R&L Enterprises'

PyroBlaster

Automated Electronic Firing System
for Pyrotechnic Displays

The Most Advanced System You Can Buy

Features:

- Easy to use
- Built in Safeties
- Reliable
- Durable
- Capable of Shooting Up to 4096 Cues
- Computer Compatible
- Easy Firing Order Changes
- Field Programmable
- Advanced Capabilities Firing
- Reverse Firing Order Capabilities
- Auto Stop and Catch-Up
- Low and High Power Capabilities
- Fire Up to 1,000 feet from source
- Includes Step by Step Instructions
- Coating on Hubs and Strips Withstands Over 1000°F
- Easy to Maintain
- Manufacture Warranty

Welcome *PyroBlaster* buyer:

All of us at R&L Enterprises would like to thank you for considering the *PyroBlaster* to fire your pyrotechnic display. The *PyroBlaster* is one of the industry's most advanced firing controls. Whether you are firing a fully automated show synchronized to a sound track or choosing your cues and firing them one at a time, *PyroBlaster* is packed with features that are sure to satisfy your expectations. After a long day of hard labor in the hot sun, *PyroBlaster* puts the fun back in going to a fireworks show by allowing everyone including the person pushing the button to watch the show because at shoot time there's only one button to worry about.

With security in mind, four of *PyroBlaster*'s six top level menus are password protected to prevent unauthorized access. These passwords can be changed in the Security menu or reset to the factory defaults in the Setup menu.

Safety is also one of *PyroBlaster*'s design goals. The wiring Strips have an individual relay for each Terminal pair. While the relay is de-energized it provides a safety shunt for the igniter(s) connected to it and isolation from all other circuits. When the relay is energized the Terminal pair is disconnected from its safety shunt and connected to the fire circuit. Except during firing the fire circuit is driven by an intrinsically safe power supply. That means there is not enough energy to fire any connected igniters. This is the current used to verify wiring continuity. The only way to get enough energy to fire an igniter to the Terminal is to enter the Fire menu (password required), insert and turn the Operator's Key to the Armed position and press the Fire Bush Button.

We also put some thought into ease of use. Most firing systems have a way to verify wiring continuity and report the results at the control console. When a technician goes out to remedy a wiring fault at a *PyroBlaster* Strip, he'll be greeted by a glowing LED positively identifying the Terminal with the fault. When the fault is remedied, the LED changes from red to green. There's no need to devise some weird hand signals so the console operator can communicate the current continuity state to the technician trying to repair the fault.

Thanks again,

Dale Smith
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PyroBlaster system components

All of the *PyroBlaster* system components are manufactured with heavy duty steel enclosures and an easy to see safety orange coating that will withstand temperatures of 1000°F.

The control console for the *PyroBlaster* system called the 'Head' is 28 9/16" wide by 7 5/8" high by 15 1/4" deep. It features a sloped front with a 16 character by 2 line Vacuum Florescent Display, a 20 button Key Pad, a Key Switch and a lighted Push Button. The power switch and power input connectors are on the right side. On the back are 16 output connectors and a DE9S connector for RS232 communication with a PC's COM port. Included with every Head are a CD with PC software for downloading cue files to the Head, power cord with a 1" automotive type power plug, external 15V 4A power supply, serial cable and users' manual.

The optional *PyroBlaster* 'Hub' is 28 9/16" wide by 4 7/8" high by 16 5/8" deep. There is one input connector on the front that accepts signals from the Head and 16 output connectors on the back that send signals to the Strips. Shows with more than 256 cues will require at least one Hub. Up to 16 Hubs may be connected to the Head and up to 16 Strips may be connected to each Hub to attain the 4096 cue system capability.

Igniter wires connect to the *PyroBlaster* system at the 'Strips'. The Strips are 12" wide by 6 17/32" high by 2 7/8" deep. The input connector is on the bottom and there are two key-hole slots on the back. On the front there are 16 pairs of spring Terminals for connecting igniter wires. Next to each Terminal pair is a Red/Green LED that indicates the continuity status during wiring verification.

All these *PyroBlaster* components interconnect with Cables that R&L Enterprises manufactures in two standard lengths, 20' (6 meter) and 100' (30 meter). Other lengths may be custom ordered or longer lengths may be reached by daisy-chaining shorter cables.

PyroBlaster system components may be purchased individually or in one of our convenient package bundles. Complete systems may be ordered in multiples of 16 cues up to 240 or in multiples of 256 cues up to 4096. We also have three upgrade bundles.

System16 through **System240** all include a Head with all of its accessories and for each multiple of 16 cues one 100' cable and one Strip. **System256** through **System4096** also all include a Head with all of its accessories and for each multiple of 256 cues one 100' cable, one Hub, sixteen 20' cables and sixteen Strips.

Upgrade16 includes one 100' cable and one Strip. **Upgrade240** includes one Hub, sixteen 20' cables and fifteen Strips. **Upgrade256** includes one 100' cable, one Hub, sixteen 20' cables and sixteen Strips.