# 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.

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| LED State(s) | Meaning |
| Solid Green | * Ready to run a mission   *Note: Tailcone is active when the LED is in this state* |
| Flashing Green | * Executing a mission   *Note: Tailcone is active when the LED is in this state* |
| Solid Red | * Self-tests failed * Mission aborted |
| Flashing Red | * Mission aborting |
| Solid Red and Solid Green | * Serious Error State |
| Solid Blue | * Battery power enabled |
| Amber | * Payload-defined LED (unused by Tail) |
| Solid Red and Solid Amber | * Ethernet communications error state |

# 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.