

Vega Quick Start Guide

VLB-1,2,3

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Steps

Entry

Flash response

1 IDENTIFY THE FLASH CHARACTER AND BRIGHTNESS CODES

A- Identify your flash character code and your brightness code from the reference table on reverse. Write codes into step 2C and 2D.

-  Write the flash character into step 2C.
-  Write the brightness code into step 2D.

2 BEFORE YOU START STEP 2 YOU NEED TO KNOW



10 seconds between clicks

When you start programming your beacon you will have 10 seconds between remote clicks before the beacon exits programming mode. When the beacon exits programming mode it will flash.



Error

If anything goes wrong press **power button (up to 60 secs)** and start again.

3 BEFORE YOU START STEP 3 YOU NEED TO KNOW



Flash response

The beacon will respond with a unique flash to represent the code you have entered in step 2C and 2D.

 **0 = long flash (1sec)**

 **1 = short flash (0.5 sec)**

  **Numbers greater than 1 = number x short flash (0.5)**

e.g 0 3 1 would be 1 long, 3 x short and 1 short





Sleep mode

If you need to put the beacon to sleep for storage over night, after step 3E, press:

 Hold till flash **1 5 0 0 9**

PROGRAMME YOUR BEACON

A- Align the remote 30 cm from the beacon dome. Hold the on button up to 60 seconds. Wait until the beacon will flash 4 times.

 Hold till beacon flashes (up to 60 secs) 

B- Enter 15000 and wait until it flashes 3 times.

1 5 0 0 0 

C- Enter 10 then the **flash character**. Wait until the beacon responds with a unique flash sequence to match your code.



1 0 _ _ _ _ 

D- Enter 11 then the **brightness code**. Wait until the beacon responds with a unique flash sequence to match your code.

1 1 _ _ _ _ 

TEST YOUR BEACON

A- Align the remote 30 cm from the beacon dome. Hold the on button up to 60 seconds the beacon will flash 4 times.



 Hold till beacon flashes (up to 60 secs) 

B- Press 90 and count the number of long and short flashes to see if it matches your **flash character code**. If it doesn't match start step 2 again.

9 0 

e.g. 3 0 1 would be 3x short, 1 long and 1 short

C- Align the remote 30 cm from the beacon dome. Hold the on button up to 60 seconds the beacon will flash 4 times.

 Hold till beacon flashes (up to 60 secs) 

D- Press 91 and count the number of long and short flashes to see if it matches your 4 digit **brightness code**. If it doesn't match start step 2 again.

9 1 

e.g. 3 0 1 0 would be 3x short, 1 long, 1 short and 1 long

E- Place your beacon in a dark space for 1 minute to check it functions as expected.

FINDING YOUR FLASH CHARACTER CODE

How your beacon flashes will be determined by what it is trying to communicate or mark.

Identify what type of beacon you are setting up. A cardinal, preferred channel marker or other marker will have a different flash character.

An example flash character is shown on the map below.

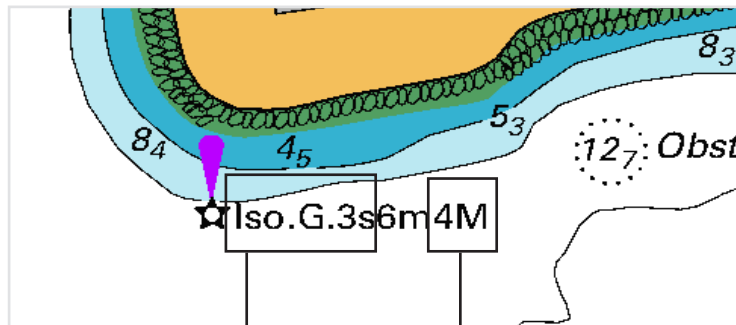
FINDING YOUR BRIGHTNESS CODE

The brightness of your beacon will be determined by how far away you want the light to be seen (nautical range) or the unit of measure for light luminosity (candela).

On a map Nautical Range is shown in the example below.

