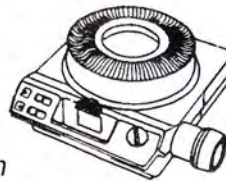


AVL Fox Programmer

Kx

www.kxcamera.com



KODAK SLIDE PROJECTORS

Sales • Service • Parts • Information

★ **DISSOLVE UNITS** ★

1732 - 1/2 Grand Ave.

SANTA BARBARA, CA: 93103

(805) 963-5625

KEN KOBYLENSKI

INTRODUCTION

THE FOX IS A UNIQUE REAL TIME PROGRAMMER WITH A BUILT IN DISSOLVE UNIT FOR 3 PROJECTOR SHOWS.

THE FOX FEATURES AVL'S POSITRAK, FOR RELIABLE PLAYBACK. POSITRAK LOCKS YOUR PROGRAM TO THE AUDIO TRACK AND WILL AUTOMATICALLY RESYNC YOUR SHOW SHOULD ANY SHOWTIME MAG TAPE MISHAPS OCCUR.

THE FOX CAN BE USED TO PROGRAM A DAZZLING 3 PROJECTOR AV SHOW WITH SUCH SPECIAL EFFECTS AS REPEAT, BLINK, SMOOTH AND FREEZE. WITH THESE SPECIAL FEATURES, YOU CAN CREATE, SUCH SCREEN EFFECTS AS ANIMATION AT 10 CUES PER SECOND, SUPERIMPOSITIONS, FADE TO BLACK, FLASHING DISSOLVES AND TWINKLE. THE FOX HAS 20 DIFFERENT DISSOLVE RATE KEYS, FROM FAST ALTERNATE TO 32 SECOND DISSOLVE.

THE ALPHANUMERIC DISPLAY LINE DISPLAYS THE SPECIAL PROGRAMMING FEATURES AS FREEZE (F), REPEAT (R), SMOOTH (S), AND BLINK (B).

THE FOX IS COMPATIBLE WITH THE ENTIRE AVL COMPUTER LINE, AND WILL PLAYBACK ALL OF THE DOVE D EFFECTS. IN ADDITION, UP TO FIVE FOXES CAN BE DAISY CHAINED TOGETHER WITH AUDIO CORDS TO PLAYBACK A 15 PROJECTOR SHOW.

TABLE OF CONTENTS

A.	PHYSICAL DESCRIPTION	PAGE	1
	A.	KEYBOARD DISSOLVE FUNCTIONS	PAGE 1
	B.	KEYBOARD SPECIAL EFFECTS	PAGE 3
	C.	KEYBOARD SPECIAL FUNCTIONS	PAGE 4
	D.	DISPLAY PANEL	PAGE 5
	E.	REAR PANEL	PAGE 6
B.	HOOK UP	PAGE	7
C.	PLAYBACK	PAGE	8
D.	PROGRAMMING YOUR FOX	PAGE	9
E.	TIME TABLE FOR REPEAT FUNCTIONS	PAGE	17
F.	RECORDING PROGRAMS	PAGE	18
	A.	RECORDING IN REAL TIME	PAGE 18
	B.	RECORDING TO A SOUNDTRACK	PAGE 19
	C.	DATA TRACK PLAYBACK	PAGE 20
	D.	EDITING THE DATA TRACK	PAGE 21
G.	SPECIFICATIONS	PAGE	22
H.	GLOSSARY OF TERMS	PAGE	23

PHYSICAL DISCRPTION

THIS SECTION WILL DESCRIBE THE PHYSICAL APPEARANCE OF THE FOX AND THE USES OF ITS FEATURES. THE PROGRAMMER HAS THREE MAJOR AREAS; THE KEYBOARD, DISPLAY PANEL (LOCATED JUST ABOVE THE KEYBOARD), AND THE REAR PANEL.

KEYBOARD

THE KEYBOARD IS THE COMMUNICATION PATH TO THE FOX. THE KEYS ARE EMBOSSED AND THE FUNCTIONS ARE COLOR COORDINATED FOR EASE OF OPERATION. A BREAKDOWN OF THE COLORS AND THEIR FUNCTIONS IS AS FOLLOWS:

BLUE: DISSOLVES WITH PROJECTOR ADVANCES
 GREEN: DISSOLVE ALTERNATES WITHOUT ADVANCES
 YELLOW: SPECIAL EFFECTS
 RED: SPECIAL FUNCTIONS

DISSOLVE FUNCTIONS

THE FOX CAN GENERATE 10 DISSOLVE RATES PLUS 10 DISSOLVE ALTERNATE RATES. EACH RATE HAS ITS OWN BUTTON FOR EASE OF OPERATION. THEY ARE AS FOLLOWS:

BLUE			GREEN		
HARD CUT			FAST ALT		
CUT			ALT		
1D	1 SEC	DISS	1A	1 SEC	ALT
2D	2 SEC	DISS	2A	2 SEC	ALT
3D	3 SEC	DISS	3A	3 SEC	ALT
4D	4 SEC	DISS	4A	4 SEC	ALT
6D	6 SEC	DISS	6A	6 SEC	ALT
8D	8 SEC	DISS	8A	8 SEC	ALT
16D	16 SEC	DISS	16A	16 SEC	ALT
32D	32 SEC	DISS	32A	32 SEC	ALT

THE DIFFERENCE BETWEEN A DISSOLVE AND AN ALTERNATE IS A PROJECTOR ADVANCE OCCURS AFTER A DISSOLVE TO BLACK. THERE IS NO ADVANCE AFTER AN ALTERNATE TO BLACK.

CUT THIS COMMAND TURNS THE LAMP ON OR OFF INSTANTANEOUSLY. IF THE LAMP IS ON, CUT WILL TURN THE LAMP OFF AND ADVANCE THE TRAY 1 POSITION. IF THE LAMP IS OFF, CUT WILL BRING THE LAMP ON. WHEN SEQUENCED TO CROSS FROM ONE VISUAL TO ANOTHER, A CUT WILL TURN THE ON LAMP OFF AND THE OFF LAMP ON. THE PROJECTOR WITH THE LAMP GOING OFF WILL DO A TRAY ADVANCE.

AIT ALTERNATE OR AIT - VISUALLY LIKE A CUT ON THE

HARD CUT

A HARD CUT IS USED TO MOVE IMAGES FASTER, AND CREATE A SHARPER HARDER IMAGE CHANGE ON THE SCREEN. A HARD CUT WORKS BY CLOSING THE GATE OF THE SLIDE PROJECTOR, CUTTING OUT THE LIGHT OUTPUT BEFORE THE LAMP IS TURNED OFF. THIS SPEEDS UP THE TRAY ADVANCE TIME. WHEN HARD CUT'S ARE USED TO MAKE A TRANSITION BETWEEN 2 VISUALS THE ABRUPTNESS OF THE CHANGE IS MUCH CRISPER THAN WITH A CUT.

FAST ALTERNATE

SAME DISSOLVE TIME AS A HARD CUT WITHOUT A TRAY ADVANCE. A FAST ALTERNATE USED AT 10 CUES PER SECOND (10CPS) ALLOWS SOLO FLASHING AND BLINKING EFFECTS.

AVL Fox

SPECIAL EFFECTS

BLINK-

BLINK ALLOWS YOU TO FLASH A PROJECTOR OR A SERIES OF PROJECTORS AT 10 CUES PER SECOND. TO START BLINKING YOU PRESS THE BLINK BUTTON AND ANY LAMPS THAT ARE ON BEGIN TO FLASH OR BLINK OFF AND ON. A "B" WILL APPEAR ON THE DISPLAY LINE, INDICATING THAT YOU ARE IN THE BLINK MODE. TO STOP THE BLINK YOU PRESS THE BLINK BUTTON AGAIN. THE LAMPS STOP FLASHING AND RETURN TO THEIR ORIGINAL STATUS.
NOTE: BLINK ONLY FLASHES LAMPS THAT ARE ON OR DISSOLVING UP OR DOWN.

