

## Directions for use of Cartridgeburners

### Validity:

The instructions are appropriate for:

- Cartridgeburner
- Mikrocartridgeburner

in connection with cartridge

Read instructions on cartridge before use. The cartridge is provided with a safety valve.

### Operating instructions Cartridgeburners

1. Remove protection cap from cartridge.
2. Turn needle valve (I) to right to close. (supplied from the factory)
3. Put the burner into a vertical position on the cartridge.
4. Turn to right to screw burner. Needle valve (II) supports as lever. Avoid cross - threading. Screw down hand tight only. Do not use tools.
5. Move air regulator (2) downwards to open.
6. Turn needle valve (I) to left to open.
7. Ignite. Do not bow your head over burner. Dangerous.

### Operating instructions Microcartridgeburners

1. Remove protection cap from cartridge.
2. Turn needle valve (I) to right to close. (supplied from the factory)
3. Put the burner into a vertical position on the cartridge.
4. Turn to right to screw burner. Burner head (3) supports as lever. Avoid cross - threading. Screw down hand tight only. Do not use tools.
5. Turn air regulator (4) to left to open.
6. Turn needle valve (II) to left to open.
7. Do not point burnerhead towards body or flammable objects!  
Press ignition knob (5). Ignite. If flame extinguishes, repeat procedure.  
Warning: Burnertube gets very hot during operation. Let cool down!

### Flame type:

Soft Flame: Turn air regulator (4) to right to close.  
Hard Flame: Turn air regulator (4) to left to open.

### Removal of Cartridgeburners

8. Remove cartridge from burner only after needle valve (II) has been closed and after burner cooling.
9. Turn burner to left to unscrew burner from cartridge. Safety valve of the cartridge closes automatically. Needle valve (I) supports as lever. Do not use tools.

### Safety Note:

Cartridge burners should only be used under constant supervision. Do not use other components. Cartridges are not refillable. Capacity: 3 h

Temperature: 1640°C  
1640°C

