

EQUIPMENT CARE

Never push the lantern beyond its design capabilities. If the output is not bright enough, change it for a more powerful model.

If the fluorescent bulb fails, do not attempt to replace it, contact your local HSS Hire Shop for advice.

Keep the lantern on charge if not being used, as the charger will automatically charge as required.

The battery is not affected by memory problems associated with Ni-Cad batteries, and **does not have to be fully discharged before charging.**

Never run the lamp direct from the charger.

There is a thermal overload protector built into the lantern. If the lantern fails, switch the lamp OFF, press the reset button then switch the lamp ON. If it still fails and you are sure that the battery is fully charged, contact your local HSS Hire Shop for advice.

When not in use, **store the equipment somewhere clean, dry and safe** from thieves.

FINISHING OFF

Switch the lamp OFF then **unhook it from any mounting point,** neatly coil the chargers flex and place **together ready for return** to your local HSS Hire Shop.



...any comments?

If you have any suggestions to enable us to improve the information within this guide please fax your comments or write to the Product Manager at the address below

Fax: 0181-687 5001

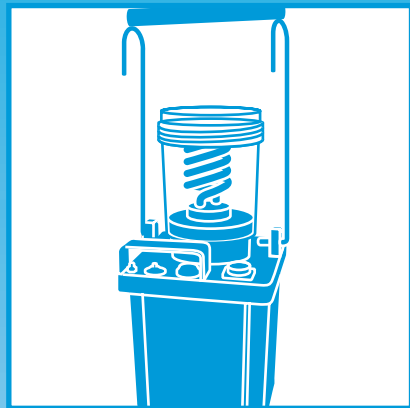
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Operating & Safety Guide 828

HSS Hire Shops



Rechargeable Lantern

A fully rechargeable fluorescent lantern.



Code 57443

GENERAL SAFETY

For advice on the safety and suitability of this equipment **contact your local HSS Hire Shop.**

There is a serious risk of personal injury if you do not follow all instructions laid down in this guide.

This equipment should be used by an able bodied, competent adult who has read and understood these instructions. Anyone with either a temporary or permanent disability, should seek expert advice before using it.

Keep children, animals and bystanders away from the work area.



Never use this equipment if you are ill, feeling tired, or under the influence of alcohol or drugs.

Check the equipment before use, if it shows signs of damage or excessive wear, return it.

Always switch OFF and unplug the charger when not in use.


Never carry or pull the charger by its power supply cable.

ELECTRICAL SAFETY

The battery charger is designed to plug straight into a standard 240V 13A power socket, however, power must not be supplied from a generator.

To recharge, ensure the lantern ON/OFF switch is in the OFF (central) position. Insert the charger plug into the socket on the top of the lamp unit, it will only go in one way. **Lock the plug into position** by turning the lock collar clockwise (anti-clockwise to remove).

Plug the charger into a suitable power supply and switch the power ON, recharging is fully automatic.

Mains ON (Red) → 
Charging (Amber) → 
Float/Standby (Green) → 

The red lamp on the charger confirms a connection to a mains supply.

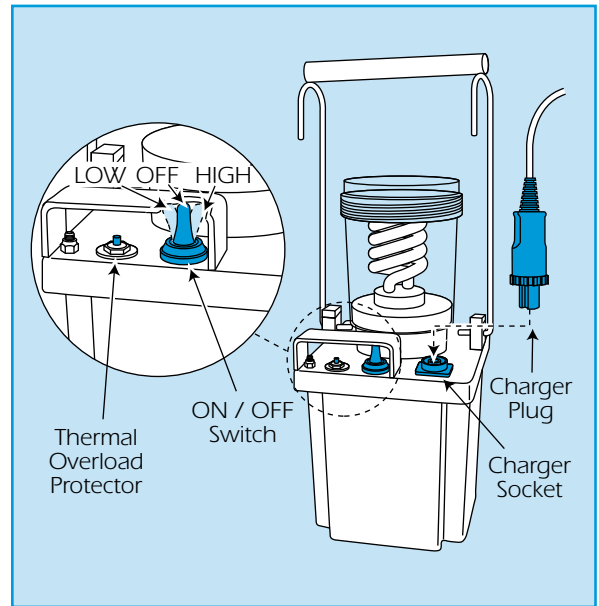
The amber confirms charging is taking place and will flash when the battery is 80% charged.

The green indicates a full charge and that the battery is receiving a trickle / top-up charge. If the green lamp flashes, this indicates a fault in either the lantern or the charger. If this happens, contact your local HSS Hire Shop for advice.

The charger will recharge the battery in approximately 4 hours.

Only use the charger supplied, any other type of charger may cause the battery to explode.

If an **extension lead** is used for the charger it **should be fully unwound and loosely coiled,** away from the



equipment. Never run leads through water, over sharp edges or where they could trip someone.

Keep the charger dry, using electrical equipment in very damp or wet conditions can be dangerous.



To reduce the risk of electric shock, use a suitable RCD (Residual Current-Operated Device) available from your local HSS Hire Shop, or power the charger from a mains circuit with a built-in RCD.

If the lamp or charger fail, or if the chargers flex or plug gets damaged, return it. Never try to repair it yourself.

GETTING STARTED

The first thing you should do is **confirm that the lantern is fully charged.** To do this, connect up the charger to the lamp and power supply then check if the green lamp illuminates. If not, charging will be required (see electrical safety).

Having confirmed that the lantern is fully charged, **decide whether the lantern is to be hand held or hung.**

The handle is designed to hook onto standard scaffold tube.

To switch the lantern ON move the ON/OFF switch to the ON position.

Some models have the option of High or Low output. In the HIGH position the lantern will give an equivalent 130W (1200 Lumens) output for approximately 6 hours.

In the LOW position, the lantern will give an equivalent 90W (900 Lumens) output for approximately 12 hours.