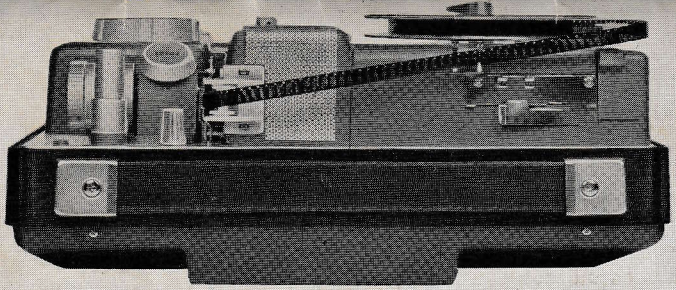
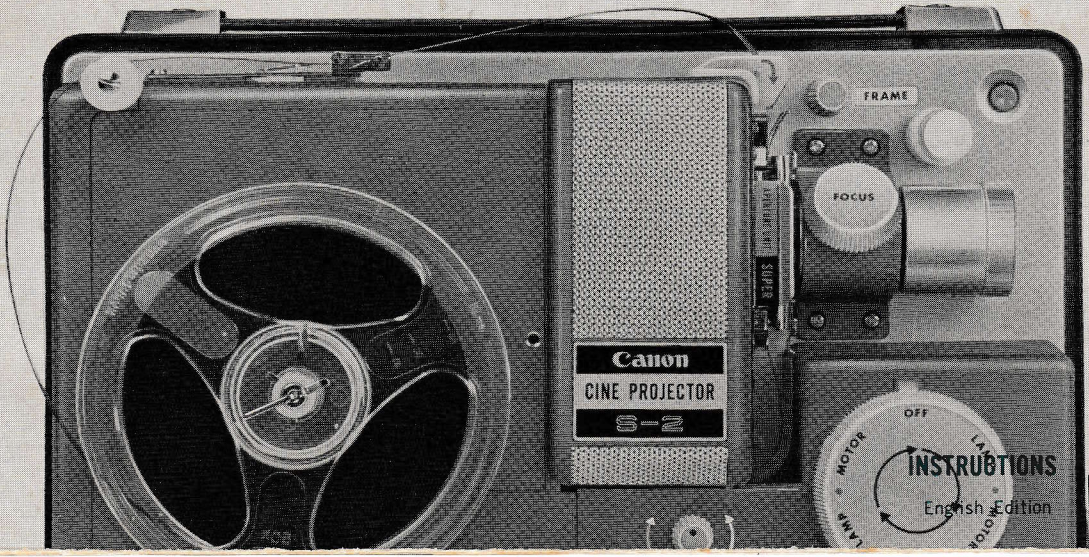


Canon S-2

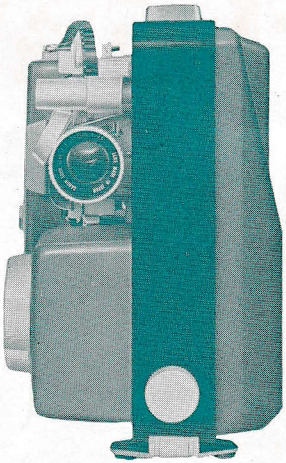
CINE PROJECTOR



INSTRUCTIONS

English Edition

II



Canon Cine Projector S-2 is the highly reputed automatic loading, automatic rewinding movie projector that can project Super 8, Single 8 or regular 8mm film.

Insert the film end into the projector, turn the switch, and the film will run completely through and rewind with no need for resetting or touching any other switches.

