



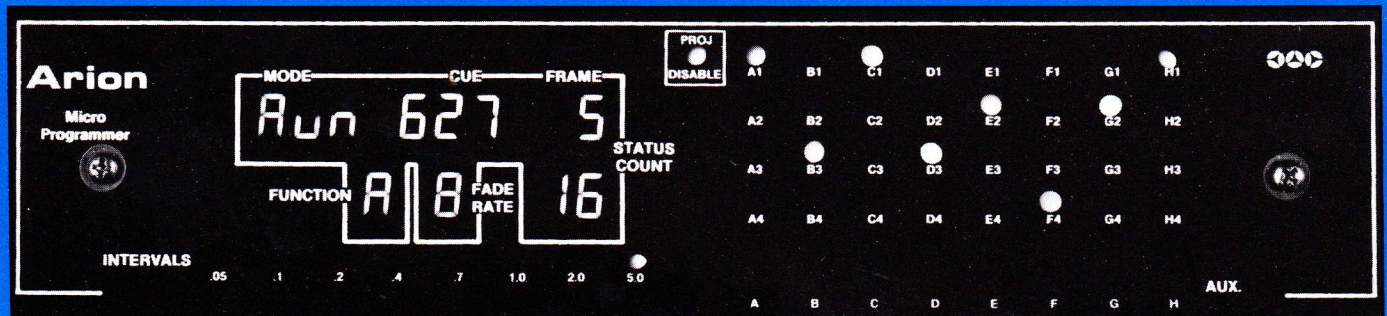
Micro Programmers

The Arion 800 Series

- keeps track of and displays each and every tray position— even when slides are added or removed.
- lets you call up any cue in memory and have it displayed— right now!
- positions all slide trays to sync up with any selected cue without leaving your seat.
- lets you choose whether trays stay put or come along while skipping around in the memory.
- spells out detailed messages rather than hard-to-interpret, individual indicator lights.
- transfers or loads memory in seconds.
- shortens or lengthens an animation sequence in three simple steps.
- advances and reverses memory and projectors by remote hand control.
- repositions slide trays for you when there's a last-minute change in the order of speakers during a live presentation.

THE MULTI-IMAGE Programmers

Unified display. All operating status and mode indicators are grouped in one area at a convenient viewing angle, and protected from extraneous light.



The 800 rigorously organizes a STEP-FRAME-CUE relationship of all program entries, whether during original program entry or during editing operations. STEPS are individual operations. FRAMES are groups of individual operations (steps) that occur at a given instant of time. CUES are points at which the program halts to await an external execution from tape or hand control.



For getting around in the program during editing and rehearsal, a GO TO key allows the operator to go **directly** to any cue number, with or without projectors. During final show preparation one can FRAME STEP with projectors, which means that each "scene" will be viewed as a whole and can be held as long as necessary to align slides, check location to determine an error or make an edit.

The 800 continually monitors tray position information in two ways. One reflects the internal status while the other keeps track of the actual tray positions logically. At the discretion of the operator, the projectors can be "updated" to the internal reference and maintained "locked" to the program.



Programs are easily DUMPED to or LOADED from an external tape. When programs are dumped to tape, CHECKSUM information is also recorded with the program for error detection. The tape may then be "read" by the 800 looking for CHECKSUM errors, **without** disturbing the program in the memory. Similar checking occurs during program loading. These are techniques commonly used in all computer data storage, transmission, and retrieval systems, and now finally available in a multi-image programmer.

The 800 Series offers two programmers, the 832 and the 812. Both use the same data, beeps, etc. They are directly interchangeable. The 832 has outputs for 1 to 32 projectors while the 812 has outputs for 1 to 12 projectors — a **big savings in cost** if you do not intend to use more than 12 projectors.





For fancy animation or sequence repetition, the 800 allows DO-NEXT LOOPS. One can specify up to 99 repetitions of a sequence beginning with the DO command and ending with the NEXT command . . . **three simple steps.** Loops may be NESTED four deep and can be used with any type of program entry.



Automatic key lock-out during show provides security against humans with itchy fingers. Of course, there are escapes for restart and override.



