

Firing Buttons

There are 3 different types of buttons that I normally make.

Note

The old Edwards 820 buttons have not been made in 10 years. I now use a snap action mil-spec button with a 10 AMP rating. This button requires a 4-pound push to activate it. That is high enough that you can rest your finger on it and not accidentally press it.

A) Ordinary firing button

This button is just a switch on an 8-foot length of 16-2 cord. The classic firing button to be wired into a battery and load by the user. End of the cable is wild wires. A male XLR plug can be supplied on this button to plug into a battery box that has a speaker jack output.

B) Button with 2 cables

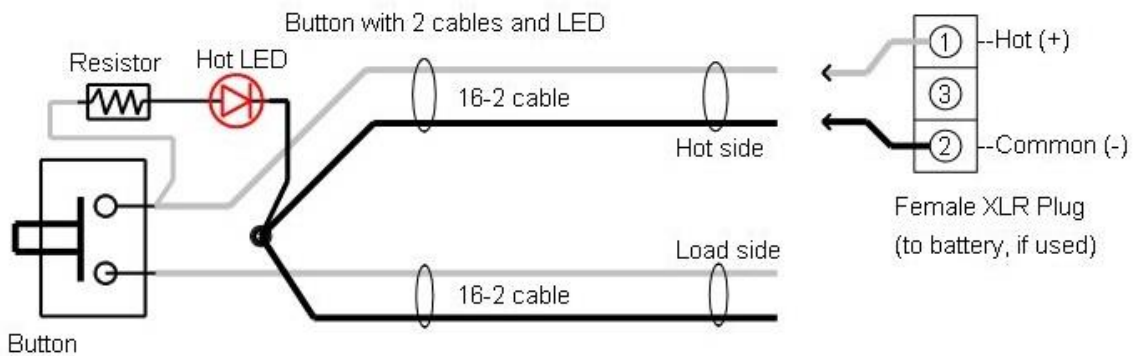
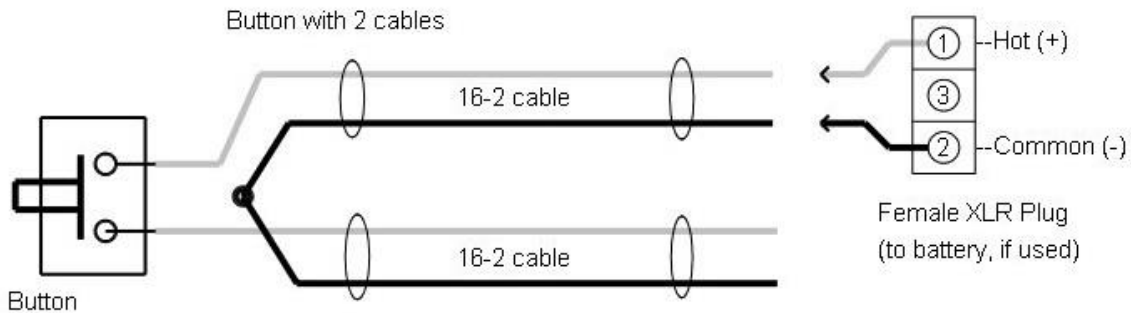
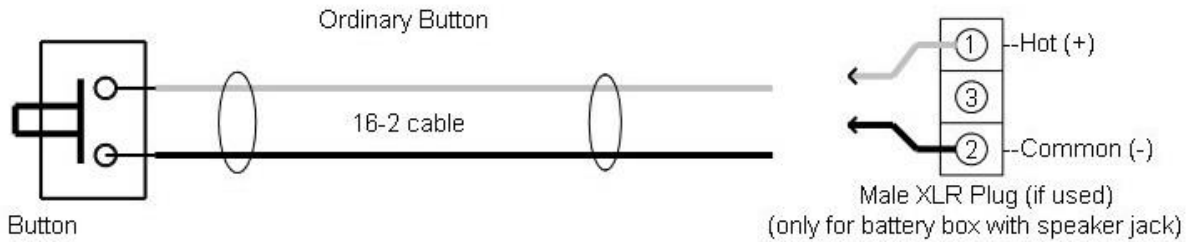
This button has 2 16-2 cables going into it, 8 feet long. One cable would connect to the battery, the other to the load. The switch interrupts the white wire, the black wire goes straight through. This eliminates splicing the common wire at the battery. Both cable ends are wild wires. An LED is often added, connected across the incoming cable from the battery. This LED lights up when going 'hot'. This button sometimes has a female XLR on the battery power cable to plug into a battery box directly.

C) Klunker button

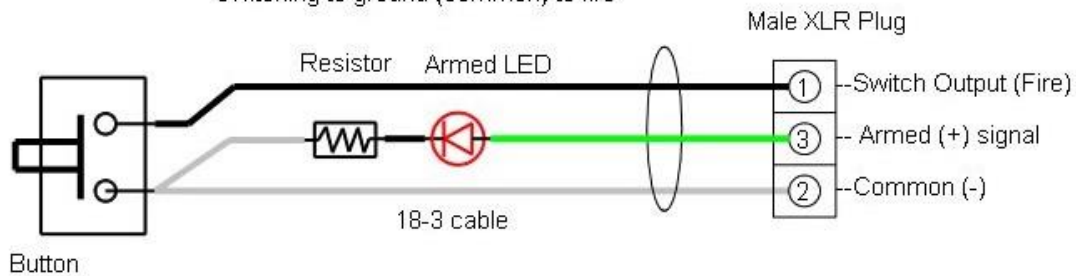
This button is designed specifically for the Klunker box and is supplied with the Klunker. It also has an 8-foot cord of 18-3 cable and an LED that indicates that the Klunker is armed. A male XLR on the end of the cord is standard. This button is NOT to be used as an ordinary firing button.

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Wiring Diagrams



This is how the Klunker box button is wired
Switching to ground (common) to fire



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Safety Notes

I must include these...

1. The user is always responsible for the safe use of these buttons, correct wiring of squibs and such. I CANNOT be liable for incorrect connections that cause premature firing or failure to fire.
2. Any button that is accidentally connected directly across a battery, such that it shorts out the battery, must not be used until the push button is replaced. That much current will ruin the switch contacts.
3. Ensure that all personal are clear of the danger zone before going hot.
4. Buttons and wiring can fail, possibly with no visible clues. Both open and shorted failures are possible. Buttons should be checked occasionally for correct operation. Use a valve or light to test. XLR connectors (if used) can also fail.
5. Buttons without an LED can be used at 120VAC, max 5 AMPS. The user must be careful with high voltage wiring to prevent shocks and injury.
6. Buttons with an LED are polarity sensitive. Reverse connection to 12 or 24 VDC will not hurt it, the LED just won't light.
7. Do not overload buttons, past 10 AMPS. The contacts maybe damaged.
8. Klunker box buttons should not be used for ordinary firing use. The contacts inside the switch may become pitted with larger currents and then not reliably trigger the Klunker box.