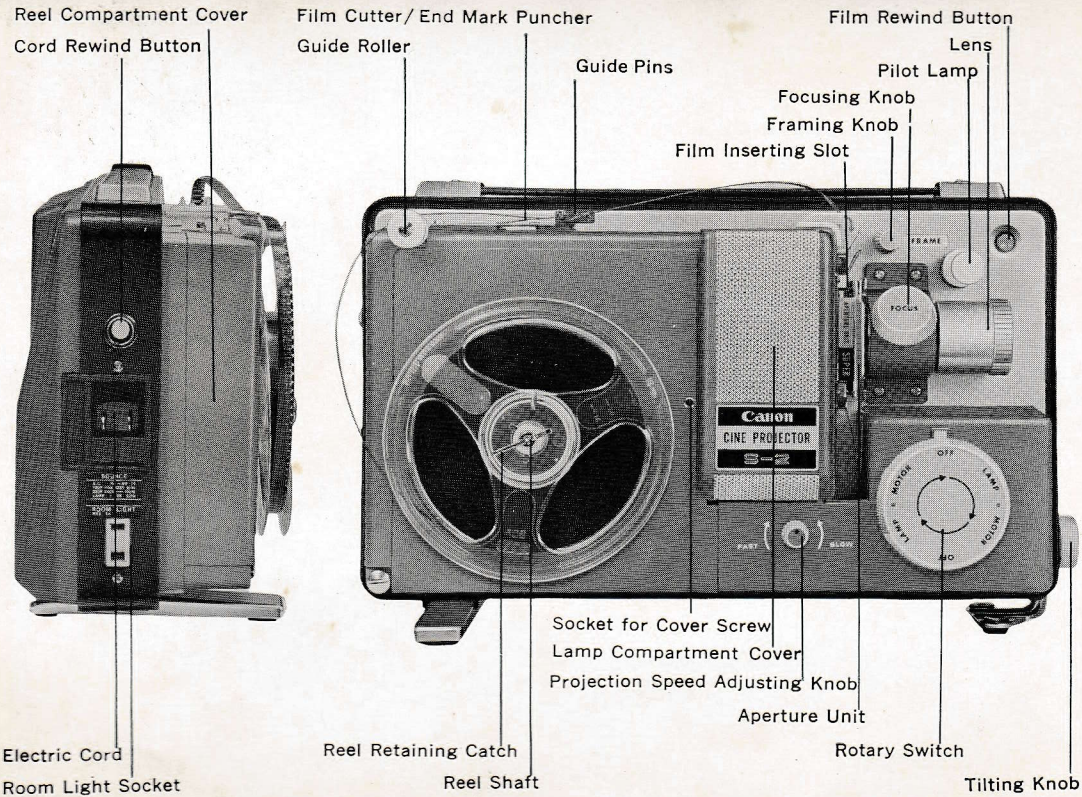
Simple to operate, light and compact, the Cine Projector S-2 is stable and specially made to add to the enjoyment of the entire family.

Your Cine Projector Serial Number 139453

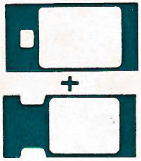
Date of Purchase Dec. 7, 1968

Dealer's Name Thailand Regional ~~Exchange~~

Keep this flap open as you read through the instructions follow.


Reel Compartment Cover
Cord Rewind Button
Film Cutter/ End Mark Puncher
Guide Roller
Guide Pins
Film Rewind Button
Lens
Pilot Lamp
Focusing Knob
Framing Knob
Film Inserting Slot
Canon
CINE PROJECTOR
S-2
FRAME
FOCUS
OFF
LAMP
MOTOR
FAST
SLOW
Socket for Cover Screw
Lamp Compartment Cover
Projection Speed Adjusting Knob
Aperture Unit
Rotary Switch
Tilting Knob
Electric Cord
Room Light Socket
Reel Retaining Catch
Reel Shaft

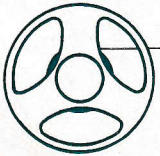
Main Features of Your Cine Projector



1 Super 8, Single 8 and regular 8mm film systems combined: The projector has been designed to accommodate the latest Super 8/Single 8 size or regular 8mm film size. You only have to replace the aperture unit.

2 Brighter, sharper lens: The Cine Projector S-2 imparts a touch of professionalism to home movies through its superior F1.5 lens with zoom range of 15–30mm.

3 Fully automatic film loading: Just guide the end of the film into the inserting slot, switch on to "LAMP" and the projector will do the rest automatically. Film loading has become so simple and so easy.

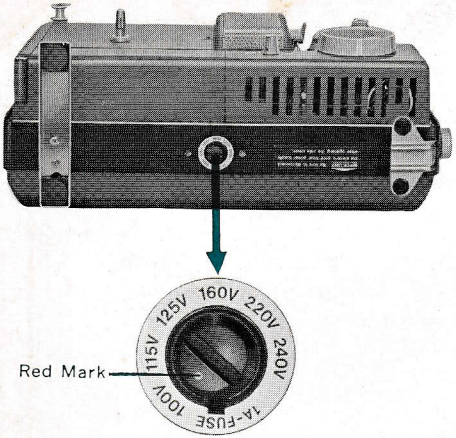


4 Rewinding too... fully automatic: You can rewind the film at any stage of projection by simply pressing the film rewind button. In addition to this, the film will rewind itself when it reaches a "punched" mark positioned near the end of the film's run.