SMOOTH

SMOOTH ALLOWS YOU TO DO TWO THINGS:
FIRST: CHANGE THE WAY THE PROJECTOR LAMP IS RAMPED ON AND OFF. NORMALLY THE LAMP RAMPES ON MORE QUICKLY AT FIRST TO ALLOW LIGHT TO REACH THE SCREEN FASTER. WITH SMOOTH THE LAMP NO LONGER HAS THIS FAST START UP. THIS ALLOWS YOU TO PROGRAM MORE NOTICABLE TRANSITIONS.
SECOND: IN SMOOTH THE LAMP WILL NO LONGER COME TO FULL BRILLIANCE WHEN A DISSOLVE ON IS TOLD TO GO OFF BEFORE IT HAS REACHED FULL INTENSITY. THIS PREVENTS THE LAMP FROM "POPPING" UP, AND ALLOWS YOU TO DO A RIPPLE DISSOLVE EFFECT.
NOTE: "S" WILL APPEAR ON THE DISPLAY LINE WHEN YOU ARE IN THE SMOOTH MODE.

FREEZE

THE FOX HAS THE ABILITY TO FREEZE OR STOP A DISSOLVE ALTERNATE IN PROGRESS AND HOLD THE LAMP AT THAT INTENSITY.
TO CONTINUE YOUR DISSOLVE PRESS THE FREEZE KEY AGAIN. OUTGOING RATES CAN BE CHANGED.

REPEAT

REPEAT IS USED WHEN A SERIES OF CUES IS NEEDED FOR AN ANIMATED SEQUENCE. REPEAT DOES HAVE WAIT PERIODS BUILT IN TO TIME THE SEQUENCING FOR EACH DISSOLVE FUNCTION. FOR EXAMPLE FAST ALT WILL RUN AT 10 TIMES A SECOND. HARD CUT WILL OCCURE EVERY 1/2 SECOND. TO STOP THE REPEAT PRESS THE REPEAT BUTTON AGAIN.
NOTE: WHEN IN REPEAT MODE A "R" WILL APPEAR ON THE DISPLAY LINE.
A TABLE WITH ALL THE TIMES BETWEEN COMMANDS CAN BE FOUND IN THE BACK OF THE MANUAL.

SPECIAL FUNCTIONS

- REVERSE THIS BUTTON WILL CAUSE THE PROJECTORS TO REVERT TO THE STATUS WHICH EXISTED PRIOR TO THE LAST ACTION, THIS IS A TRUE REV Q. IF A PROJECTOR HAS ADVANCED, THE FOX WILL ISSUE A PROJECTOR REVERSE TO THE NECESSARY PROJECTOR. ONE PREVIOUS COMMAND WILL BE RETAINED IN THE COMPUTER'S MEMORY TO PERFORM A TRUE REV Q. IF MULTIPLE REVERSES ARE REQUESTED BETWEEN CUES THE SECOND AND ALL SUBSEQUENT REVERSES WILL SEQUENCE RIGHT, CENTER, AND LEFT.
NOTE: REVERSE IS NOT A PROGRAMMABLE FUNCTION. A TRUE REV Q IS POSSIBLE AFTER EACH CUE IS PROGRAMMED.
- HOME THIS COMMAND, WHEN PRESSED, WILL ISSUE A HOME CUE CAUSING ALL PROJECTORS TO TURN OFF THEIR LAMPS AND RETURN ALL PROJECTORS TO THEIR STARTING POSITION BY THE SHORTEST ROUTE.
- AUX AUX IS AN AUXILIARY. THE FOX HAS ONE AUX BUILT IN, AUX RIGHT. THE AUX CAN BE USED TO TURN ON EXTRA ELECTRICAL EQUIPMENT. THE AUX IS A LOGIC LEVEL OUTPUT OF 5 VOLTS, WHICH WILL TRIGGER AN AUXILIARY BOX FOR A MOMENTARY CONTACT CLOSURE. THIS AUX FUNCTION REQUIRES AN AVL COUYE AUXILIARY BOX. AUX LEFT CAN BE PROGRAMMED FOR A TRAVLER III OR DOVE.
- INDEPENDENTS THE FOX WILL CYCLE THROUGH PROJECTORS FROM A(TOP OR LEFT), TO B(CENTER), TO C(BOTTOM OR RIGHT) WITHOUT MAKING ANY PROJECTOR SELECTION. WITH THE INDEPENDENT FUNCTION THIS NORMAL SEQUENCE CAN BE OVERRIDDEN AND THE PROJECTORS CAN BE ACCESSED IN ANY ORDER WITH THE PROPER PROJECTOR DESIGNATION.
- A PROJECTOR DESIGNATION FOR TOP OR LEFT PROJECTOR. SEE INDEPENDENTS.
- B PROJECTOR DESIGNATION FOR THE CENTER PROJECTOR. SEE INDEPENDENTS.
- C PROJECTOR DESIGNATION OF RIGHT OR BOTTOM PROJECTOR. SEE INDEPENDENTS.
- ASSIGN SCREEN ASSIGN SCREEN IS USED TO SELECT THE SCREEN NUMBER WHEN THE FOX IS TO BE USED AS A PLAYBACK DISSOLVE FOR SCREENS 2 THROUGH 5.

DISPLAY PANEL (LEFT)

THREE LEDs(LIGHT EMITTING DIODES) WITH THE FOLLOWING FUNCTIONS:

READY
(GREEN)

GREEN LED INDICATES THAT THE NEXT PROJECTOR IS READY FOR A COMMAND.

AMP OK
(GREEN)

AMPLITUDE OK - LIGHTS WHEN THE UNIT IS RECEIVING A MAG TAPE SIGNAL THROUGH THE PLAY IN JACK ON THE REAR PANEL.

MT ERR
(RED)

MAG TAPE ERROR - LIGHTS WHEN AN ERROR HAS BEEN DETECTED IN THE MAG TAPE SIGNAL BEING RECEIVED. A BLINKING LAMP INDICATES THAT ONLY ONE BAD PASS HAS BEEN RECEIVED. THE LED REMAINING LIT INDICATES THAT A CUE WAS DROPPED.

DISPLAY LINE (CENTER)

THE DISPLAY LINE ON THE FOX, WITH 4 ALPHANUMERIC CHARACTERS, DISPLAYS THE SPECIAL EFFECTS FEATURES THAT ARE PROGRAMMED AT THAT TIME. DURING PLAYBACK THE DISPLAY LINE SHOWS SCREEN ASSIGNMENT OF THE FOX, IF OTHER THAN SCREEN # 1.

DISPLAY PANEL (RIGHT)

A B C, THESE THREE RED LED'S REPRESENT THE PROJECTOR INDEPENDENTS AND NOT LAMP STATUS. THE LED WILL LIGHT WHEN YOU PROGRAM AN INDEPENDENT. INDEPENDENTS WILL BE DESCRIBED LATER ON IN THE MANUAL.

