



MX5 Wink & Sleepy Eye Mod Installation & Operation Guide



Please check www.mx5tech.co.uk for updated and extended instructions including photographs and videos which will significantly aid installation and explain operation.

1. Precautions

- Only to be used on MK1 Mazda MX5 and Eunos cars with popup headlamps. Installation should only be undertaken by a competent person and no responsibility is accepted for incorrect installation or any damage/faults caused in any way by use of this device.
- Do not expose to moisture or extremes of temperature. The cables are automotive rated and suitable for use in the engine bay but should be kept clear of moving parts and any engine components which get hot.
- The control box is splash resistant but is not designed to be submerged or continuously subject to water.

2. Kit Contents

1 x Control box. 1 x cable assembly. 2 x large cable ties. Small cable ties. Instruction sheet.

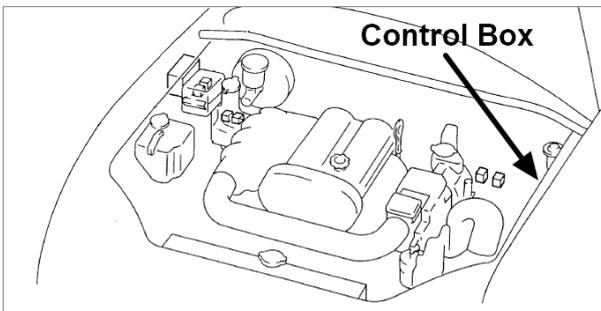
3. Locate Mounting Point for Control Box

The control box can be mounted in any dry location in the engine bay where the two cables can reach the headlight motor connectors. However, it has been designed to be mounted on the right-hand side of the engine bay as shown below.

Pass the two large cable ties through the slots in the bottom of the control box and then use them to attach the box securely to a suitable mounting point.

Selection of exact mounting point will depend on engine configuration and any additional engine components but should be in a dry location where the cables can easily reach the headlight motor connectors and away from excessive heat (e.g. Turbo).

The control box may be positioned on either side of the engine bay.

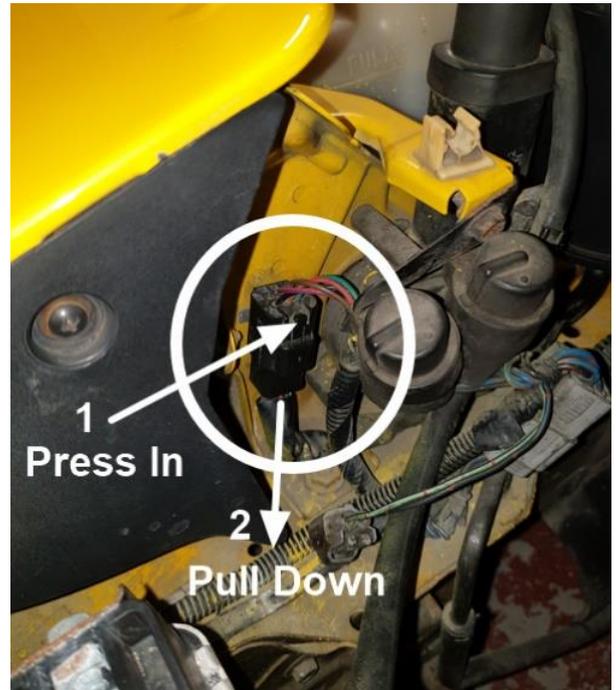


4. Locate and Unplug the Headlamp Motors

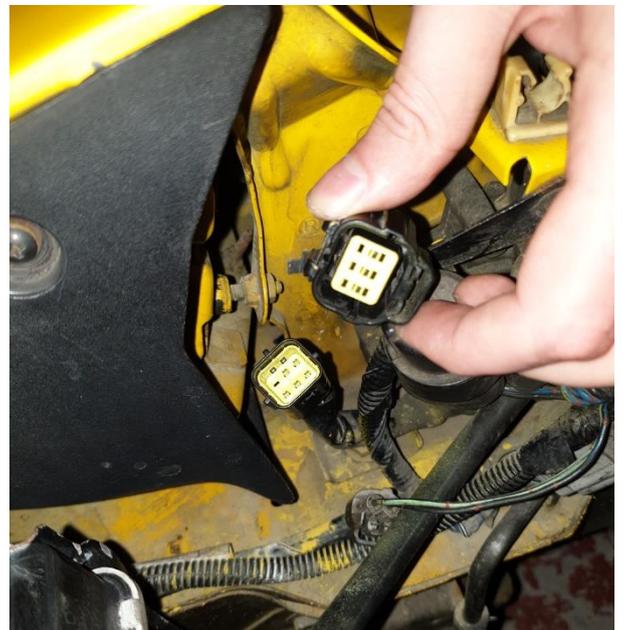
DISCONNECT THE BATTERY – IMPORTANT!!!

Each headlamp motor has an associated plug and socket located just below the headlamp assembly and attached to the bodywork. Press in the clip (1) and pull bottom of the connector down to separate it (2).

This can be quite tricky due to tight access and the connectors can be quite tough to pull apart.



