



**Hoyt Technologies, Inc.**  
**WL-1 Weapon Light System**

# **Operator's Manual**



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## Before You Begin

### WARNING

Lithium batteries can explode or cause burns if disassembled, shorted, recharged or exposed to water, fire or high temperatures. Do not mix with other types of batteries. Do not mix old & new batteries. Remove batteries from the system and store properly in a safe location when the system is not in use.

### WARNING

Do not stare directly into the LED; momentary blindness or eye damage could occur.

### WARNING

Illuminated Led will generate heat. Do not touch bezel or lens when light is on. Do not leave activated light unattended.

## Installing the Batteries

The WL-1 Weapon Light uses 2 CR123A 3.0V batteries. To install the batteries, you must first unscrew the tailcap by turning it counter-clockwise until it can be removed. Next, insert 2 new CR123A batteries with the + side facing down. Reinstall the tailcap. Do not force the tailcap. If it seems difficult to screw in, remove it and start over. It may help to first align the pin in the side of the tailcap with the slot in the end of the body.

## Basic Operation

### Pressing the remote switch

The WL-1 uses a single push button remote switch. The following table gives a general description of what each action will do.

Action	Description
Single Click	A single click is used to turn the flashlight to momentary off. (Off is actually the default momentary mode.)
Double Click	A double click is used to change from one illumination setting to the next. If the light is in momentary on, a double click will set the light back to constant on.
Triple Click	A triple click will enter and exit lockout(programming) mode
Hold	Pressing and holding the button will set the light to momentary on. In survival mode, pressing and holding the button will adjust the light level.
Click & Hold	A click & hold will enter the next highest momentary on position. IE: it will take you directly from momentary off to momentary high.



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## Illumination Settings

The WL-1 Weapon Light has 3 illumination settings

Setting	Description
Low	User selectable low setting between 155 - 7 lumens
High	Preset maximum illumination value of 155 lumens.
Disorienting Strobe	7Hz strobe at maximum illumination value (155 lumens)

## Constant and Momentary On.

Low, High and Disorienting Strobe settings are available in constant on and momentary on. In momentary mode, the light is on only while the button is held. When the button is released, the light will go off.

## Operational Modes

The WL-1 Weapon Light is configured at the factory with 4 multi-function application specific operational modes. A quick reference guide is located on the bottom of your waterproof carrying case.

## Changing Modes

Changing from one operational mode to the next is easy with the WL-1. With the light off, simply triple click. The light will flash 1,2,3 or 4 times to indicate the current mode. After the light flashes, single click to change to the next operational mode. You can quickly move through the modes by single clicking after each sequence of light flashes. When you reach the mode you want, wait at least 2 seconds then triple click to unlock the tailcap. The light will flash 1,2,3 or 4 times to confirm which mode you are in. Please read the following examples to get familiar with changing the operational modes.

### Example 1: Changing from mode 1 to mode 2

(off )-**Triple click**-(light flashes 1 time)-**Single click**-(light flashes 2 times)-**Wait 2 seconds**-(switch locks)-**Triple click**-(switch unlocks. Light flashes 2 times)

### Example 2: Changing from mode 1 to mode 4

(off )-**Triple click**-(light flashes 1 time)-**Single click**-(light flashes 2 times)-**Single click**-(light flashes 3 times)-**Single click**-(light flashes 4 times) -**Wait 2 seconds**-(switch locks)-**Triple click**-(switch unlocks. Light flashes 4 times)

## Weapon/Navigation (mode 1)



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Weapon/Nav mode is the default setting for your WL-1 Weapon Light. If the batteries are removed or the electrical contact to the batteries is cut for any reason, your light will default back to Weapon/Nav mode. The “off” position in Weapon/Nav mode is momentary low to allow for instant low light navigation. A simple double click turns the light on to constant high. Please read the following examples to get familiar with the operation of the light in Weapon/Nav mode.

**Example 1: Low-light Navigation**

(momentary low )-*Hold for low light-release for no light*

**Example 2: Turning the light on to high setting**

(momentary low )-*Double click-(high)-Single click-( momentary low)*

**Example 3: Entering and exiting momentary high setting**

(momentary low )-*Double click-(high) -hold-(momentary high)-Double click-(high)-Single click-( momentary low)* **Note:** From momentary low, try a *click then hold* to go directly to momentary high.

## **Weapon/Close Quarters Combat (mode 2)**

The “off” position in Weapon/CQC mode is momentary high to allow for instant access to temporarily blinding light. A simple double click turns the light on to constant high. Please read the following examples to get familiar with the operation of the light in CQC mode.

**Example 1: Momentary high operation**

(momentary high )-*Hold for max light-release for no light*

**Example 2: Turning the light on to high setting**

(momentary high )-*Double click-(high)-Single click-( momentary high)*

**Example 3: Entering and exiting momentary strobe setting**

(momentary high )-*Double click-(high)-Double click-(strobe)-Hold-(momentary strobe)-Double click-(strobe) -Single click-( momentary high)* **Note:** From high, try a *click then hold* to go directly to momentary strobe.