REAR PANEL

THE REAR PANEL, FROM LEFT TO RIGHT, FEATURES:

- DISSOLVE CORDS** THREE; SEVEN PIN CABLES, LABELED C, B, A CONNECT TO THE PROJECTORS.
- PLAY IN** THE PLAY IN RCA JACK IS USED FOR RECEIVING ALL DATA INFORMATION.
- REC OUT** THE RECORD OUT RCA JACK IS USED FOR ALL OUTGOING DATA INFORMATION.
E.G. TO RECORD THE PROGRAM INFORMATION IN REAL TIME.
- REM CUE** THE REMOTE CUE JACK (A KODAK 5 PIN FEMALE) IS USED TO CUE THE FOX FROM A REMOTE LOCATION. A STANDARD KODAK HAND CONTROL CAN BE USED FOR REMOTE CUEING OF A 2 SECOND DISSOLVE OR ONE REVERSE CUE
THIS CONNECTOR IS ALSO THE AUX RIGHT OUTPUT.
- POSITRAK ON/OFF** POSITRAK LOCKS YOUR PROGRAM TO THE AUDIO TRACK AND WILL AUTOMATICALLY RESYNC YOUR SHOW SHOULD ANY SHOWTIME MISHAP OCCUR. THIS SWITCH TURNS POSITRAK OUTPUT AND INPUT, ON OR OFF.
- SEQUENCE 2/3** THIS SWITCH ALLOWS YOU TO CHOOSE THE ORDER IN WHICH PROJECTORS ARE ACCESSED.
IN SEQUENCE 3 THE FOX WILL ACCESS ALL THREE PROJECTORS IN THIS ORDER A, B, C.
IN SEQUENCE 2 THE FOX WILL ACCESS THE A AND C PROJECTORS (LEFT AND RIGHT) ONLY.
NOTE: YOU CAN STILL ACCESS THE "B" PROJECTOR BY ASSIGNING IT INDEPENDENTLY WITH THE COMMAND AND PROJECTOR DESIGNATION (B).
- POWER CORD & ON/OFF SWITCH** ALWAYS MAKE SURE THE POWER SWITCH IS TURNED OFF BEFORE PLUGGING THE UNIT IN.
- 115/220 SWITCH** THIS SWITCH IS LOCATED UNDER THE UNIT AND IS USED TO SELECT THE PROPER LINE VOLTAGE OF EITHER 115 OR 220 VOLTS AC. THE UNIT CAN SENSE 50 OR 60 HZ WITH NO SWITCHING REQUIRED.

HOOK UP

1. CHECK THAT THE POWER SWITCH ON THE FOX IS IN THE OFF POSITION.
2. SET THE 115/220 SWITCH TO THE PROPER VOLTAGE SETTING. NOTE: THE FOX WILL SENSE 50 OR 60 HZ AND AUTOMATICALLY COMPENSATE THE DISSOLVE CURVES FOR EKTAGRAPHIC PROJECTORS. SAV, QBC OR BULH HI-LITE PROJECTORS REQUIRE SPECIAL ADAPTORS MADE FOR THE FOX.
3. CONNECT THE THREE 7-PIN DISSOLVE CABLES FROM THE BACK OF YOUR FOX TO THE THREE KODAK EKTAGRAPHIC PROJECTORS. CABLE A TO PROJECTOR A (LEFT OR TOP), CABLE B TO PROJECTOR B (CENTER), AND CABLE C TO PROJECTOR C (RIGHT OR BOTTOM).
4. PLUG THE AC POWER CORDS FROM ALL THREE PROJECTORS AND THE FOX INTO THE SAME AC RECEPTACLE, BY USING A MULTIPLE-OUTLET EXTENSION CORD OR STRIP. THIS WILL ELIMATE PHASING DIFFICULTIES. IT IS VERY IMPORTANT TO CHECK THAT THE AC OUTLETS ARE WIRED PROPERLY USING AN AC RECEPTACLE TESTER.
5. SWITCH ALL PROJECTORS TO FAIL POSITION ON THE REAR OF THE PROJECTORS.
6. ON THE REAR PANEL OF THE FOX SET THE SEQUENCE SWITCH TO THREE PROJECTORS.
7. TURN THE FOX ON, ON THE DISPLAY THE READY L.E.D. WILL BE LIT INDICATING THE UNIT IS OPERATIONAL.
8. PLACE TRAYS ON PROJECTOR, ALIGN AND FOCUS.
9. NOW SET TRAYS TO THE POSITIONS YOU WANT AS THE HOME TRAY POSITION.

USING THE FOX AS A PLAYBACK UNIT

THE FOX CAN BE USED AS DISSOLVE UNIT IN PLACE OF A DOVE FOR SHOWS PROGRAMMED FOR MORE THAN THREE PROJECTORS. YOU WILL NOTICE THE ASSIGN SCREEN BUTTON ON THE KEYBOARD, THIS IS USED LIKE THE SCREEN SELECT SWITCH ON THE FRONT OF THE DOVE. THE FOX WILL AUTOMATICALLY PLAYBACK SCREEN #1 BUT YOU CAN ASSIGN IT TO PLAYBACK SCREENS 2 THROUGH 5. THIS IS DONE BY PUSHING THE ASSIGN SCREEN BUTTON ALONG WITH THE CORRECT SCREEN NUMBER.

NOTE: WHEN YOU PRESS ASSIGN SCREEN ON THE DISPLAY LINE, SCN WILL APPEAR. WHEN YOU SELECT THE SCREEN NUMBER THAT NUMBER WILL APPEAR NEXT TO THE SCN.

THE SCREEN NUMBERS ARE LOCATED ON THE GREEN ROW OF BUTTONS. TO CHANGE SCREEN ASSIGNMENT PRESS ASSIGN SCREEN AND HOME BUTTONS TOGETHER AND MAKE THE NECESSARY CHANGE.

NOTE: YOU CAN ONLY PROGRAM ON SCREEN ONE.

WHEN THE FOX IS BEING USED FOR PLAYBACK YOU CAN "DAISY CHAIN" THE DISSOLVE UNITS BEING USED WITH MALE RCA-RCA AUDIO CABLES. YOU MIGHT NEED TO USE A "Y" CORD TO DO THIS DEPENDING ON WHICH SCREEN THE FOX IS ASSIGNED TO.

NOTE: ALL PROJECTORS MUST BE HOME AND LAMPS OFF BEFORE YOU CAN ASSIGN SCREEN ON THE FOX.

PROGRAMMING YOUR FOX

WITH THE SLIDE PROJECTORS NOW IN USE BY OUR INDUSTRY, WE CAN DO 4 MAJOR FUNCTIONS:

- 1) TURN THE LAMP ON
- 2) TURN THE LAMP OFF
- 3) FORWARD THE TRAY POSITION
- 4) REVERSE THE TRAY POSITION

WITH THE TECHNOLOGY OF THE MICRO-PROCESSOR COMPUTERS AND THE VERSATILITY OF THE FOX, YOU AS A PROGRAMMER WILL BE ABLE TO EXPAND THESE FUNCTIONS AND VASTLY IMPROVE THE END RESULTS.

NOTE: FOR BEST PERFORMANCE, WE RECOMMEND USING GLASS MOUNTED SLIDES AND THE 80 SLIDE UNIVERSAL TRAYS.

QUESTIONS ON PROGRAMMING WILL BE ANSWERED BY THE EXAMPLES GIVEN, AND QUESTIONS ABOUT DEFINITIONS WILL BE ANSWERED THROUGH THE GLOSSARY IN THE BACK OF THE MANUAL.

THE BEST WAY TO LEARN FOX PROGRAMMING IS TO USE THE COMPUTER AND SEE HOW EASY IT REALLY IS.

TO PROGRAM A CUE (COMMAND) ON THE FOX IS EASY. THE FOX'S COMMANDS ARE ENGLISH AND THE KEYBOARD HAS THE FUNCTION SPELLED OUT. SELECT THE DESIRED EFFECT AND PRESS THE BUTTON, THAT EFFECT APPEARS ON THE SCREEN, IT'S THAT SIMPLE.

