

User's Guide of RFRemotech Wireless Firing System Software 2011

Notes:

1. Only when RFRemotech MagicFire B receiver is connected and is powered, this software can be installed.
2. This software can only be installed and available under Windows XP system or Windows 7 system.
3. Once the software is installed, you can use it without connection of MagicFire B receiver.

Frame

The screenshot shows the RFRemotech Wireless Firing System software interface. The main window is titled "RFRemotech Wireless Firing System-[abc.prj]". The interface is divided into several sections:

- Top Section (Area 1):** "Generate Firing Point" section. It includes an "Input Melody" field, a "Program" timeline with a "Timeline length" of 0:01:59.568, and "Amplify" controls. Below the timeline are three panels: "Generate Individual Firing Point", "Generate Firing Point according to Melody", and "Multiple Firing Point Setting According to...". A red box highlights this entire top section, with a red number "1" pointing to the "Generate Firing Point" section.
- Bottom Left Section (Area 2):** "Fire Points list" table. It contains a list of firing points with columns for "Firing Pot...", "Receiver", "Cue", "Firing Pot...", and "Modify/Delete". A red box highlights this table, with a red number "2" pointing to the "Receiver" column.
- Bottom Right Section (Area 3):** "Receiver list" table. It contains a list of receivers with columns for "Receiver" and "Cue". A red box highlights this table, with a red number "3" pointing to the "Receiver" column.

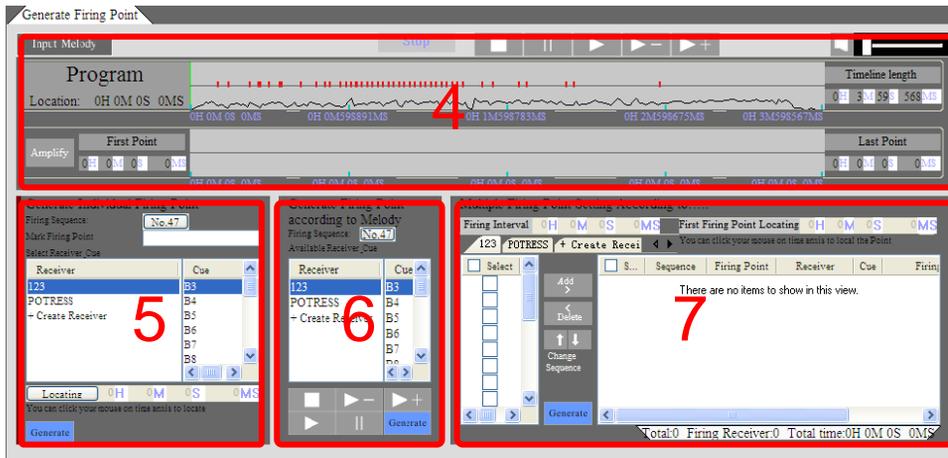
Area 1-Generating Firing Points and Creating Firing Receivers Area, programmable

Area 2-Firing Points List Area

Area 3-Firing Receivers List Area

Programmable Area 1

In Area 1, firing points can be generated and firing receiver can be created.



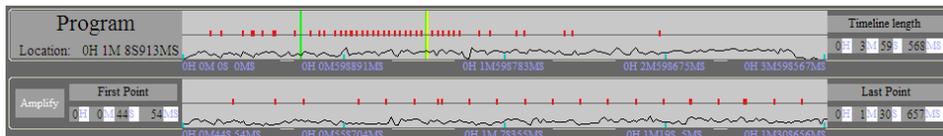
Area 4-Visible Time Line

Area 5-Generate Individual Firing Points Dialog Field

Area 6-Generate Firing Points according to Melody Dialog Field

Area 7-Multiple Firing Setting in Bulk Dialog Field

In Area 4, you can set Timeline Length through inputting numbers in correlative fields, or inputting melody.



