

## Operation Summary for High Energy Trigger

**CAUTION – Do not switch to ARMED until all persons who might be harmed by accidental fire are in a safe area.**

Switch Position	Output Energy / Max Voltage	Mode
1	1.14 joules / 96 volts	Radio / wire-fire
2	3.16 joules / 160 volts	Radio / wire-fire
3	5,55 joules / 212 volts	Radio / wire-fire
4	8.67 joules / 265 volts	Radio / wire-fire
5	12.3 joules / 316 volts	Radio / wire-fire
6	1.14 joules / 96 volts	Manual / wire-fire only
7	3.16 joules / 160 volts	Manual / wire-fire only
8	5,55 joules / 212 volts	Manual / wire-fire only
9	8.67 joules / 265 volts	Manual / wire-fire only
A	12.3 joules / 316 volts	Manual / wire-fire only
B	1.14 joules / 96 volts	Radio only
C	3.16 joules / 160 volts	Radio only
D	5,55 joules / 212 volts	Radio only
E	8.67 joules / 265 volts	Radio only
F	12.3 joules / 316 volts	Radio only
0		Pair with transmitted cue, channel, and system code.

- In “wire-fire” modes, **capacitor charging** will begin upon switching from SAFE to ARMED.
- In “radio only” modes, switch from SAFE to ARMED, and then **capacitor charging** will begin upon transmitter turn-on.
- **Charging stops upon firing.**
- Capacitor discharges while power switch is off.

**“BATTERY / ACTIVATE” Indicator Function Table:**

Flash Pattern	Green	Amber	Red	Battery Level
3 flashes	No Charge	Partial Charge	Full Charge	High
2 flashes	“	“	“	Medium
1 flash	“	“	“	Low
No flashes				Very low, or dead
Continuous (1 sec or more)	Non-matching radio cmd rcvd		Wire or matching radio cmd rcvd <b>(Fires if armed)</b>	

## Pairing Procedure for High Energy Trigger

Three parameters determine which transmitters will fire the trigger:

**Proprietary System Code** (0-255),  
**Digital Channel** (1-12),  
**Cue Number** (1-12)

With the **digital switch set to position 0**, a single transmission will cause the trigger to grab all three parameters and pair itself with the transmitter that sent them. This pairing will be saved in non-volatile memory even after the trigger power is turned off.

If pairing was successful, the **BATTERY / ACTIVATE flasher will go dark**, and the receiver power must be turned **off for a few seconds and then back on** to restore normal operation.

After power is turned back on and the switch is subsequently **set to a non-zero position**, the trigger will fire only on the paired system code, channel, and cue number.

The paired channel number is displayed as a series of amber flashes for each of 2 digits at power-on, and paired system code is displayed as a series of amber flashes for each of 3 digits during the pairing operation. Zero digits are represented by a single long flash in this series. Leading zeroes are not displayed. So there will be no flashes for generic system code 0.

Be sure to return the digital switch to a non-zero position after pairing with a transmitter to prevent possible change of the paired parameters on subsequent transmissions.