

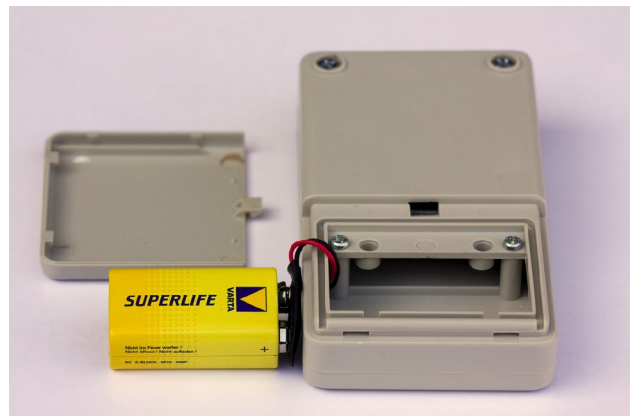
## DEVICE

**Laser Tester by SpeedLab** is LED (Light Emitting Diode) based signal emitter which has stored all known LIDAR (Light Detection and Ranging) frequencies inside it's 8-bit Microcontroller.

Current model (hw v2/sw v2.01) can simulate 11 known pulse rates and one "Unknown gun" pulse rate.

## USAGE

Laser Tester by SpeedLab requires one 9V battery (not included in the package). Prior to testing your radar detector or laser jammer, please attach the battery as shown in the Figure 1.



When you turn on your laser tester, as shown on the Figure 2., you'll see short flash of the "Firing" LED and number "0" will show on the "Selection" display. Your tester is now in stand by mode and waiting for you to choose desired LIDAR emulation.

By pressing "Select" button choose desired LIDAR emulation.

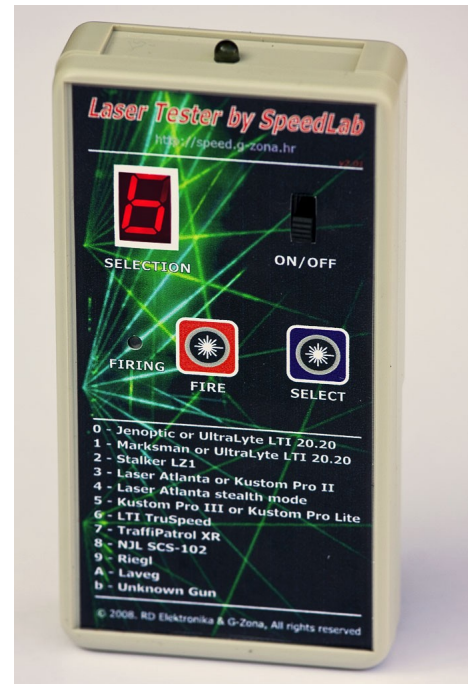
Possible choices are:

- |   |                                   |   |                 |
|---|-----------------------------------|---|-----------------|
| 0 | Jenoptic or UltraLyte LTI 20.20   | 6 | LTI TruSpeed    |
| 1 | Marksman or UltraLyte LTI 20.20   | 7 | TraffiPatrol XR |
| 2 | Stalker LZ1                       | 8 | NJL SCS-102     |
| 3 | Laser Atlanta or Kustom Pro II    | 9 | Riegl           |
| 4 | Laser Atlanta stealth mode        | A | Laveg           |
| 5 | Kustom Pro III or Kustom Pro Lite | b | Unknown Gun     |

On the Figure 3. we have chosen "6. LTI TruSpeed". Now we are ready to press "Fire" button and start with the emulation of the selected LIDAR.

Turn on your radar detector or laser jammer. Stand 2-6ft in front of the radar detector or laser jammer and point the Laser Tester by SpeedLab toward the device and press "Fire" once ("Firing" LED will light, which means that tester is firing desired pulse rate).

It should look as shown on the Figure 4.



When you are finished testing, press "Fire". "Firing" LED will go off. Now it's safe to turn off the tester or select new pulse rate.

**WARNING: DO NOT STARE INTO BEAM OR VIEW DIRECTLY WITH OPTICAL INSTRUMENTS!**