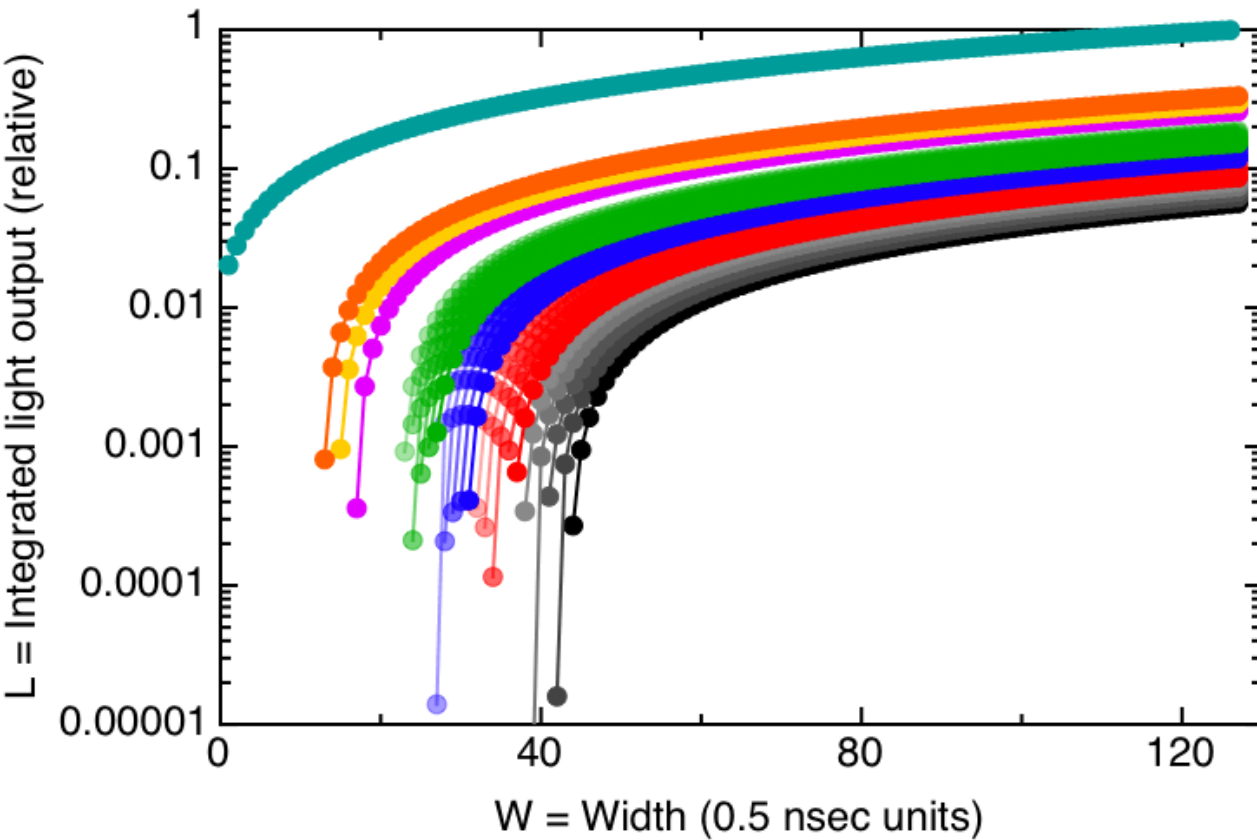


Flasher light output model

$$L = (0.0006753 + 0.000055927 B) \times (W + 13.8525 - 57.4525 / (1 + B / 34.426))$$



Brightness setting

- B=0
- B=1
- B=2
- B=3
- B=4
- B=5
- B=6
- B=7
- B=8
- B=9
- B=10
- B=11
- B=12
- B=13
- B=14
- B=15
- B=16
- B=17
- B=18
- B=19
- B=20
- B=30
- B=35
- B=40
- B=127

Placeholder -
new version can just show B=0, 10, 30, 127;
maybe shade the region which is accessible