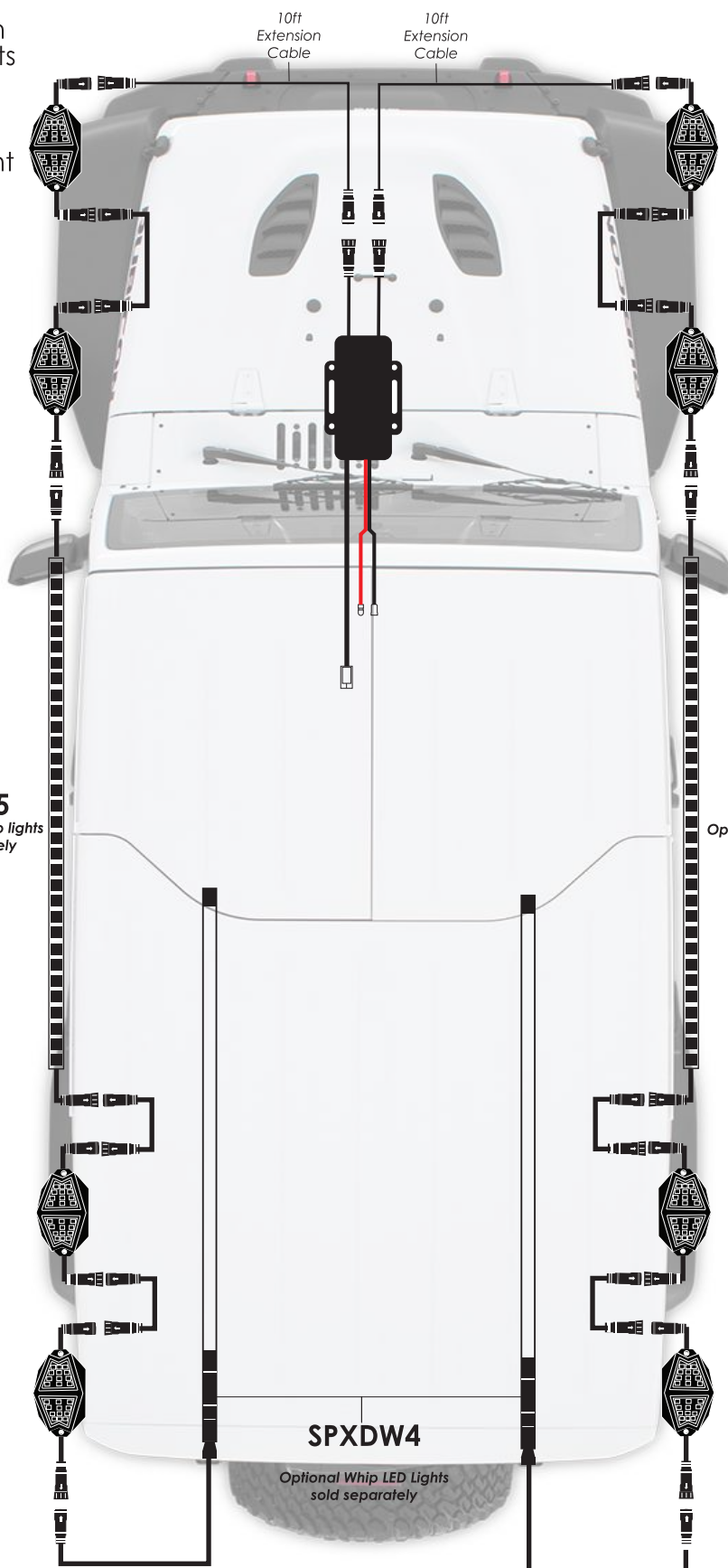
Male Connector
(Output →)

SPXD5
Optional LED strip lights
sold separately

SPXD5
Optional LED strip lights
sold separately

SPXDW4

Optional Whip LED Lights
sold separately

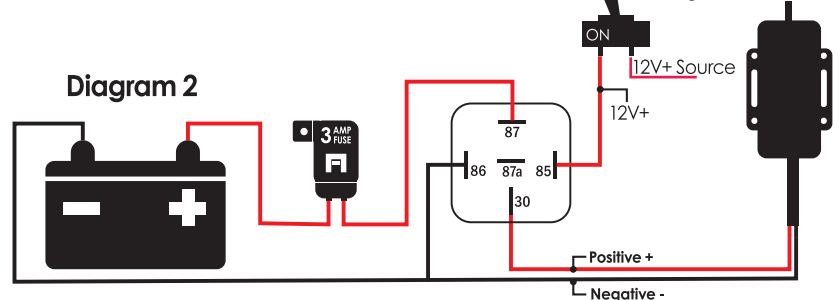
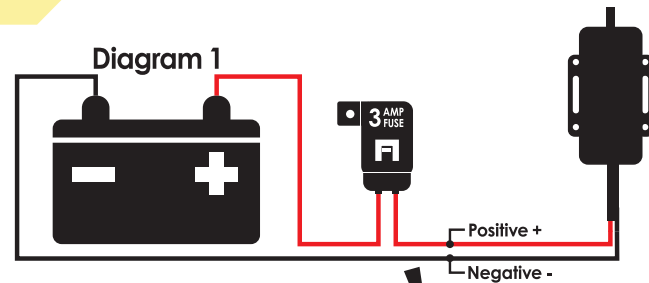