Nautical Range (NM)	Intensity (candela)	Code
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1	1	0010
1.5	2.4	0024
2	5	0050
2.5	9.1	0091
3	15	0152



Flash Character

Nautical Range

Flash Character	Code
Port and Starboard (Red or Green)	
FL 1.5s 0.3	301
FL 1.5s 0.5	303
FL 2s 0.3	305
FL 2s 0.4	306
FL 2s 0.5	307
FL 2.5s 0.5	311
FL 2.5s 1	312
FL 3s 0.3	314
FL 3s 0.5	316
FL 3s 1	318
FL 4s 0.3	320
FL 4s 0.5	322
FL 4s 1	325
FL 5s 0.3	328
FL 5s 0.5	329
FL 5s 1	331
FL 6s 0.5	336
FL 6s 1	338
FL 7s 1	340
FL 8s 0.5	344
FL 10s 0.3	347
FL 10s 0.5	348
FL 10s 1	350
FL 15s 1	354
Iso 2s	100
Iso 3s	101
Iso 4s	102
Iso 6s	104
Iso 8s	105
Iso 10s	106

Preferred Channel (Red or Green)

FL(2+1) 6s 0.3	472
FL(2+1) 10s 0.5	473
FL(2+1) 12s 1	475
FL(2+1) 15s 1	476

Flash Character	Code
Special Mark (Yellow)	
FL (5) 20s 0.5 1.5	470
FL (5) 20s 0.8	471
Single flash	See FL 1s to FL 8s
Group flash	See FL(4) to FL(5)

Isolated Danger (White)

FL(2) 5s 0.5	407
FL(2) 5s 1	408
FL(2) 10s 0.5	423
FL(2) 10s 1	428

Other - Multi Flash

FL(2) 4s 0.5	400
FL(2) 5s 1	408
FL(2) 6s 1	416
FL(2) 7s 1	418
FL(2) 8s 1	421
FL(2) 10s 1	428
FL(2) 12s 1	433
FL(2) 15s 1	435
FL(2) 20s 1	436
FL(2) 25s 1	437
FL(3) 6s 0.5	438
FL(3) 8s 0.5	440
FL(3) 10s 1	444
FL(3) 12s 1	448
FL(3) 15s 0.5	451
FL(3) 20s 1	455
FL(3) 30s 1	456
FL(4) 10s 0.5	458
FL(4) 12s 0.8	462
FL(4) 15s 1	464
FL(4) 20s 1.5	468
FL(4) 30s 0.5	469
FL(5) 20s 0.8	471

Flash Character	Code
Cardinals (White)	
North	
Q 1s 0.3	601
Q 1s 0.5	603
VQ 0.6s 0.3	503

East

Q(3) 5s 0.5	614
Q(3) 10s 0.3	616
Q(3) 10s 0.5	618
VQ(3) 5s 0.3	509

South

Q(6) + LFI 15s 0.3	631
Q(6) + LFI 15s 0.6	633
VQ(6) + LFI 10s 0.3	516

West

Q(9) 15s 0.3	627
Q(9) 15s 0.6	629
VQ(9) 10s 0.3	513

Other - Quick Flash

Q1 0.3s	601
Q(2) 5s	608
Q(2) 6s	610
Q(2) 10s	612
Q(2) 15s	613
Q(3) 6s	615
Q(3) 10s	616
Q(3) 30s	620
Q(4) 6s	621
Q(4) 10s	623
Q(4) 12s	624
Q(4) 15s	625
Q(4) 20s	626
Q(9) 15s	629

Flash Character	Code
Safe Water (White)	
Iso	See Iso 2s to Iso 10s
Mo(A)	803
OC 3s 2	201
OC 4s 3	205
OC 5s 4	207
OC 6s 5	211
OC 6s 4	209
OC 8s 6	214
OC 10s 7	217
OC 15s 10	220
LFI 10s 3	705

Other - Very Quick Flash

VQ 0.5s 0.2	501
VQ(2) 4s 0.2	504

USCG Flash Characters

Fixed	000
Iso 2	100
Iso 4	102
Iso 6	104
Occu 4	205
FL2.5(0.3)	310
FL2.5(1)	312
FL4(0.4)	321
FL4(1)	325
FL5(0.5)	329
FL6(0.6)	337
FL6(1)	338
FL10(1)	350
FL15 (1)	354
FL(2)5	406
FL(2)6	416
FL(2+1)6	472
Q	601
Mo(A)	801