



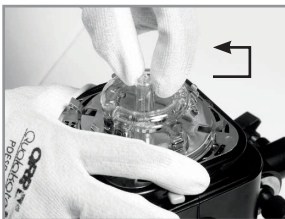
EINSTEIN™ FLASH UNIT FLASHTUBE and/or MODELING LIGHT REPLACEMENT



bending the spring clips



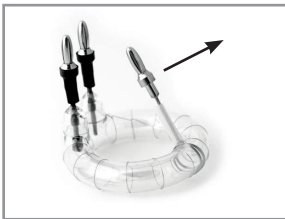
removing the frosted dome



removing the modeling lamp



removing the flashtube



inspecting the new flashtube



installing the new flashtube

When replacing the flashtube and/or modeling lamp, **always turn your flash unit OFF and unplug the power cord from the AC power source.** Wait at least five minutes for the unit to cool and to ensure that it does not have any power stored in the capacitors before handling it.

Never handle your flashtube, modeling lamp, or dome cover with your bare hands.

Wear cloth or insulated gloves, or use a piece of cloth while handling.

No tools are required for replacement. Do not remove the unit's faceplate.

Remove the frosted dome to access the tube and lamp. To remove the dome, pull outward on the two adjacent spring clips on the faceplate, then pull the dome away from the other two clips and off the unit. Do not remove the screws that hold the spring clips in place.

REPLACING THE MODELING LAMP

- 1. Remove the exhausted modeling lamp.** Press in on the lamp (towards the unit) and twist counter clockwise, then pull the lamp out.
- 2. Inspect your new modeling lamp.** First, identify the two round metal tabs on either side of the modeling lamp base. Position the lamp perpendicular to the faceplate and place the lamp in the socket, lining up the two tabs on the lamp base with the corresponding openings on either side of the lamp socket.
- 3. Install the new modeling lamp.** Gently press in (pressing down into the faceplate) and twist clockwise. Twisting allows the two tabs to catch inside the socket, holding the position.



tabs
(one tab is on each side)



line up with the tabs
with the openings in the sockets



gently press in
(pressing down into the faceplate)



twist clockwise
to catch the tabs in the sockets

REPLACING THE FLASHTUBE

- 1. Remove the modeling lamp.** Press in on the lamp (towards the unit) and twist counter clockwise, then pull the lamp out.
- 2. Remove the exhausted flashtube.** Grip the perimeter of the flashtube and slowly rock it back and forth while pulling up to release all three contacts. Gently pull it out of the sockets on the faceplate of the unit.
- 3. Inspect your new flashtube.** Your new tube arrives with one leg folded down. Pull the leg into an upright position before proceeding with replacement.
- 4. Install the new flashtube.** Line up the flashtube's three metal legs with the three corresponding holes in the unit's faceplate, then into the sockets on the circuit board that are accessible through these holes. Insert the new flashtube by slowly pressing and rocking the tube until it is seated all the way down in the unit.
- 5. Replace the modeling lamp.** Gently press in (pressing down into the faceplate) and twist clockwise. Twisting allows the two tabs to catch inside the socket, holding the position.

TESTING THE REPLACEMENT

Connect the power cord and turn the flash unit ON to test proper replacement. Unless the modeling lamp is turned off on the unit's control panel, a properly reinstalled lamp should come on at the defined settings when the power is turned on. When the "READY" screen turns green, press the TEST button to test fire the unit. A properly replaced flashtube should flash immediately. With normal function confirmed, you can replace the frosted dome. Pull outward on the two spring clips and slide the dome back into place. Ensure that the clips spring back to catch the outer lip of the dome and hold it securely on the faceplate.

NOTE REGARDING THE FUSE: Occasionally, a bad modeling lamp can blow the unit's fuse, causing the unit to power off and cease function. If you replace the modeling lamp and the unit still does not power on (the LCD screen does not turn on when the unit is plugged in and the POWER button is pressed), the fuse may be blown. Contact our Customer Service Team for support.