



80230

No Load “L.E.D.” Flasher Installation Instructions

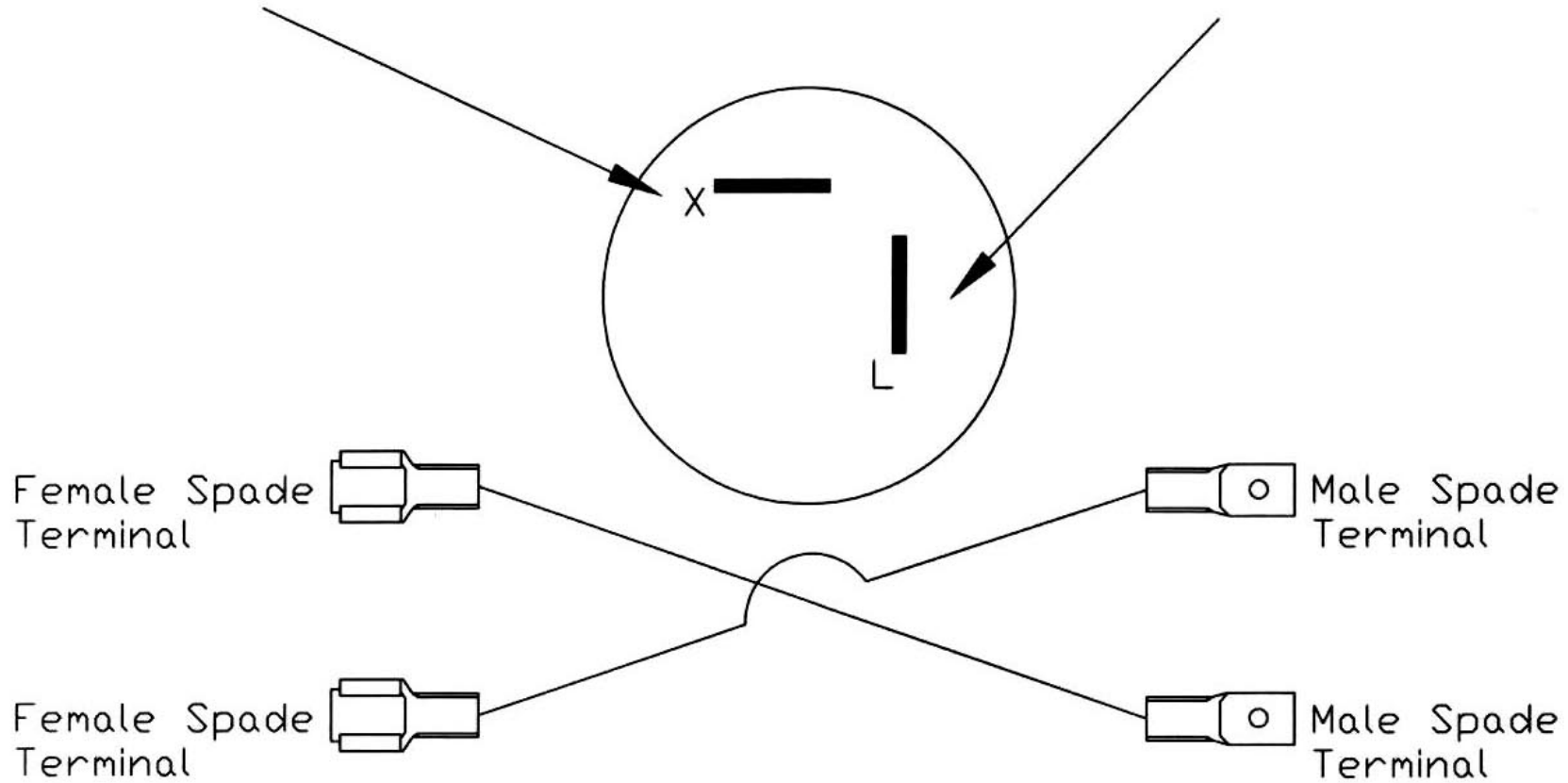
The 80230 flasher is designed to handle up to 25 amps of turn signal or hazard lamps. In addition to the No Load “L.E.D.” flasher, this kit contains one self-tapping screw and one star washer to connect the separate ground on the flasher.

Note: This flasher can be used with most combinations of LED lights and incandescent bulbs, as long as the total current does not exceed 25amps.

- 1 Determine which flasher in your vehicles' fuse block is the turn signal flasher. The simplest way to do this is to turn the ignition switch to the (ON) position and then turn on the turn signals. Now reach under the dash and remove the turn signal flasher from the fuse block. If the correct flasher was removed, the turn signal indicator light on the dash will no longer be illuminated. If the hazard flasher was removed, then the turn signal indicator light will still be illuminated. Most vehicles have two separate flashers, one for the turn signals and one for the hazard lights.
- 2 Turn the ignition switch back to the off position.
- 3 Install the No Load “L.E.D.” flasher into the same position of the thermal flasher which was just removed in step one. (On some vehicles, it may be necessary to reverse the polarity of the two spade terminals on the flasher, by making two short pigtailed with one female spade terminal and one male terminal on each.) **See Illustration.**
- 4 Using the included self-tapping screw and star washer, attach the black wire coming out of the top of the flasher to a good chassis ground. The wire should be long enough to attach directly to the firewall, next to the fuse block. It may be necessary in some vehicles to extend this wire.
- 5 Test the turn signals by turning the ignition switch to the on position and applying the turn signal switch.

Normal Polarity - Switched B+

Normal Polarity - To Turn Switch



On some vehicles it may be necessary to build these two jumpers in order to reverse the polarity to the flasher.