The 800 allows you to put COMPUTER-DERIVED "beeps" on your show tape. The 800 detects these, totally independent of any other data or audio that may feed onto the beep track. A **special** "beep" detects the beginning of the show and **will not** let the show start if the memory is not reset.

A digital timer displays total time **between beeps**, thus helping you plan your visual flow. Since all time and interval information is presented in decimal notation, adding or subtracting is simple — no fractions. Any time interval can be entered in the program with a resolution of .05 second.

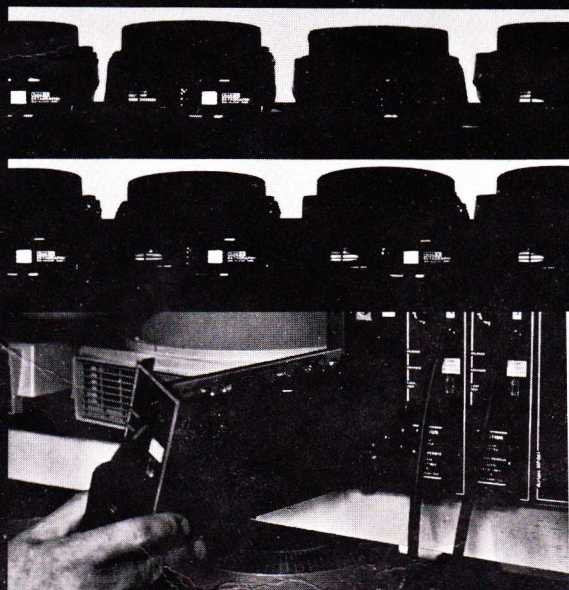


The 800 may be used with any Carousel tray, 80, 120, or 140 position. The operator enters which type of tray is being used when starting to program. For any tray update command, the 800 calculates the **faster** way to get there (forward or backward) considering the size of trays.



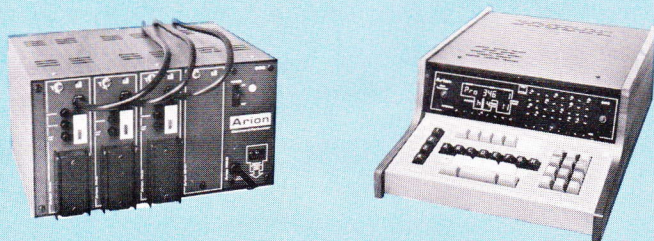
A two button hand control allows **external operation** of any type of program sequence in either direction, forward or **reverse**.

No toggle-type switches to be left set in the wrong position. Such status information is taken care of **automatically** internally. Operations (right or wrong) are monitored and reported in the display area. If the operation is wrong, question marks or an error message is displayed.





The 800 makes direct connection through simple 14-wire ribbon cables to Arion (four-projector) Fader Units. These are the same type fader units that have been running continuously for 8 to 12 hours a day since 1973 in such places as Disney World, "The New York Experience" in Rockefeller Center and "Where's Boston?" at the Prudential Center in Boston.



UNMATCHED CSR

About the size of an attache case — 6½" x 13¼" x 17", the 800 Programmer weighs in at a mere 12 lbs. There's a lot of capability in that package! How's that for CSR? (*Capability/Size Ratio*)

COMPARE

- 32 Projectors and up
- Infinite number of "loops"
- Go to any cue with or without projectors
- True modular construction
- Use any recorder for memory storage
- Codes each stored memory
- Large memory capacity, 10,000 steps optional
- Rate identification of dissolve
- Lamp command identification (On, Off)
- Dissolve chain changeable throughout show
- Automatic key lock-out during show
- Rapid load — Rapid dump
- Remote control — forward or reverse
- Ease of editing
- Special "false start" signal
- Unified display
- Automatic cataloging of entries
- No switches to set
- Digital beeps for reliability
- Digital timer displays seconds and hundredths
- Tray "update"
- Output display "update"
- Error identification
- Store memory on head of show tape
- Easy to calculate time intervals
- Displays any cue instantly
- Eliminates entry redundancy
- Flashing "dissolve-in-progress" indicator
- Tape start/stop operation

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