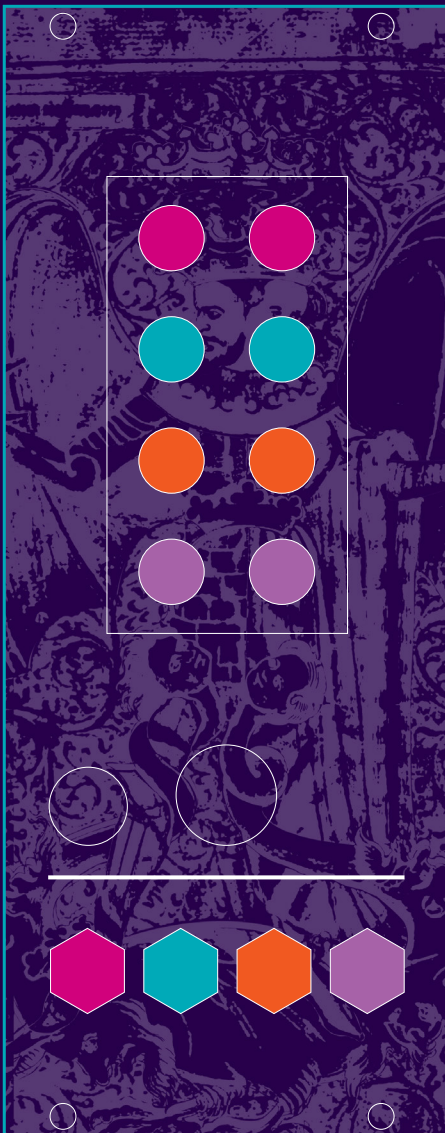


erd/fuse

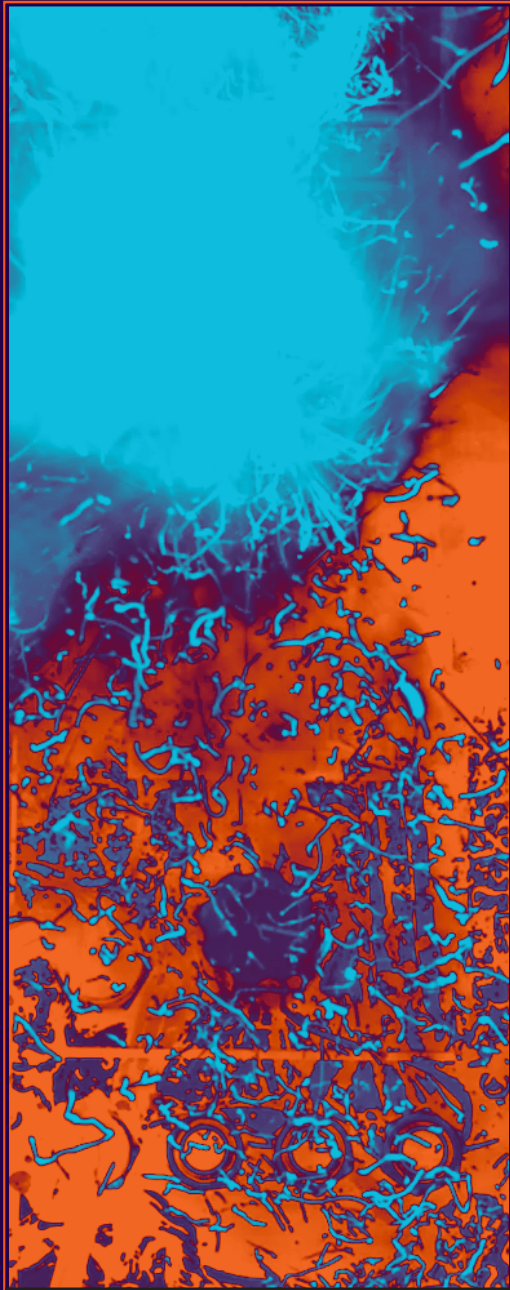
*Cherket hyr avn diese figuren der gramfankheit des ewigen todes, lucifer anteaust vnd sem muter 1 leip vnd sele ist fix vñ volatile,*



ERD/FUSE is the first eurorack module designed to trigger and initiate pyrotechnic or explosive events from within the modular domain.

ERD/FUSE acts as a bridge between gate or control signals, and multiple controlled ignition events. Under various operational modes, trigger signals are used to ignite either electric matches (ematches) or clip-on (talon or safety) igniters in complex sequences.

ERD/FUSE can ignite up to four ematches or talon igniters whose cables are inserted into the module, using four incoming gate or trigger signals in various combinations according to the selected mode. Ignition can be programmed to last 100ms (ematch) or two seconds (talon). In ematch mode (fast ignition), igniters can be fired simultaneously, whereas in talon mode (slow burn), triggers are queued to ignite.

