COYOTE

USER'S GUIDE

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COYOTE MANUAL

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INTRODUCTION

The **COYOTE** is a unique new memory programmer with a built in dissolve unit for three (3) projector shows.

The **COYOTE's** 900+ cue memory, intelligent alphanumeric display and special programming features such as **WAIT X, REPEAT X, SMOOTH** and **BLINK**, make this a truly professional unit.

The alphanumeric Display Line, shows the cue that has been entered, such as 001 32D ABC (CUE number 001, 32 second dissolve, projectors A, B, and C). The display line also indicates special conditions such as **SAVE, LOAD, VERIFY** or **STANDBY**.

The **COYOTE's** tactile response keyboard is flexible, color coordinated and labeled with both commands and codes. Simple to complex sequences can be programmed in leisure time; using **BLINK, SMOOTH, CUT, ALT, FAST ALT, FREEZE, ADD CUE, DEL CUE, REV Q,** and other AVL programming features. These effects can be recorded with Positrak for reliable playback through the all current AVL PROCALL 5 compatible products.

For those of you that have never used AVL equipment, we advise that you take the

time to read this manual before you pro-
gram a show. The COYOTE is an easy pro-
grammer to work with once you have an
understanding of its functions.

USING THE COYOTE AS A PLAYBACK UNIT

The COYOTE can be used as a dissolve unit
in place of a DOVE for shows programmed
with more than three (3) 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 COYOTE will automatically
playback screen #1 but you can assign it
to playback screens 2 through 5. This is
done by pushing the ASSIGN button along
with the correct screen number. To
change screen assignment press RESET and
CLEAR and make the necessary change.

When the COYOTE is being used for play-
back you can "daisy chain" the dissolve
units being used in the same manner as
you would DOVES. You might need to use a
"Y" cord to do this depending on which
screen the COYOTE is assigned to.

NOTE: The memory must be clear before
you ASSIGN SCREEN on the COYOTE.

MAG TAPE BYPASS MODE

NOTE: The COYOTE will automatically
be in the MAG TAPE BYPASS con-
dition. This allows you the
following flexibility:

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1. Run a show that has the Data Trak on tape through the **COYOTE** and bypass loading the program into memory.

2. LOAD a program directly into the memory, then run the taped show with a Data Trak allowing you to mix "-live" from the memory and "canned" from Data Trak.

PHYSICAL DESCRIPTION

This section will describe the physical characteristics of the **COYOTE** and the intended use for each. The programmer has three (3) areas; the KEYBOARD, DIS-PLAY PANEL (located just above the key-board), and the **REAR PANEL**.

KEYBOARD

The keyboard is the communication path to the **COYOTE**. The buttons are flexible and the functions are color coordinated for ease of operation. A breakdown of the colors and their functions is as follows:

RED:	MEMORY, CUE, and MAG TAPE COMMANDS
BLUE:	PROJECTOR ACTION COM-MANDS
GREEN:	DIGITAL PAD
YELLOW:	PROJECTOR DESIGNATION and DOVE EFFECTS

Each button is imprinted with the command and the compatible PROCALL 5 code.

DISPLAY PANEL (LEFT)

Three LEDs (light emitting diodes) with the following functions:

20 CPS (RED)   20 CPS - Lights when the unit is operating at 20 cues per second. When LED is off the unit is operating at 10 cues per second.

AMP OK (GREEN)   AMPLITUDE OK - Lights when the PLAY IN jack on the rear panel is receiving a good Mag Tape signal.

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 pass has been received.   The LED remaining lit indicates that a cue was dropped.

DISPLAY LINE (CENTER)

The Display Line is the **COYOTE**'s communication path to you, with 12 alphanumeric characters.   It displays the cue you are presently programming or previews the next cue when in a RUN mode.   It allows you to view the CUES and CODES while they are entered.   The operating mode of the **COYOTE** is also displayed.

1.   PROGRAMMING   In this mode the display line may look like this:

001 32D ABCG

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001 represents the CUE NUMBER.   32D is the CODE ENTRY and in this case repre- sents a 32 second dissolve.   ABC is the designation of the projectors.   G at the end of the assignment area is GO and tells the COYOTE to enter the RUN mode.

2.   DISPLAY   This   mode   indicates   a special condition in the operation of the COYOTE.   MEM SAVE and VERIFY are for mem- ory to mag tape transfer; MEM LOAD, for mag tape to memory transfer.   STANDBY and ASSIGN SCREEN indicate projector discon- nect and screen selection respectively.

DISPLAY PANEL (RIGHT)

A, B, C, these three red light emitting diodes represent the projector assign- ments and lamp status.   The LED will light when you program the COYOTE to turn the projector lamp on.

REAR PANEL

Facing the REAR PANEL the features from left to right.

DISSOLVE CABLES	Three-seven pin cables, labeled C, B, A to connect the projectors.
PLAY IN	The PLAY IN RCA jack is used for receiving all DATA information. e.g. to LOAD in pro-

gram information stored on mag tape, VERIFY or SAVE tapes and play DATA information through the COYOTE without entering it into memory.

REC OUT

The RECORD OUT RCA jack is used for all outgoing DATA information. e.g. to record for storage or program information in real time.

REM CUE

The REMOTE CUE jack is a KODAK female 5 pin. It is used to CUE and REVERSE CUE the **COYOTE** from a remote location. 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

In SEQUENCE 3 the **COYOTE** will access

all three projectors in this order A, B, C. In SEQUENCE 2 the **COYOTE** will access two projectors the A and C (left and right) only. The B (Center) projector can be accessed 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 operate at 50 or 60 Hz with no switching required.

HOOK UP

1. Check that the power switch on the **COYOTE** is in the off position. (Red Dot showing).

2. Set the 115/220 switch to the proper

voltage setting. NOTE: the **COYOTE** will sense 50 or 60 Hz and automatically compensate the dissolve curves for Ektagraphic projectors. SAV, QBC or Buhl Hilite projectors require special adapters made for the **COYOTE**.

3. Connect the three 7 pin dissolve cables from the back of your **COYOTE** 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 **COYOTE** into the same AC receptacle, by using a multiple outlet extension cord or strip. This will eliminate 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 FAN position on the rear of the projectors.