THE FOX WILL AUTOMATICALLY SEQUENCE PROJECTORS FOR YOU, EACH TIME A DISSOLVE IS PRESSED. BEFORE WE START PROGRAMMING WE NEED TO UNDERSTAND THE NORMAL OPERATING SEQUENCE OF PROJECTORS AND THE USE OF INDEPENDENTS. INDEPENDENTS ARE USED TO ASSIGN THE PROJECTOR(S) ON WHICH A PARTICULAR ACTION WILL TAKE PLACE RATHER THAN THE NORMAL SEQUENCING OF PROJECTORS.

THE NORMAL OPERATING SEQUENCE OF THE FOX IS: "A" TO "B" TO "C" AND BACK TO "A".

THE PROJECTORS WILL ALWAYS SEQUENCE IN THIS MANNER IF YOU DO NOT ASSIGN THEM INDEPENDENTLY.

EXAMPLE # 1

THE FOLLOWING COMMANDS ARE USED WITH A CUT STARTING WITH NO LAMPS ON.

CUE	PRESS	CUT	- "A" PROJECTOR WILL COME ON.
CUE	PRESS	CUT	- "A" GOES OFF, "B" COMES ON.
CUE	PRESS	CUT	- "B" GOES OFF, "C" COMES ON.
CUE	PRESS	CUT	- "C" GOES OFF, "A" COMES ON.

WHEN YOU USE INDEPENDENTS PRESS THE LETTERS "A", "B", OR "C", BEFORE THE COMMAND IS ISSUED.

WHEN YOU USE INDEPENDENTS, THE INDEPENDENTLY ASSIGNED PROJECTORS WILL EITHER COME ON OR GO OFF ACCORDING TO THE LAMP STATUS AT THE TIME.

EXAMPLE # 2

FROM THE PREVIOUS EXAMPLE "A" IS STILL LIT.

CUE	PRESS "AC"	CUT	- "A" GOES OFF, "C" COMES ON.
CUE	PRESS "ABC"	CUT	- "C" GOES OFF, "A&B COMES ON.
CUE "	PRESS "AB"	CUT	- "A&B" GOES OFF.

THESE ARE JUST A FEW EXAMPLES OF THE WAY THE INDEPENDENTS WORK. YOU ARE ABLE TO INDEPENDENTLY TELL EACH PROJECTOR WHAT TO DO.

IN SEQUENCE 2 THE FOX WILL ACCESS TWO PROJECTORS THE "A" AND "C" (LEFT AND RIGHT) PROJECTORS ONLY. YOU CAN STILL ACCESS THE "B" PROJECTOR BY ASIGNING IT INDEPENDENTLY WITH THE COMMAND AND PROJECTOR DESIGNATION. TO SWITCH FROM SEQUENCE 3 TO SEQUENCE 2, THERE IS A SWITCH ON THE BACK PANEL MARKED SEQUENCE 2/3. SELECT THE PROPER SETTING. IN THIS MANUAL, WE WILL USE SEQUENCE 3.

THE BEST WAY TO LEARN ANYTHING, IS TO GET IN THERE WITH "BOTH HANDS" AND PRACTICE. THE MORE YOU USE THE FOX, THE MORE ITS OPERATION WILL BECOME SECOND NATURE TO YOU. YOU WILL FIND MANY NEW EFFECTS CAN BE CREATED WITH THE FOX, AND THE MORE TIME YOU SPEND USING THESE EFFECTS THE BETTER YOU WILL UNDERSTAND THEIR CAPABILITIES. YOU WILL BE ABLE TO DESIGN MORE EFFECTIVE PRESENTATIONS AND PROGRAM THEM MORE EFFICIENTLY.

EXAMPLE # 3
A "GET ACQUAINTED" PROGRAM

HERE IS A STEP-BY-STEP HANDS ON RUN THROUGH OF SOME PROGRAMMING PROCEDURES. FOR THIS EXAMPLE ALL LAMPS SHOULD BE OFF.

ACTION		PROJECTOR AND LAMP STATUS
1	PRESS CUT	"A" LAMP ON
2	" 2D	"A" LAMP OFF, AND "B" LAMP ON. THIS CROSS FADE TAKES 2 SECONDS THE "A" PROJECTOR ADVANCES.
3	" 4D	"B" LAMP OFF, AND "C" LAMP ON. THIS CROSS FADE TAKES 4 SECONDS. THE "B" PROJECTOR ADVANCES.
4	" C	THE "C" LED IS LIT, INDICATING THAT THE NEXT FUNCTION WILL CONTROL THE "C" PROJECTOR.
5	" 6A	THE "C" LAMP FADES DOWN IN 6 SECONDS. NO TRAY ADVANCE OCCURS.

THIS EXAMPLE HAS PUT IMAGES ON THE SCREEN, CROSS FADED FROM ONE IMAGE TO ANOTHER, AND THE FINAL MOVE WAS USED TO "FADE TO BLACK"

ANIMATION

NOTE: THIS IS WHERE WE WILL USE THE AUTOMATIC REPEAT FEATURE OF THE FOX.

6	PRESS REPEAT	AN "R" WILL APPEAR ON THE DISPLAY LINE. NOTHING WILL OCCUR ON THE SCREEN.
7	" FAST ALT	AN ANIMATION IS OCCURING ON THE SCREEN AT THE RATE OF 10 TIMES A SECOND. THE PROJECTORS ARE SEQUENCING "A", TO "B", TO "C", ETC. THIS ACTION WILL CONTINUE, UNTIL THE REPEAT KEY IS PRESSED AGAIN.

NOTE: IN THE REPEAT MODE THE FOX SETS UP A SPECIFIC ROUTE FOR ALL OF THE DISSOLVE (BLUE) AND ALTERNATE (GREEN) BUTTONS. SO BY PRESSING THE DESIRED DISSOLVE RATE THE FOX WILL SET THE CORRECT TIMING NEEDED TO COMPLETE EACH ACTION AND START THE NEXT ONE AUTOMATICALLY. THE ACTION WILL CONTINUE UNTIL REPEAT IS PRESSED AGAIN, WHICH STOPS THE ACTION. IF ANOTHER RATE IS DESIRED, INSTEAD OF STOPPING THE EFFECT, JUST PRESS THE NEW EFFECT KEY AND THAT EFFECT WILL START TO REPEAT ON THE SCREEN. AS THE EXAMPLE BELOW SHOWS, WE WILL DECREASE THE SPEED OF THE ANIMATION TO 5 TIMES PER SECOND.

- | | | |
|----|-----------|---|
| 8 | PRESS ALT | NOW THE ANIMATION IS OCCURRING AT 5 TIMES PER SECOND. TO CHANGE VISUALS ON THE SCREEN, WAIT UNTIL THE "A" PROJECTOR LAMP IS ON. |
| 9 | " CUT | ALLOW THE PROJECTORS TO ADVANCE. ON THE THIRD ADVANCE THE "A" PROJECTOR WILL BE ON AGAIN. WE WILL STOP THE ANIMATION AT THIS POINT. |
| 10 | " REPEAT | THE ANIMATION WILL STOP, WITH THE "A" LAMP ON. |

REPEAT IS A VERY POWERFUL FEATURE THAT ALLOWS YOU TO BE CREATIVE AND KEEP A STEADY BEAT ON THE SCREEN. UP TO THIS TIME REPEATING WITHOUT THE REPEAT FEATURE WOULD HAVE BEEN VERY DIFFICULT IN REAL TIME. WE WILL COVER THIS FEATURE IN MORE DEPTH LATER ON IN THIS MANUAL.

