

Pocket Procall



THE PROFESSIONAL TEAM IN MULTI-IMAGE

PROGRAMMING COMMANDS

ENTER UNDER CODE HEADING

AT ALTERNATE
FA FAST ALTERNATE
1A 1 SECOND ALTERNATE
2A 2 SECOND ALTERNATE
3A 3 SECOND ALTERNATE
4A 4 SECOND ALTERNATE
6A 6 SECOND ALTERNATE
8A 8 SECOND ALTERNATE
16A 16 SECOND ALTERNATE
32A 32 SECOND ALTERNATE
CT CUT
HC HARD CUT
1D 1 SECOND DISSOLVE
2D 2 SECOND DISSOLVE
3D 3 SECOND DISSOLVE
4D 4 SECOND DISSOLVE
6D 6 SECOND DISSOLVE
8D 8 SECOND DISSOLVE
16D 16 SECOND DISSOLVE
32D 32 SECOND DISSOLVE

AX AUXILIARY FOR DISSOLVES
BG BLINK GO
BS BLINK STOP
FZ FREEZE
HOME PROGRAMMABLE HOME
LD-- PROGRAMMABLE LOAD FILE xx
LG LOOP GO
LL LOAD LOOP
LS LOOP STOP
N NO OPERATION
PF PROJECTOR FORWARD
PR PROJECTOR REVERSE
PS PRESET
RP0 REPEAT ZERO
RPX REPEAT X (TO BE RESOLVED)
RPxx REPEAT:xx TIMES
S10 SPEED-10 CUES PER SECOND
S20 SPEED-20 CUES PER SECOND

SG SMOOTH GO
SS SMOOTH STOP
TBxx TABxx
TMxx TIME IN .01 SECOND STEPS
TX TIME X (TO BE RESOLVED)
W.05-
W10 WAIT IN .05 SECOND STEPS
WX WAIT X (TO BE RESOLVED)

ENTER UNDER SCREEN HEADING

G GO
S STOP
P PROCEED
12345 SCREEN NUMBERS ON OUT 1
67890 SCREEN NUMBERS ON OUT 2
ABC A, B, C
LCR LEFT, CENTER, RIGHT
TCB TOP, CENTER, BOTTOM

CONTROL COMMAND FIELD ENTRIES

EDITING CONTROL COMMANDS

BPP BEEPER OFF
BPn BEEPER ON
CAC CLEAR ALL CUES
CLN CLEAR NOTES
CUES DISPLAY TOTAL CUES
ESN EXCHANGE SCREEN NUMBERS
IAMxx CHANGE OPERATORS NAME TO xx
KBF KEYBOARD EDIT OFF
KBN KEYBOARD EDIT ON
NEW ESTABLISH NEW HOME POINT
NOTES EXAMINE AND EDIT NOTES
PA PROJECTOR ASSIGNMENT
PGMxx CHANGE PROGRAM NAME TO xx
RCF REMOTE CUE OFF
RCN REMOTE CUE ON
REcx.y REPLACE TIMES CUES WITH TX
SEQ2 PROJECTOR SEQUENCE 2
SEQ3 PROJECTOR SEQUENCE 3
TOCx.y TIME OFFSET CUES HH:MM: SS.FF
TPO TRAY POSITION OFFSET
XSN EXPAND SCREEN NUMBERS

MEMORY/DISK DATA TRANSFER COMMANDS

APxx APPEND FILExx
CNPxx CLEAR NAME PROTECTxx
CWPxx CLEAR WRITE PROTECTxx
DELxx DELETE FILExx FROM DISK
DLCx,yy DELETE CUES xx TO yy
DSKx USE DISKx
INSxx INSERT FILE NAMEDxx
LDxx LOAD FILE NAMEDxx
LIB LIBRARY
NLDxx NOTES LOADxx
NPRxx NAME PROTECTxx
NSVxx NOTES SAVExx
PACK PACK DISK
RNMx.y RENAME FILE x AS y
SV SAVE
SVxx SAVE WITHxx AS FILE NAME
SCxx, yy, nn SAVE CUES xx TO yy AS nn
WPRxx WRITE PROTECT FILExx

MAG TAPE CONTROL COMMANDS

CEM CLOCK EDIT MODE
CIM CLOCK INPUT MODE
COM CLOCK OUTPUT MODE

COM hh: CLOCK OUTPUT BEGINNING AT
mm: ss TIME hh: mm: ss
MIF MAG TAPE INPUT OFF
MIN MAG TAPE INPUT ON
MLD MAG TAPE LOAD
MOF MAG TAPE OUTPUT OFF
MON MAG TAPE OUTPUT ON
MSV MAG TAPE SAVE
MTD MAG TAPE DUMP (SP V)
PIF POSITRAK INPUT OFF
PIN POSITRAK INPUT ON
POF POSITRAK OUTPUT OFF
PON POSITRAK OUTPUT ON
STL SET LEVELS
VER VERIFY (MSV ONLY)

FS FILM STOP
FB FILM BEGIN POINT
 = xxxxx (1-65535)
FE FILM END POINT
 = xxxxx (1-65535)
FTN FILM TRACKING ON
FTF FILM TRACKING OFF
Fx FILM SPD CHANGE +x% (1-6)
F-x FILM SPD CHANGE -x% (1-6)
F0 FILM SPEED NORMAL
MN MOTOR ON
MF MOTOR OFF
LN LAMP ON
LF LAMP OFF

COMMANDS FOR PERIPHERAL EQUIPMENT

RAVEN PROGRAMMING COMMANDS

FFxx FILM FWD @ xx FRAMES PER SECOND
FRxx FILM REV @ xx FRAMES PER SECOND
 NOTE: 1, 2, 3, 4, 6, 8, 12, 18 OR 24 FPS
FFS FWD STEP THE FILM ONE FRAME
FFS REV STEP THE FILM ONE FRAME

RAVEN EDITING COMMANDS

AF ASSIGN FILM SCREEN NUMBERS
FS(x)+ FILM FWD ONE FRAME
FS(x)- FILM REV ONE FRAME
 (x) = SCREEN #
FOCx,y+/- FRAME OFFSET CUES + OR -
X-15 PROGRAMMING COMMANDS
XS SHORT PULSE **XN** LATCH ON
XL LONG PULSE **XF** LATCH OFF

EDITING COMMANDS

CTRL/A	ADD-A-CUE	CTRL/T	GOTO NEXT TAB
CTRL/B	REVERSE TO LAST TAB	CTRL/T,xx	GOTO TABxx
CTRL/C	CONTROL COMMAND FIELD	CTRL/X	AUX DISCONNECT/NORMAL
CTRL/D	DELETE CUE	CUE	CUE
CTRL/F	FILM DISCONNECT/NORMAL	ENTER	ENTER
CTRL/G ENTER	HOME PROJECTORS	ESC	ESCAPE
CTRL/G--	GOTO CUE--	Q	STEP CUE
CTRL/G,T,M	GOTO TIME HH:MM:SS:FF	REPEAT	REPEAT DEPRESSED KEYS
CTRL/N	DISPLAY NOTES/NORMAL	RETURN	SAME AS ENTER
CTRL/P	SLIDES DISCONNECT/ NORMAL	RUB OUT	CLEAR ENTRY
CTRL/Q	STEP REVERSE CUE	↑	REVERSE CUE
CTRL/R	REPEAT PREVIOUS CUE	←	CURSOR LEFT
CTRL/S	STANDBY	→	CURSOR RIGHT



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