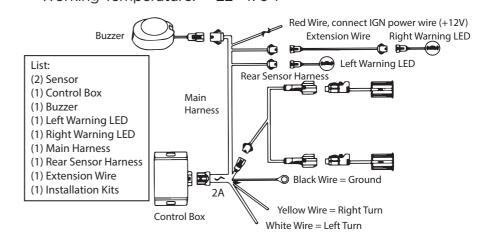
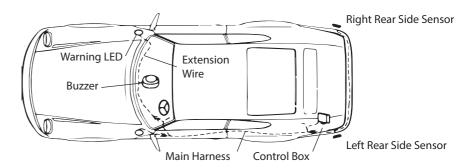


TE-BSDKProduct Manual

I. Specifications

Rated Voltage: 12V (9-16V)
Rated Current: 20mA~200mA
Detecting Distance: Rear (0' - 5')
Ultrasonic Frequency: 40Khz
Working Temperature: -22°~176°F





II. Connection

- 1) Sensors should be 1.5 to 2.5 feet from the ground.
- 2) Install blind spot sensors by drilling holes out of the left and right side of back bumper (near the back tire) with the supplied 22.5mm hole saw bit (make sure there are no obstructions behind the bumper before drilling). The sensors should be level with the ground and the UP arrow on the back of the sensor facing up, install the sensors in bumper.
- 3) Connect the RED wire to the +12 volt accessory wire.
- 4) Connect the YELLOW wire to the +12 volt right turn signal wire.
- 5) Connect the WHITE wire to the +12 volt left turn signal wire.
- 6) Connect the BLACK wire to a ground (a metal, non-painted surface).
- 7) Plug the wiring harness into the blind spot sensor control box.
- 8) Run the visual warning indicator cable through the vehicle and mount the left and right LED visual warning indicators inside on the A-pillers (by the windshield) where the device can clearly be seen with no obstructions (avoid placing cable where it can get pinched or damaged) and plug the left and right mini 4 pin plugs into the wiring harness (labeled left and right).
- 9) Plug the left and right blind spot sensors into the sensor's harness that plugs into the wiring harness.

- 10) Run the audible warning device cable through the vehicle and mount somewhere in vehicle's cabin where the device can be clearly heard with no obstructions (avoid placing cable where it can get pinched or damaged) plug mini 4 pin cable into the wiring harness.
- 11) Mount the control box in rear of vehicle in a safe place away from rain, heat or humidity.

NOTE:

- 1) The blind spot sensors are not designed to be used in vehicles with metal bumpers.
- 3) The blind spot detection kit is used as an aid. Please use your mirrors and look around to avoid hitting any object.