



explo GmbH
IGNsystems

Wave Flamer

Version documentation 21.10.2020

explo GmbH
Harald Kulterer
Völkermarkterstrasse 240
9020 Klagenfurt
Österreich
Tel: +43 (0) 463 / 32 2 45
Mobil: +43 (0) 664 / 51 007 51

www.explo.at
office@explo.at

Before you install a new version on your X2-Wave-Flamer make sure you have chosen the correct software. An incorrect update may cause damage to the device.

To make sure you are choosing the correct version heed the three criteria below.

1. System

- V1: Unidirectional
- V2: Bidirectional, each receiver has a short device number
- X2: Bidirectional, each receiver has an individual 7-digit ID number for testing

2: Chip description

- 128: This version does NOT have 3 armed LEDs amongst the indicator LEDs
- 256: This newer version DOES HAVE 3 armed LEDs amongst the indicator LEDs.

3. Version number

2

- This is the version number. If this version does not match with your systems version the X2-Wave-Flamers should be updated with the bootloader cable.

Common mistakes:

The distance between the ignition electrodes should be 4mm and must not be altered.

X2

V1.66

Bugfix, boxnumbers are now possible to set up to number 198

V1.65

The automatic detection for the Angleblocker is now limited to the mid in the Firmware (the maximum is position 8)

V1.64

Menu item „group boxes“ fixed. (configurable to 198 instead of 99)

Power of the motor adjusted while testing positions of the angle blockers (to prevent mistakes)

V1.63

Bleeding routine improved

V1.62

Timing improved for larger shows

Handling of safety groups improved

V1.61

When the Autoshow is running, the armed LEDs are now blinking (twice short, once long) to make a distinction between armed and a running show easier at a distance

V1.60

Bugfix, problem with special characters fixed

V1.59

DMX Bug: When the DMX cable was removed before the device was disarmed via DMX, the device was armed again, because the system memorized the last DMX value.

When disarming manually (Button2) in DMX-mode, it must be pumped off once via DMX (CH6 = 0), before it can be rearmed again. (CH6 = 128)

V1.58

When the pump is configured to “OUTSIDE”, the VENT routine can be run without a pump test.

V1.57

When the Wave Flamer starts, the pump processor is asked whether the pump is pumping (pump error). If so, the flamer switches on the vent valve and goes into a continuous loop.

The buttons in the Set Group Box were debounced better.

Pyroemotion sequences 67-88 in DMX-Mode are now available for all users by default.

The display light is turned off when the systems is armed.

V1.56

24 hour version

All displayed time formats are now in HH:MM:SS,HS.

Another drive-test was added when arming the device, which looks for added angle blockers during the first pump routine.

If the ignition head gets blocked in DMX-Mode the power of the motor is reduced to protect the motor.

After switching to DMX-Mode the ignition head will wait in the central position for initial change of the DMX signal.

V1.55

The pump-routine is not executed in demo-mode.

V1.54

Improving the pump-routine introduced in v1.53.

No ignition is possible during the pump-routine. If an ignition-command should occur, the Wave-Flamer will stop the routine.

V1.53

DMX easy bug resolved. If less than 6 channels were configured in Easy DMX and then was switched to standard DMX, the standard DMX registered less than 6 channels as well.

The pump-up sequence of the Wave-Flamer was changed. On the first pump-up a routine is started, which pumps up and off again to bleed possible air from the system.

4

V1.52

Another safety routine was added to the ignition sequence.

V1.51

Physical angle blockers can be used now, the Wave-Flamer will check for narrower angles on start-up.

When changing the blocked angles in the menu or changing the angle via radio the Wave-Flamer will try to reach that angle.

The safety group "Z" (capital Z) can disable all radio communication and frequency and key can be altered from the transmitter via radio.

V1.50

If the pump is stuck, the device will be disarmed.

Improved DMX-signal reading.

Autoshow-checksum calculated on every start-up.

The Wave-Flamer will block all angles that cannot be reached during start-up.

Emergency DMX-input added should the display not work. Hold the "Test"-Button during start-up and configure the DMX-address with plus and minus buttons. The DMX-LED will blink on each step.

Initiating display improved.

V1.46

New DMX „EASY“ option added. Caution: This cannot be used with older hardware versions

V1.45

New routine for „Vent“ added. Bleeding the system is now easier.

After changing the fuel canister or when the pump ran dry only this routine needs to be executed.
The Wave-Flamer will pump several times to bleed air from the back part of the system, before bleeding the front part.

Idle pump time increased to 12 seconds.

Improved reading of received signals

Improved button behaviour

Fixed a bug where the groups in the menu item "show Autoshow" on the Wave-Flamer had a displayed as b, b as c and so on.