



Kingdom New 6 x 4Cue Wireless Firing System

KFE2202B Instruction Manual

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Disclaimer:

The manufacturer(s), distributor(s) and / or seller(s) 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.

Warning:

1. Only the person who has fireworks license is allowed to purchase the product, or the person of whom there isn't fireworks purchase limit in his/her country or district is allowed to purchase the products. Kingdom is not with responsibility for any illegal usage.
2. Safety is the user's responsibility. All pyrotechnic effect and firework safety guidelines should be followed completely.
3. You must deprogram the system prior to trying to re-program the module to prevent accidental code storage thereby creating a secure firing environment

Description:

Kingdom proudly announces the newest wireless product in our firing line. This N x4Cue Firing System has been designed to fill the needs of those pyrotechnicians who need smaller cue counts that can be spread around the shoot site thus saving in wire and clutter. It is also widely used for the wedding celebrations, part shows, stage performance, movie special effects and some special occasions. Additionally, this system is capable of igniting consumer grade clip style igniters and professional grade e-matches.

As with all our products, this one can be used safely and securely with our other systems. Additionally, it can be combined with our advanced control desk KFE2209/18 offering you the ability to take control of all the operating systems in your show in one convenient location.

This system is not only powerful, compact and reliable, it also is expandable. Using just 1 remote transmitter, you can control up to 24cues discretely. If however you combine this with our control desk KFE2209/18/2 you increase the discrete cue control to 44. You also have an infinite number of cues available by combining multiple remotes together. Likewise, you can also program multiple receiver modules

to the same firing channel to infinity if you need simultaneous ignition from multiple firing locations.



- 1- Singal Indicator
- 2- Voltage Meter
- 3- Test / Output power indicator
- 4- Antenna
- 5- Program Button
- 6- Function Switch
- 7- Safety Switch
- 8- Power Switch
- 9- Confirm Button
- 10- Firing Channels
- 11- Firing Mode Buttons
- 12- MG- SG Switch(Mulit Channel – Single Channel)

Technical date.

Module Size (cm)	12 x 8.5 x 5.3	Built-in power (V)	6 x 1.5V AA batteries or 2 x 9 V batteries
Unit weight (kg)	0.24	External power (V)	DC 12-24V
Range (meter)	200-250	Test current (MA)	0.4

What is included:

- 6 Pieces of Individual Firing Modules consisting of 24cues.
- 2 Pieces of Safety Keys.
- 1 Piece of 6 Channel Transmitter.
- 1 Instruction Manual.

What is not included:

Batteries for receiver modules and transmitters.

Load the batteries

This system can fire using either (2) 9V batteries or (6) AA batteries. You will have more power, thus can fire more igniters per cue by using (6) AA batteries.

When you load the (6) AA batteries, take note of the 9V +/- terminal and ensure that the connections do not make contact with the AA batteries. (The 9V connector should face the wall of the module)

Deprogramming Module and Re-Programming

You must deprogram the system prior to trying to re-program the module. This system has a fail-safe for digital rectifying that will prevent accidental code storage thereby creating a secure firing environment.

Step 1. Press and hold the red program button. The red LED above the button will illuminate for about 10 seconds. This LED light will go out when the code is deleted.

Step 2. Ensure that the transmitter is on and the selector switch is in “SG” mode. Turn the key on the receiver module to fire position. Extend the antenna. Press and release the red program button again. Immediately press both your desired channel button(A, B, C, D, E or F) and the ALL button. (you must push both the channel button and fire button at the same time..... this serves as a dead man switch)

Keep your fingers on the buttons until you see all four firing LEDs light. Which indicates the module has locked onto the signal.

Step 3. You can test the module by pressing the programmed channel button (A, B, C, D, E or F) and any of the firing modes (All, Seq or Step fire)

Firing Mode Definitions:

Auto Test Mode: The test indicator will light when the connection is good between igniters and receiver mouldle.

All Fire: Will fire all cues on the selected channel at once.

Seq (Sequence Fire): Will fire all cues in sequence from cue 1 to cue 4 about with a one second delay between cues.

Step Fire: Every time you push the channel button and step button a cue will fire from cue 1 to cue 4.

Continue this deprogramming / reprogramming for every module you have in “SG” mode. You can program one channel to every module or multiple modules (an

infinite number) to one channel if you want simultaneous firing on that channel.

If you want a single module per channel then you can have 6 modules per hand held transmitter for a total of 24 discrete cues.

So far we have discussed the use of the transmitter in the “SG” mode. Now let’s discuss what will happen when the transmitter is in the “MG” mode.

“MG” Mode:

Step 1. All modules must be programmed to a corresponding channel on the transmitter while it is in “SG” mode.

Step 2. Once programming is complete and every module is assigned a channel in the “SG” mode, you may move the selector to “MG” mode.

Step 3. When you push “OK” and “All” every module on every channel will fire at once.

Step 4. When you push “OK” and “Seq” every cue will fire from 1-4 on channel A, then it will automatically transfer to channel B and fire cues 1-4, then it will transfer to channel C and...D, E till F.

Step 5. Each time you push “OK” and “Step” a cue will fire from 1-4 on channel A. After the 4th cue on channel A has fired, the next push of “OK” and “Step” will fire cue 1 on channel B. As you continue pushing the “OK” and “Step” the firing solution will move through all channels A-F until all cues have fired.

Notice:

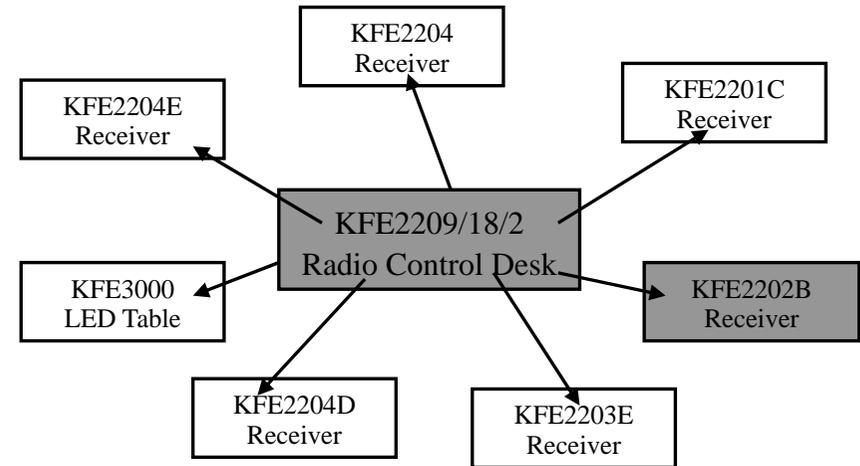
After all cues have fired in “MG” mode. you must restart the firing system by turning off the receiver modules. Otherwise, you will not be able to fire it again in “MG” mode.

Over-loading Protection:

New version firing systems have overload protection function. The function is not through fuse, it is through special design in hardware and firmware. You don't need to worry about short igniter or any misoperation will damage the firing systems and don't need to replace fuse. It is a advanced technology can ensure the system for long time use.

Optional Upgrade

1.The N x 4Cue system can easily be used with this control desk (KFE2209/18/2) instead of the handheld transmitter. You can program each module to channel 1- 11 on the control desk. The use of this control desk gives you the added benefit of being able to single fire cues on the selected channel.



2. Optional Components:



KFE2202B/6
Transmitter

KFE2209/18/2
Control Desk

KFE2210
Antenna

Teleconformity No: 2014RNB054R0

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