



Maintenance Instructions

Replace Ultraviolet lamps every **eight months** of use to maintain optimum performance of the unit.

By eight months the UV output of the lamps have lost approximately 30% of the effectiveness and should be replaced. After this time the lamps may still light but is no longer emitting enough of the special UV light frequency required for an effective insect catch.

All other services:

Any servicing other than cartridge or UV lamp replacement, should be performed by an authorized service representative.

Call or Fax Paraclipse, Inc. for the name of the nearest service representative.

Care and Cleaning of Unit:

For the best results your Insect Inn™ Ultra should be cleaned regularly when you change the cartridge.

When cleaning do the following:

1. Disconnect power cord from electrical outlet.
2. Use glass cleaner to clean the body of the trap and lamp. Make sure you remove excess insect droppings and dead car-casses.
3. Dry trap thoroughly with soft cloth.

Always use genuine Paraclipse replacement Quantum Lamps

For replacement parts contact your dealer. Call or Fax Paraclipse, Inc. for the nearest dealer.

Replacement Parts and Part Number:

UV Quantum lamp	#72651
Cartridges (4 pack)	#73820
Shatterproof UV lamp	#72653

To order additional Units:

Insect Inn Ultra Unit	#250602
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HG—LAMP CONTAINS MERCURY

Manage in Accordance with Disposal Laws

See: www.lamprecycle.org or call 1-800-435-4448

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72670-3-9-2009



Paraclipse®

Automated Insect Control Division

Insect Inn Ultra™



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Insect Inn Ultra™ is their fatal attraction

12 - Features

- Research- proven, flying insect attracting UV light device
- Exclusive automatic advance 60 day cartridge trapping system
- Large capacity disposable cartridge
- Specially engineered reflective top shell
- Front UV light slots
- Stylish unit can be placed in public areas
- End of cartridge alarm
- Highly effective combination of special UV light, attractants, and trapping surface
- The trapping system is environmentally friendly - unit has been designed for use in food handling areas, and meets applicable guidelines.
- Easy to maintain, easy to clean
- Unique cartridge placement-directly under bulb(s)
- Ultraviolet Light Booster Reflector

12 - Benefits

- Effective attraction of flying insects already inside the building
- Eliminates large quantities of flies. Sanitary handling
- Holds up to 10 times the capacity of glue boards
- Directs light out and down, to increase overall effectiveness. Unit can be used on any color of wall for maximum effectiveness
- Helps direct UV light downward to attract more flies
- Your customers never know it's a flying insect trap
- Audible alert to replace used cartridge
- Draws flying insects to trapping surface - keeps them trapped
- No hazards to your customers from chemicals or unsanitary scatter of insect parts
- Effective flying insect control that doesn't make extra work for you or your staff
- Flies more quickly caught during random flight near bulb(s). Cartridge warmed from beneath-draws more flies to catch surface.
- Increases the outward reflective power of the UV bulb(s)

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Maintenance Instructions

Cover Installation:

1. Plug in unit to verify that the lamp is operational.

Top & Bottom Cover Assembly:

2. Fig. 9 is a back view of the Ultra cover shells attachment features. The top & bottom cover have slide attachments for ease of assembly, disassembly, and ease of cleaning. After top & bottom are assembled, the Back Frame (fig.10) has two ears, that fit into slots on bottom of Ultra top cover. Simply set the assembled fixture on ears.
3. Attach the cover shell (fig. 8 & 9)

NOTE: The drive spool will turn approximately 1/2 revolution per day (24 hours).

Maintenance Instructions



DEAD INSECTS ARE UNSANITARY

Cartridge Maintenance:

The tacky surface of the Cartridge advances slowly and can regularly remain effective up to 60 days, depending on the volume of insect catch. (fig. 10)

1. When surface is no longer available or you hear the audible beep then you need to replace the cartridge.
2. If the surface is filled with a heavy catch of insects, manually advance the cartridge so fresh surface is available. (See pg. 6)

Ultraviolet Quantum lamp Replacement:

1. Disconnect power cord from electrical outlet.
2. Remove old lamps.
3. Insert new lamps and twist lamp 90° (see page 5, fig. 3). Lamps should be replaced in pairs, to maintain optimum attraction of insects.