SUPERIMPOSITION

- | | | |
|----|---------|--|
| 11 | PRESS B | "B" LED IS LIT ON THE INDEPDEPENDENT STATUS LINE. |
| 12 | " 2D | "B" PROJECTOR LAMP COMES ON AND SUPERIMPOSES OVER THE "A" PROJECTOR. |
| 13 | " "B" | ON THE DISPLAY THE "B" LED IS LIT. |
| 14 | " 1D | "B" PROJECTOR FADES DOWN, WHEN THE DISSOLVE IS COMPLETED THE PROJECTOR ADVANCES. |

FLASHING A SUPERIMPOSTION

- | | | |
|-----|-----------|--|
| 15 | PRESS "C" | ON THE DISPLAY THE "C" LED IS LIT. |
| 16 | " REPEAT | "R" APPEARS ON THE DISPLAY LINE. |
| 17 | " ALT | THE "C" PROJECTOR IS FLASHING WHILE THE "A" PROJECTOR IS ON. |
| 18. | " REPEAT | THE FLASHING STOPS AND "R" IS NO LONGER ON THE DISPLAY LINE. |

NOTE: THE FOX IS A REAL TIME PROGRAMMER, AND THEREFORE WILL TAKE SOME PRACTICE TO STOP A REPEAT AT THE DESIRED STATUS. AT THIS POINT THE "A" PROJECTOR SHOULD BE THE ONLY ONE ON.

FREEZING

FREEZE - THE FOX HAS THE ABILITY TO FREEZE OR STOP A DISSOLVE ALTERNATE IN PROGRESS AND HOLD THE LAMP AT THAT INTENSITY. TO CONTINUE YOUR DISSOLVE PRESS THE FREEZE KEY AGAIN.

DISSOLVE RATES CAN BE CHANGED, BY PRESSING FREEZE AGAIN AND SELECTING A NEW DISSOLVE RATE. THIS CHANGES THE LAMP DIRECTION WITHOUT POPPING THE LAMPS ON.

FREEZING IS USED TO CONTROL THE BRIGHTNESS OF THE LAMP, THEREFORE THE BRIGHTNESS OF THE SLIDE, SUPER IMPOSITIONS, AND TO CREATE OTHER SPECIAL EFFECTS.

19	PRESS	8D	"A" IS GOING OFF, "B" IS COMING ON. WAIT 4 SECONDS.
20	"	FREEZE	BOTH PROJECTORS ARE NOW "FROZEN" AT THE SAME INTENSITY.
21	"	"A"	ON THE DISPLAY THE "A" LED IS LIT.
22	"	FREEZE	THE "A" PROJECTOR FADES OFF, THE "B" LAMP REMAINS AT THE SAME INTENSITY.
23	"	"B"	THE "B" LED IS LIT ON THE DISPLAY.
24	"	6D	THE "B" LAMP FADES OFF AND THE SCREEN IS DARK.

BLINKING

WHEN BLINK IS ASSIGNED, THE FOX WILL ASSUME IT IS TO BLINK ALL THREE PROJECTORS IN A SEQUENTIAL MODE. THE FOX SETS UP THE BLINKING ROUTINE INTERNALLY AND WAITS FOR A COMMAND TO TURN THE LAMP(S) ON/OFF. THE BLINKING ROUTINE WILL CONTINUE TO BE STORED IN THE FOX UNTIL YOU TELL IT TO STOP. THIS MEANS, IF YOU DO A BLINK AND DISSOLVE THE "A" "B" "C" PROJECTORS ON, AND THEN DISSOLVE THE "A" "B" "C" PROJECTORS OFF, WITHOUT STOPPING THE BLINK. THE NEXT TIME YOU DISSOLVE ANY OF THE PROJECTORS ON, THEY WILL BLINK, BECAUSE THE FOX WAS NOT TOLD TO STOP THE BLINK ROUTINE.

PRESSING THE BLINK BUTTON, DOES NOTHING MORE THAN SET UP A BLINKING ROUTINE INSIDE THE FOX. A LAMP CONTROL COMMAND (CUT, ALT, DISS, ETC.) MUST BE ENTERED IN ORDER TO BRING THE LAMP ON. PRESSING THE BLINK BUTTON AGAIN SIMPLY STOPS THE BLINKING ROUTINE LEAVING THE PROJECTORS ON OR OFF DEPENDING UPON THEIR STATUS AT THE TIME OF THE BLINK.

25 PRESS BLINK "B" APPEARS ON THE DISPLAY LINE.
 26 " "ABC" THE "A", "B", AND "C" LEDs ARE LIT.
 27 " 8A ALL THREE PROJECTORS BEGIN TO FADE ON.
 ALL PROJECTORS ARE FLASHING. THIS IS
 AN INTENSITY CONTROLLED ALTERNATE.

NOTE: HERE ALL THREE PROJECTORS WILL COME ON. 1/10TH OF A SECOND LATER THE BLINKING EFFECT WILL START WITH THE "A" PROJECTOR GOING OFF, 1/10TH SECOND LATER THE "B" PROJECTOR WILL GO OFF AND THE "A" PROJECTOR WILL COME ON, 1/10TH SECOND LATER THE "C" PROJECTOR WILL GO OFF AND THE B WILL COME ON, 1/10TH SECOND LATER THE "A" GOES OFF AND THE C COMES ON, ETC., ETC. THIS BLINKING LOOP WILL CONTINUE UNTIL YOU STOP IT.

28 PRESS "B" ON THE DISPLAY THE "B" LED IS LIT.
 29 " ALT THE "B" PROJECTOR LAMP GOES OFF.
 30 " "AC" THE "A" AND "C" LEDs ARE LIT.
 31 " 6D THE "A" AND "C" LAMP DISSOLVE OFF IN
 6 SECOND.
 32 " BLINK THIS STOPS THE BLINK MODE.

IN THIS EXAMPLE THE "B" PROJECTOR LAMP WAS TURNED OFF IMMEDIATELY, WHILE THE "A" AND "C" PROJECTORS WILL BE BLINKING AS THEY DISSOLVE DOWN IN 6 SECONDS.

NOTE: THE BLINK COMMAND WILL ONLY BLINK PROJECTORS THAT ARE ON OR ARE FADING ON OR OFF. WHEN THE PROJECTOR DISSOLVES COMPLETELY OFF THE LAMP WILL STOP BLINKING.

INTENSITY CONTROLLED DISSOLVE

DISSOLVING WHILE FLASHING AN ANIMATION SEQUENCE THAT DOES NOT REQUIRE A BLINK COMMAND CAN BE DONE BY USING THE FAST ALT AND REPEAT METHOD.

NOTE: FAST ALT IS SIMILAR TO BLINK EXCEPT THAT WITH FAST ALT IT IS NECESSARY TO REPEAT THAT CUE THE AMOUNT OF TIMES YOU WANTED IT TO FLASH THE LAMP(S) ON AND OFF. EVEN THOUGH IT IS SIMILAR TO THE BLINK IT DOES GIVE A DIFFERENT EFFECT AND CAN BE EVERY USEFUL.

- 33 PRESS 16D "A" PROJECTOR DISSOLVES ON.
- 34 " REPEAT "R" WILL APPEAR ON THE DISPLAY LINE.
- 35 " "A" THE "A" LED IS LIT.
- 36 " FAST ALT ON THE SCREEN AS THE "A" LAMP DISSOLVES UP, IT WILL ALSO BE FLASHING THE LAMP ON AND OFF.
- 37 " REPEAT THE FLASHING STOPS.

IN THIS CASE THE "A" PROJECTORS IS TOLD TO DISSOLVE ON, AND TO FLASH THE LAMP FOR X AMOUNT OF TIMES. WHEN THE LIGHT INTENSITY REACHES FULL BRILLIANCE OR WHENEVER YOU WANT THE FLASHING TO STOP, TERMINATE THE REPEATING BY PRESSING THE REPEAT BUTTON AGAIN.

NOTE: FOR A MORE COMPLETE DEFINITION OF INTENSITY CONTROLLED DISSOLVE REFER TO THE GLOSSARY.

