



## GSK-184 UFO CHASING LIGHTS, 8 LEDs

This is a chasing light circuit with multiple selectable patterns and adjustable chasing speeds. The small, low-voltage PC board makes for easy placement in any location.

### Technical Specifications

- Power supply: 9 VDC.
- Consumption: 150 mA Max.
- Chasing speed adjusted up to 12 levels.
- 17 chasing patterns available.
- PCB dimensions: 2.20" x 2.20".

### How it works

The circuit diagram is shown in Figure 1. The most important part is the microcontroller IC1 which was programmed by the factory. The program was designed to select various chasing patterns by **MODE** switch. The chasing speed can also be adjusted by using **SPEED** switch.

### Circuit Assembling

External connecting and component locations are shown in Figure 2. It is recommended to assemble the circuit starting with lower height component first, i.e., diodes, resistor, electrolytic capacitors and transistors, etc.

Be careful while assembling and check for matching of PCB and component polarity before soldering as shown in Figure 3. Use a maximum 40W soldering iron and solder with a tin and lead ratio of 60/40. Recheck the assembled circuit for proper

placement and solder joint. Use a solder-sucker or a solder-absorber in case of misplacing component to protect PCB from damage.

### Testing and Using

When the assembly is completed, supply 9 VDC and the **LEDs** will begin chasing. This means the circuit is correct and ready to operate.

### Changing the pattern (see table 1)

1. Push and hold **MODE** switch until **LEDs** turn on, then release **MODE** switch.
2. If you want to select all patterns, push and hold **MODE** switch until **LED** light is on, and push **SPEED** switch until all **LED** lights are on, release both switches. But if you want to chase one pattern, push and hold **MODE** switch until **LED** light is on, and release switch.

### Changing the chasing speed (see table 1)

Push **SPEED** switch will be increased speed by one step. When the speed is adjusted to No.12, it will return to No.1.