QUARK QK16L MKIII FLASHLIGHT

"CLICKY" INTERFACE AND OPERATION

QUARK lights have a "clicky" user interface – the light is controlled by clicking or pressing the tail cap switch to turn the light on or off.

A light "press" on the switch activates the light in momentary mode. A full "click" latches the light on or off.

MODES AND MEMORY

When the light is on, change modes with a quick off/on cycle (less than 1 second).

Mode memory is a "hybrid" type that remembers the last setting, but reverts to mode 1 of the current configuration on the next mode change.

USER PROGRAMMING

The QUARK has six user selectable configurations. Enter the configuration menu by cycling the light 10 times in less than 3 seconds. Use a momentary "press" (not a "click") when entering configuration mode. The light blinks a number of times equal to the configuration number selected. Cycling the button one time changes to the next configuration. Leaving the light off for 5 seconds saves the current configuration to memory.

CONFIGURATIONS

- (1) High + Burst
- (2) Max / Strobe
- (3) Medium / High + Burst
- (4) Low / Medium / High + Burst
- (5) High / Medium / Low + Burst
- (6) L/M/H/Strobe/SOS/Beacon + Burst

<u>Please Note:</u> Configuration 2 does not have Burst mode because the default output is already 100%.

MODES

Low (Moonlight) = 1 Lumen
Medium = 40 Lumens
High = 400 Lumens
Max = 700 Lumens
Burst = 700 Lumens
SOS = International Distress Signal
Strobe = 700 Lumens @ 20Hz
Beacon = 2 blinks every 5 seconds

BURST MODE (100% OUTPUT)

Typically 100% output is not needed. Burst mode is a battery saving feature. If you do need full output, activate burst mode with two very quick cycles ($\epsilon.25$ seconds). Burst mode has no memory, so the light will return to the last saved mode.

The light maintains Burst Mode for 30 seconds and then ramps down to High mode over the next 30 seconds to prevent over heating.

LOW BATTERY WARNING

The driver does not have a built in low battery warning. If the light dims, fails to activate, or begins to blink, the battery needs to be replaced/recharged.

Best practice is to replace/recharge the battery before it is completely empty. Modern rechargeable batteries will last longer if you recharge them before they are fully depleted.

If the battery is fully depleted you may trip the low voltage protection circuit, disabling the battery. In most cases the Flex charger can reactivate it, but fully depleting the battery should be avoided.

BATTERY INSTALLATION

The battery should be installed with the (+) terminal facing the head. NEVER install batteries backwards.

BATTERY COMPATIBILITY

The best battery to use is the Foursevens 16650 Li-lon rechargeable provided with your flashlight. To purchase batteries and chargers, please visit the link at the bottom of the next page.

The QUARK QK16L MKIII will accept 2xCR123 or 2xRCR123 batteries. However, we STRONGLY ADVISE AGAINST THEIR USE. Catastrophic failure can occur when one of the two (continued on the next page...)

cells is not functioning correctly, causing thermal runaway in the other cell. There is a significant risk of fire and/or explosion when using two cells.

MAINTENANCE

If the threads become dirty or gritty, clean them with a soft tissue and/or cotton swab. Reapply lubrication to the threads and o-ring to maintain smooth operation and prevent damage. If the o-ring dries out, it may tear when replacing batteries.

Spare o-rings are included with the QUARK. You probably won't need them, but if the main o-ring ever breaks or tears, you'll have a replacement on-hand.

SPECIFICATIONS

Best Battery: 16650 Li-lon
Alternate Battery: 2x(R)CR123
Voltage Range: 2.8V-8.4V
Dimming: Constant Current
LED: Nichia 319A (5000K)
CRI (Color Rendering Index): 80+
Bump Protection: software prevents
accidental mode changes if dropped.

A 16650 size Li-ion rechargeable battery is included with your light. This light will accept 2x(R)CR123 batteries, but we don't recommend them. See the warning on the previous page. Purchase batteries and chargers at:

www.darksucks.com/recharge