6. On the rear panel of the **COYOTE** set the sequence switch to three projectors.

7. Turn the **COYOTE** on, unit will display 001.

8. Place trays on projector, align and focus.

9. Now set trays to the positions you want as the home tray position.

Now you are ready to start programming.

PROGRAMMING THE COYOTE

With the slide projectors now in use by
the AV industry, we can do these 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 microprocessor
computers and the versatility of the
COYOTE, you as a programmer will be able
to do much more with your projectors and
therefore improve the end results.   For
best results we recommend using glass
mounted slides and the 80 slide universal
trays.

It is easy to program a cue (command)
into the COYOTE's memory. The COYOTE's
commands are English based Procall 5
(also used in programming the ROADRUNNER
EAGLE and GENESIS units) and the KEYBOARD
spells out the function with the CODE
above as it appears on the DISPLAY LINE.
An example: press ALT, then press the CUE
button and the A projector. lamp is lit.
Also notice that the DISPLAY LINE shows
002, which indicates you are on cue #002.
In the center of the **COYOTE KEYBOARD** is a
decimal pad.   Use this pad to enter any
number into the memory of the **COYOTE** as
you would a calculator.   For example to

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program a 32 second dissolve, press the
#3 and the #2, then DISS and now press
the CUE button. On the screen is a 32
second dissolve between the A and B
projector. To program a WAIT of 5
seconds press the WAIT button, then the
#5 and press CUE.

Following page is an exercise which will
demonstrate most of the **COYOTE's**
functions.

Enter the CUES shown into the **COYOTE's**
memory by pressing the appropriate but-
tons and then the CUE button. If you
have any questions about the terms used,
there is a GLOSSARY in the back of the
manual. The GLOSSARY has definitions and
the descriptions of the codes and com-
mands and what they mean to you in terms
of time and versatility. The best way to
learn is to use the computer and see how
easy programming can be.

CUE #	CODE	KEYBOARD ENTRY
001	CT	CUT
002	1D	1 DISS (DISSOLVE)
003	2D	2 DISS
004	3D	3 DISS
005	4D	4 DISS
006	6D	6 DISS
007	8D	8 DISS
008	16D	16 DISS
009	32D	32 DISS
010	HC	HARD CUT

011	AT	ALT (ALTERNATE)
012	1A	1 ALT
013	2A	2 ALT
014	3A	3 ALT
015	4A	4 ALT
016	6A	6 ALT
017	8A	8 ALT
018	16A	16 ALT
019	32A	32 ALT
020	FA	FAST ALT
021	G	GO
022	S	STOP
023	FZ	FREEZE
024	PF	P FWD (PROJECTOR FORWARD)
025	S10	SPEED 10
026	S20	SPEED 20
027	WX	WAIT X
028	RPX	REPEAT X
029	BG	BLINK GO
030	BS	BLINK STOP
031	SG	SMOOTH GO
032	SS	SMOOTH STOP

To get back to the beginning of this exercise there are many methods, the first is to press RESET and wait for projectors to Home. Second REV Q through the cues entered one at a time or by pressing the REV Q button and the RUN button at the same time. This allows you to reverse to a certain cue when that becomes necessary.

Now that you are back at the beginning, CUE each dissolve and watch the screen. You will notice two things: first, that you are required to press the CUE button

for each command, second, in SEQUENCE 3
the **COYOTE** will acess all three project-
ors in order A, B, C and then repeats the
pattern. In SEQUENCE 2 the **COYOTE** will
access two projectors the A and C (left
and right) projectors only. You can
still access the "B" projector by assign-
ing it independently with the command and
projector designation. In this manual,
we will use SEQUENCE 3.

INDEPENDENTS:

Special note should be given to Independ-
ents. Independents directly assign the
projector(s) on which a particular action
will take place rather than the normal
sequencing of projectors. The projectors
will always sequence in the normal manner
(A to B to C back to A etc) if not as-
signed independently.

The projector FORWARD command uses In-
dependents differently. When unassigned,
Projector FORWARD advances all three pro-
jectors. The Independent causes only the
assigned projector(s) to advance.

Enter these commands to review the normal
sequence.

	CONDITION	CUE	RESULT
1.	No lamps on	Press ALT	A lamp on.
2.	A lamp on	Press ALT	A lamp off, B lamp on.
3.	B lamp on	Press ALT	B lamp off, C lamp on.

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| 4. | C lamp on | Press ALT | C lamp off, A lamp on |

Enter these commands to use Independents and FORWARD:

5.	A lamp on	Press ALT BC	All lamps on
6.	All lamps on	Press P.FWD	All projectors advance
.7.	All lamps on	Press P.FWD A	Only projectors advance

Press HOME, all lamps will go to black, trays will return to original position.

BASIC PROGRAMMING STEPS

Our intention in this section is to illustrate some of the approaches to programming, by covering most of the basic kinds of entries. The best way to work the exercises, is to review them with whatever slides you have available. Place them in the trays and enter the commands as you proceed. If you reach a section of the exercise that requires different slides, take the time to change them, so you can view the effects properly.

Before we start if there are cues in the memory of the **COYOTE** you have to RESET/CLEAR first. To do so, first press RESET and wait until all the projectors are home. If you do not, the projectors will have established a new home point.

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Now press and hold RESET, press CLEAR and release, that will clear the memory.

NOTE: If while programming you press CLEAR accidently, you can REV Q. Then CUE and the command will be there again. CLEAR does not wipe out the memory, only clears the DISPLAY LINE. But if you enter another cue on that line, it will replace what was previously in memory.

Now you are ready to program a RUN sequence. The difference between the sequence you programmed above and the RUN sequence, is that every command in the previous sequence required you to press the CUE button. The WAIT and the REPEAT had no function as they require a GO command to start.

Enter the following commands:

CUE #	CODE		COMMANDS
001	2 D	G	2 DISS GO
002	W2		WAIT 2
003	2D		2 DISS
004	W2		WAIT 2
005	CT	S	CUT STOP

After entering the commands, press REV Q. The DISPLAY LINE shows that it is back on CUE #001 and projectors are HOME. In a RUN sequence, when you REV Q the **COYOTE** will reverse to the nearest GO. Which in this case was CUE #001. This is an example of a RUN sequence with WAITS. Press CUE and review your program on the screen.

