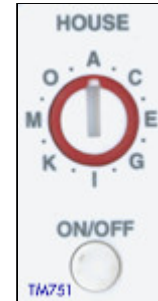# Setting Up Firecracker

Installation

Set Up the Wireless Link

Make sure you have connected the Wireless Link (model TM751) to a nearby power outlet. The outlet you use should not be too close to the back of your PC, as your PC may create some electrical noise that will reduce the range of the transceiver. Set the House Code (letter dial) on the Wireless Link is set to 'A'.

Plug a lamp directly into an outlet, and ensure that it is switched on. Next, without switching the lamp off, remove it from the outlet and connect it directly to the Wireless Link.
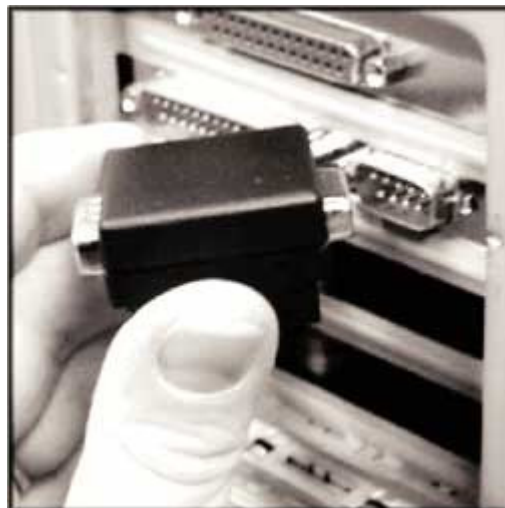
Using the PalmPad wireless remote (model HR12A), press the '1 On' button. The lamp should turn on. Next, press the '1 Off' button. The lamp should now turn off. If the lamp cannot be controlled in this way, move the wireless transceiver to another outlet until it works.

Set Up the Lamp Module Set the House and Unit Code on the Lamp Module (model LM465) to 'A' and '2.' Connect the lamp to the Lamp Module, and then connect the Lamp Module directly into a wall outlet.

Press the key labeled '2 On' on the remote. The lamp connected to the Lamp Module turns on. Now, press the key labeled '2 Off' on the remote. The lamp now turns off. If the lamp does not turn on and off as expected, connect the Lamp Module to a different power outlet and try again.

Connect the Firecracker Computer Interface

The Computer Interface (model CM17A) uses wireless signals to transmit X10 control commands from the computer to the transceiver module included in the kit. If you haven't already done so, connect the female DB9 connector on the Interface directly to your PC's serial port. If there is already a device connected to this port, unplug it, connect the Computer Interface, and then plug the other device into the female DB9 connector on the CM17A.

Select the Correct COM port in the FireCracker Software

Launch the FireCracker application, and immediately select the COM port that the Computer Interface is connected to. Test this COM port, and verify that the lamp that is connected to the Wireless Link turns on and off.

Control the Lamp Module with the Firecracker Computer Interface

Launch the FireCracker software, and click the key labeled '2 On'. The lamp connected to the Lamp Module should turn on. Next, press the key labeled '2 Off' and the lamp should turn off.

Note: the correct COM port must be manually selected for the Firecracker Computer Interface (CM17A). If there are any difficulties when attempting to send control commands to the Wireless Link, try all of the available COM ports on the computer. If the problems persist, ensure that the Wireless Link is operating correctly by following steps 2 and 3 above.