

See the Difference

FP 30 D (en)



Kinoton

GMBH



Preface

Dear customer

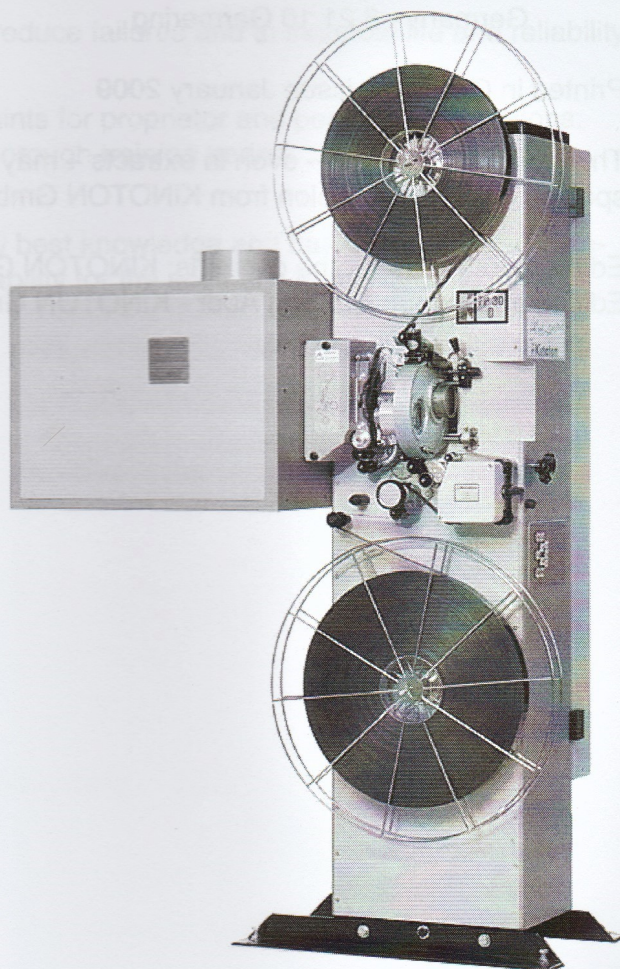
This operating manual will help you get acquainted with the FP 30 D Projector. It contains all the information you need to operate the projector safely and efficiently. It is also a valuable reference for all technical questions.

This operating manual includes important information about the projector's operation. Please read it carefully before using the projector.

It will also help you to avoid danger, to reduce the risk of injury and to protect the projector.

This manual is intended for use by qualified personnel only. It is not to be used as a guide for the installation or the operation of the projector. The information in this manual is given by best knowledge and belief. However, KINOTON accepts no liability for any errors or omissions. Subject to technical changes.

FP 30 D Projector



FP 30 D (en)

CINEMA

STUDIO

LARGE FORMAT

SPECIAL VENUE

DIGITAL SYSTEMS

DISPLAY SYSTEMS

Imprint

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Industriestraße 20a
Germany - 8 21 10 Germering

Printed in Germany, issue January 2009

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Preface

Dear customer

This operating manual will help you get acquainted with the projector and to make use of its possible applications in accordance with the requirements.

This operating manual includes important hints for a safe, proper, correct and economic operation.

It will also help you to avoid danger, to reduce failures and to increase life and reliability of the projector.

This operating manual includes useful hints for proprietor and personnel obligations. It does not substitute, but supports, a thorough training period.

All information in this manual is given by best knowledge and has been checked carefully. However, KINOTON accepts no liability for the accuracy of this information.

Subject to technical changes.

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Own Notes

Issue of this manual: January 2009

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1 Safety

1.1 Safety Notes

General Hints

- This operating manual is to be kept with the projector at all times.
- For safe and trouble free operation of the projector a good working knowledge of basic safety regulations and the projector's correct use is required.
- This operating manual contains the most important instructions for running the projector safely.
- This operating manual must be read and understood by all persons working with the projector, with particular emphasis on all aspects regarding safety.
- In addition, all valid regulations and measures concerning accident prevention must be observed.

Owner's Responsibilities

The owner is responsible to assure that all persons who work with and / or operate the projector:

- are familiar with safe operating practices and accident prevention techniques and have a complete working knowledge of the projector and all additional machines and components of the system
- have read and fully understand the safety chapter and the warnings within this operating manual.
- The owner must assure that safe working procedures are followed by personnel.

Personnel's Responsibilities

Those persons who work with the projector are responsible:

- to observe safe operating practices and accident prevention techniques
- to have read and fully understand the safety chapter and the warnings within this operating manual.

Dangers when Working with the Projector

Projectors are constructed according to the latest engineering and state-of-the art safety standards. The projector is only to be used for its intended purpose and is only used when functioning absolutely perfectly.

Serious danger may result from improper use of the projector, causing injury to the user or a third person, or damage may be done to the projector or other items in the vicinity.

Faults that could adversely affect safety must be rectified immediately.

The projector must not be used until any faults are rectified.

Intended Purpose

The projector is only suitable to reproduce 35 mm film images and sound. Any other use is not classified as an "intended purpose". KINOTON cannot be held liable for any damage resulting from different or extended operation.

As part of the "intended purpose" these tasks must be performed:

- observing all instructions and warnings contained in this manual
- inspecting the equipment for damage and correct function
- implementation of maintenance and repair work.

Guarantee and Liability

By reference KINOTON's "General Terms of Business" apply. They are available to the customer on conclusion of sale at the latest.

Guarantee and liability claims for damage to persons and property are invalid if due to one of the following causes:

- improper use of the projector
- improper assembly, commissioning, operating and maintenance of the projector
- operation the projector with defective and / or non-functioning safety and protection devices
- activating the lamphouse via the rectifier and not via the projector
- disregarding of the instructions in the manual concerning transportation, storage, assembly, commissioning, operation and maintenance
- modification of the projector without written authorisation from the manufacturer
- connecting to power other than as specified
- failure to monitor and/or replace parts subject to wear and tear
- improper repairs
- emergencies due to influence from outside bodies or force majeure.

1.2 Important Safety Instructions for US Customers

When using your motion picture equipment, basic safety precautions should always be followed, including the following:

- Read and understand all instructions before using.
- Care must be taken as burns can occur from touching hot parts.
- The equipment's switch is provided with the symbols 0 indicating off and I indicating on.
- Do not operate the projector with damaged wiring or if it has been damaged, until it has been examined by qualified service personnel.
- Position cords so that they will not be tripped over, pulled upon, or have contact with hot surfaces.
- If an extension cord is necessary, a cord with a current rating at least equal to that of the appliance should be used. Cords rated for less amperage than the appliance may overheat.
- Always disconnect the projector from electrical supply before cleaning and servicing.
- To reduce the risk of electrical shock, do not disassemble this equipment, but call in qualified personnel when service or repair work is required. Incorrect reassembly can cause electric shock when the appliance is used subsequently.
- The use of an accessory attachment not recommended by the manufacturer may cause a risk of fire, electrical shock, or injury to persons.
- Connect this appliance to a grounded circuit.
- Disconnect the projector from its source of electrical supply before replacing the projection lamp.
- The projector should have a polarized plug (one blade is wider than the other). To reduce the risk of electric shock, this plug is intended to fit in a polarized outlet only one way. If the plug does not fit fully in the outlet, reverse the plug. If it still does not fit, contact a qualified electrician. Do not modify the plug in any way.

SAVE THESE INSTRUCTIONS

1.3 Explanations of Symbols and Notes



DANGER

This symbol indicates an imminent threat of danger to life and personal health. Disregarding this warning can result in serious injuries.



ATTENTION

This symbol indicates a possibly dangerous situation. Disregarding this warning can result in small injury or damage to projector



NOTE

This symbol indicates where notes, user tips and useful information can be found. They serve to help use the projector to its fullest.

1.4 Protective Devices

All existing safety devices must be checked regularly

1.4.1 Main Switch

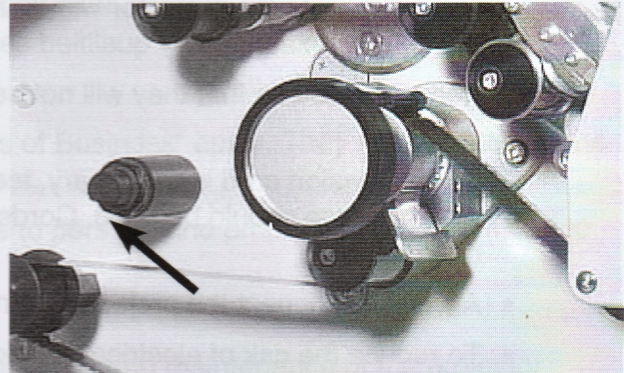
In case of an emergency, you can switch off the projector using the main switch (under the projector door). Push the switch to position "0". The red lamp in the switch turns off.

1.4.2 IR Reflex Film Break Sensor

The film break sensor (arrow) switches off the projector when no film is passing the sensor (e. g. at a film break). In this case the projector will be stopped.

► NOTE

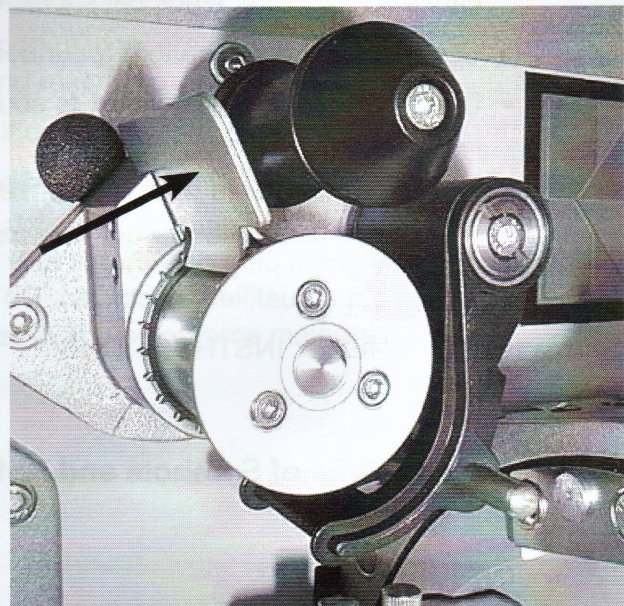
If your projector is equipped with an automation system the film break sensor can trigger a run of events.



1.4.3 Film Stripper

The film stripper (arrow) prevents film from winding around the sprocket after a film break or loss of a tape fixing has happened.

Film strippers are attached to all sprockets.



1.5 Special Hazard Points

Mechanical danger due to pressure:

- when threading films
- when putting on the film reels



ATTENTION

Do not put your fingers between the film track and film pressure skate or between sprockets and pad shoes.

Mechanical danger due to entanglement:

- when operating the projector
- when threading the film



DANGER

Do not work around the machine with long loose hair, or loose clothing such as scarves or ties, they may get trapped in the drive mechanism and pull you in.

Mechanical danger due to cutting:

- when operating the projector with no aperture or the shutter housing off.



DANGER

Only open the shutter housing when the projector is standing still with the power disconnected. If the projector is running with the covers open be careful and do not touch the rotating shutter or other moving parts. Serious cuts can result.

Danger on lamphouse, because of electrical shock and burn:

- when switching on the rectifier directly



DANGER

- ▲ The rectifier must be exclusively enabled from projector only.
- ▲ The 4060 DC ignition unit is directly electrically supplied via the rectifier. Therefore the lamp can be ignited by switching on the rectifier itself. Igniting the lamp by switching on the rectifier at open lamphouse can cause serious injuries and causes damage to the lamphouse and projector.
- ▲ The safety devices in the lamphouse (door switches and air flow switch) must not be deactivated. Safe service work on open lamphouse is only possible with functional safety devices, because the rectifier and the mains power will be switched off.

Mechanical danger by flying around broken glass:

- when operating the xenon lamp at open lamp house
- when changing the xenon bulb

**DANGER OF EXPLOSION**

- ▲ Never deactivate the door switch.
- ▲ Only work on an open lamphouse (and with destruction of xenon bulb) with face protection (shield), neck protection and safety gloves which reach to the elbow.
- ▲ Due to the danger of xenon lamp explodes you can suffer injury in face, eyes and artery.
- ▲ In cold condition the xenon lamp has an inner pressure of about 8 to 10 bar and in hot condition of about 30 bar.
- ▲ Disposing the xenon bulb:
Before removing the xenon lamp put the protective cover around it, pack the xenon bulb in the original package and give it back to your supplier.
- ▲ Only mount the new xenon bulb in the protective cover. Remove it after mounting the xenon bulb.

**DANGER**

Only operate the projector in a well ventilated room. Better method: Connect an outgoing air pipe with exhaust fan at the top of the projector and lead it to the outside of the building.

Danger because of ultraviolet radiation:

- when operating the xenon lamp at open lamphouse

**DANGER**

Only operate the projector with lamphouse closed. If you do some adjustments in open lamphouse (look through visual hole), you have to use visual protection which selects the ultraviolet radiation. **Never look into the light of the xenon lamp without protective glasses!**

Danger because of high voltage:

- when igniting the xenon lamp

**DANGER**

Only ignite the xenon lamp when the lamphouse is closed.

Mechanical danger because of errors or malfunctions:

- unexpected projector movement
- film break sensor malfunction
- drive system malfunction
- touching film in motion
- igniting the lamp by switching on the rectifier

**DANGER**

- ▲ Check the film break sensors regularly for proper operation.
- ▲ Never touch the film during operation.
- ▲ Make sure that nobody starts the projector while anyone is working on it.
- ▲ Make sure that the power is disconnected when anyone is working on projector.
- ▲ Never ignite the xenon lamp by switching on the rectifier.

1.5.1 Electric Power Hazards**DANGER**

- ▲ Work on the electrical supply conductors or circuits must only be done by competent electricians.
- ▲ The projector's electrical parts and connections must be checked regularly. Any loose connections must be tightened immediately.
- ▲ The rear cover must always be kept closed. Only authorized staff may access the rear area. Hazardous voltage and moving parts are in this area.
- ▲ Switch off the main switch and disconnect power before working on electrical parts.

1.5.2 Modification of Projector Construction

No alterations, additions or modifications may be made to a projector without written consent of KINOTON. This includes welding of load bearing parts.

Only use original spare parts. Parts obtained from third party manufacturers cannot guarantee strength and safety standards.

1.5.3 Cleaning and Disposal

Substances and materials used for cleaning and lubrication must be handled and disposed of correctly, especially:

- when cleaning with solvents
- when lubricating the projector

1.6 Copyright

The copyright of this manual remains in possession of KINOTON.

This manual is intended for the user and its staff only.

It contains regulations and operating notes that must not be copied, reproduced or otherwise transmitted, in whole or in part.