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EXPLANATION:

CUE #	COMMAND	DESCRIPTION ENTRY
001	2D G	2 Second dissolve on the A projector. The GO starts a run sequence.
002	W2	In the run sequence the wait stops the COYOTE from executing any cues for a period of two seconds before going to the next cue.
003	2D	This 2 second dissolve causes the A projector to fade down to black and advance the tray and the B projector to fade up.
004	W2	Again in the run sequence, it causes a wait period of 2 seconds before executing the next cue.
005	CT S	This CUT causes the B lamp to turn OFF and advance the projector turn ON the C lamp. The STOP ends the run sequence.

The next exercise shows a REPEAT sequence.

006	1A G	1 second alternate fades down the C projector and fades up the A projector without a tray advance.
007	W.9	Wait of 9/10th of a second before executing the next cue.
008	RP8	REPEAT cues 006 and 007 eight (8) times to create an animation type sequence. Causing a fade from A to B to C projector etc. until all 8 repeats have occurred and you are on C projector.

The REPEAT will begin at the nearest GO and execute all the cues back to the REPEAT. This will continue until all the repeats are executed. The sequence repeated 9 times because the COYOTE runs the sequence a first time and repeats 8 times for a total of 9.

NOTE: You will notice that we used WAIT .9 here instead of WAIT 1, this is because we are running at 10 CPS and the combination of .9 and .1 reading time is enough to achieve the full dissolve.

Try changing the WAIT .9 at #007 to change the tempo. To change a cue, press

CLEAR and enter the new command. Next
replace the 1 second ALT with a different
rate and increase the wait time.

The next exercise moves through a number
of visuals rapidly, and will demonstrate
another use of the REPEAT function. Make
sure you have the cues we have programmed
so far in the memory.

Now enter the following cues:

```
009         W.9        WAIT   .9
010         AT    C    AT C
011         HC    G    HARD CUT GO
012         W.35       WAIT .35
013         RPX        REPEAT X
014         HC    S    HARD CUT STOP
```

EXPLANATION:

009   W.9   Wait 9/10th second
                       allows the previous
                       dissolve to finish.

010   AT C   ALT   C   brings   all
                       lamps to black.

011   HC G   Hard Cut brings the A
                       lamp on, the GO marks
                       the begin point of
                       the REPEAT sequence.

012   W.35   Wait .35 seconds
                       before REPEAT X.

013   RPX   Repeat   X   times,
                       resolved by returning

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to #011 Press Cue, allow sequence to run desired number of passes. Press CUE, X will change to the number of passes completed.

014	HCxxS	Hard Cut on xx, Stop. The A, B or C lamp will be On, depending on the number of Repeats completed. To start the next exercise the B lamp should be on. If the A lamp is On, xx should be AB. This will bring A lamp down and B lamp On. If the B lamp is On, press Stop only. If the C lamp is On, xx should be BC. This will bring B lamp On and C lamp Off. Stop, ends the Run sequence.

REV Q back to cue #011 and press CUE, the sequence will run in real time.

This exercise shows how to FREEZE a dissolve in progress, so we can superimpose a title slide over it. Program the following commands, then REV Q., you should be at cue 015.

015	N	G	(NO OPERATION GO)

```
016        2D AC        2 DISS A C
017        CT  B        CUT B

018        W.9          WAIT 9/10
019        FZ  C        FREEZE C
```

EXPLANATION:

```
015        NO  G        No operation Go, the
                        No Op is used as a
                        space holder.  The Go
                        starts    the   next
                        sequence.

016        2D AC        2 second dissolve on
                        A   and   C  projector
                        cause a superimposi-
                        tion on the screen.
                        The  A and C are in-
                        dependents and over-
                        ride the normal seq-
                        uencing of project-
                        ors.    In this  case
                        dissolve   up  both
                        projectors.

017        CT  B        Cut of B projector to
                        black.   Again an in-
                        dependent is used to
                        direct the CUT to the
                        B projector.

018        W.9          Wait of 9/.10 of a
                        second is used to
                        allow time for  C
                        projector to reach a
                        level of light inten-
                        sity.
```

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NOTE: Total time before C projector is frozen is 1.1 second. Add the 9/10 WAIT with a 1/10 for the CUT on cue 017 and a 1/10 for the FREEZE command, that totals 1.1 second.

019   FZ C   Freeze to stop the 2 second dissolve (in cue #016) C projector from continuing to dissolve up.

To change the effect, have B projector fade down at the same rate as A and C projector fade up. REV Q to cue #016, press B then CUE. Use the STEP REV Q four times to end at cue 016. If you just press REV Q, you would be back on cue #015, because the program is in a RUN sequence.

Now that you are on cue #016; press B, press STEP and CUE together to advance one cue. Since the program is in RUN pressing only cue would start the sequence. To move forward one cue at a time in a run sequence press STEP and CUE together.

Cue #017 is no longer needed, because B is added to cue #016. Press DEL CUE-which erases the CUT B from memory and pushes all the cues in memory back of cue

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#017 down one cue. Cue #018 is now cue #017 etc.

BLINKING:

BLINKING allows you to blink a projector or a series of projectors at 2 different rates with one Cue. To start the BLINK-ING you enter a BLINK GO command and select the lamps to dissolve up or down.

To stop the BLINKING you have to enter a BLINK STOP.

Here we will try the BLINK effect while dissolving down C and B projectors.

019	W1	WAIT 1
020	8D BC	8 DISS B C GO
021	BG	BLINK GO
022	WX	WAIT X (Wait for the lamps to dissolve off before resolving this cue.)
023	BS	BLINK STOP

After entering the commands press REV Q. You will be on cue #015 (nearest GO). Press CUE and watch the screen when the dissolve is completed press CUE to resolve the WAIT X on cue #022.

