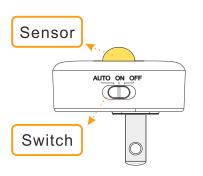
How Lyridz's Light Works

Operating Principles

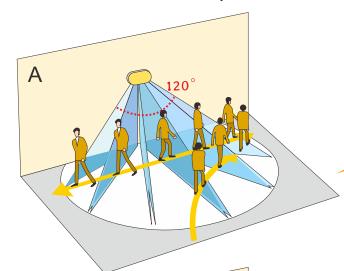


- AUTO mode: Auto turns on when motion is detected in the dark and off in a preset auto-off time of no motion detected.
- ON mode: Constant lighting.
- OFF mode: Light staying off.

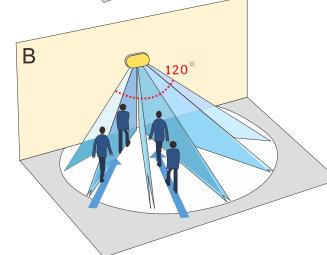
Influencing Factors

Sensing angle & temperature

If a movement route is like photo A, sensor will be more sensitive than that in photo B.

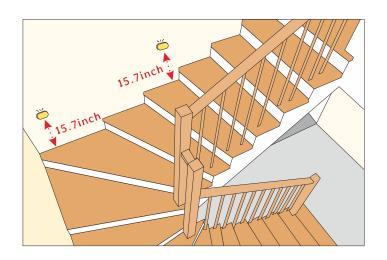


The direction of movement crosses the sensing area of the detector.



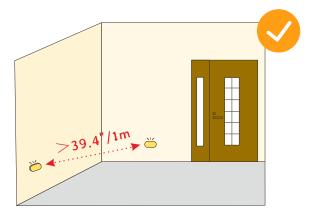
The direction of movement is parallel to the sensing area of the detector.

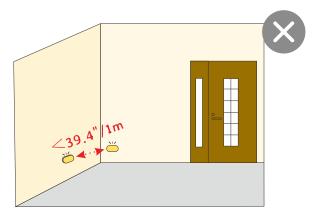
Under what circumstances does it make it difficult for Sensor to react to motion?

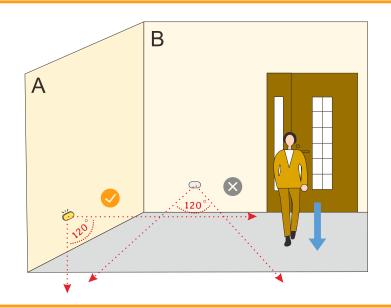


If the light is installed too low from the floor, it will affect its sensing range. We recommend that the installed height is at least 15.7inch/40cm.

If both lights are installed too close, they will interfere with each other.







Sensor in position A is more sensitive than that in position B.

Troubleshooting

Problem	Possible Causes	Remedies
Stay on/ can't turn off	In ON mode	Switch to auto mode
	There are other heat sources OR air outlets around the light	Install the light in another place without heat sources OR air outlets to test it again
Lights off / insensitive in AUTO mode	In a bright environment	Please make sure the environment is in the dark while the light is in AUTO mode
	The motion is not within the sensing range	Please refer to Page 1
	Sensor covers dust	Please use a dry cloth with alcohol to clean it
	There is no temperature difference around the light	Sensor works by detecting heat energy in the surrounding environment
	There are other electrical devices, like monitors	 Unplug the light and switch it to auto mode Plug it in and cover the whole light with a cloth Tap the detector and the light will be on The light will automatically turn off after a preset time
In AUTO mode, the light stays on even if other lights are turned on	The light detects your motion all the time	Please make sure your motion is out of sensing range

