



Magic Gadgets

FLICKERLANTERN JR. INSTRUCTIONS

The flicker generator in this product is a state of the art microcomputer running our proprietary "flickerfire" program. The dimmer controls the lamp smoothly from nearly off to full on. The lantern has no power switch unless specified by special order. An ideal battery power source which occupies minimum space is two 9 volt snap connect batteries wired in series (configuration used in the optional battery pack), but a 12 volt battery will provide normal operation. For excellent cost effectiveness and maximum operating time a good supply of fresh 9 volt alkaline batteries is recommended. Operating time with any battery will depend on battery type and condition. The graph below shows alkaline battery performance using the optional 2x9 volt battery pack. Actual operating time depends on condition of batteries, brightness setting and environmental considerations. Polarity of the power input is not important and the unit will operate properly from 7 to 14 volts AC or 9 to 18 volts DC. Power is being consumed even when the dimmer control knob is turned all the way down and the lamp appears extinguished. See illustration below for operating control(s) and connectors. Flickerlantern Jr. power jack (lantern): 2.1X5.5mm, circuit board power connector is 0.1 inch standard. Reverse polarity will NOT damage the unit. An AC adapter is included with the lantern. Use only #259 (6.3v, 0.25a) wedge base lamp to prevent damage to the output semiconductor. Note the HOT part (during operation) on the pc board. This is part of the semiconductor heat sink.

IMPORTANT: Always test the unit in the location where it will be used to determine the optimum placement, heat dissipation, battery time, and general suitability of the device for your specific application.
 CUSTOM CONFIGURATIONS OF THESE DEVICES AS WELL AS LANTERN INSTALLATION ARE AVAILABLE.