ROCK LIGHT KIT POWER WIRING DIAGRAM

WIRING DIAGRAMS

Diagram 1: Wiring direct to power and using an App to turn on/off. Must add 3 AMP fuse on RED 12V+ wire.

Diagram 2: Wiring with a switch. You can add a new dedicated switch or use an existing light switch that outputs 12V+ when ON. You will need to add a 3 AMP fuse on the RED 12V+ wire and also requires a 12V relay. Note: When wired to a switch, the RGB controller will default to last mode/color used. No need to access the app.



HEIGH10 connection: Connect the Sirius XM harness to the HEIGH10, then connect the 4 pin male connector of the LED module to the female connector of the HEIGH10 Sirius XM harness. If your HEIGH10 is missing the harness or has the wrong connector you will need to purchase the optional harness (**SE-SXMHAR**)

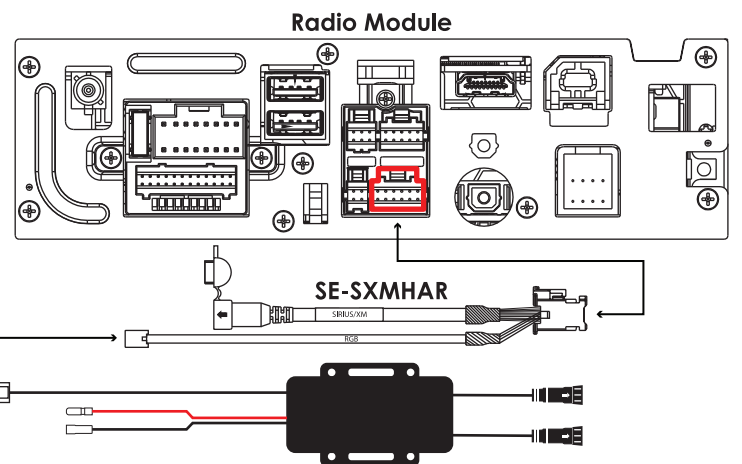
NOTE: Lighting module will still need separate power and ground when connecting SE-SXMHAR

GET THE APP

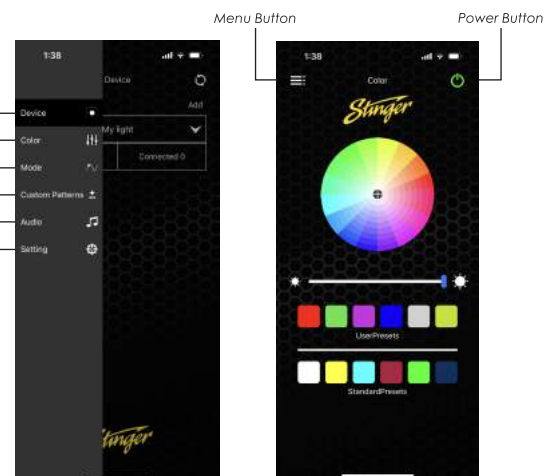
Scan the QR Code, or visit Google Play or iTunes to download the *Stinger Lighting* app. Once the app is installed, power up the RGB Module and open the app. The module should auto-connect and be listed in the device list. And Jon says Let There Be Light.



SCAN for Apple iOS and Android App



- Device Group List
- Choose LED color
- Choose LED patterns and colors
- Make custom LED color and patterns
- Play lights from internal audio file, or microphone
- App settings



Stinger Lighting App

LIMITED WARRANTY:

Stinger warrants this product to be free of defects in materials and workmanship for a period of one (1) years from the original date of purchase. This warranty is not transferable and applies only to the original purchaser from an authorized Stinger dealer in the United States of America only. Should service be necessary under this warranty for any reason due to manufacturing defect or malfunction, Stinger will (at its discretion), repair or replace the defective product with new or re-manufactured product at no charge. Damage caused by the following is not covered under warranty: accident, misuse, abuse, product modification or neglect, failure to follow installation instructions, unauthorized repair attempts, misrepresentations by the seller. This warranty does not cover incidental or consequential damages and does not cover the cost of removing or reinstalling the unit(s). Cosmetic damage due to accident or normal wear and tear is not covered under warranty.