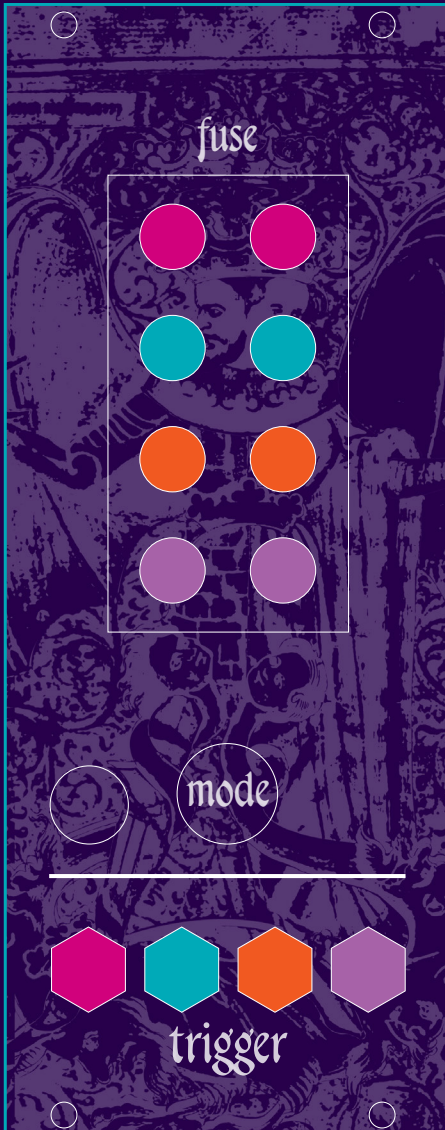


operation

Connect eurorack power with the red stripe (-12v) towards the bottom of the module.

At a safe distance from the ERD module, attach the ematch to the pyrotechnic device to be triggered, following the manufacturer's instructions and safety notes.

Select a mode by rotating the central mode knob. The selected mode number is indicated in binary by the LEDs above the row of jacks. Make sure the display



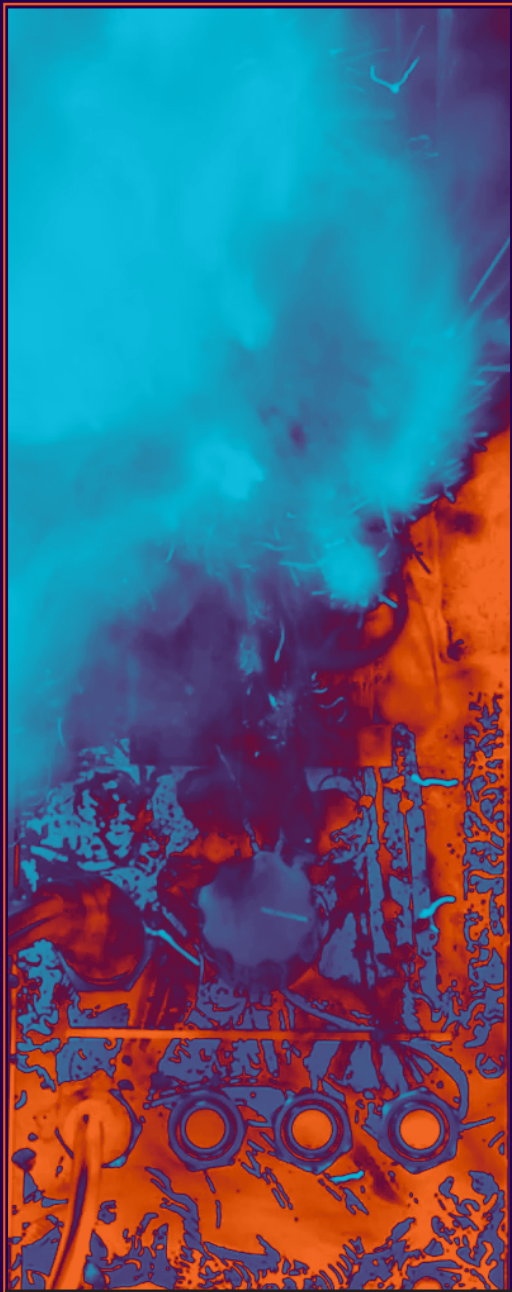
LEDs are NOT flashing and then clip the ematch or trigger cable copper ends into the relevant port matching the jack (1-4 top down). Plug the trigger signal into the selected trigger jack (1-4 left to right).

Connect a 12v 3A (minimum) power supply (2.1mm jack, centre positive) to the power jack, again only when LEDs are NOT flashing.

Arm the ERD/FUSE to fire the ematch according to trigger and mode by pressing down the mode knob and releasing it. A quick press selects an 100ms trigger (ematch), over two seconds press selects a two second trigger (talons). The mode LEDs will now flash (fast or slow) to indicate that the module and the devices are armed and ready.