Infringement of copyright laws may lead to prosecution. Due to ongoing development, design details, features and specifications are subject to change without notice.

2 Transportation and Installation / Mounting

2.1 Transportation

Delivery by a forwarding agent, train, ship or aircraft

- The projector is mounted (without lamp house and film reel) on a pallet and secured with screws.
- With delivery to countries over-seas the projector secured on the pallet is packed in a wooden crate.
- The accessories are packed into a box or into the wooden crate too.
- Weight (gross): about 240 kg (5600 lb)

Storage

If the projector is stored for a longer time:

- Only store in dry rooms.
- Choose a suitable protective cover or leave projector in the original cover.

► NOTE

Although most parts are delivered with a protective cover, you have to clean the projector and its components before the first start.

2.2 Delivery or Equipment Variations

- Projector FP 30 D
- Lamphouse
 - up to 2000 W
 - up to 7000 W
- Reverse-scan sound device
 - only analog, not upgradeable to Dolby Digital
 - optical stereo analog, upgradeable to Dolby Digital
 - optical stereo analog and Dolby Digital (option)
- Lens holder
 - electronic focusing control (option)
- Lens turret (option)
 - 2 lenses and manual lens change
 - 2 lenses and automatic lens and aperture change
 - electronic focusing control (option)
 - 3 lenses and manual lens change
 - 3 lenses automatic lens and aperture change
 - electronic focusing control (option)
- Remote unit
 - focusing control (option)
 - framing control (option)
- Film gate cooling unit (option)
- Water cooling system (from 4000 W lamp capacity on)

- Electronic friction drives (option) for film spools up to 4,000 m
- Roller set for using with a rewind system (option)
- Automation system (option)
 - DMP 1 Digital Matrix Programmer
 - CCA3 Cue Code Automation
 - SA2 Sequence Cinema Automation
 - EMK 1 Electronic Automation System
- Pedestals
- Reader for DOLBY / DTS / SDDS (option)
- Control panel BWR (option)
- Auditorium control panel (option)
- Film cleaner (option)
- Operating manuals

► **NOTE**

For further information about accessories please contact your local dealer or look to our website: www.kinoton.com.

2.3 Installation



ATTENTION

- △ The projector will be delivered completely wired and factory tested.
- △ Only use suitable hoisting machines (crane, fork-lift).
- △ Do not use unit parts as climbing aid.
- △ The electrical connections have to be in accordance with local regulations and be installed professionally.
- △ All installation should only be carried out by Kinoton service.

2.3.1 Place of Installation, Place of Operation

- The place on which the unit will be installed must be even, solid and clean.
- Figure 1 shows the projector's dimensions and figure 2 shows the recommended installation of the projector together with a non-rewind system, a BWR control panel and an amplifier rack.
- Requirements of the projection room:
 - humidity: 40 to 60 %
 - temperature: 15 to 25° C
 - maximum sea level: 2000 m

2.3.2 Important Hints for Installation

Figure 1: Projector Dimensions

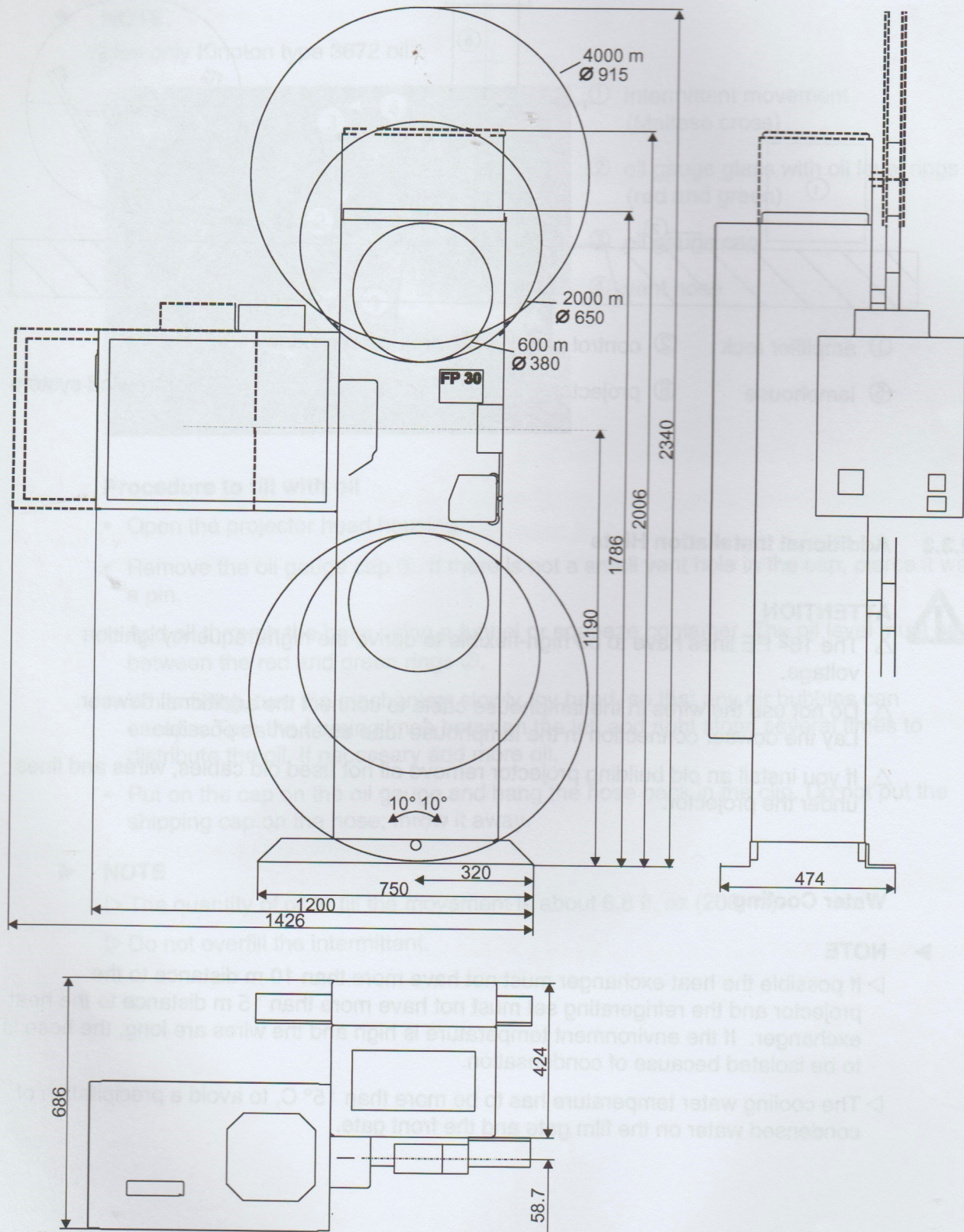
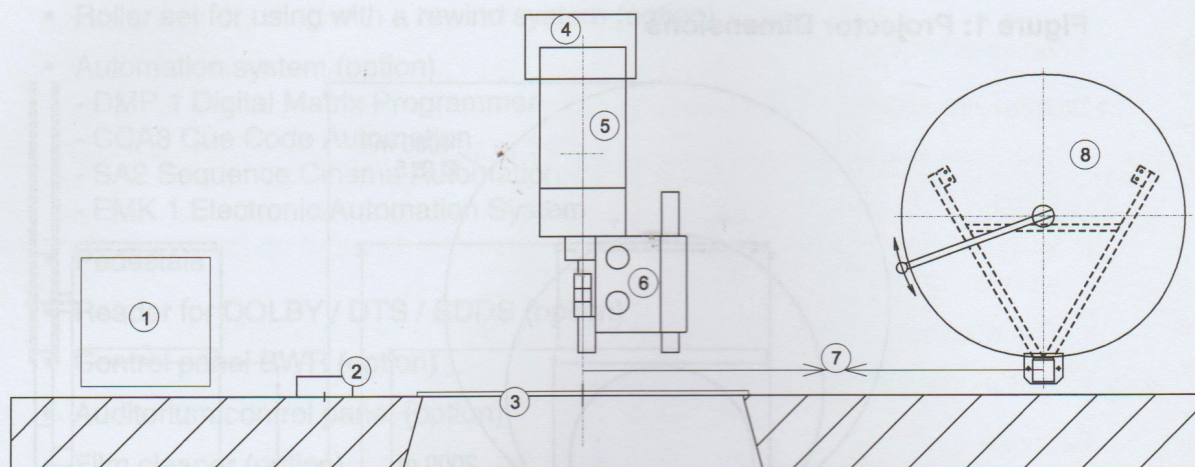


Figure 2: Installation Order

- | | | | |
|------------------|-----------------|---------------------|---------------------|
| ① amplifier rack | ② control panel | ③ projection window | ④ rectifier |
| ⑤ lamphouse | ⑥ projector | ⑦ film run | ⑧ non-rewind system |

2.3.3 Additional Installation Hints



ATTENTION

- △ The 16² PE lines have to be high-flexible to derive the high-frequency ignition voltage.
- △ Do not use the wires in the lamphouse cable to connect the additional dowser. Lay the dowser connection in the lamphouse tube as short as possible.
- △ If you install an old building projector remove all not used old cables, wires and lines under the projector.

Water Cooling

► NOTE

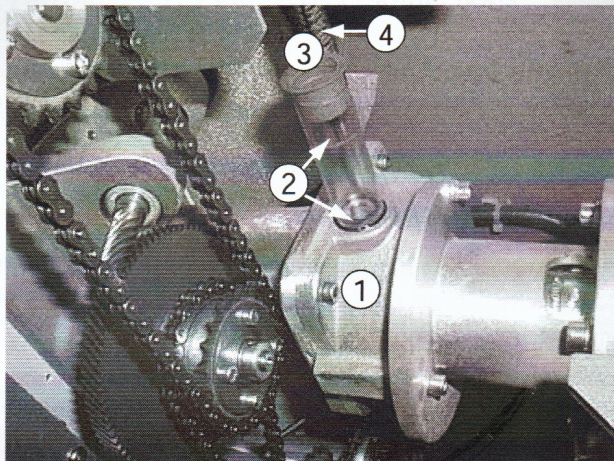
- ▷ If possible the heat exchanger must not have more than 10 m distance to the projector and the refrigerating set must not have more than 15 m distance to the heat exchanger. If the environment temperature is high and the wires are long, the hose is to be isolated because of condensation.
- ▷ The cooling water temperature has to be more than 15° C, to avoid a precipitation of condensed water on the film gate and the front gate.

2.4 Mounting

2.4.1 Filling with Oil

► NOTE

Use only Kinoton type 3672 oil.



- ① Intermittent movement (Maltese cross)
- ② oil gauge glass with oil level rings (red and green)
- ③ oil gauge cap
- ④ vent hose

Procedure to fill with oil

- Open the projector head housing.
- Remove the oil gauge cap ③. If there is not a small vent hole in the cap, pierce it with a pin.
- Add oil through the hose using a funnel or squeeze container. The oil level must be between the red and green rings ②.
- While filling, turn the mechanism slowly, by hand, so that any air bubbles can escape. Turn the framing knob between the left and right stops several times to distribute the oil. If necessary add more oil.
- Put on the cap on the oil gauge and hang the hose back in the clip. Do not put the shipping cap on the hose; throw it away.

► NOTE

- ▷ The quantity of oil to fill the movement is about 6.8 fl. oz (200 ml).
- ▷ Do not overfill the intermittent.

2.4.1 Mounting and Connecting the Lamphouse

► **NOTE**

Mounting and connecting the lamphouse should be carried out by Kinoton service personnel.

Connecting the Lamphouse to the Projector

- The projector must be connected to the terminal strip in the lamphouse.
- The wires in the projector cable are signed corresponding to the terminals.

Connecting the Rectifier to the Lamphouse (DC wires)

- The rectifier DC cables must be connected to the ferrite core in the lamphouse.
 - The negative black cable must be connected onto the upper bolt on the ferrite core.
 - The red positive cable must be connected onto the lower bolt on the ferrite core.
 - The ends (on ferrite core and on rectifier) of the positive and negative cable should be marked with a blue and a red tape, to avoid changing the cables.

► **NOTE**

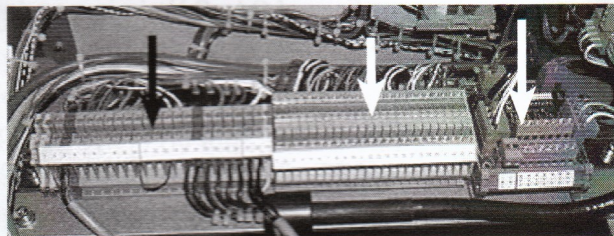
- ▷ Lamphouse wiring scheme, see chapter 8.4.2 and 8.4.3.
- ▷ See "Universal Lamphouse" operating or service manual for information about inserting the mirror, the xenon lamp and the heat filter and about the necessary adjustments.

2.4.2 Projector Terminal Strips

The whole terminal strip unit in the projector can be designed with 3 parts. The number of parts depend on the projector's design:

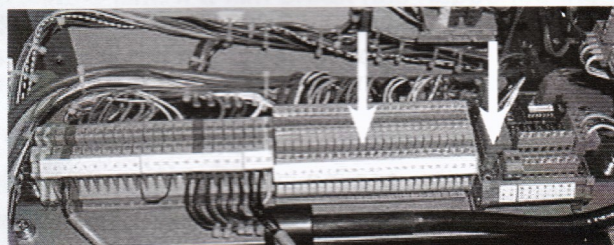
Terminal strip X1 - main terminal strip (black arrow) - is normally mounted.

Terminal strip X2 - projector functions (white arrow) is normally mounted and necessary if the projector is equipped with an automation system like EMK 1.



Relay node boards (right white arrow) are necessary if the projector is equipped with CCA 3, DMP 1 or SA 2 automation system.

Terminal strip X3 - auditorium functions (right strip) - is optionally mounted for using a control or auditorium panel.



- Connect the Phoenix plugs of the BWR control panel cable assembly (white arrows) to terminal strip X2 (projector functions) and to terminal strip X3 (auditorium functions), see figure.

► NOTE

- ▷ The projector will be delivered ready wired.
- ▷ Plans of terminal connections, see chapter 8.3.2.
- ▷ For more information about the relay node boards, see the corresponding operating manual of the automation system.

2.4.3 Connecting to the Non-Rewind System

- The installation of the non-rewind system is described in "ST 200 E / MT 600/2000" operating manual.
- The roller set for the film run between the projector and the non-rewind system should not be mounted until the projector has its final position to the screen.