EXPLANATION:

019	W1	WAIT of 1 second to allow time of last effect to be seen.

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020	8D B C	8 second dissolve on B and C projector to fade to black. You will notice the C lamp faded down before B did. The C projector was frozen and did not require the same time to dissolve down.
021	BG	BLINK GO starts the B and C lamps blinking on and off while dissolving down.
022	WX	WAIT X is used to allow enough time for the dissolve to complete before the BLINK STOP is executed.
023	BS	BLINK STOP used to stop the blinking effect. Even though the lamps are not blinking we want to stop them before next effect begins. Otherwise, the next lamp up will start blinking.

Enter the following commands into memory:

024	8A ABC	8 SEC ALT A B C

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025   BG   B L I N K   G O   starts
                     flashing the lamps
                     every 1/10 second in
                     the following Sequen-
                     ce:

1st 10th   1 A goes off.
2nd 10th   1 A comes on and 1 B goes off.
3rd 10th   1 B comes on and 1 C goes off.
4th 10th   1 C comes on and 1 A goes off.
5th 10th   1 A comes on and 1 B goes off.

Continues until stopped.

If you blink only two of the projectors
on the screen the **COYOTE** will cause each
to be flashing on for 2/10th of a second
and off for 1/10th of a second, where the
first is on for 2/10th of a second, the
second projector on for 2/10th of a se-
cond (overlapping the first 1/10th after
the first comes on) then back to the-
first.

Enter the following cues into memory:

026   W8   WAIT 8
027   AT B   ALT B
028   8A AC   8 SEC ALT A C

In this example only the A and C project-
ors will be BLINKING as they dissolve
down.   The A projector will come on for
1/10th of a second, 1/10th later the C
projector will come on, 1/10th later the
A will go off, 1/10th later the C will go
off and the A will come on, then back
through the cycle again until terminated

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by a BLINK STOP.

EXPLANATION:

026   WAIT 8   WAIT 8 seconds for
                      the last sequence to
                      be on the screen and
                      then start this
                      sequence.

027   ALT B   The ALT on the B pro-
                      jector was used to
                      eliminate the B lamp
                      from flashing in this
                      sequence.

The BLINK command only blinks projectors
that are on or are dissolving up or down.
When the lamp dissolves completely off
the lamp will stop blinking. If the lamp
comes on again the blinking will start.

028   8A A C   An 8 second dissolve
                      alt on the A and C
                      projectors starts the
                      dissolve down. Using
                      one projector we can
                      set up a flashing
                      effect.

029   W8   WAIT 8
030   4A A S   4 ALT A STOP

In this case the A projector will be ON
for 2/10th of a second and OFF for 1/10th
of a second.

Running at 20cps (cues per second) will

give the same effects only faster.

```
031         S20 G        SPEED 20 GO
032         6A BC        6 ALT B C
033         W6           WAIT 6
034         BS           BLINK STOP
035         W.1          WAIT . 1
036         1D ABCS      1 DISS A B C STOP
```

EXPLANATION:

In this example we have B and C projector
dissolve up in six seconds, while the A
projector is at full intensity. All-
three projectors are flashing for six
seconds and then stop. Wait a 1/10 of
second then dissolve down all three pro-
jectors in 1 second and advance one.

The next effect is a three step animation
that dissolves in and out again while
blinking.

```
037         CT AC G      CUT A C GO
038         W1           WAIT 1
039         BG           BLINK GO
040         3D ABC       3 DISS A B C
041         WX           WAIT X
042         3D A         3 DISS A
043         WX           WAIT X
044         3D B         3 DISS B
045         WX           WAIT X
046         3D C         3 DISS C
047         WX           WAIT X Wait for the
                         lamp to go OFF
                         before resolving.
048         BS           BLINK STOP
```

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EXPLANATION:

This exercise illustrates starting an
animation sequence with the lamps off,
dissolve the lamps on while blinking the
three lamps. Time the animation to dis-
solve off at the series of WX cues, that
dissolve the projectors off individually
and stop the animation (BLINKING) with
the last WX cue.

The BLINK GO can be used either before or
after the dissolve for the controlled
projectors. The difference depends on
what you want the lamp status to be when
you assign the BLINK STOP. The BLINKING
projectors will always assume the status
of the memory when the BLINK GO was as-
signed.

Go back and reverse the order of cues
#039 and #040. Now A, B and C will come
on after the BLINK STOP.

Dissolving while flashing an animation
sequence can be programmed without a-
BLINK command using the FAST ALT and RE-
PEAT. FAST ALT is similar to BLINK with
the exception that with FAST ALT it is
necessary to repeat the cue the number of
times you want it to flash on and off.

With FAST ALT, to do an intensity con-
trolled dissolve you have to REPEAT the
FAST ALT. To sue BLINK enter a dissolve
and BG (BLINK GO), an intensity control-

led dissolve will occur with no further
commands from the **COYOTE** except to stop
the BLINKING.

```
050        S20 G        SPEED 20 GO
051        3D A C       3 DISS A C
052        FA           FAST ALT
053        FA A CG      FAST ALT A C GO
054        RPX          REPEAT X
055        HC A C       HARD CUT A C
056        HC A C       HARD CUT A C
057        WX           WAIT X
058        3D A         3 DISS A
059        W3           WAIT 3
```

EXPLANATION:

The two projectors are told to dissolve
on, and FAST ALT between the two, A a-
mount of times. When the light intensity
reaches full brilliance or whenever you
want the flashing to stop, terminate the
REPEATING by pressing CUE to resolve the
REPEAT X. After the repeat is complete,
the animation sequence will HARD CUT,
allowing the last slide to remain on the
screen.

The WAIT cue at #059 allows the dissolve
to finish and be ready to start a new
sequence. The lamps must be told to come
on all at the same time or go off at the
same time in order for the effect to work
properly.

FREEZING:

FREEZING a dissolve to control the brig-

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htness of the lamp (and therefore the brightness of the slide) for looks, Supers or to create other special effects.

CODE	SCREEN	
060	3D A G	3 DISS GO
061	WX	WAIT X
062	FZ A	FREEZE A
063	1D B	1 DISS B (SUPER)
064	WX	WAIT X
065	1D	1 DISS (This can be another FZ if you wish to continue the dissolve at the

same rate.
066   WX

EXPLANATION:

The FREEZE is used to freeze the dissolve in progress, you assign a dissolve to the projector you wish to FREEZE, then waiting the amount of time to get the lamp to the proper intensity (if you use a WX you will be able to see the lamp fade to the point you want, then press CUE to resolve it) then assign the FREEZE.