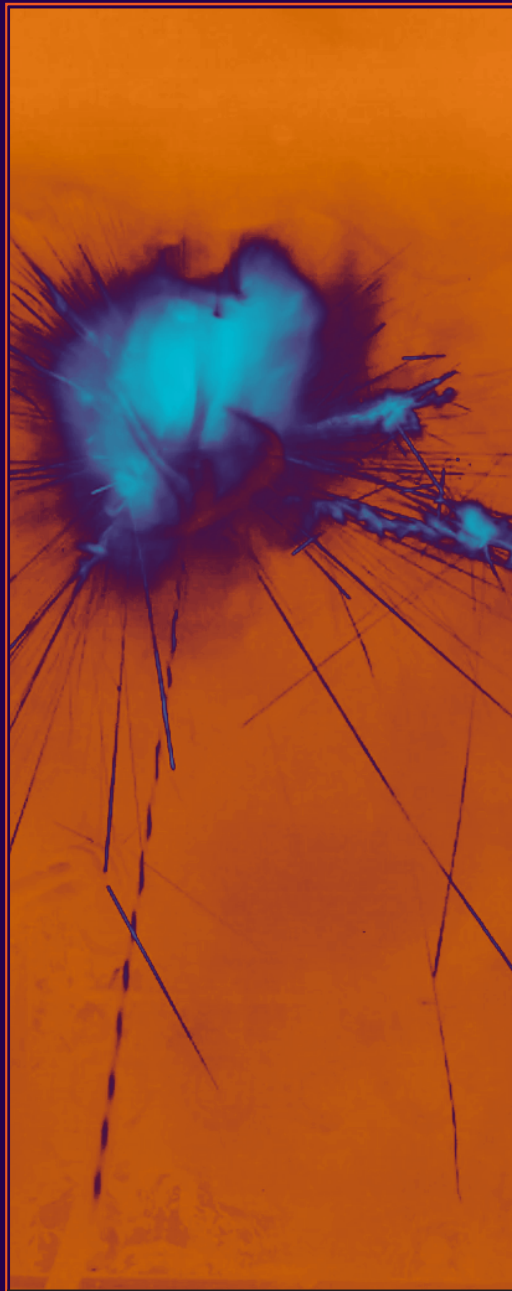
According to mode and input signal, explosive events will be successively triggered. Once all events attached to all four triggers have been achieved, a new mode can be selected, a new set of triggers can be attached, and the module can be re-armed.

Do NOT approach the devices to be triggered until all devices have successfully fired, and the FUSE display has stopped flashing.



modes

1. A trigger signal ignites the corresponding attached device.
2. A trigger signal ignites the corresponding attached device with a delay of one second.
3. A trigger signal ignites the corresponding attached device with a delay of four seconds.
4. A trigger signal ignites the corresponding attached device with a delay of ten seconds.
5. A trigger on jack 1 ignites device 1 and then primes the rest to ignite on their own trigger signal.
6. The first in the pair primes the other one to ignite on its signal - a pair is 1 and 2, 3 and 4.
7. Each trigger primes the next in sequence to ignite on its own trigger signal.
8. Trigger events on ALL jacks within a one second window ignites each device in turn. The first window event sets off the first trigger and so on.
9. A trigger signal on jack 1 ignites each device in turn, with a two second interval between each ignition.
10. A trigger signal on jack 1 ignites each device in turn, with a four second interval between each ignition.
11. A trigger signal on jack 1 ignites each device in turn, with a ten second interval between each ignition.
12. A trigger signal on jack 1 ignites the first device, on jack 2 ignites the second and ignites the next two successively at intervals determined by the time between the first two triggers.
13. The 13th trigger signal ignites the corresponding attached device.
14. A trigger signal on jack 1 ignites the first device, and triggers on subsequent jacks ignite with a delay which is the time between their trigger and the first trigger.
15. Each device ignites in turn at ten second intervals. Trigger signals are ignored.



technical



10HP, 50mA at 12v, 0mA at -12v. 4 gate/pulse/CV inputs (>4v trigger), 4 electric match/talon compatible output pairs.

ERD/FUSE requires a 12-15V, 40W+ brick power supply with a centre positive 2.1mm DC jack plug (eg. MEAN WELL GST40A12 Desktop power supply). This is not included. The power is plugged on the left side DC JACK.

## Disclaimer:

ERD accepts no responsibility or liability for any damages or injuries relating to the use or mis-use of ERD/FUSE. Please follow all safety instructions and notes included with your chosen ematch or talon, as provided by the manufacturer and follow all operation instructions relating to the safe use of ERD/FUSE. The following general precautions and notes also apply:

Keep away from sources of electricity. Ensure you are discharged before handling these products.

Electrical pyrotechnics do not require a high amount of voltage to detonate. They should therefore be handled individually, and kept away from any electrical source or other powered devices at all times.

Electrical pyrotechnics will detonate instantly when electric current is passed through the wires on the device.

Set up your device in a safe, properly signed area, where persons unaware can not accidentally enter into a 'danger zone'.

Never set up or use any device near people, animals or property.

Never use in or near to a public place.

Always use an extension cable consisting of two wires with any electrical pyrotechnic. This ensures a safe distance can be achieved before any detonation is performed.

Always connect the power source last. Connect from the pyrotechnic device backwards – ensuring that you are well away from the device before the extension wire is connected to anything else in the chain.

We suggest wearing protective clothing including gloves and eye protection before handling these products.

At all times keep away from children and minors, old persons, and persons who are unaware of the application of the product.