2.4.4 Connecting the Water Cooling

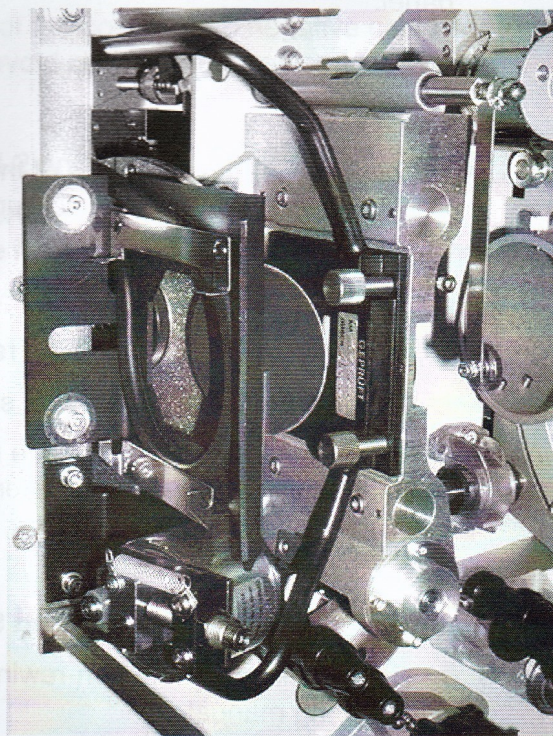


ATTENTION

- △ A water flow of 2 to 3 l/min is needed to get a water temperature of $18^{\circ}\text{C} \pm 2^{\circ}\text{C}$ ($64^{\circ}\text{F} \pm 10^{\circ}\text{F}$).
 - △ The water temperature should not be less than 16°C , otherwise water can condense on pipes, cables and film running components and finally results in damage of the film material. At bad conditions dropping water can damage the electronics.
 - △ If possible the heat exchanger must not have more than 10 m distance to projector and refrigerating set must not have more than 15 m distance to heat exchanger. If environment temperature is high and wires are long, the hose is to be isolated because of condensation water.
 - △ At bad climatic conditions (high temperature, high humidity) condensation can also occur above 16°C - in this case please check the projector.
- Connect the inlet and outlet tubes of the water cooling system to the connecting pieces in the projector.

► NOTE

You will find the description of the water cooling unit in the corresponding operating manual.

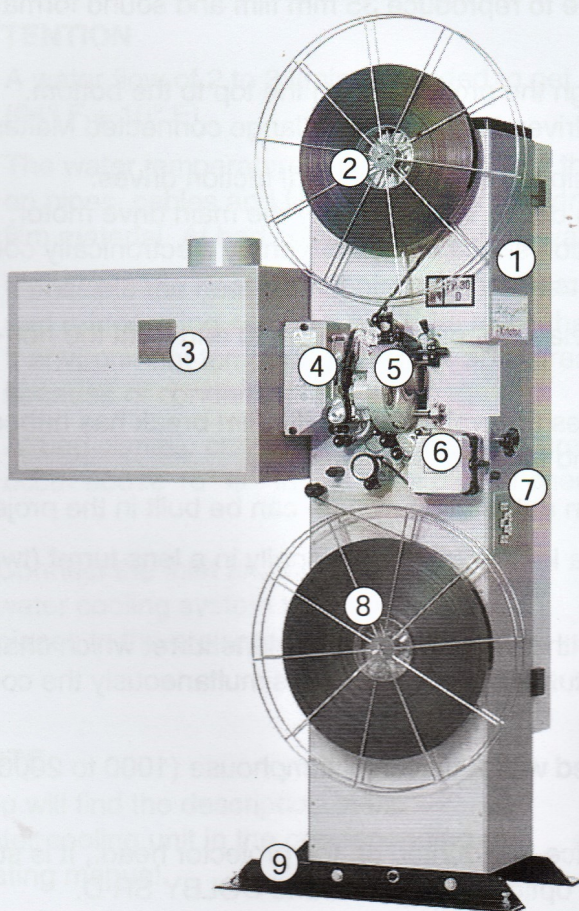


3 Function and Components

The FP 30 D projector is suitable to reproduce 35 mm film and sound formats in small, medium and large cinemas.

- The film is transported through the projector from the top to the bottom.
The intermittent sprocket is driven by the directly flange connected Maltese cross.
- The projector is normally equipped with mechanical friction drives.
 - The lower take-up friction is driven via a chain by the main drive motor.
 - Optionally the projector friction shafts can be driven by electronically controlled friction motors (e. g. at reverse running projector).
- The film can also be guided via a set of guide rollers to and from the non-rewind system.
- A film break sensor recognizes an available film. If a film break has happened the projector motor is stopped and the dowser is closed.
- Depending on requirement an automation system can be built in the projector door.
- The lenses can be stored in a lens holder or optionally in a lens turret (two-folded or three-folded).
- If the projector is equipped with a remote controlled lens turret which changes the lenses electronically an aperture changer changes simultaneously the corresponding aperture.
- The projector can be equipped with a universal lamphouse (1000 to 2000 W or 2000 to 7000 W).
- The reverse-scan sound device is mounted on the projector head., It is suitable to reproduce analog sound and optionally digital sound DOLBY SR·D.
- Furthermore the projector can be equipped with a DTS or a SDDS reader (Sony). Both readers can be attached on an extension arm at the top of the projector.

3.1 Components Overview



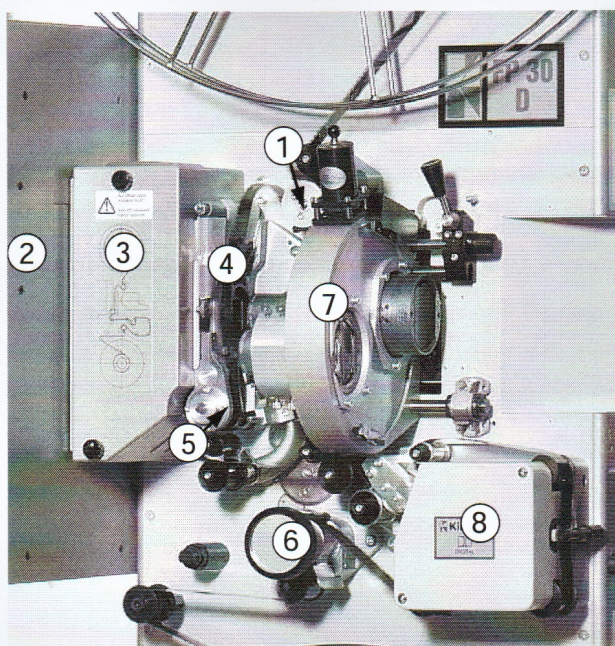
- ① projector housing with door
- ② take-off friction (option)
- ③ lamphouse
- ④ shutter housing and film gate
- ⑤ lens turret (option)
- ⑥ reverse-scan sound device
- ⑦ operating panel
- ⑧ take-up friction (option)
- ⑨ pedestals (adjustable)

3.1.1 Housing

The projection equipment, sound devices, friction drives or/and set of guide rollers are attached on the housing.

The drives, the motors, the whole electrical equipment and the automation systems are mounted in the projector housing.

3.1.2 Projection Components Overview

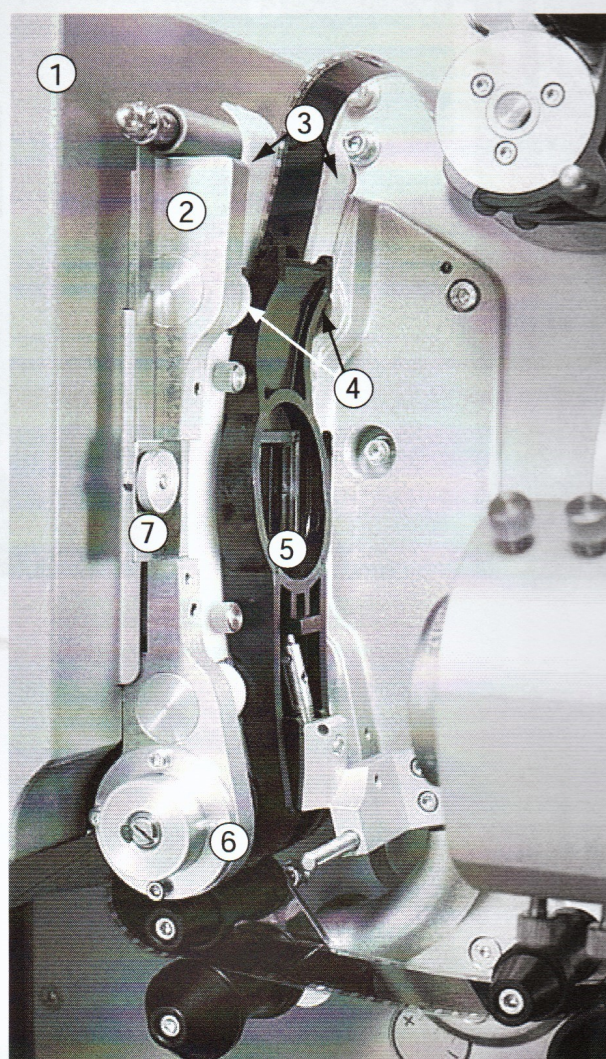


- ① feed sprocket
- ② lamphouse
- ③ shutter housing
- ④ film gate
- ⑤ intermittent sprocket
- ⑥ bottom / holdback sprocket
- ⑦ lens turret (option)
- ⑧ reverse-scan sound device

3.2 Film Gate and Film Track

In the film gate the film is positioned precisely. By adjusting the film pressure skate you can optimize the picture steadiness.

After threading the film, close the film track with the film pressure skate to guide the film. The four ceramic rollers guide the film laterally.



- ① shutter housing
- ② film gate
- ③ film runner strips (2)
- ④ ceramics roller (4)
- ⑤ film pressure skate
- ⑥ intermittent sprocket
- ⑦ aperture changer (option)

3.2.1 Film Pressure Skate

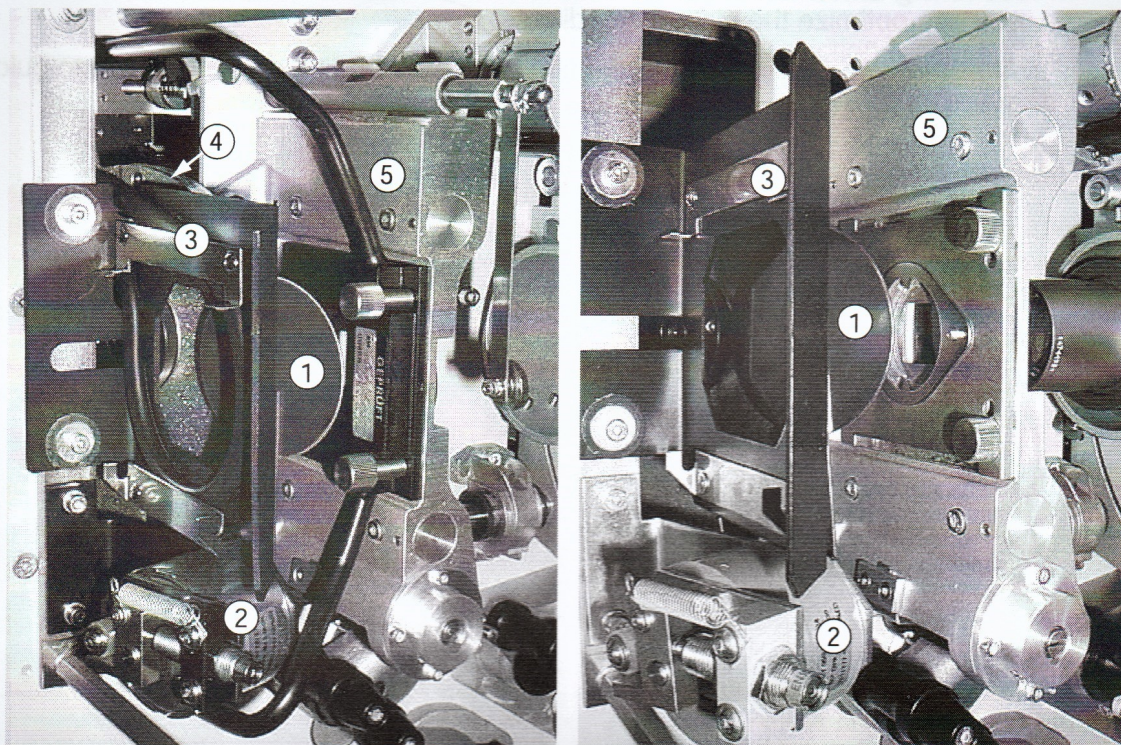
For smooth and silent film running it is very important that the pressure of the film skate is adjusted accurately.

► NOTE

- ▷ Adjusting the film pressure skate, see chapter 6.4.2.
- ▷ Adjusting the height of the film pressure skate, see chapter 6.4.3.

3.2.2 The Dowser

The dowser opens or closes the path of xenon light to the film gate.



- ① dowser
- ② dowser rotation solenoid
- ③ light baffle
- ④ rotary shutter
- ⑤ film gate with water cooling unit or fire protection plate



ATTENTION

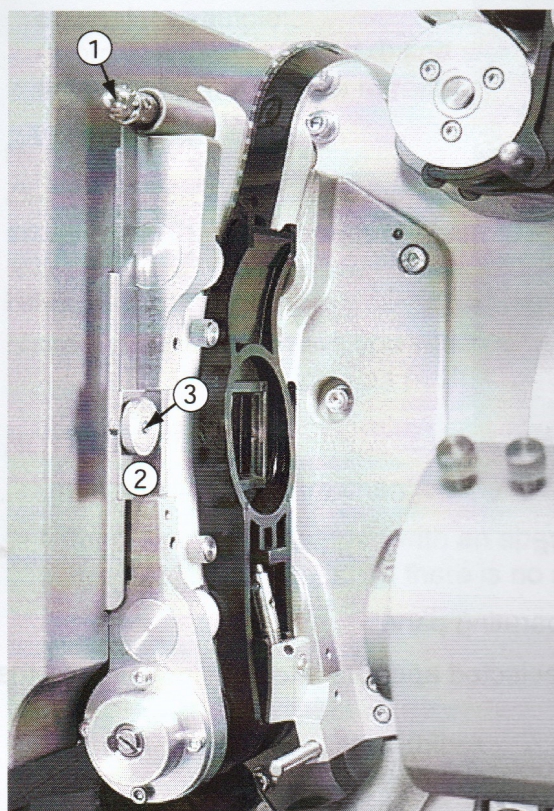
If the dowser does not close while the projector is stopped the film will burn.

3.2.3 Single Aperture Plates (only with manual lens turret or lens holder)

Push the single aperture plate into the film gate until the stop is reached and the aperture plate snaps into position.

