PRIOLITE

Radio Remote Control Standard & HS-C/N/P/S

Instruction Manual

Scope of delivery

The Radio remote control (RC) comes with 3 AA (1.5V) batteries.

Product description

The Radio remote control (RC) is a transceiver, which is able to receive and transmit. Therefore, it is called bi-directional radio remote control. It works in the frequency range of 2.4 GHz which is approved for world-wide use.
Five versions are available:

1) Standard RC, Code No.: 80-2436-01
2) HotSync RC HS-C for Canon cameras, Code No.: 80-8000-03
3) HotSync RC HS-N for Nikon cameras, Code No.: 80-8000-04
4) HotSync RC HS-P for Pentax cameras, Code No.: 80-8000-05
5) HotSync RC HS-S for Sony cameras, Code No.: 80-8000-06

Die Standard RC is designed for flash triggering and controlling of Priolite flash units using synchronization times up to 1/200 sec.
The HotSync RCs are also suitable for all Priolite flash light units, however, combined with **PRIO**LITE HotSync flash units they allow fast shutter speeds as offered by the camera, up to 1/8000 sec to synchronize.
Four HotSync RCs are available for the use with Canon (C), Nikon (N), Pentax (P), and Sony (S) cameras, respectively. Nikon cameras are required to have a FP mode available which has to be selected from the camera drop down menu for HotSync flash triggering. All HotSync RC versions can be distinguished by the side labeling: 'HS-C' stands for Canon, 'HS-N' for Nikon, 'HS-P' for Pentax, and 'HS-S' for Sony cameras.
The below described functions including the Quick Mask Function apply for all types of Priolite RCs.

Intended use

This radio remote control is intended for triggering and controlling all **PRIO**LITE flash light units and controlling the LED continuous/video light. The unit may not be used for any other purpose.

Initial operation

Before starting up the provided batteries are to be inserted by sliding off the lid of the battery compartment on the back of the unit. Three batteries type AA are put into place by observing the polarity (see marks). Then close the battery compartment. A replacement of batteries is necessary when the control LED 'LOW BAT' is lighting up.

Switching on the unit

The unit is switched on (LED lights up) and off by pressing the ON button. The device automatically jumps to the single mode and logs usually with Team A / ID 1 with the respective LEDs lighting up.

Channel search

In order to address a flash unit, it is necessary that the identification of the flash unit corresponds with the RC. The identification is based on a team (A, B, C, or D) and an ID number (1 to 9).
First, channels are to be set on the flash unit: Pressing the Radio On button switches the radio mode on (LED indicator lights up) so that flashes can be released and controlled via RC. In addition, the settings for TEAM and ID are to be made. By pressing and holding the appropriate button and simultaneous turning the knob a Team (A, B, C, or D) and an ID (1 to 9) can be selected as shown on the LCD display.
In total, up to 4 different teams can be addressed with up to 9 flash units working in each team; thus, up to 36 flash units are individually controllable.

Important: Team and ID can only be changed with Radio mode ON.

Now, the same Team and ID setting has to be chosen on the RC by repetitive pressing the TEAM button followed by pressing the Up and Down buttons for the IDs (the corresponding LED indicator lights up while scrolling through), respectively. If there is a match between the settings of the flash unit and the RC, the flash power selected on the flash unit is displayed on the RC display.

Control options of the RC

The flash power can be adjusted in 1 / 10 steps by using +/- buttons on both sides of the LED display.
The modeling light can be switched on/off, and to full (maximum power), and PROP (proportional to the selected flash power) mode by using the PILOT button; for all flash units with a built-in LED array, the PROP mode is not available.

Controlling of several flash units within one team

Working with several units in one team, the units can be individually addressed; the specific ID is to be set on the RC to achieve the desired changes in flash power and pilot settings.
It is also possible to send units within a team into a ‘Sleep’ mode by selecting the appropriate ID and pressing the ID ON button (LED only dims). Re-pressing the button brings the unit back to operation (LED lights up again).

ALL Function

If all units within one team should be changed simultaneously in flash power level, the ALL button has to be pressed (LED lights up). On the LED appears ‘0.0’. Now the changes in flash power to plus or minus will affect all units synchronously.
Pressing the Single Button leads back to normal mode for individual setting.

Flash release

Flashes can be released using the TEST button, the red button on the sync socket, the sync cable, or the camera shutter (the RC has to be mounted to the camera using the hot shoe and securely locked), respectively.
All units within one team will be triggered synchronously without the need to using the ALL function.

Additional connecting options

In case the camera has no active hot shoe, the **upper** socket on the right side of the standard RC can be used to connect to the sync nippel of the camera. Working with the HotSync RC requires an active hot shoe with data contact.
The **lower** 3.5 mm jack can be used to connect to the sync socket of a third party flash unit. Doing so flashes can be released with the **PRIO**LITE RC, however, flash power setting is not possible.
The button **USB** on the left upper corner is also not in function yet and will be activated in later versions.

Quick Mask Function

The purpose of this software is to extracts objects from the background, which is a common task in product photography. This software makes this work substantially easier.
It is an added functionality of the Priolite remote control. It provides two exposures for two different flash groups carried out automatically.
The first exposure sets the main light, the second exposure provides a shade structure of the object produced by overexposure the background. This shade structure can now be used as a mask to be combined in the software with the main image of the object. As a result, the background can be extracted from the object.

How to use is simple:
The background flashes are to be set to Team D, the foreground flashes can be set to any Team A to C, preferably Team A.
For each Team up to 9 flashes can be used. During shooting the Priolite remote control must show the chosen foreground Team, for example Team A.
The camera is to be set on MULTISHOT mode, fastest speed, but limited to 2 exposures. By triggering the camera there are now two images automatically produced – the first exposure triggers the foreground flashes of Team A, the second exposure triggers the background flashes of Team D to create the background mask.
The technique is ideally suited for static objects. To create a pixel-precise mask it is advisable to mount the camera on a tripod and work with an external camera trigger to avoid any shock to the camera.
For people shots this technique is only partially useful because both images should be as congruent as possible. Any movement between the two shots should be avoided.
The Quick Mask software is standard delivery from September 2014 on in all Priolite remote controls. All Priolite flash units can be used for this technique.
Older remote controls can be soft-ware updated.

Product range

The following accessories are available:

- Wireless flashlight units and compact units for mains operation
- Battery-powered continuous / LED light unit
- Lightformers (reflectors, grids, softboxes, octaforms, striplights, umbrellas)
- Stands, tilts & clamps
- Trolley & bags
- Glass domes, flash tubes & cables
- Multi-voltage charger & charger for connection to the car battery
- Battery exchange drawers

Setting for Quick Mask Function

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