

# **TWIDDLE 32: New User Information**

## **Battery Charging:**

- **Twiddles** come with a 12 volt Automatic Charger for NMHi batteries. **Warning** Do not use any other type of charger. Chargers not designed for NMHi batteries will cause damage.
- **Automatic Battery Charger** requires a base voltage to be present. If the batteries are completely drained a Jump start will be required to import a little amount battery charge to the internal batteries. PyroMaster has A JUMP Charge battery pack if needed. Once this base charge is achieved the automatic Battery Charger will operate.
- **Warning of a potential battery failure.** If the battery charger is connected and the **Twiddle** is turned on the Charger will reach its peak charge and shut off as it is designed to do, however the **Twiddle** will deplete the battery while the unit is powered and the charger will not reactivate the charging process until the Charger is unplugged and reinserted.
- **Warning Battery strength in the Field:** When using **Twiddles** in the field it is a good practice to turn OFF the Network option. The Network option is needed for communicating with the **Twiddle** for WEBFACE programming and will shorten battery life in the field. :
  - **Network ON Field Standby 6 hrs**
  - **Network OFF Field Standby 35 hrs**

## **TWIDDLE 32 No No's !**

- Do not use series wiring for the input trigger of multiple **Twiddle**. Parallel wiring for the input trigger is only recommended.
- Do not use long cables on the output. **Twiddles** were designed to be close to the fireworks.
- Do not use output firing Pulse less than 20 Ms for E-matches. The 10 Ms pulse is so quick it may not ignite the E-match The **Twiddle** adjustable output pulse is from 10 ms to 100 ms in length. The 10 Ms output pulse is for high speed chases where as other **Twiddles** are slaves to the The **Twiddle** with ms 10 output.
- Do not Use AC voltage for the Trigger Input.