Technical Data

acceptable films	Super 8, Single 8 (4 x 5.4mm) films and the regular 8mm (3.3 x 4.4mm) films by replacing the aperture unit.
loading mechanism	Automatic loading by simply placing the film into the film inserting slot.
take-up reel	Built in. Maximum capacity, 200 feet.
rewinding mechanism	Automatic rewinding is operated with marking the end mark on the film. Rewinding is also possible with the film rewind button. Rewinding speed, 200 feet in 40 seconds.
lens	Canon Zoom Lens P·8 15–30mm F1.5.
projection lamp	8V 50W lamp with built-in reflector mirror. Philips type.
pilot lamp	0.2 ampere 8–10V lamp. Swan base. Lights when the rotary switch is at "OFF" and "MOTOR".
motor	DC shunt motor with built-in AC converter. With cooling fan.
power supply	100–240V AC 50–60cps. Designed for use on AC power supply only.
acceptable voltages	Adjustable to 100, 115, 125, 160, 220 or 240 volts by means of the built-in transformer.
projection speed	Adjustable from 12 to 22 frames per second.
electric cord	200 cm (6'6·3/4"). Length adjustable with the cord rewind button.
film cutter and end mark puncher	For splicing film and for automatic rewinding.
projection screen	162 x 120mm (6·3/8" x 4·3/4") screen built into the cover.
power consumption	100W.
size	325 x 191 x 131mm (1'3/4" x 7·1/2" x 5·1/8")
weight	5,700 g (11 lb. 6 oz.)

Subject to alterations.



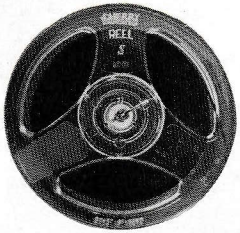
Setting of Voltage

Set the voltage switch on the bottom of the projector to the voltage of locale where it is being used. Proper operation of your Cine Projector will be possible only when the switch is set at the correct voltage. Voltage setting is made by pushing the switch and setting the red dot at the appropriate voltage.

➧ In areas where the voltage is between the two prescribed numbers, set the red dot at the next higher voltage.

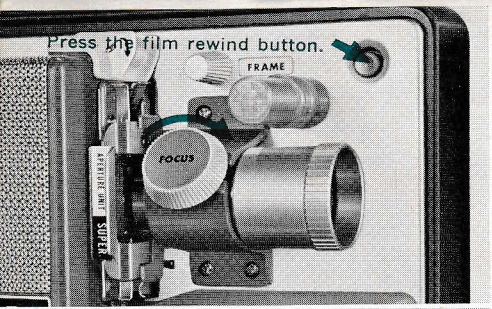
Editing the Film

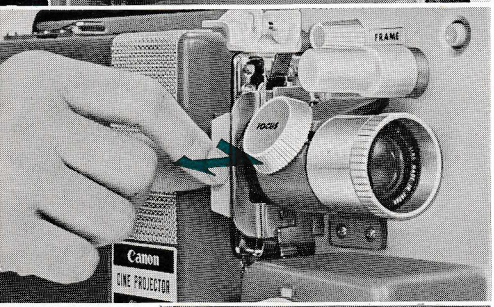
When editing, be sure to keep the film length within 200 feet per reel. Maximum capacity of the built-in take-up reel is 200 feet.

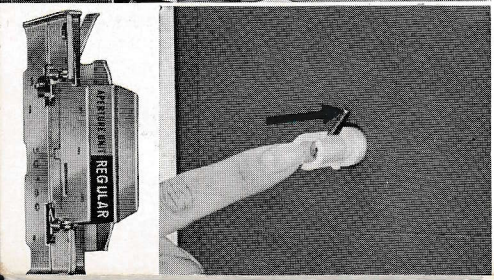


Replacing the Aperture Unit

Your Cine Projector can project Super 8, Single 8 and regular 8mm films by using the proper aperture unit. For replacing Aperture Unit SUPER with Aperture Unit REGULAR, or vice versa, follow these directions :







1 Be sure to set the rotary switch to "OFF".

➧ Always turn the rotary switch in the direction of arrow. Never turn the switch in the reverse direction.