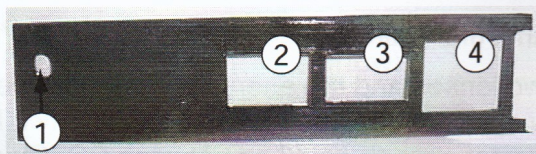
3.2.4 Aperture Changer (option, only with electronic lens turret)

The aperture changer is suitable for automatically changing the aperture when the corresponding format key has been pressed. Simultaneously the lens is changed too.



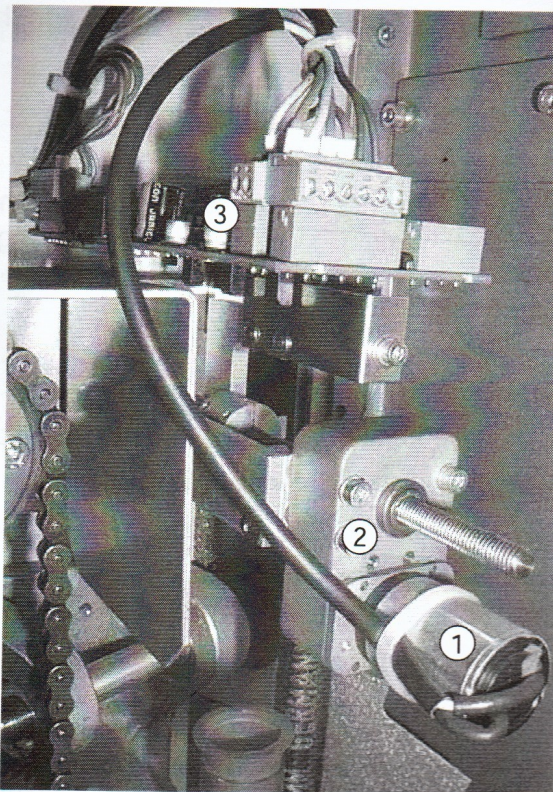
- ① aperture changer
- ② aperture
- ③ drive pin (with knurled nut installed)

- Push the aperture into the film gate and place the aperture changer drive pin into the hole on the aperture. Tighten the knurled nut on the drive pin.






- ① hole for drive pin
- ② 1:1.66 aperture
- ③ 1:1.85 aperture
- ④ 1:2.39 aperture

3.2.4.1 Drive and Control





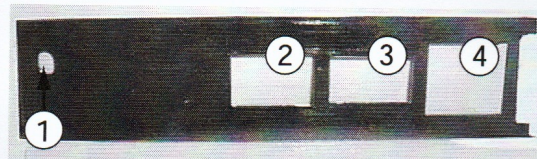
- ① aperture changer motor
- ② aperture changer drive
- ③ aperture changer/lens turret control board

3.2.4.2 Format Change with Three Lenses


- Push ,  or  on the operating panel.
- The aperture changer places the selected aperture into the film gate and the matching lens in position.

3.2.4.3 Format Change with Two Lenses Turret

- Push  or  on operating panel (if existing).
- If the lens turret is equipped with two lenses and the aperture has three openings you can select any two of the three aperture openings to work with the two lenses. For example for some shows the format change could be between CS (Cinema-Scope) and WS (1:1.85) and for other shows the format change could be between WS (1:1.85) and NS (1:1.33).
The following format combinations are available:
 - format combination ② and ③ or
 - format combination ③ and ④ or
 - format combination ② and ④



3.2.4.4 Changing the Format Combination

- The “select” function is activated by holding the  control closed more than 2 seconds.
- The turret will not rotate. The turret solenoid makes a clattering sound which means that a new format combination has been selected.
- The format combination changes to the next combination, for example:
 - from ② and ③ to ③ and ④.If you activate the “Select” input again the format combination will be changed again, for example:
 - from ③ and ④ to ② and ④ and so forth. After the “Select” input was selected three times, the combinations repeat.

► **NOTE**

Check your selection and push WS (flat) or CS (scope) button. The turret turns to the selected lens and the aperture changer changes to the selected aperture.

► **HINT**

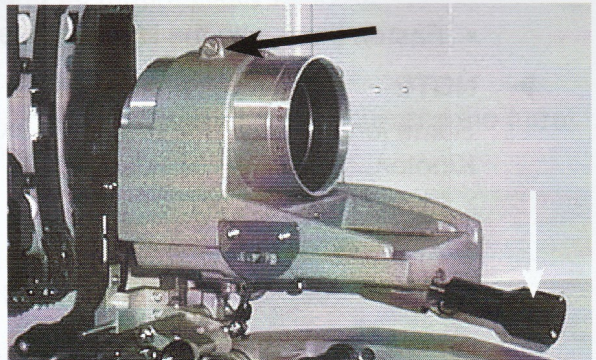
Make a note which shows you which aperture combination is chosen after how many times the SELECT button was pushed.

► **NOTE**

- ▷ Changing the aperture changes the lens too, see also lens turret, chapter 3.2.6.2.
- ▷ If the projector is equipped with an aperture changer do not push single aperture plates into the slit, because there is no stop and lock device for that aperture plate.

3.2.5 Lens Holder

- Loosen the clamping screw (black arrow) for inserting a lens and then tighten the screw again.
- For focusing turn the focusing adjusting knob (white arrow).

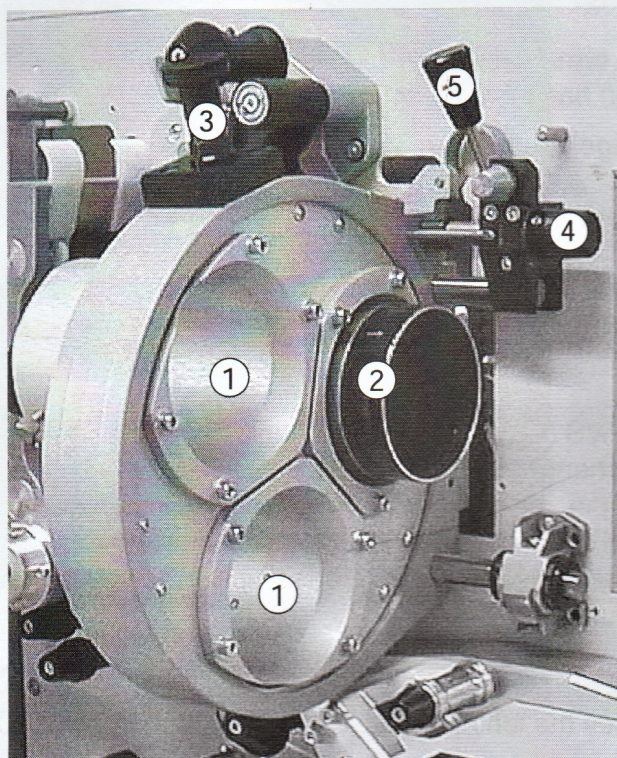


► **NOTE**

Adjusting the lens holder, see chapter 6.4.4.

3.2.6 Lens Turret (option)

3.2.6.1 Manual Lens Change



- ① lens tubes
- ② lens in lens tube
- ③ handle (arresting pin)
- ④ focusing knob (manual)
- ⑤ position lever for moving the lens turret away from the gate

- Loosen the knurled screws.
- Push the lenses into the lens tubes.
The tubes are labelled CS (1:2.40), WS (1:1.85) or NS (1:1.33).
- Precisely focus each lens in its tube without adjusting the focus knob.
- Fasten them with the knurled screws.

► **NOTE**

Some lenses may require rings to support the rear section; these are available from Kinoton.

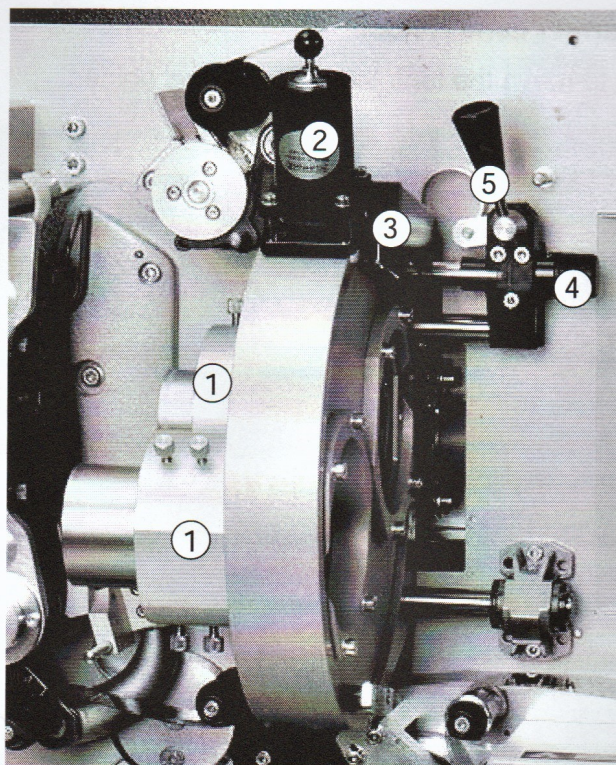
- For easy film threading flip the position lever - the lens turret will move away from the film gate. **Make sure to put the lever fully back in position before projecting!**
- To rotate a lens into position, pull out the handle and turn the lens turret to the desired position. Let handle drop – lens turret is positioned.

► **NOTE**

It is possible to set the handle so it remains up so that the turret can continuously rotate. This position is not used for normal operation.

3.2.6.2 Electronically Controlled Lens Change (option)

The electronically controlled lens turret is suitable to change the lens automatically when the corresponding format key has been pressed. Simultaneously the applicable aperture is changed too.



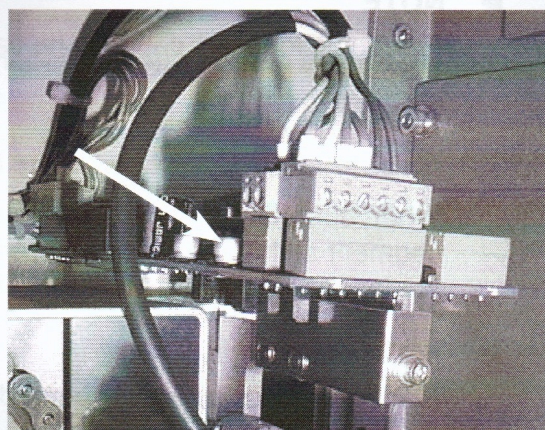
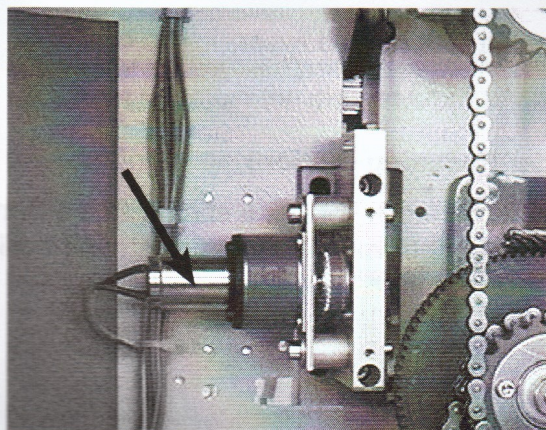
- ① lens tubes with lenses
- ② latching solenoid
- ③ sensor board (covered)
- ④ manual focusing
- ⑤ position lever for moving the lens turret away from the gate

- To select a lens, push one of the format buttons.

- The light barrier on the sensor board senses the position of the corresponding coding plate (one coding plate for one lens).
- The lens turret will stop at that position and be magnetically latched.

Drive and Control

The lens turret/aperture changer control board (arrow, right figure) activates the turret motor (arrow, left figure), which changes the lens via a toothed belt.



► NOTE

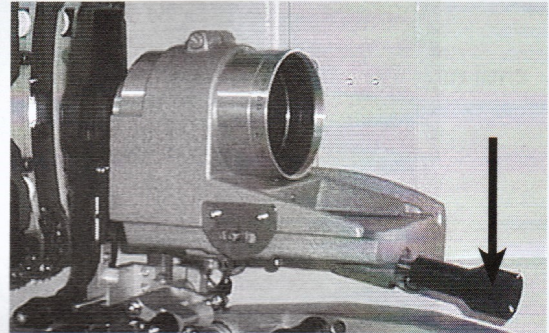
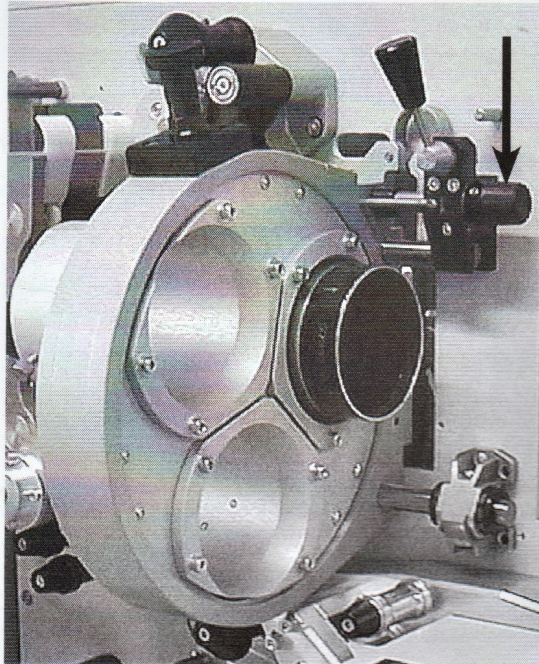
- ▷ When changing the lens the aperture is changed too (see also chapter 3.2.4).
- ▷ Initializing the EE-PROM should be only carried out by experts.

3.2.7 Focusing

To adjust the focus for a sharp picture on the screen, you have to move horizontally the whole lens turret or lens holder. This operation can be done manually or electronically controlled.

3.2.7.1 Manual Focusing with Lens Turret / Lens Holder

Turn the focusing knob (arrows) to move the lens turret or the lens holder.



3.2.7.2 Electronic Focusing with Lens Turret (option)

Pushing the focusing buttons triggers the control board (placed over the aperture changer/lens turret board or separate over the focus motor) to activate the turret motor (placed over the lens turret motor or separate), which shifts the lens turret via a toothed belt driving a threaded shaft.

► **NOTE**

Electronic focusing can only be carried out with open dowser.

3.2.7.3 Electronically Controlled Lens Holder Focusing (option)

When operating the focus controls, the focus motor rotates a shaft with a eccentric segment at the end. That eccentric is located between the focus shaft and the lens holder and thus shifts the lens holder fore and aft as it rotates.

