GIGALINK

WIRELESS

PYROMATE INC.

FIRING SYSTEMS

PROGRAMMING INSTRUCTIONS

Units will not work if transmitter is within 10 feet of receiver!!!
Antenna must be elevated for maximum performance

ATTENTION!!
YOUR UNIT REQUIRES NO PROGRAMMING IT HAS BEEN DONE AT THE FACTORY.

STANDARD PROGRAMMING

This is used to program all channels from a multi channel receiver to a multi channel transmitter. Standard programming can be achieved by the following steps below.

Step 1: Turn on the receiver power.

Step 2: Momentarily short the two CC pins on the receiver board. (This sets all channels to a random code.

Step 3: Connect the Multi Channel transmitter to the Multi channel receiver by inserting the Programming cable into the transmitter and receiver 2.5 mm socket (this will activate the programming mode and is indicated by the red light (LED), on the transmitter that must remain on.

Step 4: Activate any two channels simultaneously on the multi channel transmitter for one second; the led should blink a few times to confirm code programming and then switch off

FORWARD PROGRAMMING

This mode is used to program multiple receivers to the same channels. And must be performed with the Low Power Programmer using long cable provided!

Step 1: Perform standard programming to Low power transmitter to teach unit channel of 1st unit but do not short cc pins or you will reset the codes.

Step 2: Open Transmitter (Low Power) and receiver, Turn power on, Place an alligator clip across CC pins in receiver and leave shorted, Plug long coding cable between receiver and Low Power forward programming transmitter, get full distance of cable away from receiver and shield the transmitter from receiver, make sure that red led on transmitter is not lit, Push button 1 for 2 seconds, Remove the Jumper (alligator clip), remove the coding cable Repeat on as many receivers as needed.

Single Code Programming

This is used for programming one channel at a time to the transmitter Single code programming can be achieved by following the steps below,

Step 1: Turn power to receiver.
Step 2: Momentarily short the two cc pins on the receiver board (This sets all channels to a random Code.

Step 3: select the receiver channel, to be programmed, by setting the 2 way dip switch. See table below,

2 way Dip Switch

Dip switch settings		Setting Channel output
1	2	
Off	Off	1
On	Off	2

4 Way Dip Switch

1	2	3	4	
Off	Off	Off	Off	1
On	Off	Off	Off	2
Off	On	Off	Off	3
Off	Off	On	Off	4

Step 4: Connect the transmitter to the receiver by inserting the programming cable into the 2.5 mm sockets (this will activate the programming mode and is indicated by the red light (LED) on the transmitter for that must remain on).

Step 5: Activate the channel on the transmitter for approximately one second that you wish to correspond with the selected channel on the receiver, The LED should blink a few times to confirm program, then switch power off.

Step 6: Disconnect cable.

Repeat steps 3 to 6 to program another channel.

OPERATING INSTRUCTIONS,

<u>These units will not work if the transmitter is closer than 10 feet to receiver</u>

<u>Antenna must be elevated for best performance</u>

With key removed attach igniters to Receiver/Firing unit.
Push test switch to test circuits (GIG-8 only)
Just before firing insert key and arm Receiver/Firing unit.
To fire press and hold arm button on transmitter, a green light will show through window verifying that unit is armed.
Depress channel to be fired and a flashing red light will show verifying transmition of signal.
A flashing red light when no buttons are depressed on transmitter mean unit has low battery and must be changed.
The receiver/Firing unit will last approximately 20 hours on a set of batteries in the Standby/Armed mode. It is recommended to change the batteries in the Receiver/Firing unit before each use if left in Standby/Armed mode for any long period of time. Lithium or Ultra 9v batteries will increase standby time.
To change batteries in Receiver/Firing unit simply remove six screws on faceplate.

And special effects materials are explosives and may cause personal injuries or death to yourself Or others, including spectators. SAFTEY IS YOUR RESPONSIBILITY and is beyond the control Have PYROMATE Inc. The buyer / user assumes all responsibility and liability in the use of this Equipment
And further agrees, by purchase and /or use of this equipment, to indemnify and hold harmless PYROMATE Inc. and its agents against all liability for injury, loss, or damage direct or Consequential arising out of the use of, or inability to use this equipment.
Any subsequent purchaser is also bound by these conditions of sale.