



# Programming a ConeFire Mode w/Ramp and Hold Cooling

A ConeFire Mode program can now be combined with a Ramp and Hold Mode program so artists can now experience the benefits of cone correlation and controlled cooling all in the same firing. This is especially helpful for Crystal Glazes, and other controlled cooling needs.

## PROGRAMMING INSTRUCTIONS

### Step 1

Follow the instruction in the manual for programming your cooling segments in Ramp and Hold Mode. This program must be located in USER 6.

The first segment of the program will be ignored when the two programs are linked so the information you place in segment 1 is inconsequential. (If you only need a 1 segment program you will need to write a 2 segment program and enter the segment you need in segment 2).

### Step 2

Enter your Cone Fire program.

### Step 3

Press F/C, 7, 8. The 16-s message alternates with off.

### Step 4

Press 1 to toggle to on. Press ENTER

### Step 5

Press START. The controller will run the Cone Fire program first then run the Ramp and Hold program entered in the USER 6 slot starting with segment 2.