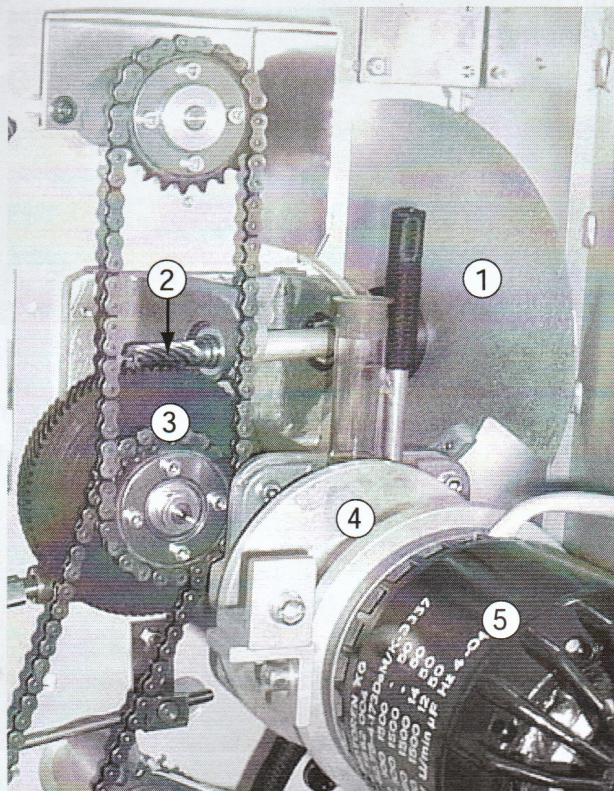
► **NOTE**

Electronic focusing is only carried out with open dowser.

3.2.8 Rotating Shutter

The rotating shutter interrupts the projection light once during the film transport and once during the picture standstill. (48 interruptions a second at 24 pictures a second).

The shutter is mounted on a shaft which is driven from the intermittent movement via a fibre gear.



- ① shutter (1-blade)
- ② shutter shaft
- ③ fibre gear and drive unit
- ④ intermittent sprocket drive
- ⑤ main drive motor



DANGER

Only remove or replace the shutter housing when the projector is off. If you have to work on the projector while it is running be very careful not to touch the rotating shutter. Serious cuts can result.

NOTE

The shutter is factory-set. Nevertheless, if necessary only trained service personnel is allowed to adjust the shutter timing.

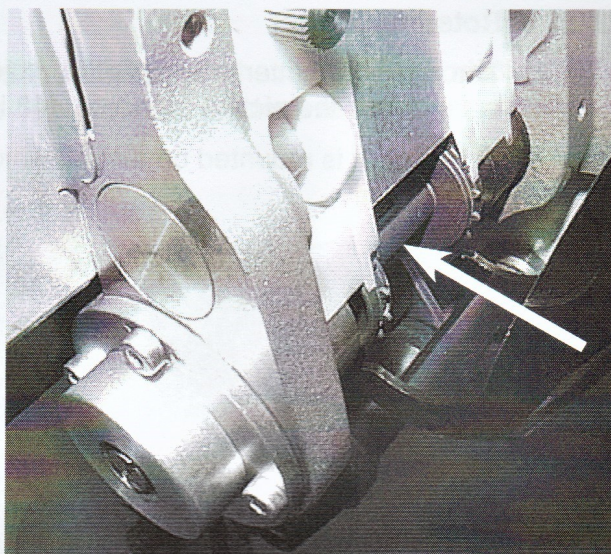
3.2.9 Intermittent Sprocket

The intermittent sprocket (arrow) is a very precise sprocket. It transports the film step by step through the film gate.

The intermittent sprocket is driven via the intermittent sprocket drive by the main drive motor.

► NOTE

The sprocket is factory-set. All adjustment must only be carried out by experts.



3.2.10 Framing

There is an adjustment to move the frame up and down because the picture must be positioned correctly in the film gate. The framing control should be kept in mid-position to allow correction in either direction. There are white position reference dots on the knob and projector for your convenience. These may not align exactly.

The intermittent sprocket and Maltese cross shafts have opposing splines and are connected with a bushing.

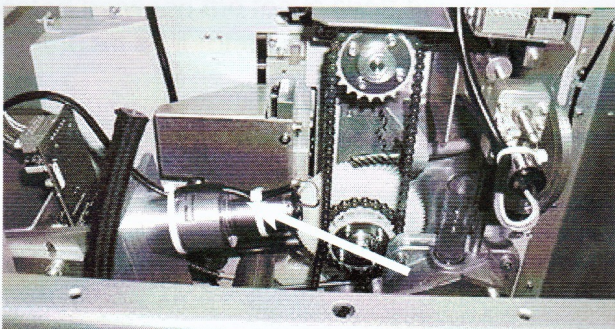
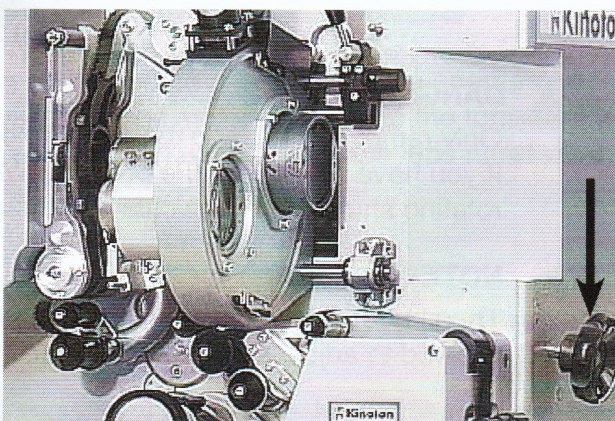
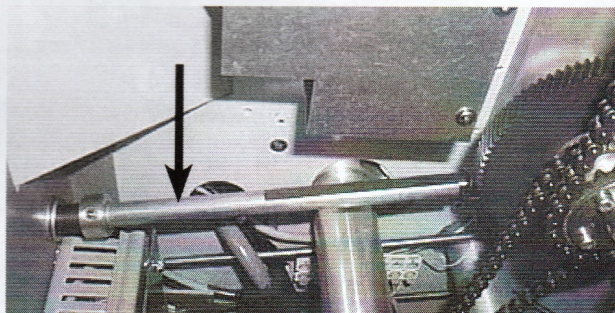
When sliding the bushing (by turning the framing knob and the framing shaft) the sprocket will rotate relative to the Maltese cross. With this action the adjustment of the shutter will not be changed.

Manual Framing

- Adjust the framing position by turning the framing knob (arrow).
- Turning the framing knob to the right => frame moves upwards
- Turning the framing knob to the left => frame moves downwards

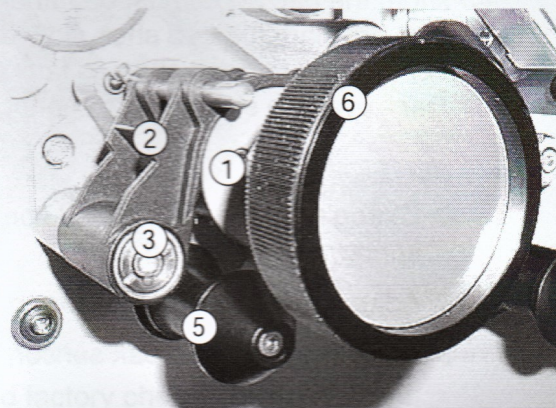
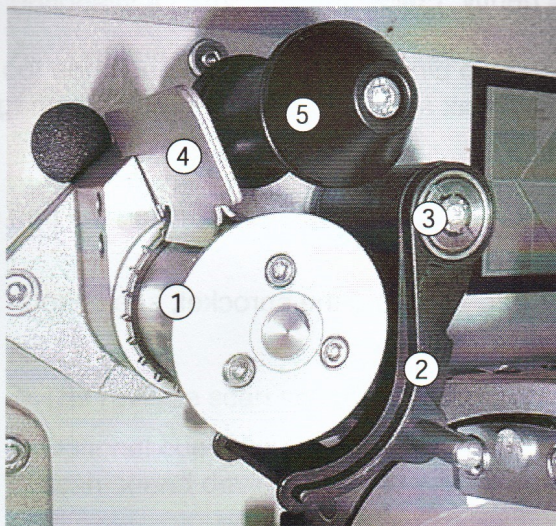
Electronic Framing (option)

When pushing the framing buttons the motor slides the framing bushing via a chain and the sprocket will rotate relative to the Maltese cross.



3.2.11 Constant Speed Sprockets

Sprockets are designed to transport the film continuously. The teeth of the sprocket engage the perforations of the film. Both sprockets provide for equal loops before and after the film gate.



- ① feed sprocket / bottom or holdback sprocket
- ② pad shoe with handle
- ③ ring nut with spring
- ④ film stripper
- ⑤ guide roller
- ⑥ hand wheel

- The feed sprocket (left figure) pulls the film from the take-off friction or platter to the film gate.
- The bottom sprocket (right figure) pulls the film out of the sound head and feeds it to the take-up friction or platter.
- The pad shoe holds the film on the sprocket.
- The film stripper prevents broken film from being wound up around the sprocket.
- With the handle you can open the pad shoe to thread the film.

Operating a Pad Shoe Gently

The pad shoe has a brass bearing tube which pivots on the pad shoe shaft, and is positioned with a ring nut and a spring.

To avoid damaging the pad shoe and causing the brass tube to revolve within the pad shoe, the pad shoe must be handled gently. Follow these points:

- Do not slam the pad shoe closed.
- Only open the pad shoe as far as the stop pin. Do not open the pad shoe too far - over the stop pin - the spring will break and the brass tube will be damaged.

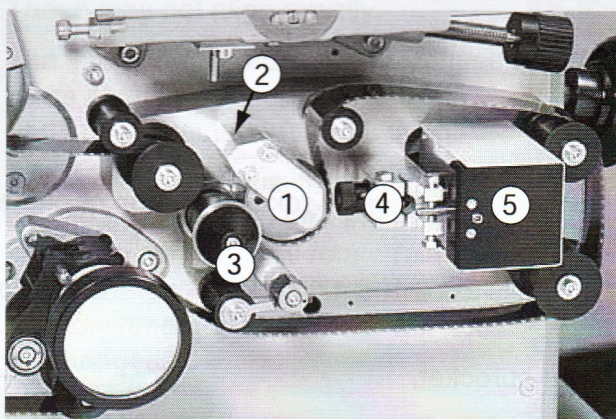
► NOTE

- ▷ Changing a constant speed sprocket and a pad shoe and adjusting the pad shoe spring, see chapter 6.4.5.
- ▷ Adjusting the distance between the pad shoe and the sprocket, see chapter 6.4.6.
- ▷ Adjusting the film break sensor, see chapter 6.4.7.

3.3 Reverse-Scan Sound Device

Reverse-scan sound devices scan the sound track (analog and optional DOLBY digital) on the film by means of red LEDs.

3.3.1 Analog Reverse-Scan Sound Device (non-upgradeable)



- ① LED holder with LED
- ② sound drum
- ③ sound pressure roller
- ④ analog sound optics
- ⑤ p. c board with solar cell

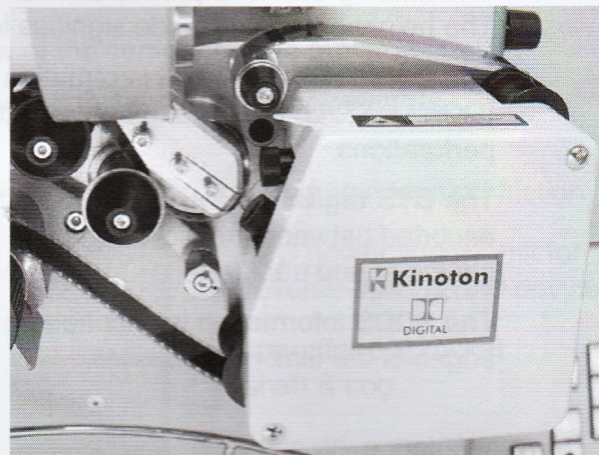
► NOTE

A non-upgradeable analog reader will not accept cue detectors.

3.3.2 Reverse-Scan Sound Device Analog and optional DOLBY Digital (upgradeable)

The Reverse-Scan Sound Device contains an analog sound reader and optionally a Dolby digital reader.

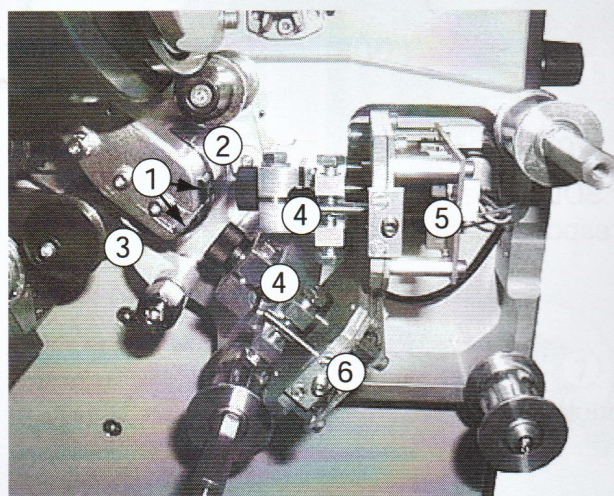
An only analog sound device is upgradeable with DOLBY digital.



► NOTE

- ▷ The reverse scan sound head is delivered factory checked and adjusted.
- ▷ Optional cue sensors for reading metal foil tapes can be mounted in the reverse scan sound device.

3.3.2.1 Components



- ① LED holder with optional second digital LED
- ② sound drum
- ③ sound pressure roller
- ④ analog (upper) and optional digital (lower) sound optics
- ⑤ p. c board with solar cell (analog)
- ⑥ p. c. board with CCD-unit (digital)

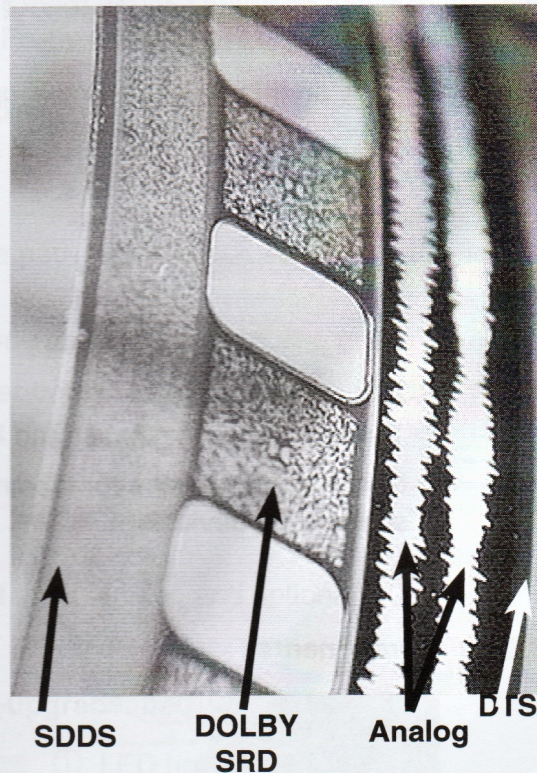
3.3.2.1 Sound Tracks on the Films

The **analog sound** is printed as two wavy lines on the film.
The height of the amplitude signifies loudness, frequency signifies pitch.