2 Draw out the lens by turning the focusing knob.

3 Press the red film rewind button so that the aperture pressure plate is withdrawn.

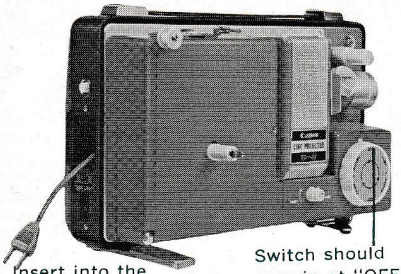
4 Remove the aperture unit by pushing its flange towards the lens (right), and then pull out.

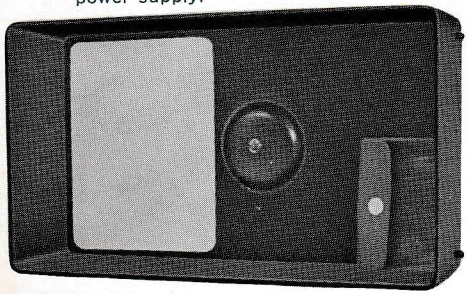
5 To replace the aperture unit, line up the unit's top and bottom edges with the plastic fittings located on the left of the focusing knob. Guide the unit inwards gently but firmly. Hold the unit's flange and pull backwards until the whole unit clicks into place. If properly fitted, the small hole in the unit's back plate will fit snugly over the red spigot on the projector's body.

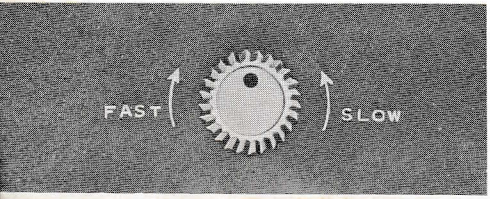
Fitting the Reel Shaft Adapter for Super 8

Flip the reel retaining catch so that it is aligned horizontally along the shaft. Take the reel shaft adapter and with it's projection pointing away from you, press it back onto the shaft until the split portion fits firmly into the plastic tongue on the reel shaft. The shaft will now accept the Super 8 reel.

Preparations for Projection







1 Set up a picture screen. In case of a small group, the screen on the inside of the cover may be used.

2 Set the red dot of the projection speed adjusting knob directly on top.

3 Pull out the electric cord and insert into the power supply. The pilot lamp will light up.

➧ If the pilot lamp fails to light up, check the following points :

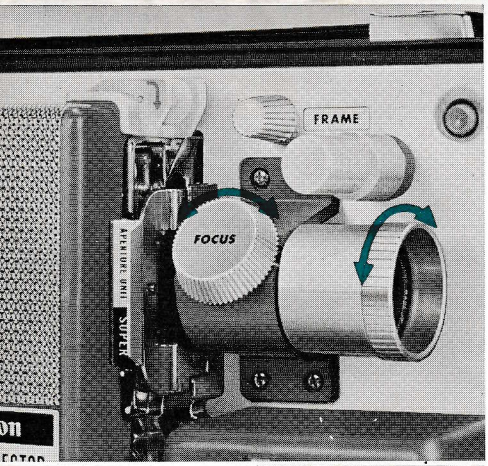
1. Plug effectively connected to the power supply ?
2. Voltage switch set at the correct position ?
3. Fuse not blown out ? (See page 14 for replacing the fuse.)

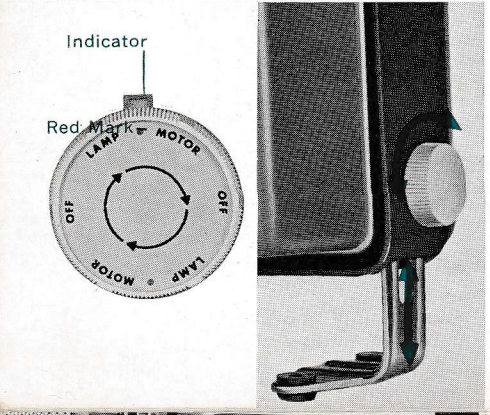
➧ The electric cord may be extended to any desired length up to 200cm (6'6-3/4"). Do not pull out the cord beyond the red tape mark.

➧ The electric cord will automatically rewind into the projector by pushing the cord rewind button. Hold the cord lightly while pushing the cord rewind button.

