

# Quantumfire QF-6LR

## 6 Cue Wireless Firing System

### **DISCLAIMER:**

The manufacturers, distributors, and sellers of this device accept no responsibility whatsoever for any damage, injury, or loss, financial or otherwise, resulting directly or indirectly from the use, misuse, function, or malfunction of this device. By purchasing and using this device you understand and accept this disclaimer.

### **DESCRIPTION:**

Thank you for purchasing the Quantumfire QF-6LR, 6 Cue Wireless Firing System. This is by far one of the best amateur firing systems on the market today. Quantumfire QF-6LR, 6 Cue Wireless Firing Systems are a versatile and economical answer to a vast array of consumer firing demands. Please familiarize yourself with these simple instructions prior to using your firing system.

### **Specifications:**

#### **FCC Certified – FCC ID Z2F-DBR04**

Range (remote to field modules): up to 425 feet +/- depending on surroundings and local RF interference

Field Module Power Source: 9 volt – requires (6) AA batteries per field module (not included)

Remote Transmitter Power Source: 9 volt – requires (1) 9V battery (not included)

Transmitter Frequency: 433.91 MHz @ 10 mW

Firing Capacity per Field Module: 3 igniters when connected in parallel – DO NOT EXCEED THE MAXIMUM CAPACITY OF THE FIELD MODULE OR DAMAGE MAY OCCUR.

Field Modules (receivers): 1 programmable field module containing 6 cues

RF Remote Transmitter: 1 – containing 12 buttons

Field modules (receivers) are programmable – mate any QF-LR6 field module to any QF-6LR remote transmitter.

### **Description:**

With the QF-6LR, 6 Cue Wireless Firing System, you can now ignite your fireworks displays like the pros. When combined with our Falcon Igniters, you can put on a dramatic fireworks show just like the pros – at a fraction of the cost! Plus, as an added benefit, now you get to watch your displays because you'll no longer be lighting fuses by hand, but instead be standing back with your guests, watching and enjoying the show. Plus, you'll appreciate the added safety of remote firing.

This convenient system is stable and rugged and has many benefits of more expensive professional systems:

- The range is up to 425 feet +/- depending on surroundings and local RF interference.
- The field module contains six cues total. This solution keeps your shoot site mostly wireless. The field module stands near the item(s) being fired - no long wire runs!
- Field modules are programmable - program any field module to any Quantumfire QF-6LR remote transmitter.
- All systems include a 12-button remote transmitter. You can start with 6 cues and upgrade to 12, 18, 24, 36, 48, etc. anytime just by adding more field modules. (With multiple 12-button RF remote controls).
- All field modules are interchangeable. If any field module should fail after the one (1) year warranty period the cost of repair is only the cost of one module.
- Using a remote firing system, like our Quantumfire QF-6LR, 6 Cue Wireless Firing System, is much safer than lighting by hand.

### **Installing Batteries:**

First, install six (6) AA batteries in the field module (receiver) by opening the battery compartment on the back of each unit. Install the batteries and close the battery compartment. Then turn on the module by flipping the switch on the side of unit. The main indicator light on the center face of the module should turn "on" indicating proper function. Additionally, the six individual cue lights will turn "on." If the lights do not turn "on" then make sure the batteries have been installed correctly.

Then install one (1) 9V battery in the remote control transmitter and turn the power switch "on." Note: Some remotes may not have a power switch, in which case the remote will be powered on once the battery is installed. Then press any button on the transmitter. The transmitter light should shine brightly when a button is pressed and will indicate the unit is functioning properly.

### **Re-Programming Field Modules:**

The QF-6LR system is delivered pre-programmed so that each button on the remote will fire the respective cue on the field module. To re-program a field module to a different QF-6LR remote, look for the small hole on the front face of the field module you are re-programming. The hole is located between cues 3 and 4 on the field module. Stick a small instrument, like a finishing nail or tooth pick, into the hole to depress the recessed switch inside. The main indicator light on the center face of the module should begin to flash when the recessed button is depressed. Once the light begins to flash, press and hold the #1 button on the remote that you want to assign the module to. Allow the main indicator light to flash at least three times after you press and hold the remote button. Now release the recessed cue button. Then release the remote button. It is imperative that you release the recessed cue button on the field module before you release the remote control button or the re-programming will not be successful. The field module should now be re-programmed to the new remote. There is no limit to how many field modules can be mated to any specific remote. The possibilities are endless! Field modules can be re-mated to any QF-6LR remote by following the procedure as described above.

### **Important:**

During the re-programming procedure, the field module cues will automatically be assigned to the associated remote control buttons. When the #1 remote control button is pressed during the reprogramming procedure, the six cues on field module are automatically assigned to buttons 1 through 6 on the remote.

**Connecting Igniters to Field Modules:**

When connecting igniter wires to a field module, it does not matter which wire on the igniter goes into which terminal (red / black) on the field module.

**When connecting more than one igniter to any field module connect them in parallel. If you connect the igniters in series then the igniters may not fire. Please see the wiring diagram at the end of this manual for more detail.**

**Note:** When you have connected both wires of an igniter, or a group of igniters, to a field module cue, the light associated with the cue on the front of the module will turn off indicating a proper connection (continuity). If the light does not turn off then there is a short in the circuit or the circuit is broken. Please check your wire connections. If your wire connections are sound, then the igniter is bad and will not fire. Replace the igniter and try again.

**Note:** Do not connect more igniters to a field module than it can effectively fire. Connecting more than the specified number of igniters may overload the module and some or none of the igniters on the module may fire. Damage to the module may also occur.

**Firing a Cue:**

To fire a cue on a field module, simply press the appropriate button on the remote and hold it for at least one to two seconds. Holding the button for one to two seconds gives the igniter(s) enough time to get hot and light the fuse to which it is attached. Remember, the field module and remote control must be powered "on" or nothing will happen.

## **SAFETY IS OUR MAIN PRIORITY:**

REMEMBER, SAFETY IS OUR PRIMARY CONCERN WHEN WORKING WITH FIREWORKS.

REMOTE FIRING SYSTEMS CAN ADD AN ADDITIONAL LEVEL OF SAFETY TO IGNITING FIREWORKS, BUT THE RISKS OF ACCIDENTAL IGNITION STILL REMAIN EVEN WITH THE REMOTE FIRING SYSTEMS USE.

PLEASE, MAKE SURE ALL FIELD MODULE POWER SWITCHES ARE IN THE OFF POSITION RIGHT UP UNTIL THE TIME YOUR DISPLAY IS ABOUT TO BEGIN. THIS NOT ONLY SAVES ON BATTERIES, BUT HELPS TO PREVENT ACCIDENTAL IGNITION FROM AN INADVERTENT BUTTON PRESS.

PLEASE REVIEW OUR COMMON SENSE SAFETY GUIDELINES LOCATED AT:

[http://www.fireworks.us/help\\_answer.asp?ID=22#135](http://www.fireworks.us/help_answer.asp?ID=22#135)

Diagrams / Photos:



WIRING EXAMPLE:

**USE ONLY PARALLEL WIRING WITH YOUR QUANTUMFIRE QF-6LR WIRELESS FIRING SYSTEM.**

This is an example of parallel wiring of multiple igniters to a QF-6LR field module.

Do not exceed the maximum capacity of two (3) igniters per cue on the QF-6 field module or damage may occur.

