



INSTRUCTIONS FOR 6 WAY PYROTECHNIC FIRER

YOU MUST BE 18 TO OPERATE THIS SYSTEM. YOU MUST HAVE CLEAR LINE OF SIGHT TO THE DEVICE AND NO ONE SHOULD BE WITHIN 2 METRES OF THE DEVICE, WHEN FIRED. TREAT EXACTLY LIKE FIREWORKS! THE SMOKE PRODUCED WILL SET OFF THE FIRE ALARM, ISOLATE THE ZONE. IN PUBLIC VENUES, ENSURE YOU HAVE THE AGREEMENT OF THE MANAGEMENT TO USE PYROTECHNICS.

- TAKE THE **FIRING KEY OUT** AND SET THE SYSTEM UP WITH CABLES GOING FROM THE CONTROLLER TO EACH POD. LOAD THE PYROS. ENSURE THAT NO ONE IS IN THE FIRING ZONE.
- TO **TEST**, SWITCH ON MAINS. INSERT THE KEY AND TURN ON. SWITCH ON REQUIRED CHANNEL. ROTATE THE EFFECTS KNOB TO "POD A I" THE "CHANNEL TEST LIGHT" SHOULD COME ON, IF NOT ROTATE THE KNOB TO "POD A II" THE TEST LIGHT SHOULD COME ON (IT DEPENDS ON THE WIRING OF THE CABLES) IF THE LIGHT DOES NOT SHOW, THERE IS A FAULT ON THE WIRING OR THE CONNECTORS ARE NOT IN GOOD CONTACT OR NO PYROS LOADED. TEST ALL CHANNELS TO BE USED. WHEN TESTED, SWITCH THE CHANNELS OFF AND REMOVE THE KEY, UNTIL REQUIRED.
- TO **OPERATE** THE SYSTEM, MAKE SURE THE MAINS IS ON AND THE KEY IS INSERTED AND TURNED TO ON, SWITCH ON THE REQUIRED CHANNEL(S) AND **PRESS FIRE** AT THE APPROPRIATE MOMENT.
- MOVE ON TO THE NEXT EFFECT, SWITCH ON THE CHANNEL AND **FIRE** WHEN REQUIRED.
- IF YOU NEED TO **RELOAD** PYROS, TAKE THE **KEY OUT!**

PYRO POD CABLE TEST LIGHT EFFECTS KNOB CHANNEL SWITCHES



UNIT ARMED LIGHT

FIRE BUTTON

KEY SWITCH

MAINS SWITCH