Getting Started Guide

FireStorm Firing System

Guide assumes the use of TX1 Handheld Remote Control and Release 2 Firmware.

1 - Insert batteries
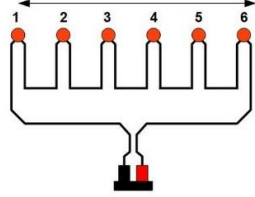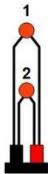
RX1 Module
Remove 2 screws marked with silver dot.
Remove end panel.

RX6 Module
Remove 4 + 2 screws marked with silver dot.
Remove end panel.
Slide panel out.
Lever batteries up and out! Do not aggressively push batteries backwards. Simple lever them up and out as pictured.

RX18 / RX36 Module
Use key or coin to lever battery drawers up and out. Ensure correct polarity. Insert battery drawers by pushing in and pulling down until click into place.

Note – We highly recommend good quality disposable 9V PP3 LITHIUM batteries.

2 - Bond remote & module

This only needs to be done once.

The Channel Number and Starting Cue of the module is set when you bond the module to the remote.

Switch on remote by holding power button for several seconds. Remote will display currently selected channel [c1], [c2] etc then go to home screen showing currently selected Cue [01], [02], [12] etc.

Switch on module by sliding power switch (RX1, RX6 module) or turning key (RX18 / RX36 module) to ARM.

Press and hold BOND button on module for 5 seconds until bond light is 🟠 ORANGE. Release bond button.

Do not continue to hold the BOND button as this will reset the module.

Set desired channel number on remote by tapping POWER button and using arrow buttons to set desired channel [c1] … [c9]. Normally leave this set to [c1]. Tap POWER button again to return.

Set desired starting cue [01] … [99] using arrow buttons.

Tap FIRE button. The module bond light will go out. The middle light on the TX1 remote will illuminate to show the cue continuity.

Note – we recommend writing the Channel Number and Starting Cue and End Clue on the module. Eg. for an RX6, [CH1, CUE 1-6] or [CH1, CUE 7-12] etc.

3 - Check continuity on module

Connect igniters to firing system. Ensure bare igniter wires do not touch each other. This will create a short circuit and cause problems.

Ensure module power switch (RX1, RX6) or key (RX18, RX36) is set to TEST.

Ensure firing area is clear. Always treat any pyrotechnic connected to a firing system as dangerous. Always assume it will fire when doing a continuity test.

Lights on module will illuminate if there is good continuity. Once good continuity is confirmed, switch module OFF until ready to use.

4 - Check continuity on remote

Only available when remote is DISARMED. Armed / Disarmed is indicated by the top right light.

Middle light on remote shows if module is in range, and if there is good continuity on the selected cue.

Middle light:

🟢 GREEN = Good continuity.
🔴 RED = Bad continuity.
⚪ OFF = Nothing bonded to this cue / no radio communication.

The system updates the middle light every 1 second. If the light flickers on and off there is some interference on the frequency or module is at limit of range. However you will find that the module will reliably fire some distance beyond the point where the light is flickering. However, we recommend locating the module to achieve a solid light.

Use arrow buttons to check each individual cue for continuity.

5 - Fire a cue

Ensure module power switch (RX1, RX6) or key (RX18, RX36) is set to ARM.

Ensure batteries are OK (3 flashes on battery light).

Set desired channel on remote (see section #2 for instruction).

Set desired cue on remote using UP and DN arrows.

Press ARM button.

Right hand light on remote will illuminate red. Middle light on remote will go out. Status light on module will be solid red.

SYSTEM IS NOW READY TO FIRE!

Press and hold FIRE button until visual confirmation that effect has fired. Holding FIRE button will transmit many fire commands to ensure effect is fired.

Release FIRE button to advance to the next cue. FIRE button can now be pressed again … cues can be stepped through quickly by repeatedly pressing FIRE button.

UP and DN arrows can be used to go back / forward to any cue at any time.

6 - Fire a sequence

The remote can rapidly fire cues with a set time delay between each cue.

Remote must be DISARMED to set up a sequence. ARM light should be ⚪ OFF.

Tap SEQ button.

Display will flash the current time delay. 05 = 50ms, 10 = 100ms, 15 = 150ms, 20 = 200ms, 1.0 = 1s, 1.5 = 1.5s etc).

Set delay using the UP and DOWN arrows.

Tap SEQ button again to return to home screen. The sequence interval is now set.

Tap ARM button. ARM light will be 🔴 RED.

Set desired sequence start cue using UP and DOWN arrows.

Press and hold SEQ button AND press and hold the FIRE button together. The sequence will fire until the FIRE button is released.

Note: Hold SEQ button first and THEN hold the FIRE button to avoid firing the 1st cue as soon as the FIRE button is pressed.

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Clear the bonding on module

Press and hold the BOND button on the module for 15s. The bond light will illuminate after 5s and then extinguish after 15s. The module has now been reset and will need to be re-bonded to the remote control (see section #2).

How many igniters can I fire?

The exact number of igniters will depend on the wire length and batteries. The guide below is a good approximation.

E-Match Igniters
RX1 = Max 4 wired in series.
RX6, RX18, RX36 = Max 8 wired in series.

Note - Do not connect igniters in parallel because a true continuity reading is not possible and total firing current is split between all igniters unequally.

We always recommend series connection with the same igniter type for maximum reliability.

Series connection

Firing System

Parallel connection

Firing System

Battery level?

All modules and remotes will flash the battery level every few seconds.

3 flash - Battery good.
2 flash - Battery OK. Change battery soon.
1 flash - Change battery immediately.

We always recommend using disposable LITHIUM batteries in firing modules for several reasons.

1. High current for firing igniters
2. Excellent low temperature performance.
3. Very low self-discharge, long storage life.
4. Much less likely to leak.

Use disposable LITHIUM batteries whenever possible.

Do not use "heavy duty", zinc chloride or generic unbranded batteries. If using alkaline batteries, we strongly recommend Energizer Industrial as they can supply a higher current than Duracell and other brands.

Do not use rechargeable batteries.

Module error codes

Any FireStorm firing module will self-test for problems when it is switched on. If the status light on the module is flashing, or there is a cue light flashing, it could indicate a problem. Please refer to our Troubleshooting Guide for more information.

In most cases, simply switching the module off and on again will clear the error. If it does not, do not use the module. Contact us for support.

My module won't bond to remote

If the module and remote will not bond, check the following.

1. Module switch / key set to ARM?
2. Battery in module and remote OK? (3 flashes).
3. Remote DISARMED? (top right light OFF).
4. Antenna connected to remote and module?
5. Remote and module in range? (preferably next to each other).
6. Only bond 1 module at a time.

No link light on remote

If the middle light on the TX1 remote is ◯ OFF, check the following.

1. Is the correct channel and cue selected?
2. Is the module switched to ARM and in range?
3. Is the remote DISARMED? (top right light is ◯ OFF). Tap the ARM button to switch between ARM and DISARM mode. There is no 2 way communication when the remote is armed.

For out of hours or urgent support call / WhatsApp
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