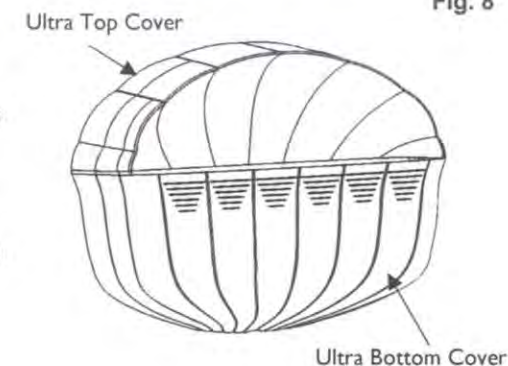


Fig. 8

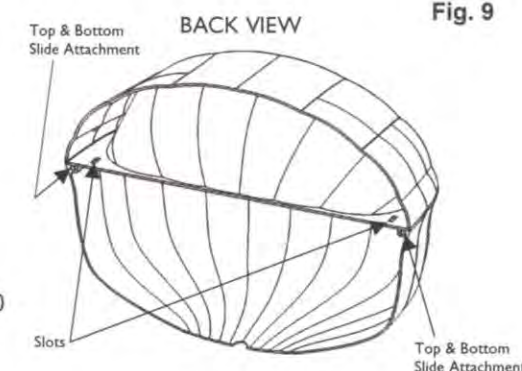


Fig. 9

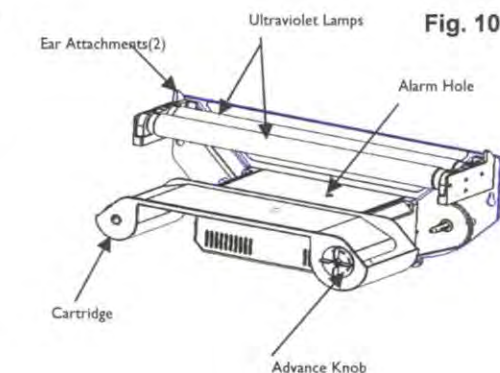


Fig. 10



Cartridge Alarm & Manual Paper Advance

Cartridge Alarm:

The Insect Inn Ultra™ has an out of paper sensor that emits an audible beep when it is time to replace the cartridge. (fig. 6)

The alarm is triggered when the paper no longer covers the alarm hole in the top of the paper holder plate. An electronic light sensor recognizes this and begins to emit a high pitched beep.

Testing:

To test the operation of the alarm follow these steps:

1. Plug the unit in to the outlet.
2. Carefully remove the cartridge. The alarm should emit an audible beeping.

Stop the alarm by installing a fresh cartridge.

NOTE: If new cartridge is not available for installation, unplug the unit to shut off the alarm until a replacement cartridge is available.

Manual Paper Advance:

You can manually advance the tacky paper surface by simply turning the right advance knob **clockwise** until the desired amount of tacky paper is available to catch insects. (fig. 7)

This maybe required when installing a new cartridge and advancing the paper due to heavy insect catch.

Fig. 6

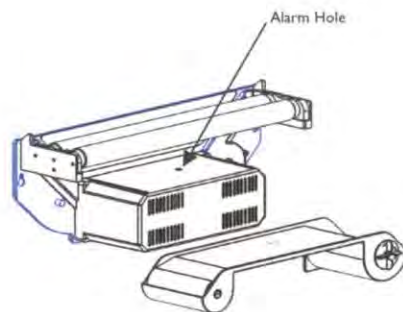
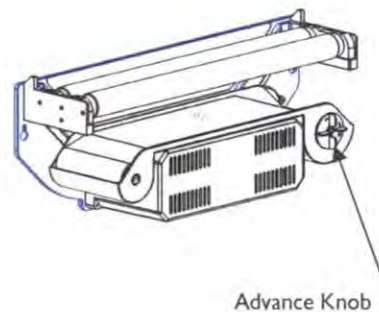


Fig. 7



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IMPORTANT SAFETY INSTRUCTIONS



This symbol is intended to alert you of the presence of dangerous voltage within the unit's enclosure that maybe of sufficient magnitude to constitute a risk of electrical shock.



This symbol is intended to alert you of the presence of important operating and maintenance instructions accompanying the unit.

Caution! To reduce the risk of electric shock, observe the following:

1. Do not remove the motor enclosure. No user serviceable parts are inside.
2. This product is intended for use indoors only! Do not use where it may be exposed to water or direct sunlight (including roofed but open porches).
3. Disconnect the product from power supply when not in use, before servicing, cleaning, or when changing lamps.
4. Use only Extension Cords marked SPT-2, or equivalent. Its electrical rating must be at least 120 V, 60 Hz, and 10 Amps. Use only 3-wire extension cords which have 3-prong grounding-type plugs (See Fig. A), and 3-pole receptacles which accept product's plug. (See Fig. B) Replace or repair damaged cords.
5. Extension cords & devices for retaining an extension cord connection to the power supply cord are available.
6. Don't abuse the cord. Never carry the product by the cord or yank it to disconnect it. Keep the cord from heat, oil, and sharp edges.

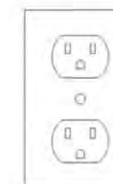
Grounding Instructions: The product is equipped with an appropriate 3-conductor cord and 3-prong grounding-type plug to fit the proper grounding-type receptacle. To reduce the risk of an electric shock, the plug must be plugged into an appropriate outlet that is properly installed and grounded. (See figure A). Consult a qualified electrician if in doubt as to whether proper grounding exists.

