

SCOUT - DYNAMIC FLASH CODES

Flash	Description	Meaning
1	Battery Low	The batteries are running low. <ul style="list-style-type: none"> Recharge the batteries.
2	Low Battery Fault	The batteries have run out of charge. <ul style="list-style-type: none"> Recharge the batteries. Check the battery and associated connections and wiring.
3	High Battery Fault	Battery voltage is too high. This may occur if overcharged &/or travelling down a long slope. If travelling down a slope, reduce your speed to minimise the amount of regenerative charging.
4	Current Limit Time-out or Controller too hot	The motor has been exceeding its maximum current rating for too long. <ul style="list-style-type: none"> The scooter may have stalled. Turn the controller off, leave for a few minutes and turn back on again. The motor may be faulty. Check the motor and associated connections and wiring.
5	Park Brake Fault	Either a park brake release switch is active or the park brake is faulty. <ul style="list-style-type: none"> Check the park brake and associated connections and wiring. Ensure any associated switches are in their correct positions.
6	Drive Inhibit	Either a Stop function is active or a Charger Inhibit or OONAPU condition has occurred. <ul style="list-style-type: none"> Release the Stop condition (seat raised etc.) Disconnect the Battery Charger Ensure the throttle is in neutral when turning the controller on. The Throttle may require re-calibration.
7	Speed Pot Fault	The throttle, speed limit pot, SRW or their associated wiring may be faulty. <ul style="list-style-type: none"> Check the throttle and speed pot and associated connections and wiring.
8	Motor Voltage Fault	The motor or its associated wiring is faulty. <ul style="list-style-type: none"> Check the motor and associated connections and wiring.

9	Other error	The controller may have an internal fault. <ul style="list-style-type: none">• Check all connections & wiring.
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