To have the lamp continue in the same direction it was going when told to FREEZE, and at the same rate you can just assign it to FREEZE again (with projector assignment), actually telling it to release the FREEZE.

SMOOTH allows two new effects. First the SMOOTH is a change in the way the

lamp of 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 and therefore has a smooth start up and follow through for the entire dissolve.

.Second, in SMOOTH the lamp will no longer come to full brilliance on an oncoming dissolve when you tell it to go off before it has reached its full intensity or all the way off when you are doing a dissolve off and tell it to come on again. This now allows you to do a ripple dissolve effect of what is termed a continuous dissolve effect.

EXAMPLE: If you do a 4 SEC ALT and a WAIT 2 SEC than another 4 SEC ALT and another 2 SEC WAIT etc. the effect that will occur on the screen will be one-where the lamp stats on with a 4 second dissolve and after 2 seconds will change directions and begin to dissolve OFF then after 2 seconds begin to dissolve ON again and so on. To return back to normal dissolve, program a SMOOTH STOP.

067	SG	SMOOTH GO
068	4A ABCG	4 SEC AT A B C GO
069	BC	BLINK GO
070	W2	WAIT 2 SEC
071	RP12	REPEAT 12 TIMES

EXPLANATION:

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In this example you will see the dissolve never reaches full brilliance on the-screen and has a rippling effect and a Blinking at the same time.

NOTE: Whenever you press STEP by itself, this will execute an ESCAPE. ALL action will stop and the status of the projectors will take the status at the time of the escape.

Our last cue to program is a HOME cue to return all projectors to home tray position.

This section illustrated the basic approach to programming and the COYOTE features of Blink, Smooth, Freeze and Independents.   The next section will deal with transferring the program from COYOTE memory to mag tape.

STORING COYOTE PROGRAMS ON MAG TAPE

After you have created a program in memory, you will want to store that program on mag tape. There are two methods for storing the program. One method is designed to let you reload the COYOTE with the same information that was in the original program or directly from a ROAD-RUNNER. The second method is to create a show tape for real time playback.   In either case, you must be at cue #001 to Store the whole program or at the cue number that begins the section you wish to store.

Below are outlined the basic set ups for both procedures and an explanation of the differences.

SET UP FOR STORING PROGRAMS ON MAG TAPE:

To set up for storing the memory, you will need a tape reorder, a good quality audio tape and two RCA phono cables.

1.   Connect one end of one RCA cable to the "RECORD OUT" jack on the Rear Panel of the **COYOTE** and the other end to the "line input" of your tape recorder.

2.   Connect the other RCA cable to the "PLAY IN" jack on the **COYOTE** and to the corresponding "line output" jack on the tape reorder.   **NOTE:**   Some tape decks allow an input signal to go directly out the "line output", this causes the **COYOTE** to return to MAG TAPE BYPASS, and makes it impossible to process the information. If the AMP LED on the Display Panel stays on after connecting the second RCA cable, remove the cable and connect only one at a time.

3.   Press Clear to adjust the input levels of the tape recorder to between +1 and +3db.

4.   Press Reset to return the Display Line to the first cue.

5.   After Resetting, you will press one of the following commands depending on

the type of store you want to create. As
soon as you press MEM SAVE the **COYOTE**
will start saving the memory onto tape.
Therefore, you want to have your tape
recorder running when you press MEM SAVE.

METHODS OF STORING THE PROGRAM:

1. **MEM SAVE** This method will SAVE the
program just as it appears in the **COYOTE**
memory. When a SAVE tape is played back
into the **COYOTE** it will fill the same
amount of cue space. After pressing MEM
SAVE the Display Line will read SAVE and
start to read the cues as they are saved
onto the tape. This method also codes
the tape to automatically return to the
MAG TAPE BYPASS condition after the prog-
ram is loaded into the memory.

1A. **MEM VERIFY** Once you have saved your
memory with the SAVE method, you can
VERIFY to confirm that what you recorded
on the tape is the same as what is in
memory (program). Return the tape to the
starting position of the SAVE on that
tape. Press the MEM VERIFY button and
VERIFY will be displayed at cue #001.
Start the tape reorder and watch the cue
numbers count down. If the **COYOTE** stops
before it reaches the end of the program,
you have a bad cue at that point. The
red MT ERR LED will light and the Display
Line will display the Cue # and BAD. If
this happens, start the SAVE routine
over.

2. **Show Tapes for Real Time Playback**

This method will store the program for playback and can be synchronized to the audio track. By pressing Cue the **COYOTE** will send out the correct Data and timing for each cue or Run sequence. Positrak is also sent out with the Data.

Positrak is digital information that is generated constantly to continually update the projector status. This information is layed down between cues as in the following diagram:

P = Positrak   Q = CUES
PPPQQPPPPQQPQPQQQQQQQPPQQQQPQPQPQPQPPQQQ-
QPQQQPPPPQQQQQPPPPP

When the **COYOTE** has no cues going out, the entire signal will be Positrak. When running at 20 cps and cues are constantly going out there will be no Positrak until a break in the program data is reached.

LOADING PROGRAMS INTO THE COYOTE:

Loading existing programs from compatible AVL computers into **COYOTE** memory can be accomplished two ways. Any program that was stored on mag tape with the SAVE-method will be coded so it can be loaded directly into the "Play In" jack on the Rear Panel without further instruction to the **COYOTE**.

MEM LOAD   For programs that were stored as show tapes, you will have to tell the **COYOTE** to load the program by turning off

the MAG TAPE BYPASS. This is done by pressing MEM LOAD, LOAD will be displayed at cue #001. The COYOTE will have to be reset to MAG TAPE BYPASS, by pressing STEP (ESC). The exception is tapes with a Home cue, this will set the cue counter to 001, display the first cue and return to MAG TAPE BYPASS.