4 Remove the lens cap.

➧ Be sure that the lens is securely inserted. Do not pull the lens forward when removing the lens cap.





5 Turn the rotary switch in the direction of the arrow, and set the red mark at the indicator. This turns off the pilot lamp, starts the motor and projects a light onto the screen.

➧ Unless the film is loaded, the reel shaft will go into reverse and the projection lamp will not light up even if the rotary switch is turned to "LAMP".

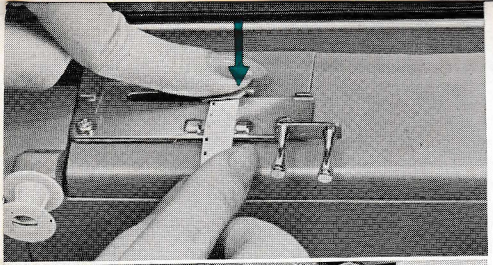
6 Adjust the position of the projection frame. Loosen the tilting knob, make the height adjustment with the leg in the front, and tighten the knob. Do not turn the tilting knob to the left too much.

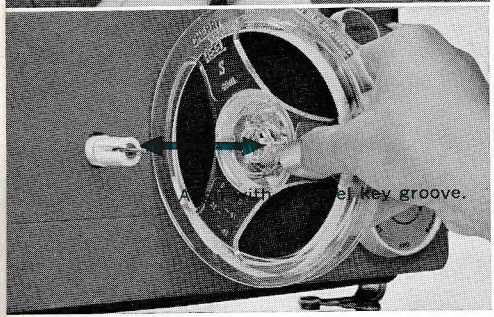
7 Determine the projection size by rotating the lens barrel.

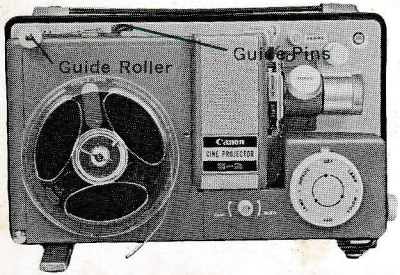
8 Adjust the focus by turning the focusing knob until the projected image becomes sharp.

➧ Precise focusing is not possible unless the lens is securely inserted.

9 Turn the rotary switch to "OFF".





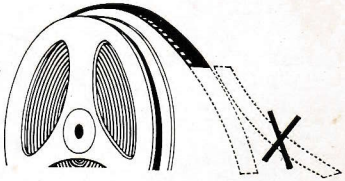


Film Loading and Projection

1 Before loading, check the film end. In case the film is bent or any foreign substance is noticed on the film, cut this section off with the film cutter. Place the film on the cutter, and cut it by pressing the tip of the cutter.

2 In case the leader part is too short, lengthen the leader part. When splicing the additional film to the leader part, be careful that the two films are not spliced in reversed curling direction.

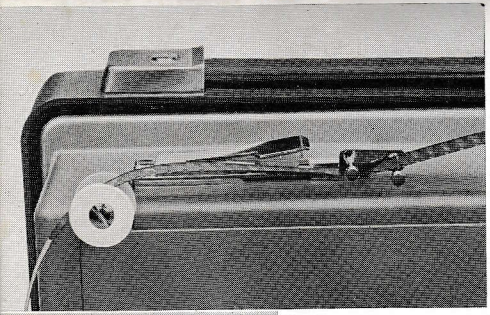
➧ When splicing the film, be careful not to cover up the perforations with the tape.

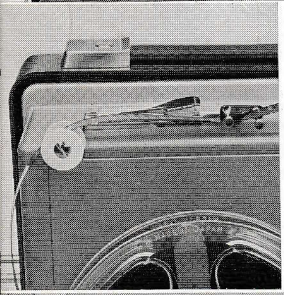


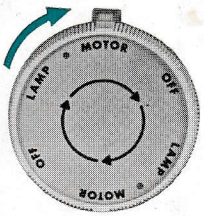
3 Raise the reel retaining catch and insert the film reel into the reel shaft so that the film is sagging in the forward direction. Align the reel key groove to the projection on the reel shaft, and fasten the film reel by bending the reel retaining catch.

