

### 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 n<sup>th</sup> flash to configure n<sup>th</sup> 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

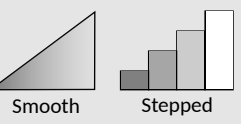
### Manual Memory

- 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 03

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