MARRYING THE PROGRAM TO THE SOUND TRACK:

To synchronize the program to the sound-track, you can press the CUE button at the appropriate time. However, for you to make an adjustment to the starting time of that sequence requires you to do the following:

1. Search for the starting point on tape.

2. Rerecord over the section without erasing the previous section.

3. Pressing the Cue button to try to resync the section.

4. Having to resync, if any changes have been made to memory.

An easier way to sync the program to the soundtrack is to use the AVL SYNCHRONIZ-ER. The SYNCHRONIZER is used in place of the CUE button. Every time you press the sync button a 1000Hz tone is produced and put on tape. When the tape is played back into the SYNCHRONIZER, a 1000Hz tone is received and the SYNCHRONIZER remote

cues the **COYOTE.** The advantages of using the SYNCHRONIZER are:

1. Ease of syncing the soundtrack.

2. Ease of editing a high speed run sequence without losing the start point.

3. Ease of editing the starting point of the run sequence.

4. You always will have first generation data track tapes.

EQUIPMENT SETUP:

1. Using one of the open tracks on your tape deck, connect "line in" to the RE-CORD jack on the SYNCHRONIZER using an RCA cable. Connect another audio cable between the tape deck "line out" and the PLAY jack on the SYNCHRONIZER. **NOTE:** Recommended set up of tape; audio is-channel 1 and 2, channel 3 for the sync tone and channel 4 for the Data Trak.

2. Set level to 0db on the VU meter. To obtain a constant tone from the SYNCH-RONIZER, switch to the NORMAL position and press the SYNC button with the tape recorder in record mode.

3. Switch synchronizer to pulse position.

4. Switch the audio channels of the tape deck to simulsync or sync mode in order to have the sync pulse respond at

the same moment as you hear the sound track. It is recommended that you press the sync button before the actual time. This allows you to edit the wait time between the sync pulse and the first command.

5. Note that every time you hit the SYNC button the COYOTE will run the sequence and continue until a stop is encountered.

6. Now, return to cue #001 and start the tape deck with channel 3 in record, press the sync button each time you want to start a cue or sequence.

7. Editing a late sync pulse on the show tape requires rerecording the sync pulse earlier. It is simpler to record the sync pulse early and insert wait cues in the memory to correct the time. The cues in memory could look like this:

```
001 N G          NO OP WITH A GO
002 W.2          WAIT 2/10
003 CT G         CUT. GO
004 W.4          WAIT 4/10
005 RP5          REPEAT 5 TIMES
006 1D S         1 DISSOLVE, STOP
```

Cue #002 is added to delay the action by 2/10 second. If more or less time is needed add or subtract time to cue #002.

8. For reviewing a section, it is recommended that you write down the cue # and the tape counter reading for each

sync pulse. Then you can REV Q the COYOTE and rewind the tape deck to the correct tape reading. Also switch the audio channel back to normal from simulsync. Press the play button the deck to review or edit that sequence.

9. After you have synced the show it is a simple matter to record the data on channel 4. First switch channels 1, 2 and 3 into simulsync, channel 4 is in record mode.

10. Press play button on tape deck and the data is automatically recorded on tape with Positrak.

12. Programming note: The COYOTE has a crystal controlled clock and the computer generated waits are extremely accurate. It is therefore recommended not to have a high speed run last more than 30 seconds. Because the tape deck may not run at same speed each time. Also you should not CUE, less than 1/2 second between cues with sync pulses, use wait cues if less than a half second is needed. If you don't know the amount of time needed, program WAIT X.

PLAYBACK OF THE DATA TRAK:

Now that the show has been recorded on to tape in real time, you will want to check that the show is in sync with the sound trak, and that all cues have been recorded properly on tape.

1.   All projectors are on their home tray position.

2.   Plug channel 4 of tape deck "line out" into "PLAY IN" jack of the COYOTE.

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.

NOTE: If a COYOTE program is to be run from the memory of a SHOW PRO 5, it will be necessary to save the program using the SAVE procedure. The information must then be loaded into a ROADRUNNER or an EAGLE (using VERSION 5) in order to make a compatible MAG TAPE DUMP. The reasons for this step are:

1.   The SHOW PRO 5 will not accept a SAVED program.

2.   The SHOW PRO 5 will interpret any wait commands put out by the COYOTE as 2 second waits.

MERGING TWO OR MORE PROGRAMS WITH POSITRAK:

In show situations two or more programs may be loaded into the same trays. If for some reason two producers are used, we can assume that their shows were programmed to begin on tray position number

one. When the shows are run the second production's Positrak information will reset the trays to the incorrect position. In order to prevent this from happening the following steps must be carried out.

1. Program all shows with a SYNCHRONIZER. Use channel 3 of the deck to record the sync tape.

2. Load the first section into the COYOTE's memory. (This can be either canned or live).

3. Run to the end of memory and record the Positrak information only.

4. Reset the COYOTE, and wait until all the projectors are home, then RESET and CLEAR the memory.

5. LOAD the data of second show into the COYOTE's memory.

6. Reset to cue #001, then run the portion of Positrak that was just recorded, off of the first section, into the PLAY IN of the COYOTE. Note that projectors go to the correct tray position by the shortest route.

7. Now that memory and Positrak information are loaded into the COYOTE (and if you have used a SYNCHRONIZER while programming), it will be easy to adjust the Positrak information to the new tray positions.

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8.   Recording new Positrak information
with the DATA on to tape requires the
following steps:

     A.   Connect the data channel (4)
"line in" of the tape deck to **COYOTE**
RECORD OUT jack.

     B.   Place this data channel (4) of
tape deck into the record/pause mode.

     C.   Plug sync channel (3) "line
out" into SYNCHRONIZER PLAY jack.

     D.   Plug SYNCHRONIZER CUE OUT into
REMOTE CUE of **COYOTE**.

     E.   Set channel (4) levels on tape
deck.

     F.   Press play on tape deck and the
DATA plus the new Positrak information
will be automatically layed down on tape
for you.

9.   Additional sections can be added to
the program by repeating steps 4 through
8 again.

GLOSSARY OF TERMS

A   Projector designation for
                              top or left projector.
                              See INDEPENDENTS.

ASSIGNMENT   Designates which project-
                              ors are to go on/off. This
                              is done by selecting A, B,
                              or C.