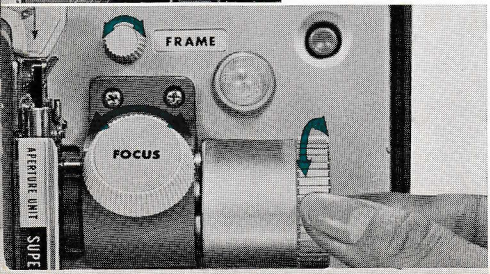
4 Turn the rotary switch to "MOTOR".

5 Turn the film and place it on the guide roller. Thread it through the two guide pins so as to prevent the film flapping. And then insert it into the film inserting slot approximately 7 cm (2-3/4") unit it is caught by the claw.









6 After confirming the advance of the film, turn the rotary switch to "LAMP". The pilot lamp goes out and projection will start.

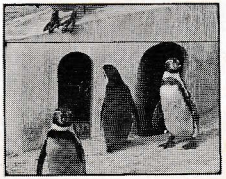
➧ If the switch is turned to "LAMP" before the film has been advanced, the film will be rewound. In this case, reset the film.

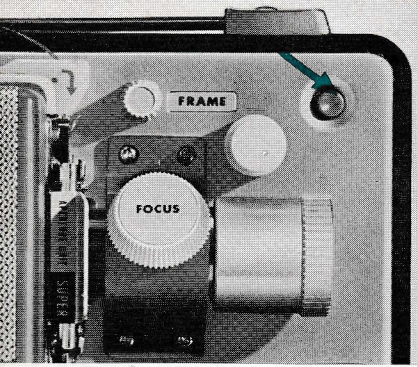
7 Make a fine adjustment for the focusing. When zooming is performed and the projection size is changed during projection, the focus should be re-checked.

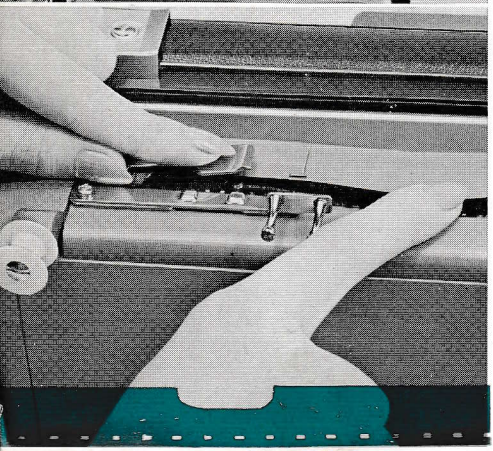
8 If the top or bottom border of the picture frame appears on the screen, make corrections by turning the framing knob.

9 Adjust the projection speed by turning the projection speed adjusting knob.

Repeat Projection : If, during projection, you want to repeat the same scene, press the film rewind button and allow the return of a proper length of film. By returning the rotary switch to "LAMP", after having turned it to "OFF" once, it will be possible to repeat the projection.







Film Rewinding

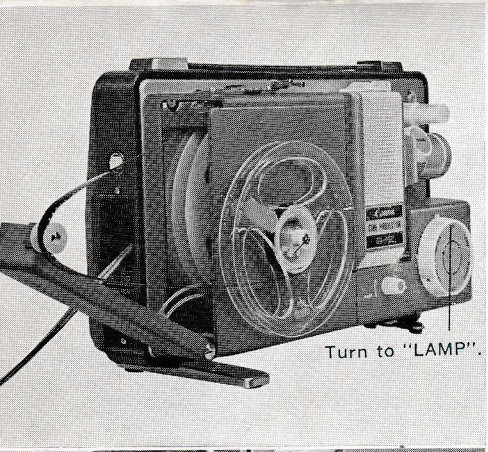
When projection has ended, rewind the film. There are two ways of rewinding.

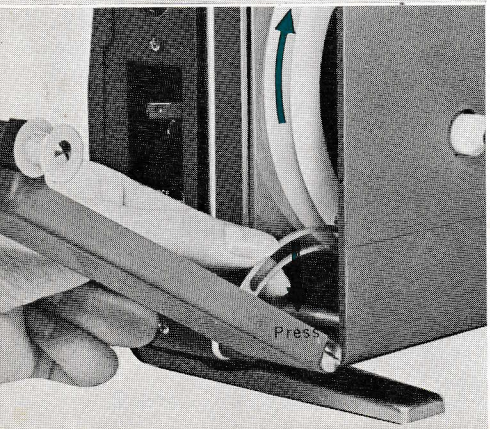
1 **Use of the film rewind button:** When the film still remains on the reel, push the film rewind button. The film will start to rewind and the projection lamp will go out simultaneously. When rewinding is completed, turn the rotary switch to "OFF".