SMOOTH

SMOOTH ALLOWS YOU TO DO TWO THINGS:

FIRST: CHANGE THE WAY THE PROJECTOR LAMP IS RAMPED ON AND OFF. NORMALLY THE LAMP RAMPES ON MORE QUICKLY AT FIRST TO ALLOW LIGHT TO REACH THE SCREEN FASTER. WITH SMOOTH THE LAMP NO LONGER HAS THIS FAST START UP. THIS ALLOWS YOU TO PROGRAM MORE NOTICABLE TRANSITIONS.

SECOND: IN SMOOTH THE LAMP WILL NO LONGER COME TO FULL BRILLIANCE WHEN A DISSOLVE ON IS TOLD TO GO OFF BEFORE IT HAS REACHED FULL INTENSITY. THIS PREVENTS THE LAMP FROM "POPPING" UP, AND ALLOWS YOU TO DO A RIPPLE DISSOLVE EFFECT.

- 38 PRESS SMOOTH "S" WILL APPEAR ON THE DISPLAY LINE INDICATING YOU ARE IN THE SMOOTH MODE.
- 39 " 4A THE "A" LAMP STARTS TO DISSOLVE OFF, AND "B" LAMP STARTS UP. NOW WAIT 2 SECONDS BEFORE EXECUTING THE NEXT COMMAND.
- 40 " 4A THE "A" LAMP STOPS IT'S FADE DOWN AND STARTS FADING UP AND "B" LAMP STARTS FADING DOWN.

TO BETTER UNDERSTAND THE VALUE OF SMOOTH TRY THE ABOVE EXERCISE WITHOUT BEING IN THE SMOOTH MODE. YOU CAN SEE THE RESULTS OF STEPPING ON A DISSOLVE. YOU MAY WANT TO USE THE SMOOTH MODE ALL THE TIME WHILE PROGRAMMING IN REAL TIME, IN ORDER TO STAY ON THE BEAT AND NOT WORRY ABOUT STEPPING ON CUES AND AVOIDING THE HIGH

TWINKLE

IN THIS NEXT MOVE WE WILL PROGRAM A TWINKLE EFFECT, OR A RANDOM PATTERN OF LAMPS ON THE SCREEN.

- 41 PRESS BLINK "B" APPEARS ON THE DISPLAY LINE.
- 42 " REPEAT "BR" NOW APPEARS ON THE DISPLAY LINE. INDICATING THAT YOU ARE IN THE BLINK AND REPEAT MODE.
- 43 " ALT THE LAMPS ARE SEQUENCING AND BLINKING, CAUSING A RANDOM PATTERN ON THE SCREEN.
- 44 " 4A THE LAMPS START TO DISSOLVE UP AND DOWN, THE LAMPS ARE FLASHING ON AND OFF, GIVING YOU A RANDOM APPEARANCE, TO THE LAMP INTENSITY.
- 45 " SMOOTH "BSK" NOW APPEARS ON THE DISPLAY LINE, INDICATING YOU ARE IN THE BLINK, SMOOTH, AND REPEAT MODES.

THE DISSOLVES WILL NO LONGER PUFF ON THE SCREEN WHEN YOU STEP ON A DISSOLVE. TO STOP ANY OF THESE EFFECTS PRESS THE APPROPRIATE BUTTON.

NOTE: YOU CAN COMBINE ANY OF THE SPECIAL EFFECTS ON THE FOX, IN ORDER TO CREATE DAZZLING SPECIAL EFFECTS. UP TO NOW, THESE FEATURES WERE AVAILABLE ONLY IN LEASURE TIME PROGRAMMERS.

- 46 PRESS HOME RETURNS ALL PROJECTORS TO STARTING TRAY POSITION.

TIME TABLE FOR REPEAT FUNCTION

TIME LISTED IN SECONDS

	SEQUENCE 3		SEQUENCE 2	
	60 HZ	50 HZ	60 HZ	50 HZ
DISSOLVE				
FAST ALT	.1	.1	.1	.1
ALT	.3	.3	.3	.3
CUT	1.3	1.5	1.5	2.1
HARD CUT	.7	.9	1.0	1.5
1A/1D	1.6	1.6	2.3	2.3
2A/2D	2.6	2.6	3.3	3.3
3A/3D	3.6	3.6	4.3	4.3
4A/4D	4.6	4.6	5.3	5.3
6A/6D	6.6	6.6	7.3	7.3
8A/8D	8.6	8.6	9.3	9.3
16A/16D	16.6	16.6	17.3	17.3
32A/32D	32.6	32.6	33.3	33.3

RECORDING IN REAL TIME

BECAUSE THE FOX IS NOT A MEMORY PROGRAMMER YOU MUST TRANSFER PROGRAM COMMANDS TO MAG TAPE AT THE SPEED OF YOUR SOUND TRACK.

CHOICE OF TAPE DECK IS IMPORTANT. IT IS NECESSARY TO HAVE ONE THAT WILL RECORD AT LEAST TWO CHANNELS INDEPENDENTLY, ALLOWING SIMULTANEOUS PLAYBACK OF THE LEFT CHANNEL AND RECORDING OF THE RIGHT CHANNEL.

THE CUE OUTPUT OF THE FOX IS COMPATIBLE WITH ALL THE AVL LINE AND THE FOX GENERATES POSITRAK.

SET UP TO RECORD PROGRAM ON MAG TAPE

EQUIPMENT NEEDED: A TAPE RECORDER, A GOOD QUALITY AUDIO TAPE AND A RCA PHONO CABLE.

1. CONNECT ONE END OF THE RCA CABLE TO THE "RECORD OUT" JACK ON THE REAR PANEL OF THE FOX AND THE OTHER END TO THE "LINE INPUT" OF YOUR TAPE RECORDER.
2. SET THE TAPE RECORD TO RECORD MODE FOLLOWING INSTRUCTION IN THE TAPE RECORDER MANUAL.
3. PRESS REPEAT AND ALT TO ADJUST THE INPUT LEVELS OF THE TAPE RECORDER TO BETWEEN +1 AND +3 DB.
4. PRESS HOME TO TURN OFF LAMP AFTER SETTING LEVELS.

RECORDING THE PROGRAM TO THE THE SOUND TRACK

BEFORE YOU CAN TAKE ADVANTAGE OF THE FOX, THE FOLLOWING STEPS MUST BE TAKEN:

1. SCRIPT - WHAT DO YOU WANT TO SAY, AND HOW DO YOU WANT TO SAY IT.

2. STORYBOARD - PREPARED FROM THE SCRIPT, THIS IS A SERIES OF ROUGH SKETCHES, ARRANGED IN THE ORDER THAT THE VISUALS WILL OCCUR. THE STORYBOARD WILL ALSO SERVE AS A GUIDE FOR PREPARING AND TRAYING YOUR SLIDES.

3. SOUNDTRACK - THE SOUNDTRACK YOU CHOOSE SHOULD BE PRE-RECORDED ON ONE CHANNEL OF YOUR

AUDIO

TAPE.

4. CUE SHEET - THIS SHOULD LIST THE CUES AND EFFECTS

THAT YOU WILL USE IN YOUR PRESENTATION. THE CUE SHEET BECOMES THE PROGRAMMING GUIDE. THIS WILL PROVE INVALUABLE WHEN YOU ARE PROGRAMMING IN REAL TIME.

THESE STEPS SHOULD BE TAKEN BEFORE YOU ATTEMPT TO PROGRAM WITH THE FOX. IN SHORT, YOUR CREATIVITY COMES INTO PLAY BEFORE OURS GOES TO WORK FOR YOU.

WHEN YOU ARE READY TO RECORD THE CUES ON TO THE SOUNDTRACK TAPE, YOU PRESS THE APPROPRIATE BUTTONS AT THE APPROPRIATE TIME, ACCORDING TO YOUR CUE SHEET.