AT   ALTERNATE or ALT Visually
                              like a CUT on the screen,
                              except there is NO tray
                              advance.   See FAST ALT,
                              DISSOLVE ALT.

ADD   CUE   ADD   CUE   allows you to
                              "open up" the memory to
                              insert a cue into your
                              program by moving all cues
                              down one cue number in the
                              COYOTE memory.

AUX   AUX is an auxiliary. The
AX   **COYOTE** has one AUX built
                              in, AUX right. The AUX
                              can be used to turn on a
                              16mm projector, house
                              lights, or for any pur-
                              pose. The AUX is a logic
                              level output of 5 volts,
                              which will trigger an
                              auxiliary box for a
                              momentary contact closure.

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This AUX function requires an AVL **COYOTE** AUXILIARY BOX. AUX LEFT can be programmed for a TRAVLER or DOVE.

B   Projector designation for the center projector. See INDEPENDENTS.

BLINK
BG
BS
     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 with a GO. To stop a BLINK requires a BLINK STOP.

C   Projector designation of right or bottom projector. See INDEPENDENTS.

CLEAR   Pressing CLEAR, will clear the display line but will not destroy the memory. CLEAR can be used to change a cue in memory. See RESET and CLEAR.

CUT
CT
     This command turns the lamp ON or OFF instane-

ously. If the lamp is ON,
CUT will turn the lamp OFF
and advance the tray 1. 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.

CUE

Used to command the COYOTE
to execute a command from
memory or enter a cue into
memory. If hand cuing or
remote cuing the COYOTE,
CUE will move one cue at a
time or start a RUN seq-
uence if the cue has a GO
embedded with it.

DELETE CUE
DEL CUE

Deletes (removes) the cue
that is being viewed and
closes up the memory.

DISSOLVES
1D
2D
3D
4D
6D
8D
16D
32D

DISSOLVES this command
turns the lamp ON or OFF
in a designated amount of
time (in seconds) creating
a fade effect (ex. 2D is a
2 second dissolve). To
create a cross fade or
dissolve from one visual
to another using 2 or more
projectors. Again, the
projector with the going

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off will advance tray when the lamp is completely off.

DISSOLVE ALTERNATES 1A to 32A	Visually identical to DIS-SOLVES, without a tray advance. Dissolve rates are the same, but the ALTERNATE command is used.
ESCAPE ESC (STEP)	Stops the program when in a RUN mode. ESCAPE is also used to stop a SAVE and to clear LOAD and VERIFY if entered by mistake. See STEP.
FAST ALTERNATE F.ALT FA	Same dissolve time as a HARD CUT without a tray advance. A FAST ALERNATE used at 20 cues per second (20CPS) allows solo flashing and blinking effects.
FREEZE	Like the SHOW PRO V, EAGLE, and ROADRUNNER, the COYOTE has the ability to stop any dissolve alternate alternate in progress and hold the lamp intensity. FREEZE also 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 Di

solve Alternates should be used with a FREEZE.

GO
G

Used in the "projector area" of the DISPLAY LINE, to designate one of the following:
(1) To mark the beginning of a REPEAT sequence.
(2) To initiate a RUN sequence when running manually out of memory using a CUE or a re-remote cue to control the COYOTE.
(3) As a reference point when programming a long sequence to be accessed quickly with the REVERSE CUE button.

HARD CUT
H.CUT
HC

A HARD CUT was designed with two things in mind; move images faster, and create 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. Advancing the tray to the next image, allowing that projector to be ready to be turned ON again with the next slide. When HARD CUT's are used to make a transition

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between 2 visuals the
abruptness of the change
is much crisper than a CUT
(this can be used to cre-
ate the flicker of oldtime
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
COYOTE to the first cue
(001). **HOME** brings the
lamps down, returns the
memory to cue #1 and the
trays to their original
starting position by 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 the
program until a STOP com-
mand is reached.

INDEPENDENTS   The **COYOTE** will cycle
through projectors from A
(top or left), to B (Cen-
ter), 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 designa-

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tion.

LEISURE TIME   LEISURE TIME programming allows you to edit the program as you go, also using the X programming functions such as WAIT X or REPEAT X. The **COYOTE's** 900+ cue memory makes it a LEISURE TIME PROGRAMMER.

LOOP   A DOVE effect which will playback through a **COYOTE.** This effect is not programmable by the **COYOTE.**

LOAD   Allows external cues to be loaded into the memory of the **COYOTE** from mag tape or directly from the EAGLE However, when you use LOAD to load a program the **COYOTE** will **NOT** automatic-matically return to the normal MAG TAPE BYPASS mode and you will have to tell the **COYOTE** to return to MAG TAPE BYPASS by pressing the RESET button. It is **NOT** necessary to use LOAD to reload a **COYOTE** program that was stored with the SAVE method. The **COYOTE** codes the tape and recognizes the stored in-formation as a LOAD. The **COYOTE** also codes the end of the SAVE to tell it to

automatically return to the MAG TAPE BYPASS mode after completing the LOAD.

NO OPERATION
N

This denotes no operation and will appear on the display line when a GO or STOP is entered without any other command. To clear N from the display line pressing the CLEAR button.

PROJECTOR
FORWARD
P.FWD
PF

Used in conjunction with a projector assignment will move the tray forward one position without changing the lamp status. PRO-JECTOR FORWARD designation without projector assign-ment will move all trays forward ONE position.

RESET

By pressing the RESET but-ton all projectors return home and lamps off. RESET has the same definition as HOME. HOME is programma-able and RESET is not.

RESET and
CLEAR

RESET and CLEAR By pres-sing both buttons simul-taneously, allows you to clear ALL cues from the memory. NOTE: Use this command with caution. Make certain you have sto-red the information or

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that you do NOT, in fact, want the information.

REVERSE CUE
REV Q

When pressed, this button will move the program (memory) in the REVERSE direction: (1)To the previous cue if not in a RUN mode. (2)To the previous GO in a RUN mode. The **COYOTE** will move the trays to the proper location and update the lamp status. See STEP and RUN.

