bluePRINT automatic logic

Options

- Take Downs + High Beams = Full Scene - only in Drive _____
- High Beams in Park = Full Scene _____
- Take Downs – 2, 3 or 4 in Light bar? Addition in Grille? _____
- ISS Igntion Security System – Activated by _____
- SS3 out of Park – Increase Flash Patterns - add White Flashing Lights _____
- SS3 + Brakes = DIM? Cruise? Kill? _____
- Brakes Anytime = _____
- Intersection White Blast _____
- Intersection Crazy Lights- Duration _____
- Rear Cut – All Rear off? Rear bar inboards to cruise? _____
- Rear Tail Lights – Always slow pattern? Change from Day to Night? _____
- Auto DIM? Photo Sensor and/or Parking Lights trigger _____
- Gate Open – Activate Under Gate Warn – Dome – Kill Rear Low Power _____
- Driver's Door Open – Kill End Cap – Kill Side Lights – Activate Left Arrow – Delay _____
- Passenger's Door Open – Kill End Cap – Kill Side Lights – Delay _____
- Driver's Rear Door Open – Kill End Cap – Activate Left Arrow – Prisoner Dome – Delay _____
- Passenger's Rear Door Open – Kill End Cap – Prisoner Dome - Delay _____
- Prisoner Dome Light – Rear Doors – Front Switch _____
- Reverse – Additional Rear Scene – Priority Level ___ _____
- Turn Signals – White Scene in Front Head light – Kill Rear Tails _____
- Blitzer Function – Button – Horn – Door open + Park – Delay after with rear scene, front flash, no siren_____
- Cruise – Light Bar – Entire Vehicle _____
- _____
- _____
- _____

Inputs Required for Options

- ○ Park Kill
- ○ Dome Light (ALL Doors)
- ○ Driver's Door
- ○ Passenger's Door
- ○ Driver's Rear Door
- ○ Passenger's Rear Door
- ○ Brake
- ○ Reverse
- ○ Gate/Trunk
- ○ High Beams
- ○ Parking Lights
- ○ Low Beams
- ○ Left Turn
- ○ Right Turn
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____
- ○ _____