

Ramp Extras Config

- Release after first flash
 - Disable manual memory
 - 1+C = disable manual memory, and go back to automatic
- Release after second flash
 - Set manual memory timer
 - Click n times for n minutes (0 = off)
- Release after third flash
 - Ramp up after "off" → 1H"
 - 0C = Ramp up after moon
 - 1C = Stay at floor level
- Release after fourth flash
 - Configure Advanced UI's turbo style
 - 0C = No turbo, only ceiling
 - 1C = Ramp → 2C goes to full power (200% for dual-channel lights)
 - 2C = Ramp → 2C goes to ceiling, or full power (200% for dual-channel lights) if ramped up to ceiling first
- Release after fifth flash
 - Configure smooth steps
 - 0C = Disable
 - 1C = Enable

Automatic: Last ramped brightness
Manual: Saved brightness
Hybrid: Last ramped brightness for n minutes

Channel Mode Config

- Release after nth flash to configure nth channel
- 0C = Disable
 - 1C = Enable
- Each channel will be displayed in sequence, so release the button on the channel to be configured. Generally, the sequence will be:
- Main Channels
 - Mix Channels, e.g., Autotint
 - Aux Channels

Sunset Timer

1 blink = 5 minutes

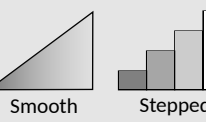
Manual Memory

Activate manual memory, and save current brightness as well as current channel mode

Ramp Config

- Release after first flash (7H and 10H)
 - Set floor level
 - Click n times for level n of 150
- Release after second flash (7H and 10H)
 - Set ceiling level
 - Click n times for 151 - n
- Release after third flash
 - Stepped Ramp (7H and 10H)
 - Click n times for 1 to 150 steps
 - Smooth Ramp (only 7H)
 - 1C = full speed (~2.5s end-to-end)
 - 2C = half speed (~5s)
 - 3C = third speed (~7.5s)
 - 4C = quarter speed (~10s)
- Release after fourth flash (only 10H)
 - Configure Simple UI's turbo style
 - 0C = No turbo, only ceiling
 - 1C = Ramp → 2C goes to full power (200% for dual-channel lights)
 - 2C = Ramp → 2C goes to ceiling, or full power (200% for dual-channel lights) if ramped up to ceiling first

Toggle Ramp Style



Momentary Mode

Disconnect power to exit

Aux LED Pattern in Off Mode

Off → Low → High → Blinking

Aux LED Color in Off Mode

Red → Yellow → Green → Cyan → Blue → Purple → White → Disco → Rainbow → Voltage

Version Check

MODEL-YYYY-MM-DD-SINCE-DIRTY

- MODEL = 4-digit Model Number
- YYYY = Year
- MM = Month
- DD = Day
- SINCE = Commits since last official release (optional)
- DIRTY = 1 if modified (optional)

Factory Reset

Physical Reset: Loosen tailcap, Hold button, Tighten tailcap, Keep holding until light goes out

Switch to Simple UI

Tactical Mode Config

- Release after first flash to configure Tactical Slot 1
- Release after second flash to configure Tactical Slot 2
- Release after third flash to configure Tactical Slot 3

Tactical Slot Config

- 0: Last-used Strobe Mode
- 1 - 150: Brightness
- 151: Party Strobe
- 152: Tactical Strobe
- 153+: Other Strobe / Mood Modes

Tactical Mode

- 1H = Tactical Slot 1
- 2H = Tactical Slot 2
- 3H = Tactical Slot 3

Actions

- 1C: Click
- 1H: Hold
- 2C: Click, Click
- 2H: Click, Hold
- 1H in a config menu = 10 Clicks

Misc Config

- Only available on some lights
- Release after first flash to configure Tint Ramp style
 - 0C = Smooth (blend channels)
 - 1C = Middle tint only
 - 2C = Channel toggle
 - 3+C = Stepped ramp with 3+ steps
 - Release after second flash to configure Jump Start level
 - 1 to 150
 - Usually between 20 and 50

Andúril 2 Advanced UI

Andúril 2 Release 2023-12-03
Diagram Release 02

Diagram Repository:
<https://tinyurl.com/anduril2diagrams>

ToyKeeper's Andúril User Manual:
<https://toykeeper.net/anduril/manual>

NOTE: Some features are hardware-specific, or may be disabled by manufacturers.

Aux LED Color for Cell Voltage



Lights with single color aux: Aux fast blink from 3.3 to 2.9V; off below 2.9V

Auto-lock Config

Release after blink
N clicks for n minutes

Aux LED Pattern in Lockout & Tactical Modes

Off → Low → High → Blinking

Aux LED Color in Lockout & Tactical Modes

Red → Yellow → Green → Cyan → Blue → Purple → White → Disco → Rainbow → Voltage

Momentary Moon

Lowest Floor of Smooth vs Stepped

Momentary Low

Highest Floor of Smooth vs Stepped, or Manual Memory if set

Blinky / Utility Modes

Thermal Config

- Release after first flash
 - Set current temperature
 - Click n times for n °C
- Release after first flash
 - Set temperature limit
 - Click n times for n + 30°C

Beacon

1 blink = 1 second pause

Frequency