2 **Use of the end mark:** When the cut-out end mark on the film reaches at the aperture section, the film will automatically start to rewind and will be rewound on the film reel.

How to punch the end mark: When projection is finished and while there still remains 3–4 rounds of the leader part on the film reel, turn the rotary switch to "OFF". Apply the film to the end mark puncher and cut out the opposite side of the perforations. Then turn the rotary switch to "LAMP" again.

➧ Until the end mark reaches the aperture section, there must be at least 50cm (1'7-7/8") of the leader part left so that it will not come off the reel. In case the leader part is too short, lengthen the leader part.

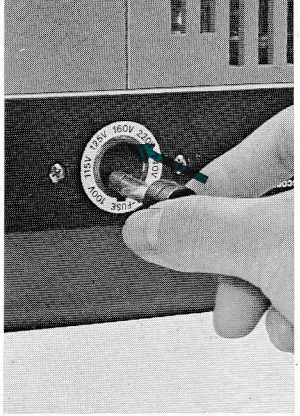


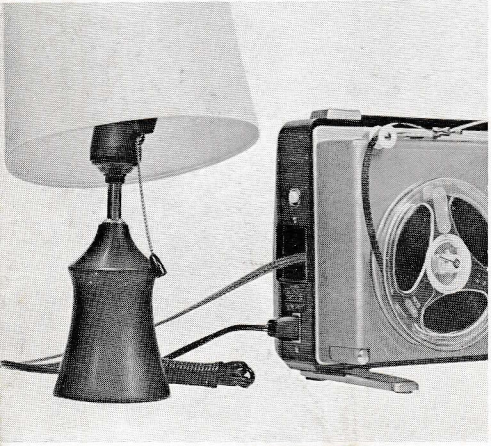


Rewinding when the film has been completely wound up : In case the film has entirely wound up into the take-up reel, follow the instructions below.

Turn the rotary switch to "OFF", open the reel compartment cover, and fix the cover by pressing down the prop. Pull out the film end by turning the take-up reel to the right, and insert into the film reel after turning and placing it on the guide roller. Wind it on the film reel 2–3 times so as not the film to be sent back. Turn the rotary switch to "LAMP" to start rewinding. When rewinding has been completed, return the prop to its former position and replace the cover.

➧ If the power should be interrupted during rewinding, the film on the take-up reel will become loose and rewinding cannot be resumed in that condition. Be sure to turn the take-up reel to the right and remove the film slack before the power is connected.





Other Points to Remember

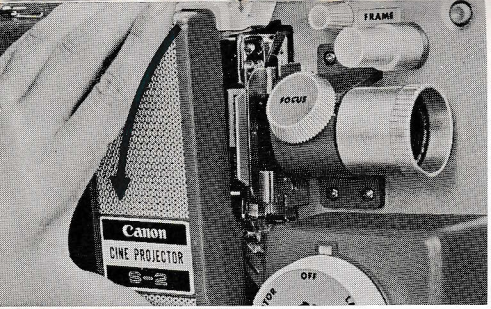
1 When the film stops during projection, turn the rotary switch to "OFF" immediately, press the film rewind button, open the lamp compartment cover and take out the film.

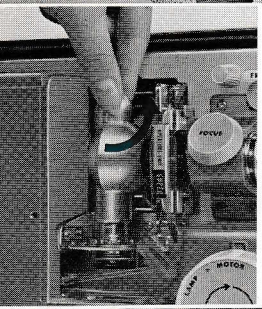
2 In case the film is broken during projection, take out the film by opening the reel compartment cover, splice the film, and then rewind in the same manner as in case the film has been entirely wound into the take-up reel.

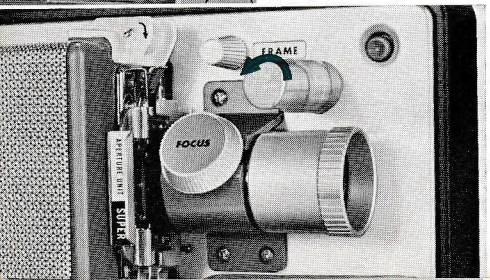
3 In case the fuse blows out, replace it by protruding the voltage switch at the bottom of the projector. Disconnect the electric cord from the power supply, and turn the red mark of the voltage switch to the "FUSE" position by pushing it slightly. Replace with the 1-ampere fuse.

