



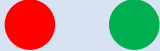







## LED States

The UUV uses four LED lights (red, green, blue, and amber) to provide status information. The red, green, and amber LEDs have four states: solid (always on), flash once per second, flash once per 5 seconds, and off. The blue LED has two states: solid (battery power enabled) and off (battery power not enabled). The following table presents pre-configured LED states and their meanings.

LED State(s)	Meaning
 <b>Solid Green</b>	<ul style="list-style-type: none"><li>Ready to run a mission</li></ul> <i>Note: Tailcone is active when the LED is in this state</i>
 <b>Flashing Green</b>	<ul style="list-style-type: none"><li>Executing a mission</li></ul> <i>Note: Tailcone is active when the LED is in this state</i>
 <b>Solid Red</b>	<ul style="list-style-type: none"><li>Self-tests failed</li><li>Mission aborted</li></ul>
 <b>Flashing Red</b>	<ul style="list-style-type: none"><li>Mission aborting</li></ul>
 <b>Solid Red and Solid Green</b>	<ul style="list-style-type: none"><li>Serious Error State</li></ul>
 <b>Solid Blue</b>	<ul style="list-style-type: none"><li>Battery power enabled</li></ul>
 <b>Amber</b>	<ul style="list-style-type: none"><li>Payload-defined LED (unused by Tail)</li></ul>
 <b>Solid Red and Solid Amber</b>	<ul style="list-style-type: none"><li>Ethernet communications error state</li></ul>

## Strobe Configurations

There are four configurations for the strobe. The user can plan a mission to have the strobe:

- Flashing Fast – flash once every second
- Flashing Slow – flash once every 5 seconds
- Always on - solid
- Off

By default, the strobe will begin flashing once a mission is started and once active, will turn off upon vehicle power cycle.