





Step #1: In order to open oven open the light you will need to heat the housing. If using a heat gun begin by heating the seal evenly while constantly moving the heat gun. If using an oven: Preheat to 225°F and place the light in the oven for 10 Minutes.

\*Before opening your headlight be sure to TEST the lights with a 12V power Source. Be sure the solder spots do not make contact w/ metal/chrome\*



Use a flat head screwdriver to softly separate the lens and the housing.



If you are are installing the halo kit, you will need to drill two small holes big enough for the wires to pass through. Remove the 3M backing and firmly place your halos to the bezel. The wires will route out the headlight just like in step 8.



There are two DRL LED Chips in each headlight, one on each end of the clear diffuser. Once the (6) Torx Screws are removed, the white bezel can be removed as well. Disconnect the clips attaching the DRLs to the headlight.



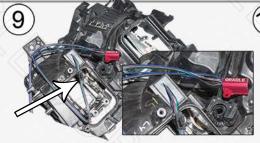
Next, loosen the (1) T-10 Torx screw located on the bottom of the white bezel. Then remove the (2) T-10 Torx Screws holding the stock chip in place.

You will re-use the metal bracket and white bracket to install your new ColorSHIFT DRL Chip. The RGB wires will connect to your ORACLE RGB Controller.

Re-install the (3) T-10 Torx screws, attaching the stock bracket and new ColorSHIFT DRLs to the white bezel. Repeat the process for each DRL. Install the white bezel into the headlight. Tighten down the (6) T-20 Screws when ready.(Refer to step 4.)



On the backside of the headlight, there is a small area of venting material. Make a small slice and route the wires out of the headlight.



In the image above, you can see where the male side of the clip is on the outside of the headlight along with the resistor. Mount the resistor outside of the headlight.



Remove any old sealant still in the lens groove. Reseal the headlight by forming a solid bead of RTV silicone adhesive We suggest using ORACLE Headlight Sealant. Allow enough time for the sealant