The **Dolby digital sound** information (DOLBY SR·D) is encoded between the perforations.

The **DTS digital sound** information is encoded between the picture and the analog sound track.

The **SDDS** information is encoded on the edges of the film.



3.4 SDDS Reader / DTS Reader (option)

Optionally a DTS Reader and/or SDDS Reader can be attached to special holders on the projector for reading the corresponding sound track on the film.

3.5 Film Cleaner (option)

Optionally the projector can be equipped with a film cleaner.



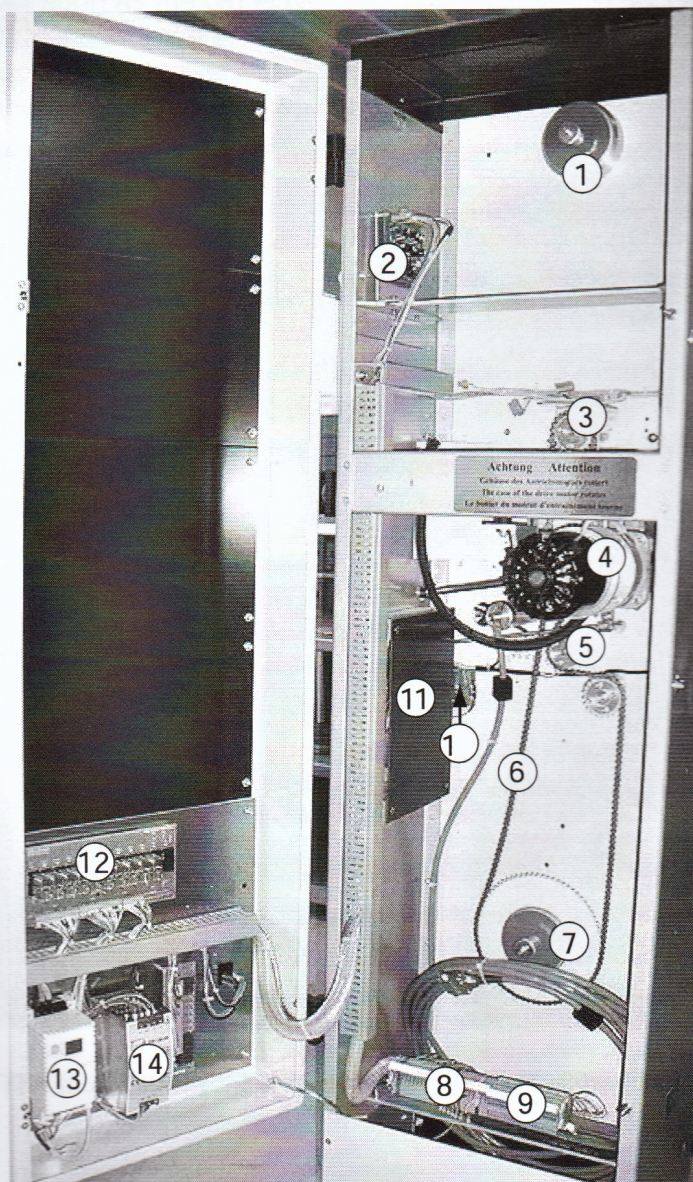
NOTE

A non-upgradeable analog reader will not accept our detectors.

3.6 Drive and Electronic Components

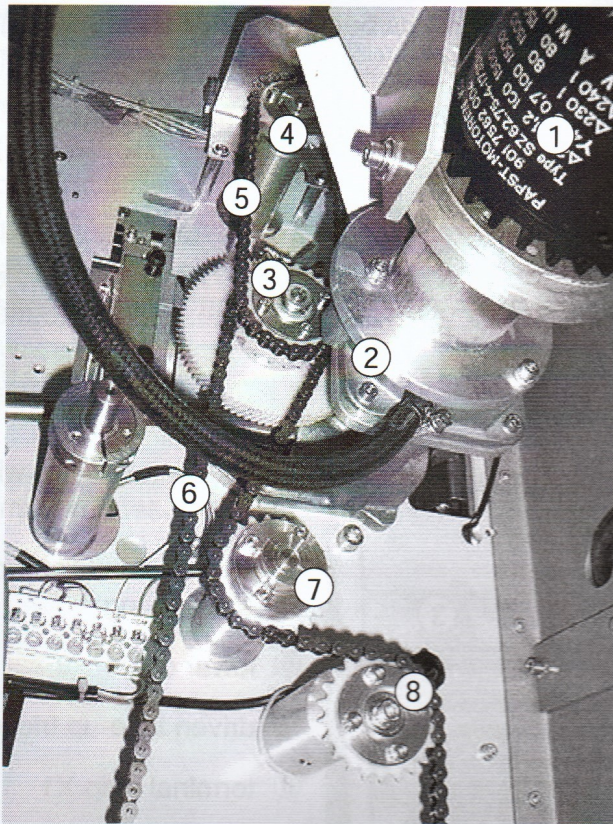
► NOTE

- ▷ In this chapter you will get an overview of the components in the projector.
- ▷ All work on drives and electronics should only be carried out by experts.



- ① non-driven take-off friction
- ② LED power supply unit for reverse-scan sound device
- ③ upper/feed sprocket shaft & cog
- ④ main drive motor with intermittent movement
- ⑤ lower/holdback sprocket shaft & cog
- ⑥ lower chain
- ⑦ driven take-up friction
- ⑧ terminal strip X1
- ⑨ terminal strip X2
- ⑩ sound output terminal
- ⑪ operating panel
- ⑫ main relay board
- ⑬ frequency inverter
- ⑭ 24 V power supply unit

3.6.1 Main Drive



- ① main drive motor
- ② intermittent movement directly flanged on the main drive motor
- ③ fibre gear:
drives shutter and sprockets
- ④ upper/feed sprocket shaft & cog
- ⑤ upper chain
- ⑥ lower chain
- ⑦ lower/holdback sprocket shaft & cog
- ⑧ eccentric sprocket

Via gears the following shafts are driven by the main drive motor ①:

- intermittent movement ②
- feed sprocket ④
- bottom sprocket ⑦
- shutter
- take-up friction

► **NOTE**

Tension the chains, see chapter 6.4.10.

3.6.2 Intermittent Movement (also called a Maltese Cross or a Geneva Movement)

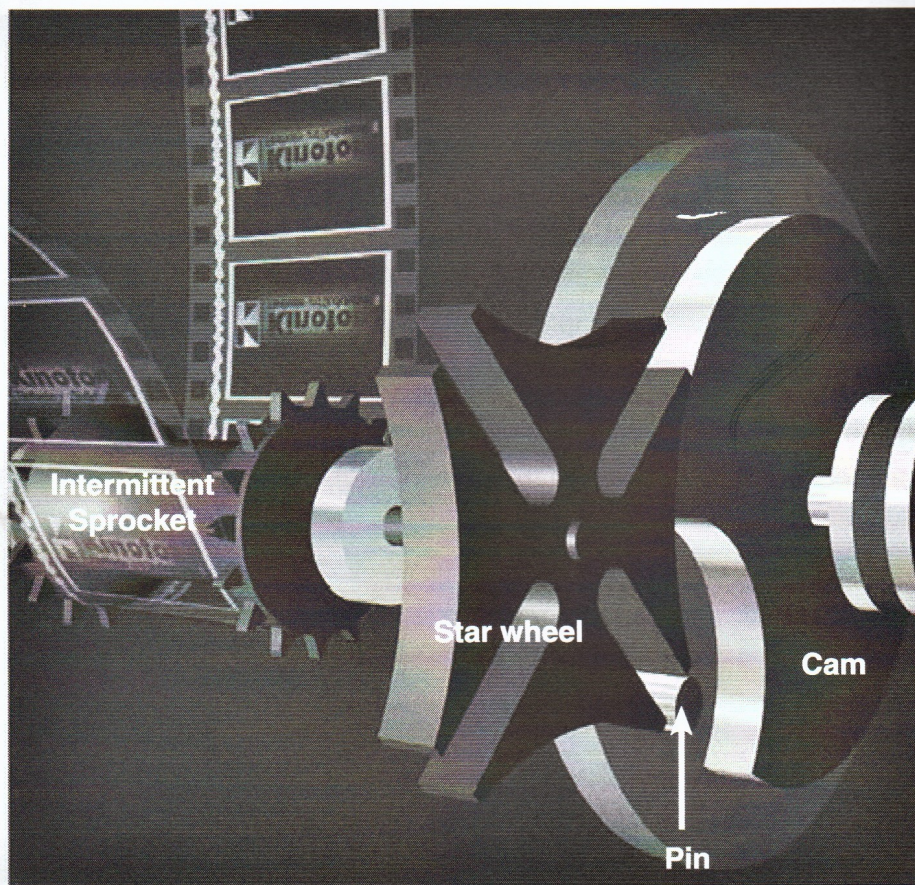
To pull the film down one picture at a time the intermittent sprocket has to move the film ahead by four sprocket teeth ($\frac{1}{4}$ of a complete rotation):

A motor rotates the cam continuously.

During each rotation the cam's pin engages one of the slots in the starwheel and pulls it $\frac{1}{4}$ turn.

As soon as the pin leaves the slot, the outer surface of the cam engages the curved surface of the starwheel which prevents the starwheel from turning until the pin engages the next slot.

During this time the film is held still in film gate and is able to project the picture.



The intermittent movement is in a closed oil bath.

3.6.3 Friction Drives

The friction is a shaft, which is driven with a constant turning moment. The take-off friction is not necessary to be driven, because the take-up friction - which is driven by the main drive motor - pulls the film from the upper take-off shaft.

Generally the spring ④ pushes the driving disk ③ (or gear at take-off friction) and the felt disk ② against a fitted disk on the friction body ①. The more the pressure onto the felt disk the more is the braking effect.

3.6.3.1 Take-Off Friction (non-driven)

This "take-off clutch" provokes that a certain traction force is necessary to wind off the film. This friction prevents spinning of the film spool in case the projector suddenly stops which would cause film clutter – in the worst case the film material could be damaged or even break.



3.6.3.2 Take-Up Friction (driven)

As it is with the take-off friction where the braking force is regulated the film tension can be controlled by the take-up friction. The take-up shaft is driven via a chain by the main drive motor.

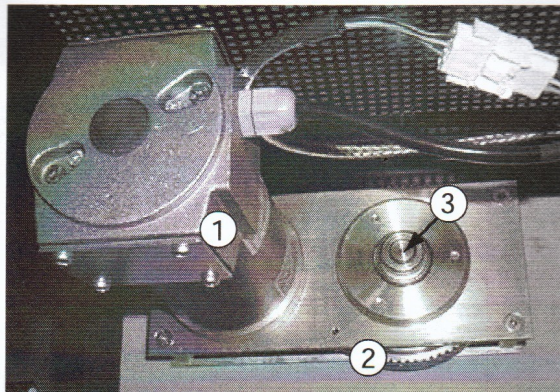
- Is it too strong, it brings too much tension to the sprocket which can lead to perforation damages.
- Is it too weak the film will be wound too loose. This can lead to film damages during rewinding (scratches, etc.).
- Furthermore the take-up friction must work quietly as it also would lead to periodically occurring damages at perforation (at the sprocket) or even lead to yowling with optical sound.



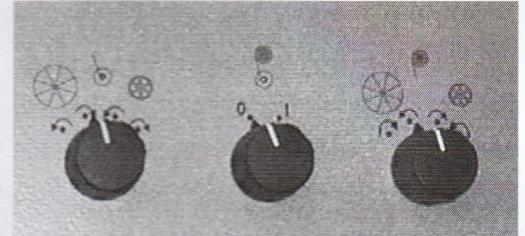
► NOTE

- ▷ Changing and oiling the felt disk of the friction is described in chapter 6.4.8.
- ▷ Adjusting the mechanical friction, see chapter 6.4.9.
- ▷ Depending on friction (from 600 up to 2000 meters) the film tension has to be adapted.

3.6.3.3 Electronically Controlled Friction Drives (option)



- ① friction motor
- ② friction drive with toothed belt
- ③ friction shaft



► NOTE

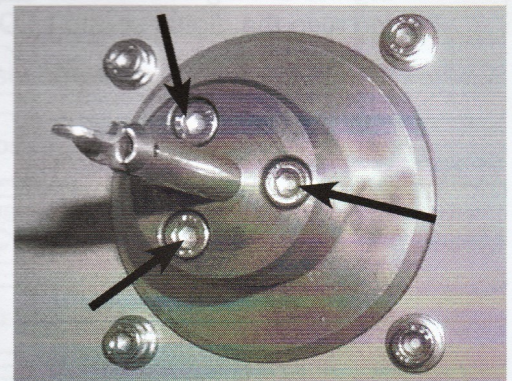
- ▷ Projectors with an optional reverse running unit (FP 30 D-RR) must be equipped with two motor drives.
- ▷ Normally the set value is preset and have not be changed. Nevertheless, if adjustments are necessary, they should be carried out by service engineers.
- ▷ Operating the friction drives, see chapter 4.3.

3.6.3.4 Reel Shaft on Change Flange

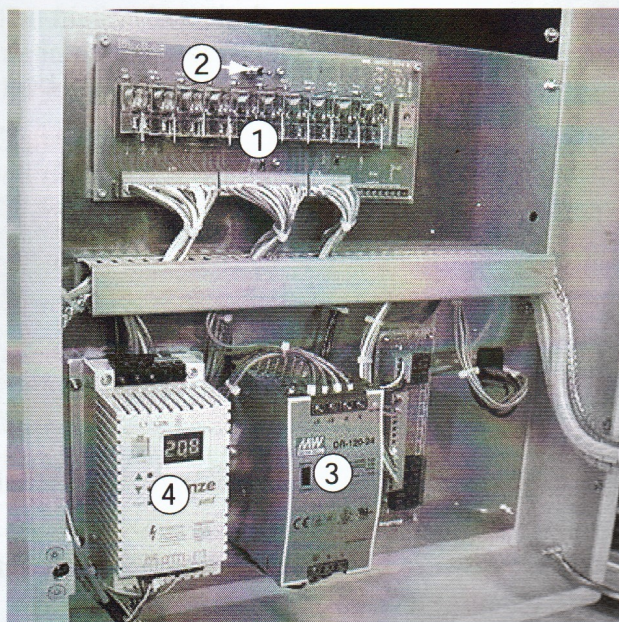
The reel shaft is attached with a changeable flange (for different sizes of film spools).