REPEAT
RPxx

Used to repeat a series of cues that start with a GO embedded with the first cue. The xx equals number of times to be repeated. The REPEAT cue has zero cue time.There are no limits to the number of cues or type of cues in a RE-PEAT. REPEAT can be used to repeat a sequence from 1 to 255 times and will allow up to 10 consecutive (nested) RP commands to be used. Bear in mind that if you have a sequence repeated 23 times the sequence will actually happen 24 times due to the one time the sequence occurred during the set up. This also applies to REPEAT X.

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CAUTION: With the use of nesting, it is possible to create sequences with millions of cues or wait periods of hours.

REPEAT X
RPX

Like the WAIT X, the REPEAT X allows you to determine the number of times the sequence has to repeat while you are in the RUN mode and viewing the sequence as it will appear in your show. You simply enter the RPX into the program, start the sequence running and when the correct number of repeats have gone by you press the CUE button to move on to the next part of your program. The COYOTE will resolve the X to the appropriate number of times the sequence repeated. (ex. RPX becomes RP23). **NOTE:** When you press the CUE button to resolve the RPX, the COYOTE will finish the sequence in progress before moving on.

REPEAT 0

REPEAT UNTIL TERMINATED Used when an undetermined number of REPEATS is desired. The RPO can be resolved by pressing the

CUE button or a REMOTE
cue. This command will be
most useful for "live"
portions of your program
when the length of a
sequence is not pre-
determined.

RUN   RUN has two functions:
                    (1) By holding down the RUN
                    and CUE button, this func-
                    tion allows you to move
                    through your program
                    rapidly in the forward di-
                    rection with the cues num-
                    bers moving past on the
                    DISPLAY LINE at 20 CPS.
                    To stop, remove your fing-
                    er from the CUE button. In
                    this mode the **COYOTE** will
                    run at 20 CPS and not stop
                    if a STOP is incurred or
                    wait for any WAIT cues.
                    The lamp status will be
                    maintained and tray posi-
                    tion will be updated at
                    the speed of the projec-
                    tor.

                    (2) By holding down the RUN
                    and REV Q button, you will
                    be able to move rapidly in
                    the reverse direction and
                    see the cue numbers moving
                    past on the DISPLAY LINE
                    at 10 CPS. To stop, re-
                    move your finger from the
                    REV Q button. The trays

MEM SAVE
and lamp status will wait until you have stopped moving to update to the present status.

Allows you to SAVE the contents of the COYOTE memory onto mag tape for storage. SAVE will save the program in the ROAD-RUNNER/EAGLE format but will not be able to be loaded into a SHOW PRO V.

SEQUENCE

The order in which projectors are accessed. With the COYOTE, you have a choice of either SEQUENCE 2 or SEQUENCE 3. In SEQUENCE 3 the COYOTE will access all three projectors in this order A, B, C. In SEQUENCE 2 the COYOTE 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 COYOTE marked SEQUENCE 2/3.

SPEED 10   Normal running speed for
S10   the COYOTE is 10 CUES PER
            SECOND (CPS).   The SPEED
            10 is used to decrease the
            speed from 20 CPS to 10
            CPS.   The **COYOTE** will be
            at 10 CPS in the following
            conditions: When first
            LOADED, when ALL CUES are
            RESET and CLEARED or when
            you do a HOME.

SPEED 20   Used to increase the run-
S20   ing speed to 20 CPS.   The
            COYOTE has the capability
            of running at 10 CPS or 20
            CPS (cues per second).   At
            10 CPS (normal run speed)
            the **COYOTE** waits 1/10th of
            a second between the time
            one cue is issued till the
            next cue is issued.   To
            run at the higher speed of
            20 CPS, you must tell the
            COYOTE by entering a speed
            change into the program.
            Likewise, if you wish to
            return to 10 CPS you must
            Again program this change.
            At 20 CPS the **COYOTE**
            wastes 1/20th of a second
            between the time one cue
            is issued until the next
            cue is issued.   Either of
            these cues can be used at
            any point in the program.

STEP
(ESCAPE)

STEP can be used in three ways:

(1) STEP CUE Steps through the program one cue at a time in the FORWARD direction each time you push the CUE button while holding down the STEP button. The projectors will respond to each cue as it is executed.

(2) STEP REVERSE · CUE Steps through the program in the REVERSE direction one cue each time the REV CUE button is pressed while holding down the STEP button.

(3) STEP by itself will stop any action that is being carried out by the COYOTE. While in the RUN mode pressing STEP will stop the COYOTE at that point in memory. If in LOAD, SAVE or VERIFY mode pressing STEP will return you to MAG TAPE BYPASS mode.

STOP
S

Used in the "projector area" of the DISPLAY LINE, to mark the end of a RUN sequence.

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SMOOTH
DISSOLVE
SG
SS

SMOOTH allows you to do one of two (or both) things. First the SMOOTH is a change in 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, in SMOOTH the lamp will no longer come to full brilliance on an oncoming dissolve when you tell it to go OFF before it has reached its full intensity or all the way OFF when you are doing a dissolve OFF and tell it to come ON again. This now allows you to do a ripple dissolve effect or what is termed a continuous dissolve effect.

STANDBY

Will bring down the lamps of all projectors that are ON and the display line will display STANDBY. The projectors will still respond to advances and

reverses and keep track of
the lamp and tray status.
To return to the normal
lamp status, press STANDBY
again.

VERIFY

Allows you to verify the
information that has been
SAVED (using the SAVE
method) onto mag tape for
storage before clearing
the program from memory.

WAIT TIMES
WAIT
W.05
W.1
W.15
W.2

W9.90
W9.95

Waits are computer gener-
ated timings that allow
timing out action sequen-
ces precisely to accommo-
date your specific de-
signs. These times are--
entered into the program
in the form of wait times
ranging from .05 seconds
to 9.95 seconds in
increments of .05 seconds.
If a time of 10 seconds or
longer is needed, use
additional wait cues to
accommodate the longer
time.

WAIT X

Used when the proper
timing of a sequence has
not been determined before
programming. The WX cue
is entered into the pro-
gram and resolved during
the running of that part-
icular section. When the

COYOTE sees the WX it
starts timing out the
wait, until you press the
CUE button. The **COYOTE**
resolves the WX to the
nearest 1/20 of a second
and enters that time in
the X slot of the memory.

Audio Visual Laboratories
37200035/RO1