Selection Table for Pairable AirFire-6 Receiver:

Rcvr Digital Switch Setting	Action
0	Pair with xmtd cue range (1-6 or 7-12), channel, & system code
1	Fire paired cue range, channel 1, and paired system code.
2	Fire paired cue range, channel 2, and paired system code.
3	Fire paired cue range, channel 3, and paired system code.
4	Fire paired cue range, channel 4, and paired system code.
5	Fire paired cue range, channel 5, and paired system code.
6	Fire paired cue range, channel 6, and paired system code.
7	Fire paired cue range, channel 7, and paired system code.
8	Fire paired cue range, channel 8, and paired system code.
9	Fire paired cue range, channel 9, and paired system code.
A	Fire paired cue range, channel 10, and paired system code.
B	Fire paired cue range, channel 11, and paired system code.
C	Fire paired cue range, channel 12, and paired system code.
D	
E	Pair with xmtd cue range (1-6 or 7-12), channel, & system code
F	Fire paired cue range, paired channel, and paired system code.

Pairing Procedure and Operation

There is an activity indicator and six output indicators. The activity indicator is on the right side of the terminal block. It flashes 1, 2, or 3 flashes periodically to indicate battery level, with 3 being the highest. It flashes red when armed and green when safe. It also lights when a radio signal is being received, even if the signal is not activating an output. The output indicators for the compact receiver now light red when firing and green when load continuity is sensed upon depression of the TEST button.

Three parameters determine the controllers to which the receiver will respond:
Proprietary System Code (0-255),
Digital Channel (1-12),
Cue Number (1-12)

With the digital switch set to position 0 or E, a single transmission will cause the receiver to grab all three parameters and pair itself with the controller that sent them. This pairing will be saved in non-volatile memory even when the receiver power is off. So pairing does not need to be repeated on subsequent uses.

After pairing, the activity indicator will stop flashing, and the receiver will cease operation until its power switch is turned off for a few seconds and then back on. Be sure to return the digital switch to position F or to 1-C to prevent possible change of the saved parameters on subsequent transmissions.

If the switch is now set to position F, the receiver will respond only to the paired system code, channel, and cue number range. A paired cue number between 1 and 6, inclusive, will cause the receiver to respond to cues 1-6 with outputs 1-6, respectively. A paired cue number between 7 and 12, inclusive, will cause the receiver to respond to cues 7-12 with outputs 1-6, respectively.

Optionally, the channel number can be selected from the switch by setting it to positions 1-C, as shown in the preceding table. The paired system code and cue range are still used in this case.

Paired or switch selected channel number is displayed as a series of green flashes at each power-on. Paired system code is displayed as a series of green flashes during the pairing operation. 1-9 short flashes are displayed for each non-zero digit. A zero digit is represented by a single long flash. Leading zeroes are not displayed. No flashes are displayed for the default system code zero.