To fix a film spool/reel you have either to close the lock bar or the screw on a knurled nut.

- To change the flange loosen the 3 Allen screws (arrows) and change the flange.



3.6.4 Relay Control Board, Frequency Inverter, Power Supply Unit

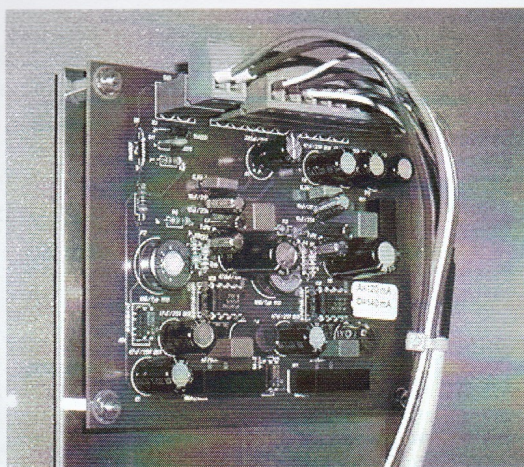


- ① relay control board 81-34
- ② switch 24/25 fps
- ③ 24 V power supply
- ④ frequency inverter

3.6.5 LED Power Supply Board for the Reverse-Scan Sound Device

The LED board can be designed for supplying the analog sound LED only or for supplying also the digital sound LED.

The LED board is powered via the projector by 24 V.



3.6.6 Automation Systems

The projector can be equipped with the different automation systems like:

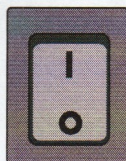
- EMK1 Electronic Matrix Programmer
- DMP 1 Digital Matrix Programmer
- SA 2 Sequence Automation System
- CCA 3 Cue Code Automation System

► NOTE

See the corresponding operating manual for more information.

4 Operating Elements

4.1 Main Switch



Main switch in position I:

Current transfer is switched on => the switch lights up red.

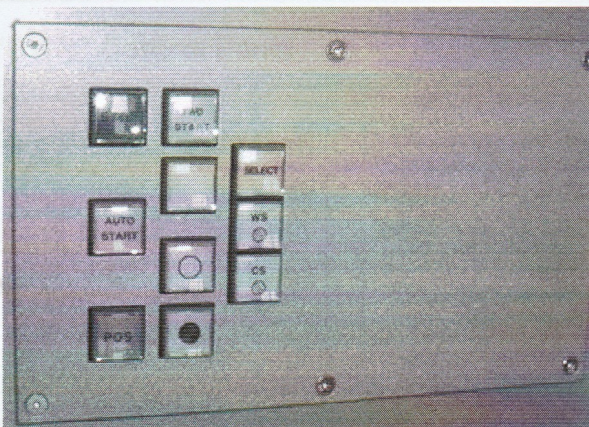






Main switch in position 0:

Current transfer is switched off => the switch is off.

4.2 Projector Operating Panel

► NOTE

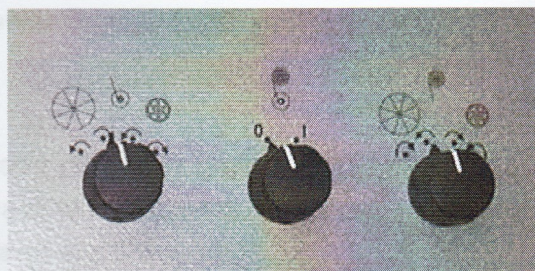
The operating panel buttons can differ corresponding to a remote control unit or lens turret with 2 or 3 lenses.

		<div>STOP</div> Projector STOP
		<div>FWD START</div> Projector START
		<div></div> Dowser CLOSE
		<div></div> Dowser OPEN
		<div>POS</div> Position the frame
<div>CS</div> <div></div> Format CS (option)		
<div>WS</div> <div></div> Format WS (option)		
<div>NS</div> <div></div> Format NS (option with 3-fold lens turret)		
<div>SELECT</div> <div></div> Format SELECT (option with 2-fold turret)		
<div>FOCUS +</div> Focusing + (option)		
<div>FOCUS -</div> Focusing - (option)		

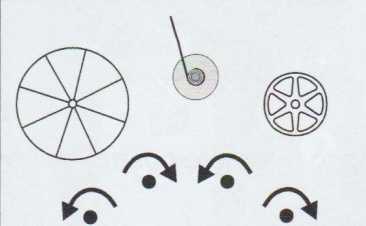
4.3 Friction Control

► NOTE

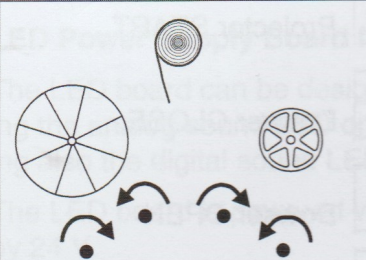
Depending on your demands, the size of friction can vary. Generally you can select between a large (e. g. 4000 m) and a small (e. g. 600 m) friction.



Selection for take-up friction

	Switch position	Reel size	Tension direction
	complete left	large	left
	half left	large	right
	half right	small	left
	complete right	small	right

Selection for take-off friction

	Switch position	Reel size	Tension direction
	complete left	large	right
	half left	large	left
	half right	small	right
	complete right	small	left

► NOTE

- ▷ The adjusted turning direction (left or right) is that direction which is necessary to tension the standstill film.
- ▷ Always adjust the turning direction for take-off and take-up friction in a way that the film is tight.

Switch on/off the friction drive:



switch in position "0":

switch in position "1":

friction motors are switched off

friction motors are switched on

0. .1

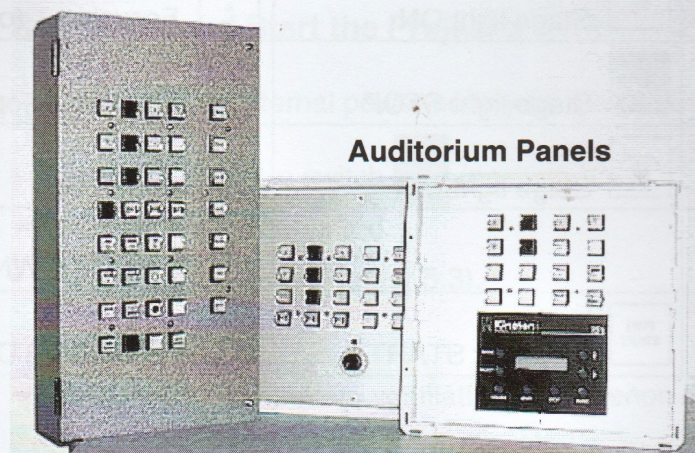


► NOTE


























See the corresponding operating manual for more information.

4.4 Remote Control Panels (option)















BWR Control Panel



4.4.1 "BWR" Control Panel

	House light ON		Stage light ON		Focusing + (option)
	House light HALF		Stage light STOP		Focusing - (option)
	House light STOP		Stage light OFF		Dowser OPEN
	House light OFF		CS format		Dowser CLOSE
	Masking format 1		WS format		Frame UP
	Masking format 2		NS format		Frame DOWN
	Masking format CS		Curtain OPEN		Projector START
	Auto START		Curtain STOP		Projector STOP
			Curtain CLOSE		

4.4.2 Auditorium Panel




 House light ON	 Stage light ON	 Focusing + (option)
 House light HALF	 Stage light STOP	 Focusing - (option)
 House light STOP	 Stage light OFF	 Frame UP
 House light OFF		 Frame DOWN
 Auto START	 Projector START	 Projector STOP

► NOTE




- ▷ The standard auditorium panel I is equipped with a keyboard (4 x 4 buttons) and a potentiometer to set the sound level.
- ▷ The standard auditorium panel II is equipped with 2 keyboards (each 4 x 4 buttons) and a potentiometer to set the sound level.
- ▷ The RP4 auditorium panel is equipped with a keyboard (4 x 4 buttons) and the RP 4 remote panel for EMK 1 control.

5 Operation and Troubleshooting


5.1 Switch On and Start the Projector

- Switch on the external power supply for the performance room.
- Switch on the main switch  (position "I").
 - The switch illuminates red.
- Thread the film (see chapter 5.3).
- Push .
 - The projector is running, ventilation is on, xenon lamp is on.
- If necessary push the , to open the dowser after the start leader has run through.

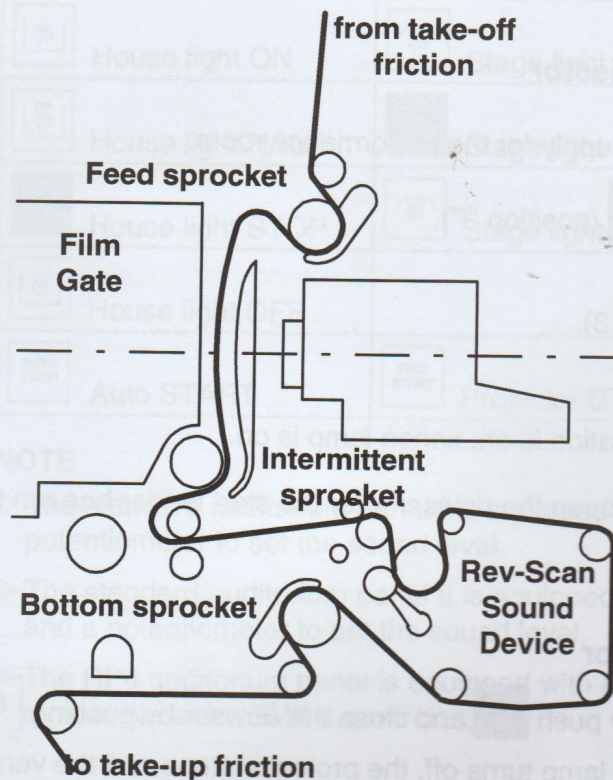
5.2 Stop and Switch Off Projector

- To stop the projector manually push  and close the dowser by pushing .
 - The dowser closes, the xenon lamp turns off, the projector stops and the ventilation is on (if temperature is more than 60° C).
- Switch off the main switch  (position "0").
 - The key lamp gets off.
- Switch off the external power supply for the performance room.

► NOTE

- ▷ If you have an emergency stop, push the main switch  (position "0"), to cut the power.
- ▷ If the film is run through the projector stops due to the film break sensor.

5.3 Threading for Projection Operation



- Put the full reel on the upper reel shaft or prepare the platter system.
- Open the sprocket pad shoe.
 - Thread the film in the feed sprocket (all perforations engaged in sprocket teeth).
 - Close the pad shoe.
- Thread the film in the film gate.
 - Close the film pressure skate.
 - One whole frame must be centred vertically in front of the aperture opening. There is a small light inside the aperture to assist in centring.
 - Assure the film is centred horizontally between the ceramic discs.

A film loop of about 4 frames - 16 perforations (35 mm film) must be left both just above and just below the gate! If the loops are too big the film will touch stationary parts and be scratched. If the loops are too small the film may break, the image may jump, or the sound may warble.

- Thread the film through the guide rollers to the sound head (35 mm film) and then to the bottom sprocket. The sound pressure roller may be lifted to ease threading.
- Open the sprocket pad shoe.
 - Thread the film in the holdback/bottom sprocket (all perforations engaged in sprocket teeth).
 - Close the pad shoe.
 - Verify the loop below the gate is still OK.
- Wind-up the film several times around the take-up reel or lead film to "take-up" level of platter system.

► NOTE

- ▷ When operating the projector with the handwheel, do not jerk (quickly twist) the handwheel; instead start its rotation gently and smoothly. Abusing the handwheel can break teeth from the lower CSS shaft's fibre cog.
- ▷ If a DTS reader is installed the film has run from the top of the spool - spool turns right.

5.4 Troubleshooting

5.4.1 General Hints

Even though we produce high quality, reliable equipment, there still can be problems due to incorrect operation, poor maintenance, incorrect procedures etc.

This chapter has information about some common problems and about solving those problems. It is not possible to cover all possible problems in an operating manual; we suggest each owner develops a relationship with a competent cinema service provider.

► NOTE

▷ Items marked (service) usually require experienced service technicians.

▷ Basically there are two types of errors:

- Type 1 errors: projector won't run/stops immediately
- Type 2 errors: errors which do not stop projector

5.4.2 Projector Troubleshooting Chart (Type 1 errors)

Error	Cause	Solution
nothing works	<ul style="list-style-type: none"> - main power is not available - loose main power connection - 24 V DC supply failed - 24 V DC fuse on main terminal blown 	<ul style="list-style-type: none"> - check fuses or circuit breakers - check main power connections - change (service) - change
motor runs, pilot lamp is on, sound-head LED won't lit	<ul style="list-style-type: none"> - fuse blown on LED power supply board 	<ul style="list-style-type: none"> - check all, replace if blown

5.4.3 Projector Troubleshooting Chart (Type 2 errors)

Error	Cause	Solution
noisy operation	<ul style="list-style-type: none"> - film is threaded incorrectly - chains and/or gears are worn - outboard intermittent bearing worn - intermittent movement is worn [rare] 	<ul style="list-style-type: none"> - thread correctly - change - change (service) - change (service)
rollers don't turn	<ul style="list-style-type: none"> - poor cleaning - roller worn or damaged 	<ul style="list-style-type: none"> - clean regularly with alcohol - change
film break when starting the film run	<ul style="list-style-type: none"> - frictions are not adjusted correctly - friction shafts are running dry 	<ul style="list-style-type: none"> - adjust - lubricate with Cardan oil
oil leak	<ul style="list-style-type: none"> - wrong oil - too much oil - oil tube / vent is blocked - seals are defective [clean unit with alcohol; find leak's source] 	<ul style="list-style-type: none"> - use Kinoton 3672 oil - reduce oil quantity - clean oil tube / vent - replace seals (service)
foam in oil gauge glass	<ul style="list-style-type: none"> - wrong oil - too little oil 	<ul style="list-style-type: none"> - use Kinoton 3672 oil - fill oil

Error	Cause	Solution
picture moves vertically (jumps)	<ul style="list-style-type: none"> - skate pressure isn't adjusted correctly - skate height isn't adjusted correctly - film print defective [test film] - skate is worn - intermittent sprocket damaged - framing bushing defective - intermittent movement defective [rare] 	<ul style="list-style-type: none"> - adjust - adjust - get new print - change - change (service) - change (service) - change (service)
picture moves horizontally (waves)	<ul style="list-style-type: none"> - ceramic discs are blocked or dirty - ceramic discs are worn [rare] 	<ul style="list-style-type: none"> - remove and clean - change
perforation damage in direction of travel	<ul style="list-style-type: none"> - skate pressure is too strong - intermittent or upper/feed sprocket teeth have worn 	<ul style="list-style-type: none"> - adjust - change the worn sprocket(s)
perforation damage against moving direction of travel	<ul style="list-style-type: none"> - take-up friction is too strong - lower/holdback sprocket teeth have worn 	<ul style="list-style-type: none"> - adjust - change the worn sprocket
perforation side damage	<ul style="list-style-type: none"> - sprocket teeth are damaged - pad shoe is damaged - film gate position is not correct [rare] 	<ul style="list-style-type: none"> - change sprocket - change pad shoe - adjust
scratches on film	<ul style="list-style-type: none"> - film loop is too large - emulsion particles / dirt on rollers - rollers, skate, and/or film runner strips are defective or worn 	<ul style="list-style-type: none"> - thread film correctly - clean - change the worn or defective part
picture blurring	<ul style="list-style-type: none"> - shutter is not adjusted correctly - skate pressure too low 	<ul style="list-style-type: none"> - adjust (service) - increase pressure
soft image	<ul style="list-style-type: none"> - dirt on lens elements 	<ul style="list-style-type: none"> - properly clean front and rear of lens
unable to stay in focus	<ul style="list-style-type: none"> - excessive heat from xenon lamp 	<ul style="list-style-type: none"> - decrease xenon current and/or use IR heat filter - replace damaged IR heat filter - make sure light is properly distributed (no "hot spot")
misframed image	<ul style="list-style-type: none"> - incorrect threading - misframed splices 	<ul style="list-style-type: none"> - thread properly - re-make specific bad splice
automatic aperture registers imprecisely	<ul style="list-style-type: none"> - aperture or operating arm was moved by hand - operating arm tube has been lubricated 	<ul style="list-style-type: none"> - do not force automatic aperture. If mechanism has been damaged, see service information on reducing play. - clean well with alcohol. Do not lubricate the operating arm tube.