PLAYBACK OF THE DATA TRAK

THE CUES HAVE NOW BEEN RECORDED ON TO TAPE IN REAL TIME. YOU WILL NOW WANT TO CHECK TO SEE IF THE SHOW IS IN SYNC WITH THE SOUNDTRACK, AND YOU HAVE A GOOD RECORDING OF THE CUES.

DO THE FOLLOWING:

1. MAKE SURE THAT ALL PROJECTORS ARE AT HOME TRAY POSITION.
2. PLUG DATA CHANNEL LINE OUT OF THE TAPE DECK INTO PLAY IN JACK OF THE FOX.
3. START THE TAPE, WHEN DATA IS BEING RECEIVED THE GREEN LED WILL LIGHT INDICATING THAT AMPLITUDE IS OK. IF THE RED LED MARKED MT ERR (MAG TAPE ERROR) FLASHES, THAT INDICATES ONLY ONE PASS OF DATA IS BEING RECEIVED, IF THE LED LATCHES ON, THIS INDICATES A CUE HAS BEEN DROPPED.

WHEN THE FOX IS BEING USED AS A PLAYBACK UNIT THE KEYBOARD IS LOCKED OUT TO PREVENT ANY ACCIDENTAL CUES FROM BEING ENTERED DURING A SHOWTIME SITUATION.

THE FOX FEATURES AVL'S SHOW SECURITY SYSTEM, POSITRAK, FOR RELIABLE PLAYBACK. POSITRAK LOCKS YOUR PROGRAM TO THE AUDIO TRACK AND WILL AUTOMATICALLY RESYNC YOUR SHOW SHOULD ANY SHOWTIME MAG TAPE MISHAPS OCCUR.

POSITRAK IS A DIGITAL SIGNAL SIMILAR TO THE CUE INFORMATION SIGNAL, THAT IS GENERATED BY THE PROGRAMMER. THE INFORMATION DIFFERS IN THAT IT CONTAINS PROJECTOR TRAY AND LAMP STATUS. POSITRAK INFORMATION IS INTERWOVEN BETWEEN THE PROGRAM CUES, THEREFORE IF A CUE SHOULD EVER BE DROPPED, POSITRAK WILL RESYNC THE PROJECTOR TRAYS AND LAMPS TO THE AUDIO AND THE SHOW WILL CONTINUE IN PERFECT SYNCHRONIZATION. THIS FEATURE ALSO ALLOWS YOU TO FAST FORWARD OR REWIND A TAPE TO MAKE EDITTING AND REVIEWING EASIER.

PROGRAM EDITING

WE RECCOMEND THE RECORDING OF ONE SECTION OF YOUR SHOW AT A TIME. THE REVIEWING OF THE LAST RECORDED SECTION IS EASY WITH POSITRAK, PLAYBACK THE TAPE AND THE PROJECTORS GO TO WHERE THEY SHOULD BE AND EDITING, IF NECESSARY CAN BE CARRIED OUT.

TO EDIT A SECTION OF THE SHOW SIMPLY RE-RECORD OVER THE PREVIOUS CUE OR CUES.

CONCLUSION

YOUR FOX IS A REMARKABLE REAL TIME PROGRAMMER AND CAN ADD EXCITEMENT TO 3 PROJECTOR SLIDE SHOWS. IT IS EASY TO USE AND HARD TO MAKE MISTAKES ON. USE THE FOX TO CREATE A SHOW AND SIT BACK AND ENJOY THE RESULTS.

FOX SPECIFICATIONS

PROJECTOR CONTROL : TWO OR THREE PROJECTORS

POWER REQUIREMENT : AC 120/220 VOLTS 60/50 HZ

POWER CONSUMPTION : 30 WATTS NOT INCLUDING PROJECTORS

PROJECTOR LAMPS : 115VAC 300 WATT MAX WITH SAV CONVERTER
BOX 115VAC OR 24VAC 1500 WATTS MAX

AUXILIARY CHANNEL : MOMENTARY, LOGIC LEVEL OUTPUT, 5 VOLTS
MAX, USE PIN 1 AS POSITIVE AND PIN 5
AS GROUND ON KODAK EBY PLUG 100 MIL
SECOND DURATION.

REMOTE CONTROL : KODAK HAND CONTROL COMPATIBLE, TWO
FUNCTIONS, FOWARD BUTTON 2 SECOND
DISSOLVE, REVERSE BUTTON ONE TRUE
REVERSE CUE

PLAY JACK : LINE LEVEL IN, RCA JACK, COMPATIBLE
WITH ALL AVL COMPUTER EQUIPMENT,
INCLUDING DOVE D EFFECTS

RECORD JACK : LINE LEVEL OUT, RCA JACK, TIME DIVISION
MULTIPLES SIGNAL (DIGITAL) MULTIPLE
PASSES WITH CRC AND POSITRAK FOR
RELIABILITY

DIMENSIONS : 3.25"(H) X 12.625"(W) X 8.25"(D)

WEIGHT : 6 LBS

ORIGIN : MANUFACTURED IN U.S.A.

GLOSSARY OF TERMS

- A** PROJECTOR DESIGNATION FOR TOP OR LEFT PROJECTOR. SEE INDEPENDENTS.
- ASSIGNMENT** DESIGNATING WHICH PROJECTOR(S) THE ACTION WILL TAKE PLACE ON. YOU CAN INDEPENDENTLY SELECT EACH PROJECTOR FOR ANY ACTION. THIS IS DONE BY SELECTING A,B, OR C.
- ALT** ALTERNATE - VISUALLY LIKE A CUT ON THE SCREEN, WITHOUT A TRAY ADVANCE.
- AUX** AUX IS AN AUXILIARY. THE FOX HAS ONE AUX BUILT IN, AUX RIGHT. THE AUX CAN BE USED TO ACTIVATE AN ELECTRICAL APPLIANCE, (16MM, TAPE DECK, ETC.). THE AUX IS A LOGIC LEVEL OUTPUT OF 5 VOLTS, WHICH WILL TRIGGER AN AUXILIARY BOX FOR A MOMENTARY CONTACT CLOSURE. THIS AUX FUNCTION REQUIRES AN AVL COYOTE AUXILIARY BOX. AUX LEFT CAN BE PROGRAMMED FOR A TRAVLER III OR DOVE.
- B** PROJECTOR DESIGNATION FOR THE CENTER PROJECTOR. SEE INDEPENDENTS.
- BLINK** BLINKING ALLOWS YOU TO FLASH A PROJECTOR OR A SERIES OF PROJECTORS AT 10 OR 20 CUES PER SECOND. THE BLINK COMMAND ALLOWS THE LAMPS TO FLASH WHILE DISSOLVING UP OR DOWN, WHILE LAMP INTENSITY IS FROZEN, OR WHILE THE LAMP IS ON. TO PROGRAM A BLINK, REQUIRES A LAMP COMMAND, AND BLINK. TO STOP A BLINK REQUIRES PUSHING THE BLINK BUTTON AGAIN.
- C** PROJECTOR DESIGNATION OF RIGHT OR BOTTOM PROJECTOR. SEE INDEPENDENTS.
- CUT** THIS COMMAND TURNS THE LAMP ON OR OFF INSTANTANEOUSLY. IF THE LAMP IS ON, CUT WILL TURN THE LAMP OFF AND ADVANCE THE TRAY ONE POSITION. IF THE LAMP IS OFF, CUT WILL BRING THE LAMP ON.
- DISSOLVES**
10, 20, 30,
40, 60, 80,
160, & 320
- DISSOLVES** - THIS COMMAND TURNS THE LAMP ON OR OFF IN THE DESIGNATED TIME (IN SECONDS), CREATING A FADE EFFECT. DISSOLVES ARE USED TO CREATE A CROSS-FADE OR DISSOLVE FROM ONE VISUAL TO ANOTHER USING 2 OR MORE PROJECTORS. AGAIN, THE PROJECTOR WITH THE LAMP GOING OFF WILL ADVANCE THE TRAY ONE POSITION WHEN THE LAMP IS COMPLETELY OFF.

