

FLASHWAVE4

User Guide

Key Features of FLASHWAVE4

Powered by General AA 1.5V x 2 batteries
2.4Ghz frequency operation
Four groups & Eighty three selectable channels
Maximum range of 200meters
Ability to function as a camera shutter release
Multiple ports for connection to portable flash or studio strobes
Ability to operate in extreme temperatures (-20℃ ~ 50℃)

Set Up

1 Battery Installation

Prepare 2pcs of FLASHWAVE4.
Open the battery cover of each item.
Install 2pcs of AA batteries in a right battery polarity. Follow the polarity direction indicated on the inner picture.

2 Power on / off

Switch on the power of them.
Press "M" button to choose "TX/RX" mode of them.
Press the channel up/down button to choose the channel.
For group shooting, press "A", "B", "C" or "D" button .

3 Wireless release shooting

Connect the camera release jack of the release cable to the camera's electronic shutter release input.
Check the status LED is blinking when the shutter button is pressed.

4 Mode

-TX/RX MODE – This mode does not distinguish the transmitter or receiver.
-TX-ONLY – This mode is for Transmitter only
-RX-ONLY – This mode is for Receiver only

5 Bulb Shooting

It supports the Bulb shooting on cameras which have a bulb mode. Please set your camera on the bulb mode. Press "Bulb" button on the item. You will see "B" icon on the LCD display is blinking.

6 Focus Lock

It supports the continuous shooting on remote cameras. All the remote camera will be ready for shooting without going to sleep mode. This mode is useful for remote shooting.

FCC Compliance

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Any changes or modifications (including the antennas) made to this device that are not expressly approved by the manufacturer may void the user's authority to operate the equipment.