It is possible to insert a thin bladed screwdriver or similar behind the connector to release the clip holding it to the body. This makes it much easier for unplugging and plugging in the Wink Mod.



5. Route the Control Cables

Plug the cable assembly into the control box ensuring that it is fully inserted, and the locking mechanism has clicked. Route the shorter of the two control cables to the nearest headlamp motor connector ensuring that it does not obstruct the movement of the headlight and does not pass too close to any engine compartment component which is likely to become very hot. E.g. Do not fix into place at this stage as this will make it easier to make the connections.

Route the longer cable to the other headlamp motor connector taking the same precautions. Take particular care not to pull or damage the connectors on the end of each of the cables.

6. Plug in the Connectors

Plug the connectors on the control box cables into the appropriate headlight motor connectors ensuring that the connectors are fully pushed together.



If you have removed the motor connectors from the body clip, it can now be clipped back in. The two sets of plugs/sockets can be cable tied together to keep them secure.

7. Secure the Cables

Use the supplied cable ties to securely fix the cables from the control box into place. Pay attention to ensure cables are not directly adjacent to very hot engine parts and are well clear of any moving parts.

8. Reconnect the Battery and Initialise

Reconnect the battery. The headlamps may initially popup while the wink mod initialises. **IMPORTANT: If they do not pop up, please jump to step 12 to reset the unit.**

Press the tombstone headlamp button on and off. The headlamps should reset and initialise to the "down" position. Press the button on. The headlights should pop up. Press the button off. The headlights should pop down.

If the headlights don't pop up, double check that all the headlight connectors are fully pushed into place.

9. Play Standard Winks

Operation of the wink mod is via the tombstone button or, if you have "Flash to pass", via the steering column headlamp stalk.

If you don't have flash to pass, this can be added with a very simple mod using a diode. A quick internet search will reveal details of how to do this.

In the following descriptions, a "Flash" means either a quick pull back on the steering column stalk or a quick "press-unpress" of the tombstone button.

When you turn the lights on or off, the headlights will pop up or down as usual. You may notice a very slight delay before the lights move.

There are four standard wink patterns built into the mod – these can be changed using the mobile app.

Each wink pattern is activated by executing the appropriate number of flashes.

- 1 FLASH** – Both headlamps up then down – simulates standard flash
- 2 FLASHES** – Wink one headlamp
- 3 FLASHES** – Wink one headlamp then the other
- 4 FLASHES** – A "3 FLASHES" but done twice.
- 6 FLASHES** – Swap left and right sides. New "Left" will wink to confirm.

10. Sleepy Eye Mode

Sleepy eye mode is activated by clicking the tombstone button ON-OFF-ON or turning the headlights ON-OFF-ON. The headlights will rise to the pre-set sleepy eye level. Simply turn the lights off to return the lights to the popped-down state.

11. Set Sleepy Eye Level

You can set the sleepy eye level by performing 7 flashes one after the other. The lights will pop up fully, then down and finally to the pre-set sleepy eye level to indicate you are in edit mode.

Each single press of the tombstone button will raise the lights to the next sleepy level. If the level reaches the top sleepy level, they will reset to the lowest level. Once you have the lights at the level you require, perform two flashes to store the level and exit edit mode. This level will be stored in the wink mod until changed or factory reset. Headlight motors vary and the level of the sleepy eye may change over time and will vary depending on whether the engine is running.

12. Factory Reset

To reset the unit to factory defaults, perform 10 flashes one after the other. The lights will pop up to show successful reset. Resetting will return the 4 default winks to factory defaults (if changed via the mobile app) and set the default sleepy eye level. Reset will also unregister any registered mobile device and allow a new mobile device to register with the wink mod.

13. Mobile Application

The wink mod mobile app allows you to control all the winks remotely, gives access to more wink variations and set the default actions. See www.mx5tech.co.uk/support.aspx for full details.

14. Long Term Storage

The wink mod is constantly powered waiting for wink commands and hence uses a small amount of current. In normal use on a regularly used vehicle, this will not impact on battery usage. However, if the vehicle is to stand unused for a long period e.g. a couple of weeks or more, we recommend that the battery is disconnected, or one of the two wink mod cables is temporarily disconnected. This will ensure that the battery is not slowly discharged.

15. Other Items

Wink sequences and lazy eye mode cannot be activated when the lights are turned on. However, winks CAN be activated using the mobile app when the lights are on. This is a limitation of the MX5 wiring loom.

Operation of the wink mod may become erratic if the battery level gets very low.

16. Troubleshooting

If the lights stop functioning, ensure that all connectors are firmly pushed together. If one headlamp continuously pops up and down, this indicates that one or more of the connectors is not properly connected. Unplug and securely re-plug the connectors.

Turning the lights on then off will reset the lights to a basic state.

17. Safety & Disclaimer

The wink mod functions must not be used on public roads or when the vehicle is moving. It is intended for entertainment value only and must not be used when driving at any time.

Do not attempt to open the control box. There are no user-serviceable parts inside and you will compromise the splash resistance of the case.

MX5Tech accept no responsibility for any damage, loss or injury caused by use of the wink mod.