Fig. A



GROUNDING PIN

Fig. B



CAUTION! To avoid risk of contamination, observe the following: Dead insects are unsanitary. Use care in removing used cartridge.

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Mounting Instructions

Insect Inn Ultra contents:

- One Ultra Cover Shell Top
- One Ultra Cover Shell Bottom
- One Wall Anchor Kit
 - Two drywall anchors
 - Instructions
 - Screws
- One Frame Assembly
- One Cartridge
- Two UV Quantum Lamps (Bulbs)

Unit location on wall:

Select a wall away from windows or competing light source. For best results, mounting holes should be located 66" (1.68 m) above the floor (Fig. 1).



Fig. 1

Mounting unit to wall:

1. As guide to hanging unit locate wall studs if possible. Mark two locations on the wall for your fasteners that are 16" (40.6 cm) apart. Make sure that the marks are level with each other.

a. Types of Fasteners that can be used:

- Drywall anchors

NOTE: When using the drywall anchors follow the instructions provided in the Wall Anchor Kit.

- Two Screws
- Combination of one anchor and one screw

NOTE: The wall anchor kit provided will accommodate these combinations.

2. Use a Phillips head screwdriver to mount the frame assembly on the wall. The frame assembly must be securely mounted to the wall.

NOTE: For other surfaces, such as concrete, different fasteners or anchors may be required. These types of fasteners are not included.

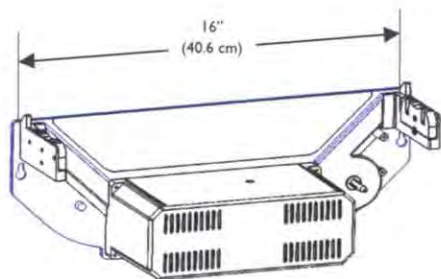
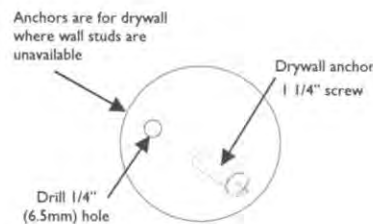


Fig. 2



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Ultraviolet Lamp/Cartridge Installation

Lamp and Cartridge Installation:

Note: Unit must be securely mounted to the wall before you proceed with the installation of Lamps & Cartridge

1. Remove the ultraviolet lamps from the box. Insert the lamps into the lamp sockets by aligning the pins of the lamp with the light socket and twist 90 degrees. (fig. 3)
2. Rotate the drive spool of the cartridge in the direction of the arrow shown on the drive spool until the paper is adhered to itself on the drive spool. (fig. 4)

NOTE: About 11 to 12 rotations will be required.

3. Position the cartridge on the front of the motor enclosure. Push the cartridge in until it stops. (fig. 4 & 5)

NOTE: It is recommended to replace the ultraviolet lamps every **eight months** of use to maintain optimum performance of the unit.

By eight months the UV output of the lamps have lost approximately 30% of the effectiveness and should be replaced. After this time the lamp may still light but is no longer emitting enough of the special UV light frequency required for an effective insect catch.

Replacement Quantum lamps: part # 72651

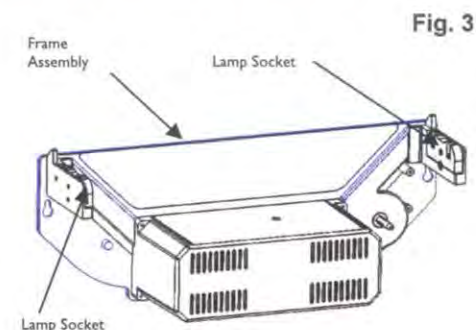


Fig. 3

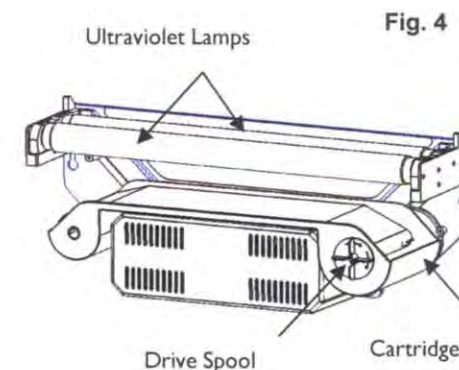


Fig. 4

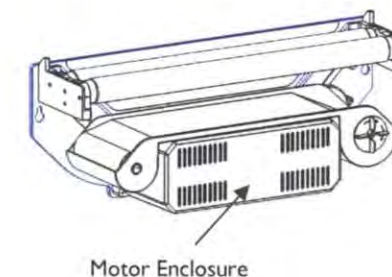


Fig. 5

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