



GlassMaster Addendum

Infinite Hold Time

We have modified the GlassMaster Controller software in order to enable you to enter infinite hold times when desired in your programs. This feature would most commonly be used in situations where the artist wants to be sure that the kiln does not move on to the next segment until they advance it. This is particularly helpful when using the kiln as an annealing or crucible kiln.

An Indefinite Hold Time may now be programmed in any segment of a Ramp and Hold Program by setting the hold time to **INDF**. **INDF** is located where the 99.99 hold time once was. In other words when you are setting the Hold Time for a segment **INDF** will show up right after 99.98 and right before 0.

Use the **SKIP STEP** feature to advance the program when you are ready to move on from your indefinite hold. This is done by pressing **VIEW** and then quickly pressing the **ENTER** key.

This feature will work only in Ramp and Hold Mode. The Infinite Hold feature ships from the factory in the ON position but may be toggled off if desired by calling the Skutt technical support department.