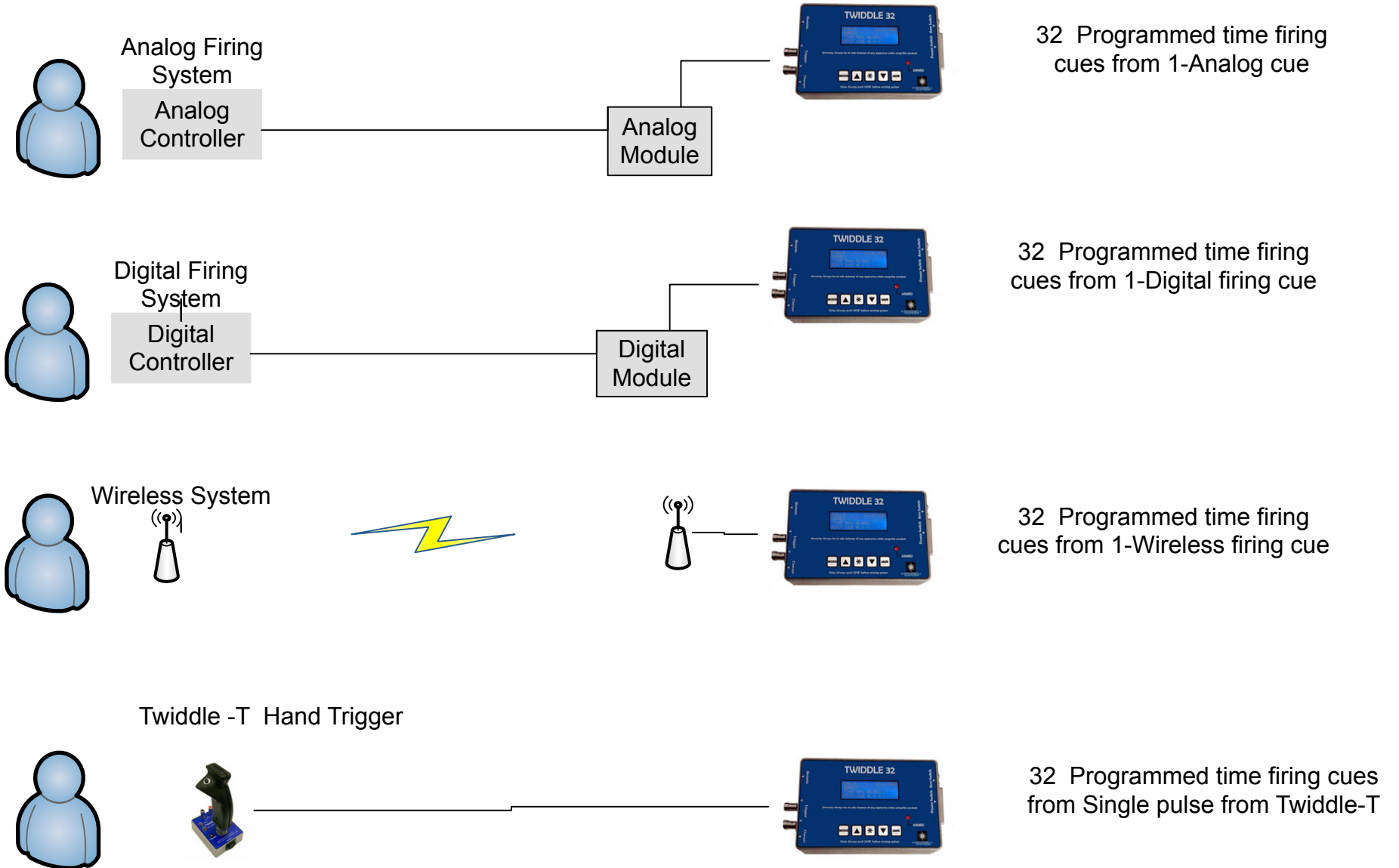


# Twiddle Usage Table Mode

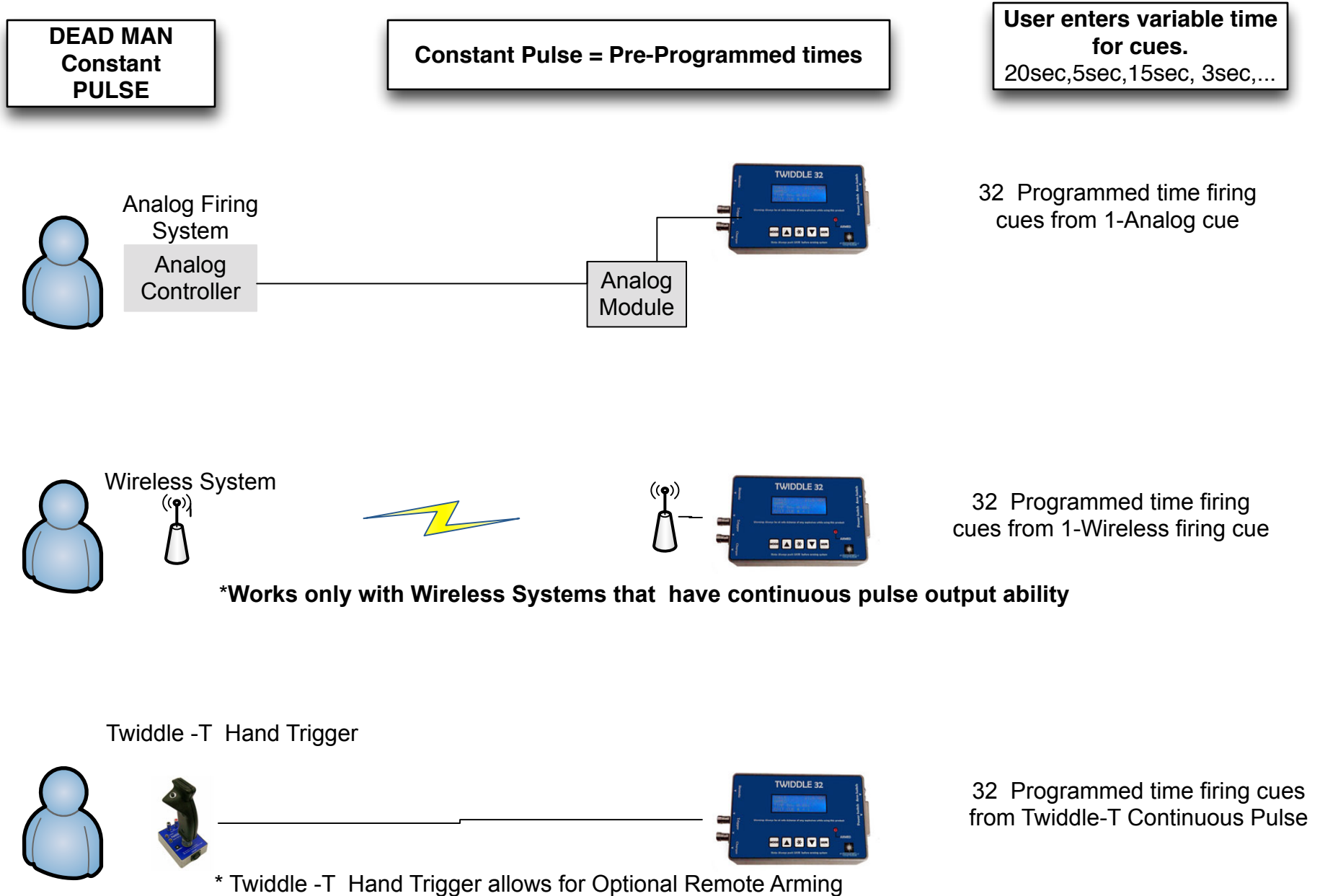
Each single pulse fires the one of 32 Twiddle Cues

Pulse = Start / Stop / Start / Stop....

User enters variable time for cues.  
20sec,5sec,15sec, 3sec,...