## **Weapon/Universal (mode 3)**

The “off” position in Weapon/Nav mode is momentary low to allow for instant low light navigation. This mode uses all 3 settings; Low, High and Strobe. Please read the following examples to get familiar with the operation of the light in Weapon/Universal mode.



### **Example 1: Low-light Navigation**

(momentary low )-*Hold for low light-release for no light*

### **Example 2: Turning the light on to high setting**

(momentary low )-*Double click*-(high)-*Single click*-( momentary low)

### **Example 3: Entering and exiting momentary high setting**

(momentary low )-*Double click*-(high) -*hold*-(momentary high)-*Double click*-(high)-*Single click*-( momentary low) **Note:** From momentary low, try a *click then hold* to go directly to momentary high.

### **Example 4: Entering and exiting momentary strobe setting**

(momentary low )-*Double click*-(high)-*Double click*-(strobe)-*Hold*-(momentary strobe)-*Double click*-(strobe) - *Single click*-( momentary low) **Note:** From high, try a *click then hold* to go directly to momentary strobe.

### **Example 5: Cycling through illumination settings**

(momentary low )-*Double click*-(high)-*Double click*-(strobe)-*Double click*-(high)-*Single click*-(momentary low)

(Light can be turned to momentary low (off) at any time by a *Single click*.)

## **Weapon/Breach (mode 4)**

The “off” position in Weapon/Breach mode is momentary low to allow for instant low light navigation. A simple double click sets the light to disorienting strobe for immediate operational advantage. Please read the following examples to get familiar with the operation of the light in Weapon/Universal mode.

### **Example 1: Low-light Navigation**

(momentary low )-*Hold for low light-release for no light*

### **Example 2: Turning the light on to strobe setting**

(momentary low )-*Double click*-(strobe)-*Single click*-( momentary low)

### **Example 3: Entering and exiting momentary strobe setting**

(momentary low )-*Double click*-(strobe) -*hold*-(momentary strobe)-*Double click*-(strobe)-*Single click*-(momentary low) **Note:** From momentary low, try a *click then hold* to go directly to momentary strobe.

## **Adjusting the low light setting**

The WL-1 Weapon Light allows you to set the low light level to between 155 and 7 Lumens. With the light off (default momentary setting), triple click. The light will flash 1,2,3 or 4 times to indicate the current mode. After the light flashes, double



click to enter adjustability mode (Light will flash to indicate adjustability mode). Hold the button down to start adjusting the light level. When the light reaches it's lowest possible setting, it will flash to let you know, then it will reverse direction and start adjusting up. When the desired setting is reached, release the button. Wait at least 2 seconds after the light goes out then triple-click to unlock the switch. The light will flash 1,2,3 or 4 times to confirm which mode you are in. Please read the following examples to get familiar with changing the operational modes.

#### **Example 1: Adjusting low light level to lowest setting**

(off )-**Triple click**-(light flashes)-**Double click**-(light flashes)-**Hold**-(light adjusts. Then, light flashes)-**Release**-(light goes out) -**Wait 2 seconds**-(switch locks)-**Triple click**- (switch unlocks. Light flashes)

## **Locking & Unlocking the Remote Switch**

To prevent accidental activation during transport etc. the WL-1 has a locking remote switch feature. To lock or unlock the switch, simply triple click. Please read the following examples to get familiar with locking and unlocking the tailcap.

#### **Example 1: Locking and unlocking the switch**

(off )-**Triple click**-(light flashes)-**Wait 2 seconds**-(switch locks)-**Triple click**-(switch unlocks. Light flashes).

## **Low battery Indicator**

The WL-1 Weapon Light has a 2 stage low battery indicator function to warn the user of a low battery condition. When battery power becomes so low that it will not be able to support the high light level, it will first begin to flash 1 time every 10 seconds. After about 10 minutes, the light will default to a low light setting and continue to run for an extended period.

## **Storing when not in use**

In order to retain setting information, the WL-1 Weapon Light must use a small amount of battery power even when the light is not in use. When the light will not be used for more than 1 day, it is best to break the connection to the batteries. To do this, either partially unscrew the tailcap (unscrew until the switch no longer activates the light) or remove the batteries and place them in the carrying case. If batteries are left in the light without breaking the connection, they will last about 1 week.



## **Warranty**

Hoyt Technologies, Inc. warrants our illumination tool products to be free from defect in workmanship and materials, including any LEDs housed within, for the lifetime of the original owner. If the product is determined by us to be defective, we will repair, replace, or refund your original purchase price of this product, at our discretion. Electronics, chargers, and rechargeable batteries are covered for a period of 1 year with proof of purchase. Normal wear and tear, including lamps burning out, batteries draining, and switches wearing out, is not covered. The following conditions and exclusions also apply: Disassembly of any part of the light other than for battery replacement or bezel replacement (as described in the instruction manual) will void the warranty as will alteration, misuse, battery leakage or lack of maintenance.

All warranty returns must include an RMA#. Send returns to:

Hoyt Technologies, Inc.  
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Candia, NH 03034