Fenix HL16 Headlamp

Technical Parameters

ANSI/PLATO FL1		High	Med	Low	Red	Red Flash
Output		70 Lumens	30 Lumens	4 Lumens	1 Lumen	1 Lumen/2Hz
Runtime	**Ni-MH Battery**	3h	7h	60h	75h	150h
	Alkaline Battery	2.5h	7h	58h	85h	170h
Distance		35m	24m	8m	\	\
Intensity		310cd	143cd	16cd	\	\
Impact Resistance		1m				
Waterproof		IP66				

The abovementioned parameters (lab-tested by Fenix using one 2500mAh Ni-MH and the included Alkaline battery) may vary between headlamps, batteries and environments.

- Cree XP-E2 R3 neutral white LED with lifespan of 50,000 hours
- Powered by one AA (Ni-MH/Alkaline) battery
- 62mm Length x 39.5mm Width x 37mm Height
- 55 grams (excluding battery)
- Digitally regulated output maintains constant brightness
- Red light for night vision; red flash for alerting
- 60° tilt mechanism directs the beam where needed
- One-switch control for easy and fast operation
- Reverse polarity protection to protect from improper battery insertion

- Intelligent overheat protection protects from high surface temperature
- Made of quality aluminum and plastic
- Certified by CPSIA and REACH
- Secure lock for kids: the included Allen wrench is needed for battery cover opening. For adult use, remove the screw and replace the battery

Accessories: AA battery, Allen wrench, Spare O-ring

Operating Instruction

General Mode
Press and hold the switch for 0.5 seconds to turn ON/OFF the headlamp.
With the lamp switched on, single click the switch to cycle through High→Low→Med.

Red Light
Single click the switch to enter Red light, one more clicking to enter Red flash. Click once again to turn off red light mode.

The headlamp memorizes the last brightness level used in White light mode. When next turned on, the previously used brightness level is recalled.

Mode Switching
With the lamp on Red light mode, press and hold to activate White light mode.

Battery Specifications

Types	Dimensions	Nominal Voltage	Usability	
Ni-MH Battery	AA	1.2V	Recommended	√√
ARB-L14-1600U	14500	1.5V	Recommended	√√
Alkaline Battery	AA	1.5V	Usable	√
Lithium Battery (Non-rechargeable)	AA	1.5V	Cautious	!
Li-ion Battery (Rechargeable)	10440	3.7V	Banned	×

Warning: 1. It is prohibited to use banned battery in case of overvoltage explosion. Quality battery is strongly recommended.

2. If the lamp will not be used for an extended period, remove the battery, or the lamp could be damaged by electrolyte leakage or battery explosion.

Battery Replacement

1. Unscrew the locking screw to open the battery cover. Lower the holder to 90°angle, and press

the joint of the holder and the headlamp with one thumb.

2. Grasp the buckle hole with the thumb of the other hand then pull up.

3. Insert the battery in accordance with the polarity mark, and close the battery cap.

Headband Assembly

Notice: The headband is factory assembled by default.

Step 1: Attach the headband to the headlamp as shown, by first sliding the band down to the bottom of the slots. Then hook the top edge under the top slot.

Step 2: Adjust the headband by sliding the buckle to required length.

Usage and Maintenance

● Disassembling the sealed head can cause damage to the headlamp and will void the warranty.

● Fenix strongly recommends using quality rechargeable Ni-MH battery, alkaline battery will shorten the runtime with the lamp switched on high output.

● Long-term use can result in O-ring wear. To maintain a proper water seal, replace the ring with an approved spare．

● Periodic cleaning of the battery contacts improves the lamp's performance as dirty contacts may cause the lamp to flicker, shine intermittently or even fail to illuminate for the following reasons:

  A: The battery needs replacing.

  Solution: Replace battery (Ensure battery is inserted according to the manufacturer's specifications).

  B: The threads, PCB board contact or other contacts are dirty.

  Solution: Clean the contact points with a cotton swab soaked in rubbing alcohol.

If the above methods don't work, please contact your authorized distributor.

Warning

The headlamp is a high-intensity lighting device capable of causing eye damage to the user or others. Avoid shining the light directly into anyone's eyes.