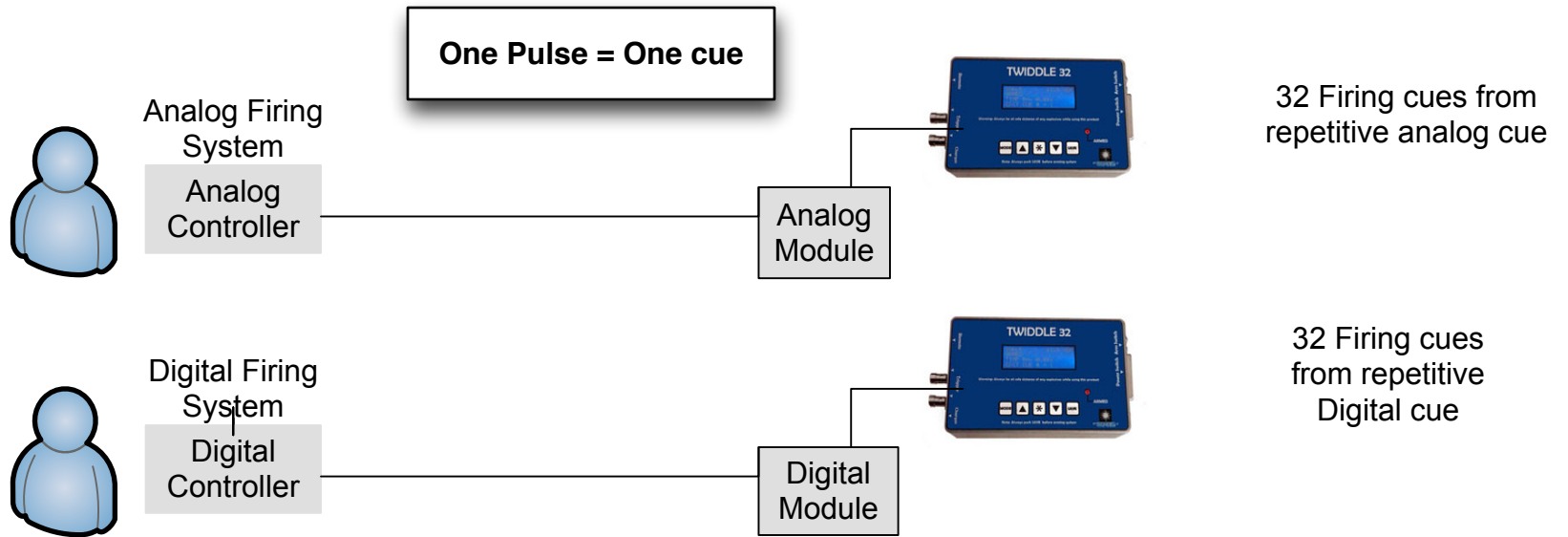


# Twiddle Usage **Stage Mode Continuous pulse** fires 32 Programmed Time Twiddle Cues

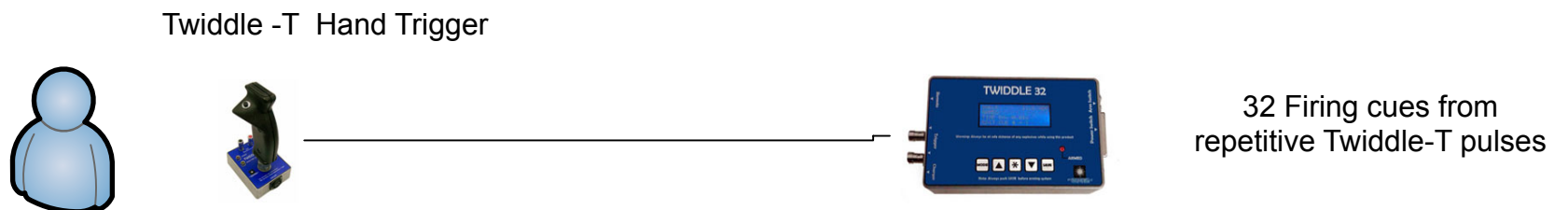
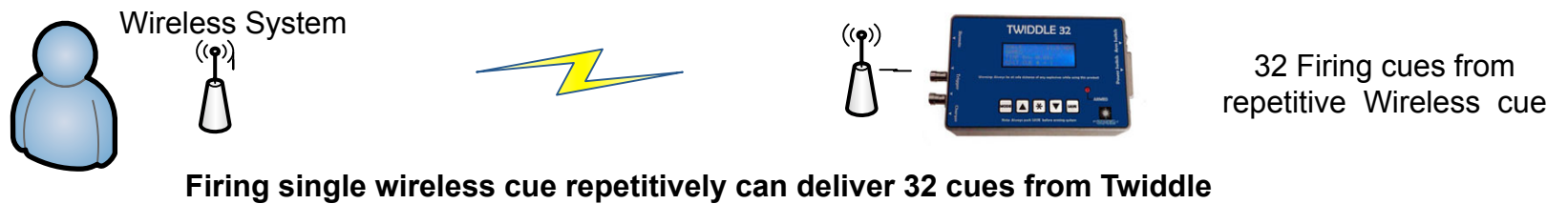


# Twiddle Usage **Manual Mode**

Each single pulse fires one of 32 Twiddle Cues



- \* Firing single cue repetitively can deliver 32 cues from Twiddle
- \* Digital system programmed to fire 32 different times from a single addressed cue will make the Twiddle perform as a 32 cue expansion module of the Digital system.