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Stinger is a Power Brand of AAMP Global
15500 Lightwave, Clearwater, Florida 33760
P: 888-228-5560

support@stingerelectronics.com

www.stingerelectronics.com

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When adding multiple light kits together you will need to adjust the pixel count using the enLIGHT10 phone app.

Below are the pixel count for each part and on page 2 you will find the Steps and the Pixel Calculator.

Each SPXDBTC has a pixel count min and max

Minimum 30

Maximum 1024

Rock Lights = 4 pixels per Rock Light

For example:

1 SPXDK4 (4 Rock Lights) = 16 pixels. **(App supports min 30 pixels)**

1 SPXDK8 (8 Rock Lights) = 32 pixels.

Whips and Light Strips are treated as left/right pairs so pixel count is for two units.

For example:

2 SPXDW4 (Whips) = 108 Pixels total.

2 SPXD5 (Light Strips) = 100 pixels total.

If you were to have three or four Whips you would enter $108 \times 2 = 216$ pixels.

If you were to have three or four Light Strips you would enter $100 \times 2 = 200$ pixels.

Product Pixel Count:

SPXDK4

4 Rock Light Kit = 16 pixels

App is preset to 30 pixels



SPXDK8

8 Rock Light Kit = 32 pixels

App is preset to 32 pixels



SPXDE4

4 Add on Rock Lights = 16 pixels

Add 16 pixels for each kit



SPXD5

5 Meter LED Strip = 100 pixels

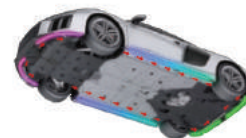
Add 100 pixels for one or two strips



SPXDUBKIT

6 LED Light Strip Kit = 50 pixels

App is preset to 50 pixels



SPXDW4

4ft Whip = 108 pixels

Set App to 108 pixels for one or two Whips



Step 1.

Open the enLIGHT10 app on your phone.

Step 2.

Open the **Settings** menu.

Step 3.

Click on **Chasing Setting**.

Step 4.

Click on **the device**.

The device should now be highlighted in blue.

If you have a kit the device name will have a preset pixel count (SPXDK4 = 30, SPXDK8 = 32, SPXDUBKIT = 50).

Step 5.

Enter the number of pixels you want and press enter.

Step 6.

Go to the Mode page and turn the connected device off then on by pressing the Green icon.

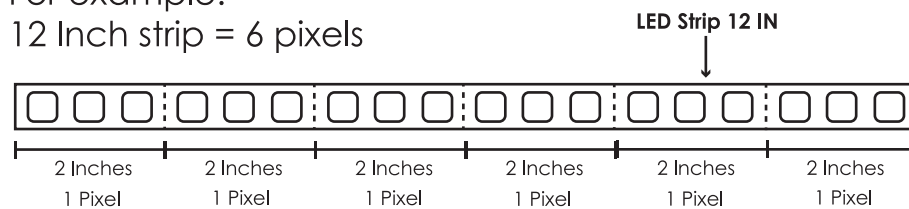
Pixel Calculator

Rock Light = 4 pixels each

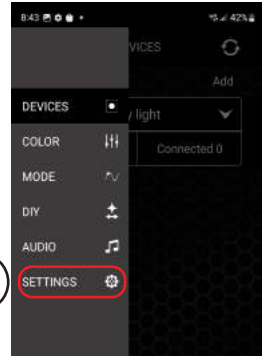
LED strip per 2 inches = 1 pixel

For example:

12 Inch strip = 6 pixels



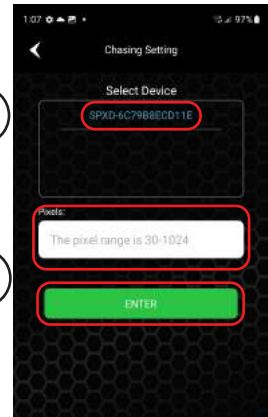
2



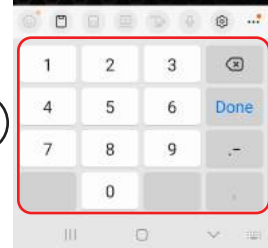
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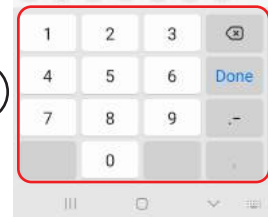
4



5



5



6

