RSCW210 / RSCW410

ColorTRAIL RGBW LED Lighted Whip with QUICK DISCONNECT

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

- In-line Fuse Holder (SPXATC16 or similiar)
- 3 Amp Fuse
- 2 Strand Primary Wire
- Wire Connectors / Solder
- Wire Cover
- Zip-Ties

Optional:

- Switch
- Relay

The ColorTRAIL Whip requires a RGBW Controller which is sold separately (RSCBTC) or can be added to the RSDK4 or RSDK8.

- 1. Mount the base in desired location. The base requires a 1/2"/ 13mm mounting hole.
- 2. Connect extension wire to the Red and Black wires and route wiring to the battery or switch / relay location.
- 3. Refer to diagrams for wiring.

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

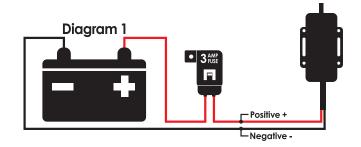
Diagram 2: Wiring with a switch. You can add a new dedicated switch or use an existing light switch that outputs 12V+ when ON. You will need to add a 3 AMP fuse on the RED 12V+ wire and also requires a 12V relay.

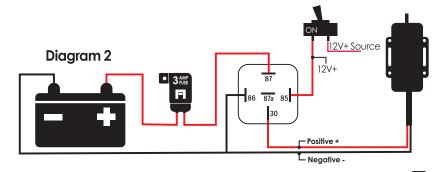


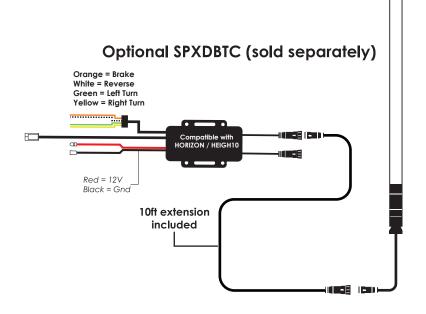
4. Attach whip and test. To attach or release the whip from the base, pull up on the locking collar.

WHAT'S INCLUDED

4" Dynamic LED Whip Mounting Base 10ft Extension cable Flag Zip-Tie for Flag Mounting Base Cap









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When whip is not attached to base, use supplied cap to keep dirt and debris out of connector.





Available ColorTRAIL RGBW Controller (Sold

(Sold Separately)

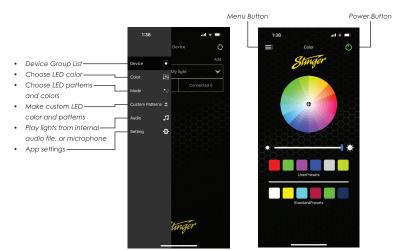
RSCBTC

Controls up to two ColorTRAIL RGBW Whips via Bluetooth and App, includes RF remote.

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 RGBW module and open the app. The module should auto-connect and be listed in the device list.





Stinger Lighting App

SCAN for Apple iOS and Android App

LIMITED WARRANTY:

Race Sport Lighting 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. The warranty is not transferable and applies only to the original purchaser from an authorized Race Sport Lighting dealer in the United States of America only. Should service be necessary under this warranty for any reason due to manufacturing defect or malfunction, Race Sport Lighting 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 incidential 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.

INTERNATIONAL WARRANTIES:

Products purchased outside the United States of America are covered by that country's Authorized Race Sport Lighting reseller and not by Race Sport Lighting. Consumers needing service or warranty information for these products must contact that country's reseller for information.

For more information about this fine product, and for technical questions, additional details of the limited warranty and repair services, please visit www.racesportinc.com

Race Sport Lighting – "a Stinger Company" 9620 Executive Center Drive, Suite 200

St. Petersberg, Fl 33702 Product support:

Phone: 727-228-2740 Email: service@racesportinc.com

As Technology advances, Race Sport Lighting reserves the right to continuously change our specifications.

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RACE SPORT LIGHTING

Pixel Calculator

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

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

Each RSCBTC has a pixel count min and max

Minimum 30

Maximum 1024

Rock Lights = 4 pixels per Rock Light

For example:

1 RSDK4 (4 Rock Lights) = 8 Pixels. (App supports min 30 Pixels)

1 RSDK8 (8 Rock Lights) = 16 Pixels.

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

For example:

2 RSCW410 (Whips) = 63 Pixels total.

2 RSCS16 (Light Strips) = 100 Pixels total.

If you were to have three or four Whips you would enter $63 \times 2 = 126$ Pixels.

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

Product Pixel Count:

RSDK4

4 Rock Light Kit = 8 Pixels App is preset to 30 Pixels



RSDK8

8 Rock Light Kit = 16 Pixels App is preset to 30 Pixels



RSDE4

4 Add on Rock Lights = 8 Pixels Add 8 Pixels for each kit



RSCS16

16FT LED Strips = 100 Pixels Add 100 Pixels for each kit



RSCUBKIT10

6 LED Light Strip Kit = 50 Pixels App is preset to 50 Pixels

RSCUKIT10

4 LED Light Strip Kit = 30 Pixels App is preset to 30 Pixels



RSCW210

2Ft Whip = 30 Pixels Set App to 50 Pixels for one or two Whips **RSCW410**

4Ft Whip = 63 Pixels

Set App to 63 Pixels for one or two Whips





Pixel Calculator

Step 1.

Open the Stinger lighting app on your phone.

Step 2.

Open the Settings menu.

Step 3.

Click on Chasing Settings.

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

(Check previous page for Pixel count of each part)

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

