

BAL Brake Light Modes/Patterns

1.	(D)Steady	_____	Steady	(stock/low intensity)
2.	(D)Sig-Alert Steady	... _____	3 quick flashes then steady	(stock/low intensity)
3.	(D)Brake-Tap _____	10 quick flashes then steady	(stock/low intensity)
4.	(2)Steady	_____	Steady	(brightest intensity)
5.	(2)Sig-Alert Steady	... _____	3 quick flashes then steady	(brightest intensity)
6.	(2)Brake-Tap2 _____	10 quick flashes then steady	(brightest intensity)
7.	(2)Sig-Alert Flash _____	2 quick flashes, 1 shorter flash, repeat	(brightest intensity)
8.	(2)Brake-Tap3 _____	2 quick bursts of 3 then steady	(brightest intensity)
9.	(2)Brake-Tap4	----- _____	2 slow flashes of 2 then steady	(brightest intensity)
10.	(2)Brake-Tap5	_____	2 slow flashes then steady	(brightest intensity)
11.	(2)Brake-Tap6	. _ . _ _____	2 cycles of 1 short flash, 1 long flash, then steady	(brightest intensity)
12.	(2)Brake-Tap7 _____	2 quick bursts of 4 then steady	(brightest intensity)
13.	(2)Brake-Tap8	_ . _ . _____	2 cycles of 1 long flash, 1 short flash, then steady	(brightest intensity)
14.	(2)Parade Mode1	_____	1 flash per second	(brightest intensity)
15.	(2)Parade Mode2	_____	1.5 flashes per second	(brightest intensity)
16.	(2)Parade Mode3	_____	2 flashes per second	(brightest intensity)
17.	(2)Parade Mode4	5 flashes per second	(brightest intensity)
18.	(2)Parade Mode5	-----	2.5 double flashes per second	(brightest intensity)
19.	(2)Parade Mode6	2.5 flashes per second	(brightest intensity)
20.	(2)Parade Mode783 flashes per second	(brightest intensity)
21.	(2)Parade Mode8	2.5 flashes per second	(brightest intensity)
22.	(2)Parade Mode9	Modulated flashes	(brightest intensity)
23.	(2)Parade Mode10	-----RANDOM-----	Cycles through all Parade Modes	(brightest intensity)

(D)Designates DOT/FMVSS compliant modes
(2) Designates Level 2 (higher) intensity

Tail Light (RUN) Intensities

1.	Level 1	1%	Emulates Stock light run intensity
2.	Level 2	3%	Brighter than Stock run intensity
3.	Level 3	10%	Equivalent to Stock Brake light intensity