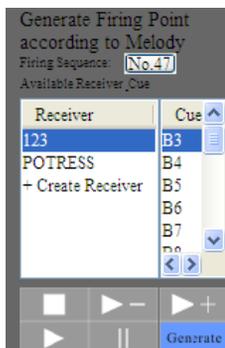
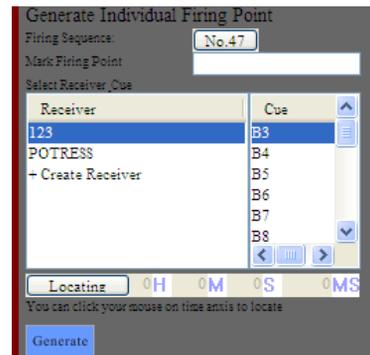
You can Enlarge Timeline to generate firing point if the points are too crowded in this area.

In Area 5, click **Locating** to activate setting firing point. You can locate firing point through mouse's click on Timeline Area 8, or input number in field

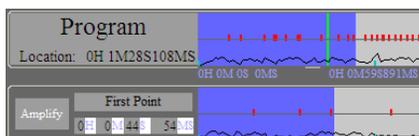
confirm 0H 3M 11S 872MS and then

click icon to confirm. Once you click **Generate**, the point will be generated immediately. And the point is visible in Timeline Area 4.

Firing information will appear in Firing Point List Area 2 and receiver icon will appear in Receiver List Area 3.



In Area 6, click **Generate**, melody plays, blue cursor field moves.

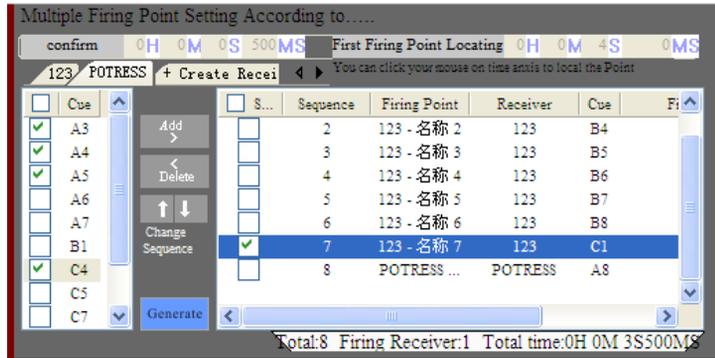


If you click **Generate**, the firing point will be generated with the moving cursor.

In Area 7, you can generate firing point in bulk according to interval.

You can set interval and the first firing point location at your will.

Once you click **Generate**, the points will be generated immediately.

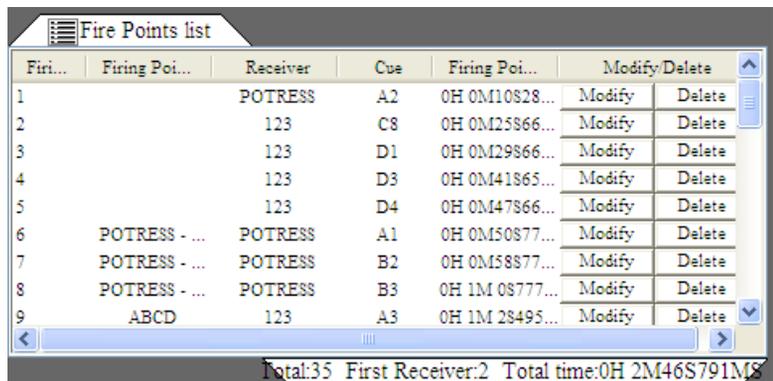


Firing Points List Area 2

In Area 2, firing points detail information can be viewed.

You can click **Modify** to change Firing Point Locating or Firing Point Marking, or

Click **Delete** to delete the firing point.