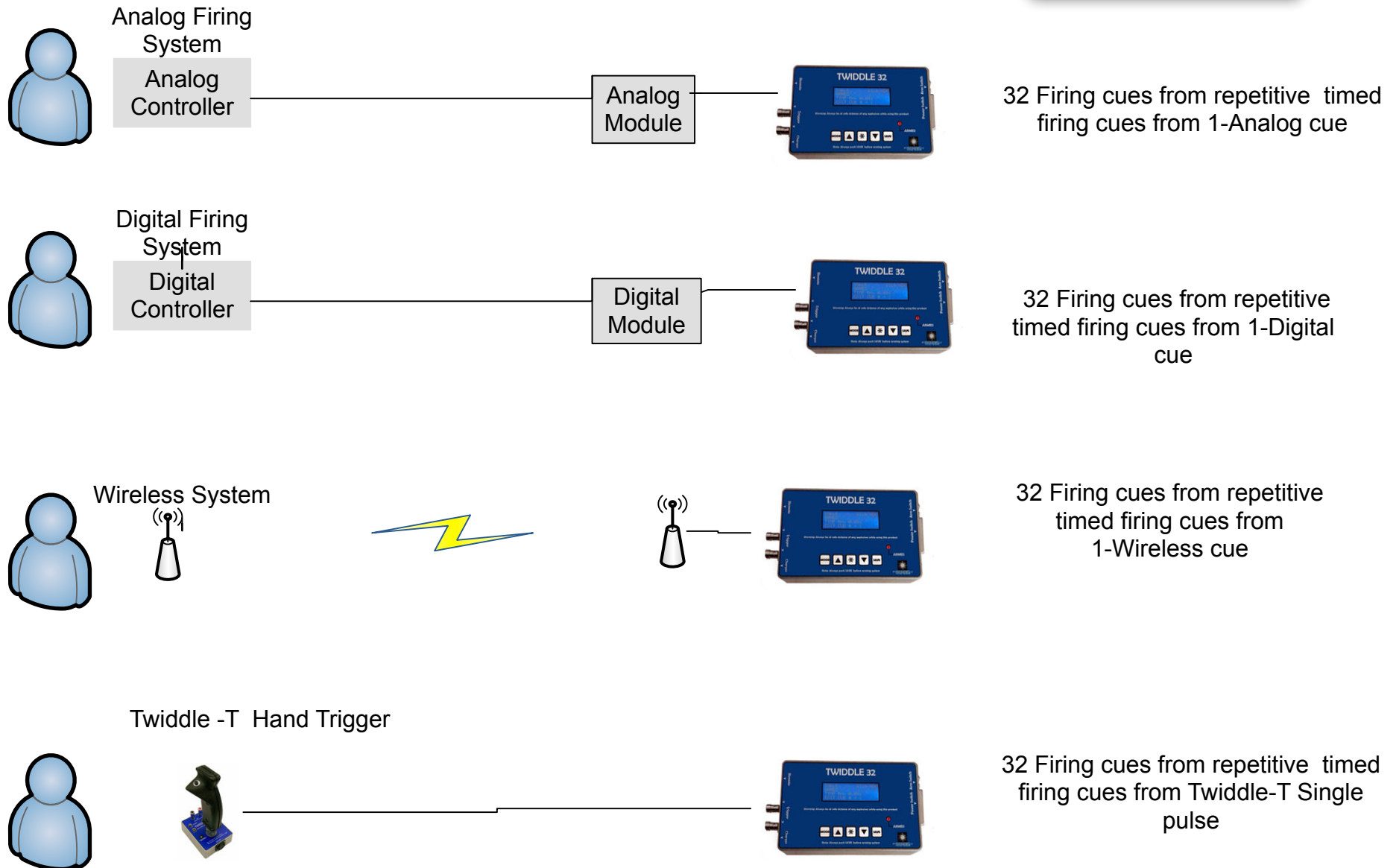


# Twiddle Usage **Full Auto Mode**

## Single pulse fires 32 Repetitive timed Twiddle Cues

**Pulse = Start / Stop / Start / Stop....**

**User sets 1 time delay for 32 cue to cue firing**



# Twiddle Usage **Semi Auto Mode Continuous pulse** fires 32 Repetitive timed Twiddle Cues

**DEAD MAN  
Continuous  
PULSE**

**User sets 1 time for  
32 cue to cue firing**

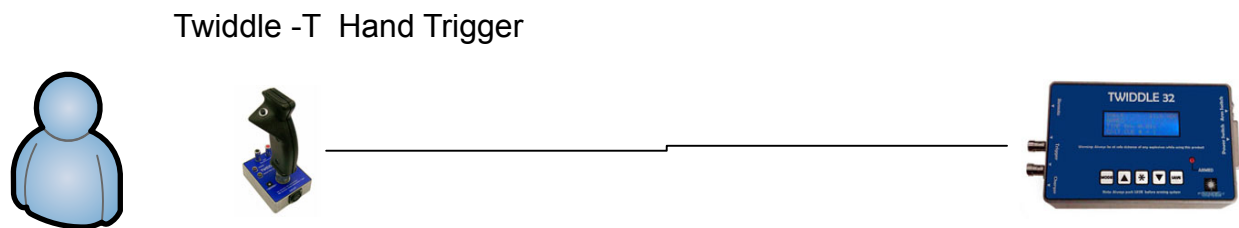


32 Repetitive timed firing cues  
from 1-Analog cue



32 Repetitive timed firing cues  
from 1-Wireless cue

\*Works only with Wireless Systems that have continuous pulse output ability



32 Repetitive timed firing cues from  
Twiddle-T Continuous pulse