DISSOLVE ALTERNATES 1A TO 32A VISUALLY IDENTICAL TO DISSOLVES, WITHOUT A TRAY ADVANCE. DISSOLVE RATES ARE THE SAME, BUT THE ALTERNATE COMMAND IS USED.

FAST ALTERNATE SAME DISSOLVE TIME AS A HARD CUT WITHOUT A TRAY ADVANCE. A FAST ALTERNATE USED AT 20 CUES PER SECOND (20CPS) ALLOWS SOLO FLASHING AND BLINKING EFFECTS.

FREEZE LIKE ALL OF AVL'S COMPUTER PROGRAMMERS, THE FOX HAS THE ABILITY TO STOP A DISSOLVE ALTERNATE IN PROGRESS AND HOLD THE LAMP AT THAT INTENSITY, BY USING FREEZE. REPRESSING FREEZE ALLOWS THE LAMP(S) TO CONTINUE THE DISSOLVE IN THE SAME DIRECTION AT THE SAME RATE, OR CHANGE DIRECTIONS AT THE SAME OR A DIFFERENT RATE. NOTE: ONLY DISSOLVE ALTERNATES SHOULD BE USED WITH A FREEZE.

HARD CUT A HARD CUT ACCOMPLISHES TWO THINGS: 1. MOVE IMAGES FASTER, 2. CREATE A SHARPER, HARDER IMAGE CHANGE ON THE SCREEN. A HARD CUT WORKS BY CLOSING THE GATE OF THE SLIDE PROJECTOR, SHUTTING OFF THE LIGHT BEFORE THE LAMP IS TURNED OFF. THE TRAY ADVANCE IS FASTER, ALLOWING THAT PROJECTOR TO BE USED AGAIN SOONER THAN WITH A CUT. WHEN HARD CUT'S ARE USED TO MAKE A TRANSITION BETWEEN 2 VISUALS THE SUDDENNESS OF THE CHANGE IS MUCH CRISPER THAN A CUT (THIS CAN BE USED TO CREATE THE FLICKER OF OLD-TIME MOVIES WHEN MOVING THROUGH MANY VISUALS RAPIDLY).

HOME PROGRAMMABLE RETURN TO THE BEGINNING OF THE PROGRAM. HOME CAN BE ENTERED INTO THE PROGRAM TO RETURN THE FOX TO THE FIRST CUE (001). HOME BRINGS THE LAMPS DOWN, AND RETURNS THE TRAYS TO THEIR ORIGINAL STARTING POSITION BY THE THE SHORTEST ROUTE. WHEN HOME IS USED IN A RUN SEQUENCE, THE PROGRAM WILL CONTINUE TO RUN AND START OVER AT CUE #1 AND CONTINUE TO RUN UNTIL A STOP COMMAND IS REACHED.

INDEPENDENTS THE FOX WILL CYCLE THROUGH PROJECTORS FROM A(TOP OR LEFT), TO B(CENTER), TO C(BOTTOM OR RIGHT) WITHOUT A PROJECTOR SELECTION. WITH THE INDEPENDENT FUNCTION THIS NORMAL SEQUENCE CAN BE OVERRIDDEN AND THE PROJECTORS CAN BE ACCESSED IN ANY ORDER WITH THE PROPER PROJECTOR DESIGNATION.

INTENSITY
CONTROLLED
ALTERNATE

THIS FEATURE ALLOWS YOU TO DISSOLVE A LAMP UP OR DOWN, WHILE SIMULTANEOUSLY FLASHING THE LAMP ON AND OFF.

ONE EXAMPLE OF A USE FOR THIS FEATURE IS FADING UP A ROTATING MARQUEE FROM BLACK TO FULL INTENSITY. THE MARQUEE EFFECT IS GENERATED BY USING THREE DIFFERENT SLIDES IN THE A, B AND C PROJECTORS AND SEQUENCING BETWEEN THEM.

LOOP

A DOVE D EFFECT WHICH WILL PLAYBACK THROUGH A FOX. THIS EFFECT IS NOT PROGRAMMABLE BY THE FOX.

REPEAT

REPEAT IS UNIQUE TO A REAL TIME PROGRAMMER, AND IS USED WHEN A SERIES OF CUES IS NEEDED FOR AN ANIMATED SEQUENCE. REPEAT USES WAIT PERIODS BUILT IN TO TIME THE SEQUENCING FOR EACH DISSOLVE FUNCTION.
NOTE: A TABLE LISTING ALL OF THE REPEAT TIMES BETWEEN COMMANDS IS LOCATED ON PAGE 17.

REVERSE CUE

WHEN PRESSED, THIS BUTTON WILL REVERSE THE PROJECTORS AND RESTORE THEM TO THE STATUS OF THE PREVIOUS CUE THIS IS A TRUE REVERSE CUE.

SEQUENCE

THE ORDER IN WHICH PROJECTORS ARE ACCESSED. WITH THE FOX, YOU HAVE A CHOICE OF EITHER SEQUENCE 2 OR SEQUENCE 3.

IN SEQUENCE 3 THE FOX WILL ACCESS ALL THREE PROJECTORS IN THIS ORDER A, B, C.

IN SEQUENCE 2 THE FOX WILL ACCESS THE A AND C PROJECTORS (LEFT AND RIGHT) ONLY.

NOTE: YOU CAN STILL ACCESS THE "B" PROJECTOR BY ASSIGNING IT INDEPENDENTLY WITH THE COMMAND AND PROJECTOR DESIGNATION (B).

TO SWITCH FROM SEQUENCE 2/3 THERE IS A SWITCH ON THE BACK OF THE FOX MARKED SEQUENCE 2/3.

SPEED 10

NORMAL RUNNING SPEED FOR THE FOX IS 10 CUE PER SECOND (CPS). THE FOX WAITS 1/10TH OF A SECOND BETWEEN THE TIME ONE CUE IS ISSUED TILL THE NEXT CUE IS ISSUED.

SPEED 20

20 CPS A RUNNING SPEED AVAILABLE WITH THE FOX ONLY DURING PLAYBACK. THIS EFFECT MUST BE PROGRAMMED ON ONE OF AVL'S MEMORY PROGRAMMERS.

SMOOTH
DISSOLVE

SMOOTH ALLOWS YOU TO DO TWO THINGS.
FIRST: SMOOTH CHANGES THE WAY THE LAMP IN
THE PROJECTOR IS RAMPED ON AND OFF.
WITHOUT SMOOTH THE LAMP WILL RAMP ON
FASTER AT FIRST TO ALLOW LIGHT TO REACH THE
SCREEN FASTER AND TO MAKE A SMOOTH TRANSITION
BETWEEN THE ONCOMING AND THE OUTGOING SLIDES.
WITH SMOOTH THE LAMP NO LONGER HAS THIS FAST
START UP.

SECOND: SMOOTH PREVENTS THE LAMP FROM COMING
TO FULL BRILLIANCE WHEN AN UPCOMING DISSOLVE
IS INTERRUPTED AND REVERSED. THIS STOPS THE
"POPPING" EFFECT SEEN WHEN A DISSOLVE IS
STEPPED ON.

THIS ALLOWS YOU TO DO A RIPPLE DISSOLVE EFFECT
OR WHAT IS TERMED A CONTINUOUS DISSOLVE EFFECT.