4 The additional socket for the desk and floor lamps is located in the rear of the projector for your convenience.

5 When replacing the cover, be sure to bend the reel retaining catch of the reel shaft.





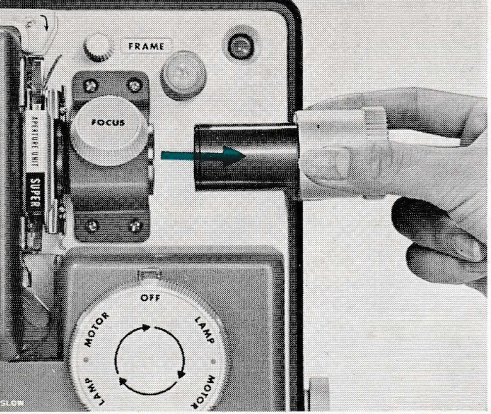


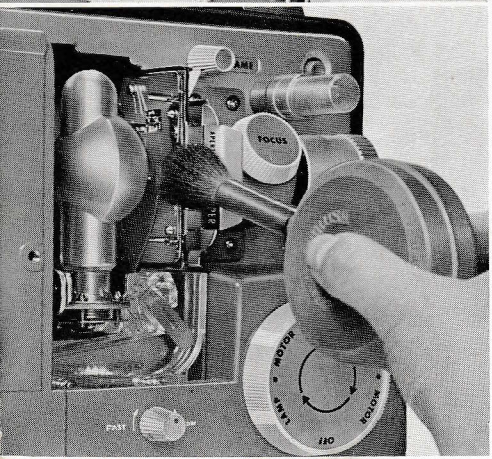
Replacing the Lamps

When replacing lamp, be sure to disconnect the electric cord from the power supply.

1 When replacing the projection lamp, remove the lamp compartment cover by holding the upper part and pulling it down. Slightly press the lamp and turn it to the left. Face the front of the new lamp, insert it fitting the holes to the socket guides, and turn it to the right. Press the cover after the lower part of the cover has been inserted.

2 When replacing the pilot lamp, remove the lamp cover by turning it to the left. Replace the lamp with the new one by fitting the small spigots to the grooves. And then replace the lamp cover.



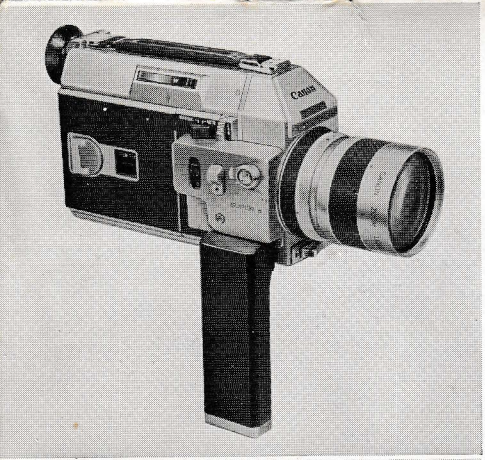


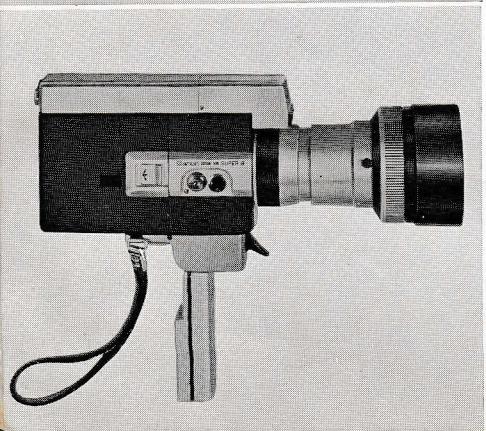
Handling and Cleaning

1 When cleaning of the lens is necessary, detach it by pulling forward. Remove dust lightly with either a lens brush or silicon cloth. A very small amount of alcohol or ether may be used.

2 Clean the film gate on occasions. Open the lamp compartment cover and remove the dust with a blower or with the attached brush.

3 Since the plastic gears are used for the moving parts of the projector, oiling will not be necessary for a considerable length of time.





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