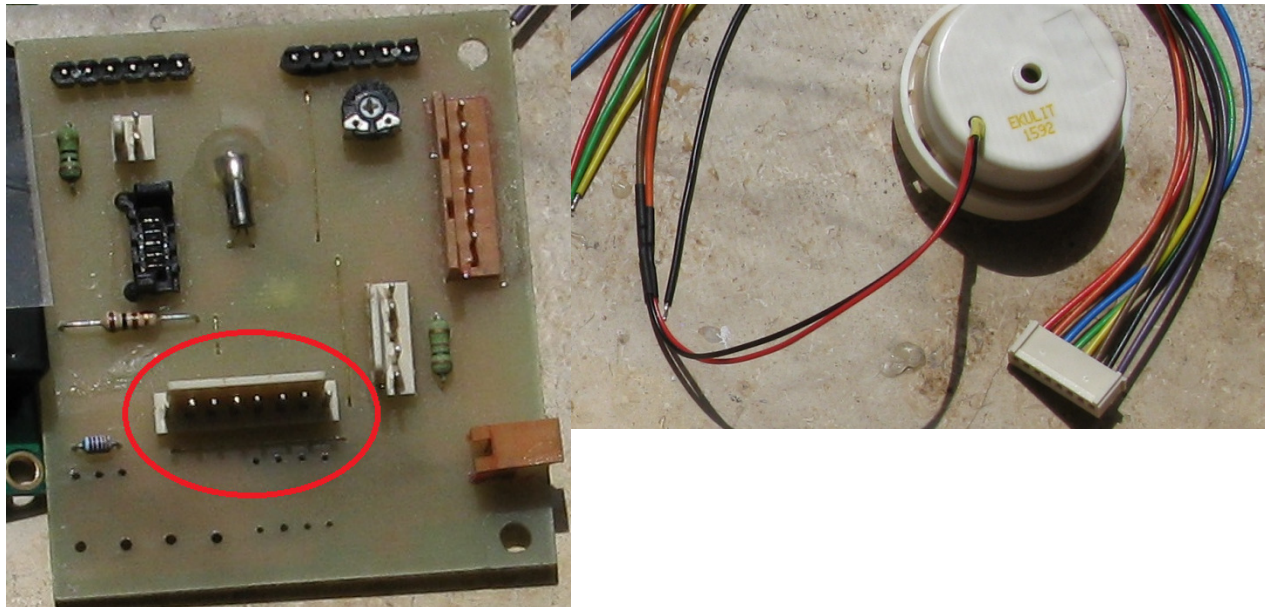


## Airsoftbomb: Show effect Wires



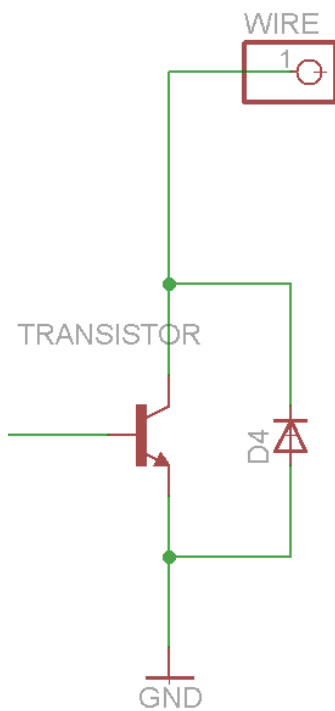
Amax = The maximum current which can be powered for a long time.

1	Red	+ Bat Voltage, Amax = 0,8A
2	Orange	+ 5V only use this for things which needs very low power! Amax = 0,05A
3	Blue	"Timer run" - Will be pulled to ground during the timer is running Amax = 0,4A Deactivated by turning back to the main menu
4	Green	"Defused" - Will be pulled to ground if the ASB is defused. Amax = 0,4A Deactivated by turning back to the main menu
5	Yellow	"Explode" - Will be pulled to ground if the ASB is exploded. Amax = 0,4A Deactivated by turning back to the main menu
6	Brown	Siren - this wire is connected to the siren. Amax = 0,4A Deactivated after a fix time, set in the main menu. Press button '7'
7	Black	"GND" / "Ground" Bat -
8	purple	"Boom Wire" - connect this wire to ground and the ASB will "explode" instantly. Can be deactivated in the main menu, press button '0'

Turn back to main: It is not needed to restart the Electronic. Just insert the masterpassword and you return to the main menu. The default setting is "123456789", but it can be changed in the main menu. Press button '0' there you can change the "master password"

## Connection example:

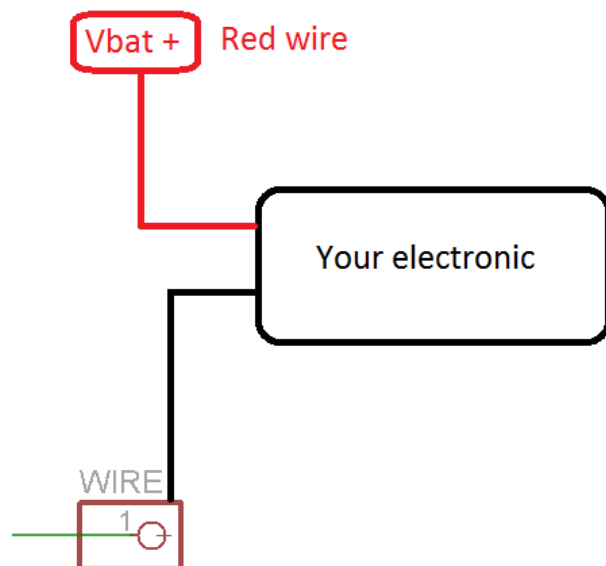
the internal circuit looks like this:



If the transistor is active, the wire will be connected to GND (Bat -).

To power your own circuit connect the show wire you want, with your circuit's GND (that's the black - wire).

The Power (usually red wire) can be connected to the connectors red wire, or connect it with the battery (in this case, take sure that you never connect the battery the wrong way!).



The "Wire" can one of the connector wires: Blue/ green/ yellow

This is how to connect the boom wire. Just connect it to GND (Bat - black wire) in any way.

