HOLATRON 10000SS32 QUICK-START GUIDE

TO OPERATE:

1) Turn on POWER switch on the big box (receiver).

2) Turn on ARM switch on the receiver.

3) Momentarily press PWR/CLR button on the transmitter to turn on its power. Note that the transmitter must be located at least 5 feet away from the receiver in order to achieve a successful radio link.

4) Momentarily press the ARM button on the transmitter. Verify that it is armed by observing that its Rcvr Signal light (upper right corner) is flashing red.

5) Enter the first cue (shot) number that you would like to start with (in the range of 1 – 9999) on the numeric buttons.

6) Press the FIRE button to fire the first cue.

7) To fire subsequent cues in ascending order, repeatedly press the FIRE button.

8) To fire a cue out of numerical sequence, on the numeric buttons enter the transmitter cue number and then press FIRE. This is normally 1 - 32 for a single 32 output receiver.

9) To fire subsequent shots in automatic (machine gun) mode, momentarily press the **Prgm Rcvr** button and then enter the desired firing rate in shots per second (1 - 20) on the numeric keys. (If the desired rate has previously been entered, it will be remembered and need not be reentered.) Verify that the transmitter is in auto-fire mode by observing the top left MODE light blinking red at the desired fire rate. Press and hold the FIRE button to fire continuously in automatic (machine gun) mode. Firing stops when the button is released.

10) To return to semi-automatic (single shot) mode, momentarily press the **Prgm Rcvr** button, and observe the top left MODE light flashing green.

11) To disarm, momentarily press the ARM button, and observe that the Rcvr Signal light (upper right corner) is flashing green.

12) To turn off the transmitter, push and hold the PWR/CLR button for at least one second and release. (The transmitter will also turn itself off after 43 minutes of inactivity.)

TO PERFORM CONTINUITY TEST ON RECEIVER OUTPUTS :

1) Transmitter and receivers to be tested must all be turned on. They may be in either SAFE or ARMED mode. If ARMED, the transmitter will automatically switch to SAFE mode and must be rearmed after completion of the test.

2) Enter the cue number that you would like to test (in the range of 1 – 9999) on the numeric buttons.

3) Press the transmitter's TEST button to test the cue number just entered. The number just entered will continue to flash on the transmitter panel, and its color will indicate the test result.

   GREEN indicates a good connection.

   RED indicates an open circuit or bad connection.

   YELLOW indicates that no test response was received at the transmitter. This indication results from interference, poor radio link, or from testing a number that is not in the cue range of any receivers that are turned on.

4) To test all remaining cues automatically, press the TEST button a second time. The transmitter will test all remaining cues in ascending sequential order until it encounters one that responds with a RED or YELLOW indication, at which point it will stop.

5) To resume testing of all remaining cues after a stop, press the TEST button again, and so on.

6) To perform a single test on any random cue, simply enter the cue number on the numeric keys, and press TEST.

NOTE: Receivers that have been programmed to fire simultaneously (master and slaves programmed to the same cue range) must be tested individually, as they will otherwise transmit their test results simultaneously and interfere with each other. To test a receiver individually, all other receivers programmed to the same cue range must be turned off. If slaved receivers are not being used in a show, all receivers may be turned on and tested in a single scan.

TO PROGRAM THE RECEIVER PARAMETERS:

(Note that the receiver has already been preprogrammed with the following procedure before shipment.)

1) Turn on POWER switch on the big box (receiver). Only the receiver being programmed should be turned on. All other receivers must be turned off during programming.

2) Push PWR/CLR button on the transmitter to turn on its power. Note that **programming must be the first operation after transmitter power-up**. Programming mode will be disabled in the transmitter after any other operation has occurred. Note also that the transmitter must be located at least 5 feet away from the receiver in order to achieve a reliable radio link.

3) Press the **Prgm Rcvr** button once and then verify that the top left MODE light is glowing continuously green (not flashing).

4) Enter the transmitter cue number (1 - 9999 on the numeric buttons) that you would like to have fire this receiver's first output circuit. Ordinarily, with a single receiver in use, this would be cue number 1. Press the **Prgm Rcvr** button again. If the operation is successful, the MODE light will resume flashing green.

5) If MODE indicator is flashing GREEN, repeatedly press the **Prgm Rcvr** button (should be 3 times) until the top left MODE light is glowing continuously red (not yellow and not flashing).

6) Enter the number of receiver output circuits (1 - 48 on the numeric buttons) that you would like the transmitter to be able to fire on this receiver. Ordinarily, with a 32 output receiver, this would be entered as 32.

7) Press the **Prgm Rcvr** button once more and verify that the top left MODE light is again flashing green to indicate that the system has returned to normal (non-programming mode) operation.

8) Turn off the transmitter and receiver.

NOTE: If you should ever accidentally enter programming mode but do not wish to alter program parameters, simply press the **Prgm Rcvr** button repeatedly until the top left MODE light is again flashing green to indicate that the system has returned to normal (non-programming mode) operation.

If a number is erroneously entered while in program mode, pressing the CLEAR button will enable the operator to reenter the number or to exit program mode (by additional depressions of the **Prgm Rcvr** button) without programming the receiver.