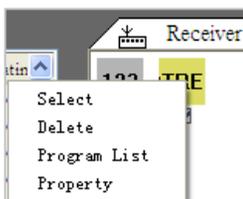
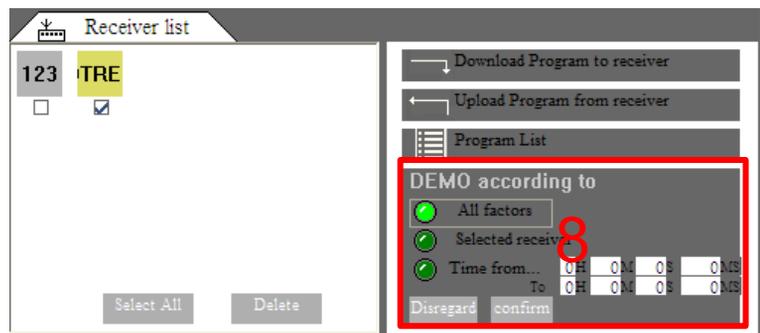


Receiver List Area 3

In Area 3, receivers and their detail information can be viewed.

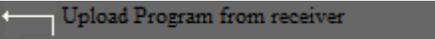
You can do following in the area:

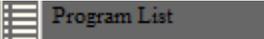
- View receiver program detail information;
- Download program to receiver;
- Upload program from a receiver;
- View receivers' program;
- Activate DEMO interface.



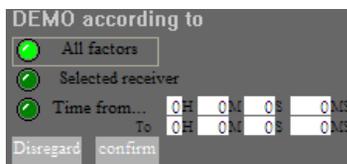
Move mouse upon receiver icon, right click it, the right dialog will appear. You can view the detailed information through to click these options.

Connect a receiver via USB connector wire, select a receiver icon and click **Download Program to receiver**, the receiver's program will export to the receiver.

Click  , the program of the connected receiver will import to the Receiver List and its firing points will appear in Timeline and Firing Points List.

Click  , Program List of the selected receivers will appear like following.

Firing Sequence	Firing Point Marking	Receiver	Cue	Firing Point Locating
1		POTRESS	A2	0H 0M10S280MS
2		123	C8	0H 0M2S8661MS
3		123	D1	0H 0M2S9663MS
4		123	D3	0H 0M4S658MS
5		123	D4	0H 0M4S78669MS
6	POTRESS - 名称 1	POTRESS	A1	0H 0M5S08777MS
7	POTRESS - 名称 5	POTRESS	B2	0H 0M5S88777MS
8	POTRESS - 名称 6	POTRESS	B3	0H 1M 0S777MS



In DEMO dialog Area 8, you can DEMO the receivers' program according to three modes. Once click  , DEMO Interface will appear like following.

Detail Information	Firing Se...	Firing Point Mar...	Receiver	Cue	Firing Point Locating	Melody
	0		POTRESS	A2	0H 0M10S280MS	001.mp3
	1		123	C8	0H 0M2S8661MS	001.mp3
	2		123	D1	0H 0M2S9663MS	001.mp3
	3		123	D3	0H 0M4S658MS	001.mp3
	4		123	D4	0H 0M4S78669MS	001.mp3
	5	POTRESS - 名称 1	POTRESS	A1	0H 0M5S08777MS	001.mp3
	6	POTRESS - 名称 5	POTRESS	B2	0H 0M5S88777MS	001.mp3
	7	POTRESS - 名称 6	POTRESS	B3	0H 1M 0S777MS	001.mp3
	8	ABCD	123	A3	0H 1M 2S495MS	001.mp3
	9	POTRESS - 名称 7	POTRESS	B4	0H 1M 2S777MS	001.mp3
	10	POTRESS - 名称 8	POTRESS	B5	0H 1M 4S777MS	001.mp3
	11	POTRESS - 名称 9	POTRESS	B6	0H 1M 6S777MS	001.mp3
	12	POTRESS - 名称 ...	POTRESS	B7	0H 1M 8S777MS	001.mp3
	13	POTRESS - 名称 ...	POTRESS	B8	0H 1M10S777MS	001.mp3
	14	POTRESS - 名称 ...	POTRESS	C1	0H 1M12S777MS	001.mp3

You can view the fireworks show in the interface.

RFRemotech

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[Http://www.RFRemotech.com](http://www.RFRemotech.com)

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