

To set the lamp as a torch, loosen the tube catch (turn anti-clockwise) move the lamp head down and relock the catch.

Raise the tube slightly to disconnect the base from the holster then pivot the assembly to rest the tube on top of the handle.

Finally loosen the lamps tilt lock lever, adjust the lamp to point in the horizontal and re-lock the lever.

If not already connected, fit the lamp plug to the power output socket (see illustration).

To switch the lamp ON, move the ON/OFF switch either to the HIGH or LOW position.

In the HIGH position, the lantern will give an equivalent 300W (4,200 Lumens) output for approximately 3.5 hours.

In the LOW position, the lantern will give an equivalent 100W (1,400 Lumens) output for approximately 10 hours.

EQUIPMENT CARE

Never push the lamp beyond its natural capabilities. If it won't do the job you want with reasonable ease, 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 unit on charge if not being used, as the charger will automatically charge as required.

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 lower the tube and set the lamp in the torch position.

Attach the charger to the lamp base then give the unit a final clean, ready for return to your local HSS Hire Shop.



...any comments?

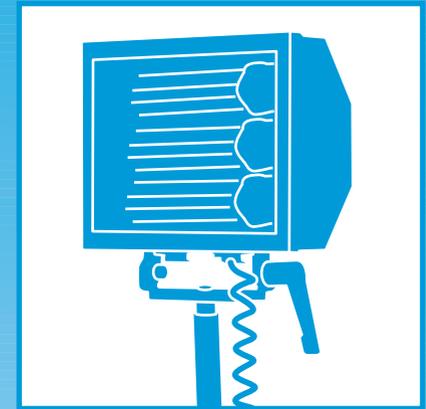
If you have any suggestions to enable us to improve the information within this guide please fax your comments or write to the Product Manager at the address below

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HSS Hire Shops



Portable Work Light

A fully rechargeable fluorescent lantern, giving the equivalent of 300W power output. Supplied with charger.



Code 57444

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.

The hirer has a responsibility to ensure that all necessary risk assessments have been completed prior to the use of this equipment.

This equipment should only be used by an operator who has been deemed competent to do so by his/her employer.

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. Cordon off a NO GO area using cones and either barriers or tape, available for hire from your local HSS Hire Shop.

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

Wear practical, protective clothing, gloves and footwear. Avoid loose garments and jewellery that could catch in moving parts, tie back long hair.

Ensure the work area is well ventilated, if in doubt, ask about ventilation equipment at your local HSS Hire Shop.

Do not work near flammable gases or liquids, petrol or paint thinner fumes for example. Keep combustible materials at a safe distance – at least 5m.

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

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

Check the condition of the equipment before use. If it shows signs of damage or excessive wear, return it to your local HSS Hire Shop.

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.

The charger has been designed to allow you to operate the lamp at the same time as you are charging the batteries, however, charging and running the lamp whilst being charged may only occur indoors. Do not operate the charger outdoors as it is not weather proof.

To recharge, ensure the lamp ON/OFF switch is in the OFF (central position). Insert the charger plug into the socket on the side of the lamp unit, (it will only go in one way).

Lock the plug into position by turning the red lock collar clockwise (anti-clockwise to remove).

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

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

Mains ON (Red) →		The amber confirms charging is taking place and will flash when the battery is 80% charged.
Charging (Amber) →		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.
Float/Standby (Green) →		

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.

The battery fitted to this unit does not suffer from memory problems associated with battery powered equipment. It is perfectly acceptable to place the unit on recharge when not in use, whether charged or fully drained. There is no need to fully drain the battery before charging.

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.

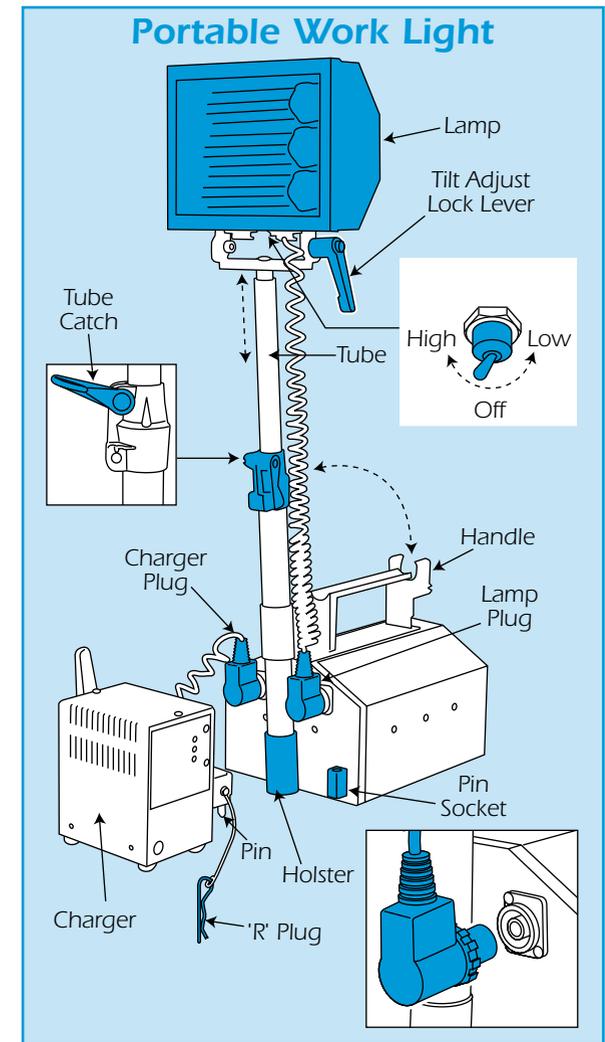
Keep the charger dry, using electrical equipment in very damp or wet conditions can be dangerous.

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 power supply cable or plug gets damaged, return it. Never try to repair it yourself.

GETTING STARTED

The charger may be attached to the main unit, if so, remove the 'R' clip and lift the charger until the



pin separates from the socket (see illustration). When storing the lamp, reconnect the charger to keep them together.

The first thing you should do is confirm that the lamp is fully charged. To do this, connect up the charger to the lamp and power supply. Check if either the green lamp is ON, confirming that the battery is fully charged or the amber lamp is flashing, confirming that the battery is in the final stages of charging. 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 as a torch or set upon a surface and used as a flood light.