5.4.4 Analog Sound Maintenance / Repair

Error	Cause	Solution
no sound / some channels missing	<ul style="list-style-type: none"> - sound processor failure - amplifier failure - speaker failure - sound device is defective 	<ul style="list-style-type: none"> - check plugs and power; call service - check if sound track is threaded on the correct side - check / replace exciter lamp (standard sound) or red LEDs (rev. scan sound) - check all equipment for blown fuses / tripped circuit breakers
sound out of sync with picture	<ul style="list-style-type: none"> - lower loop wrong size - wrong threading path 	<ul style="list-style-type: none"> - thread correctly - thread correctly
loss of high frequencies	<ul style="list-style-type: none"> - dirty sound optics - sound optics focused poorly 	<ul style="list-style-type: none"> - clean with lens cleaner and Q-tip - adjust sound optics' focus (service)
garbled sound	<ul style="list-style-type: none"> - scanning drum jammed - sound pressure roller loose 	<ul style="list-style-type: none"> - remove blockage; change or oil bearings - adjust tension (service)
hissing sounds	<ul style="list-style-type: none"> - scratches on sound track - dirt on sound track - defective sound electronics 	<ul style="list-style-type: none"> - replace print - clean - check and replace (service)

5.4.5 Digital Sound

Error	Cause	Solution
no sound	<ul style="list-style-type: none"> - check the following [also see the "no sound / some channels missing" section of "Analog Sound", above.] 	<ul style="list-style-type: none"> - use film for digital playback - switch-on digital sound processor - switch correct processor mode - load disk loaded correctly and check the right disk is in place [DTS only] - thread film correctly
sound out of sync with picture	<ul style="list-style-type: none"> - loops wrong size - wrong threading path 	<ul style="list-style-type: none"> - thread correctly - thread correctly
poor digital sound	<ul style="list-style-type: none"> - improper tension - dirt on lens - dirt on digital sound track - scratches on digital track 	<ul style="list-style-type: none"> - re-thread - remove dust using compressed air - clean digital soundtrack - replace print

6 Cleaning / Maintenance / Repair

6.1 General Hints



ATTENTION

- △ Any work on the electric supply wiring must be carried out by electricians.
- △ Make sure that nobody starts the projector while you are working on it.
For all maintenance, cleaning and repair you must disconnect the projector from its power supply (switch off the main switch).
- △ All adjustments must be carried out by experts.

Because of using many maintenance-free parts, the consumption of material and the expenditure of time for maintenance work and repair are reduced to a minimum.

The necessary maintenance and cleaning work may be performed by the projector's operators. This work has to be carried out regularly and carefully. See the following lists regarding the schedule for this work.

6.2 Cleaning

► NOTE

The film print should not be used oily or dirty with antiblocking agents, but always clean and dry.

After each show

Component	What is to do?
film path / aperture	Clean with a soft toothbrush or cloth / Blow out with air pressure.
sprockets / pad shoe	

Daily

Component	What is to do?
film path / aperture	Clean with a soft toothbrush or cloth / Blow out with air pressure.
sprockets / pad shoe	
lens	Clean with a lens cleaning brush.



ATTENTION

- △ Using air pressure can make problems, because the dirt will not be absorbed but pressed into bushings and optics.
- △ Never use sharp objects to remove particles from film path.

Every 6 months

Component	What is to do?
Reverse-scan sound device	Check O-rings on sound pressure roller. Check all rollers, whether they run easily.

Annually

Component	What is to do?
sound reproducer	Lubricate the pressure roller ball bearings with a drop of Cardan oil, type 8657. Do not use any other lubricant! Lubricate the sound drum shaft with 1 drop of Esso universal oil.

► NOTE

- ▷ Cardan oil is very pasty therefore the ball bearings will be retarded for a proper film run. By getting move the guide roller with one finger, the roller has to stop at last after a half of turn. Otherwise you have to clean the bearing and then fill it with Cardan oil.
- ▷ You must not use any oil or grease!

water cooling (if existing)	Empty and clean and refill coolant. Check whether pump and refrigeration system are sealed and working properly.
-----------------------------	--

6.3.1 Drain and Refill Oil (Kinoton type 3672 oil):

- after 50 operating hours after the first running
- after 500 total operating hours or after a quarter of year
- after every 4000 operating hours or once in a year, whichever comes first

6.3.2 Changing the Intermittent Oil

Procedure to change oil (Use Kinoton type 3672 oil only.):

- Remove the oil gauge cap and remove hose from clip. Move open end of hose down into empty container. Let the oil drain out completely. Add oil through the hose. The oil level must be between the red and green ring.
- During filling, turn the mechanism slowly, by hand, so that any air bubbles can escape. Several times turn the framing knob alternately between the left and right stops to distribute the oil. If necessary add more oil.
- Put the cap on the oil gauge and hang the hose back in the clip. There should be a vent hole in the oil gauge cap. There must not be any cap on the hose.

► NOTE

- ▷ The quantity of oil to fill the movement is about 6.8 fl. oz (200 ml).
- ▷ Do not overfill the intermittent.

Every 6 months

Component	What is to do?
Reverse-scan sound device	Check O-rings on sound pressure roller. Check all rollers, whether they run easily.

Annually

Component	What is to do?
sound reproducer	Lubricate the pressure roller ball bearings with a drop of Cardan oil, type 8657. Do not use any other lubricant! Lubricate the sound drum shaft with 1 drop of Esso universal oil.

► NOTE

- ▷ Cardan oil is very pasty therefore the ball bearings will be retarded for a proper film run. By getting move the guide roller with one finger, the roller has to stop at last after a half of turn. Otherwise you have to clean the bearing and then fill it with Cardan oil.
- ▷ You must not use any oil or grease!

water cooling (if existing)	Empty and clean and refill coolant. Check whether pump and refrigeration system are sealed and working properly.
-----------------------------	--

6.3.1 Drain and Refill Oil (Kinoton type 3672 oil):

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- Put the cap on the oil gauge and hang the hose back in the clip. There should be a vent hole in the oil gauge cap. There must not be any cap on the hose.

► NOTE

- ▷ The quantity of oil to fill the movement is about 6.8 fl. oz (200 ml).
- ▷ Do not overfill the intermittent.

6.4 Repair and Adjustments

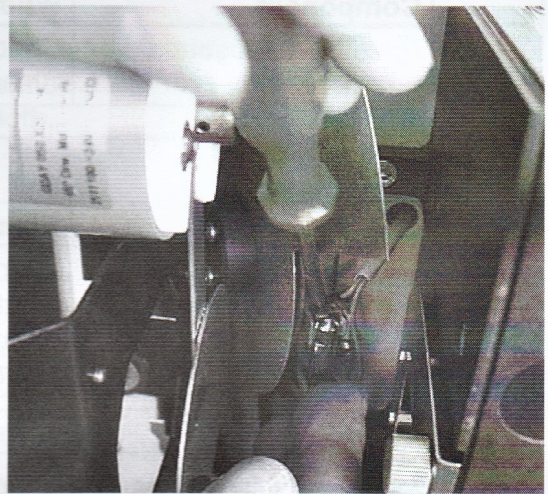
6.4.1 Changing the Pilot Lamp



ATTENTION

Before opening the shutter housing, wait until the shutter stands still!

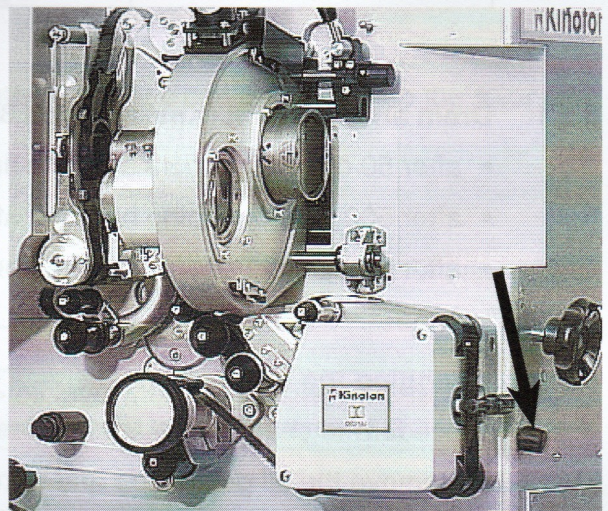
- Remove the shutter housing.
- Put the screw driver behind the lamp socket and lift the lamp out of the socket.
- Push the new pilot lamp into the socket and close shutter housing.



6.4.2 Adjusting the Film Pressure Skate

The correct adjustment of the film pressure skate is mandatory in order to run the film easefully and steady-going and with minor wear and tear of projector and film copy.

- Reduce the skate pressure by turning the adjusting knob (arrow) such that the picture begins to shake vertically on the screen.
- The projector running noise becomes louder and more unsteady.
- Increase the skate pressure until the running noise becomes quietly and steadily and the picture steadiness is correctly.



► NOTE

- ▷ Only tighten the film pressure skate as much as is absolutely necessary!
- ▷ Pressure too low: The picture shakes on the projecting screen.
- ▷ Pressure too high: The sprocket teeth, film perforations, film pressure skate and runner strips will wear excessively and film emulsion will be left in the gate.
- ▷ The necessary pressure of the skate depends on the used film material. It is recommended to check the skate pressure again, after splices have run through the film gate and also after the film material has been changed.

6.4.3 Adjusting the Film Pressure Skate Height

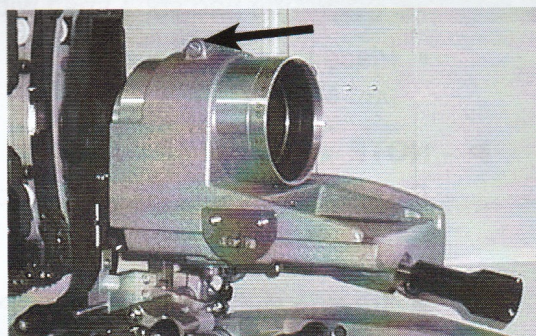
The film pressure skate has to be adjusted so that it rides perfectly on the film gate and the intermittent sprocket.

- Loosen the setscrew (black arrow).
- Insert 2 superimposed film layers into the film gate.
- Screw the ball pin (white arrow) out or in to the desired length - the skate should just not be moved vertically. You can use an Allen wrench in the holes of the ball pin to rotate it.
- Without any film layers in the film gate the skate must have clear tolerance.
- When the adjustment is adjusted correctly fasten the setscrew again.



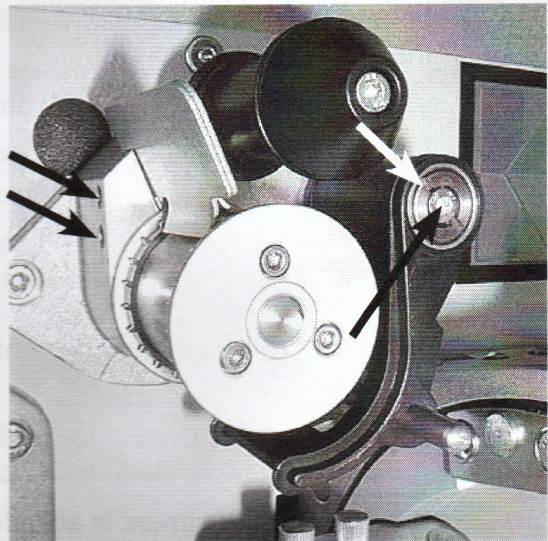
6.4.4 Adjusting the Lens Holder

- To set up lenses, set scale in the mid-position.
- Loosen the clamping screw (arrow) and push the lens into the holder until picture is sharp (basic adjustment).
- Tighten the clamping screw again.
- Repeat the adjustment for each lens without turning the focus knob.
- To adjust the picture focus finally turn the knob slightly as required.



6.4.5 Changing a Constant Speed Sprocket / Pad Shoe and Adjusting the Pad Shoe Spring

- Loosen the locking and adjusting nut (arrows) of the pad shoe with the special tool – the spring will relax.
- Pull the pad shoe from its shaft.
- Loosen the film stripper setscrews and remove the film stripper.
- Turn the sprocket locking screw (on sprocket surface) anticlockwise five to six turns to loosen the sprocket.
- Pull the sprocket from its shaft.



► **NOTE**

If the teeth of sprocket are worn on one side only, you can turn it and use the other side. Otherwise you must replace the sprocket.

- Install the sprocket onto the shaft with a slight counter-pressure on the chain wheel in the projector.
- Tighten the locking screw on the sprocket again.

► **NOTE**

The sprocket end play should be between .0004" (0.01 mm) and .001" (0.03 mm).

- Put on the film stripper again and fasten the 2 stripper setscrews in a way that it does not touch the sprocket surface.
- Grease the pad shoe shaft with Cardan oil and then put the pad shoe onto the shaft.
- Place the torsion spring in the hole of spring cage and place the whole assembly in pad shoe again.

► **NOTE**

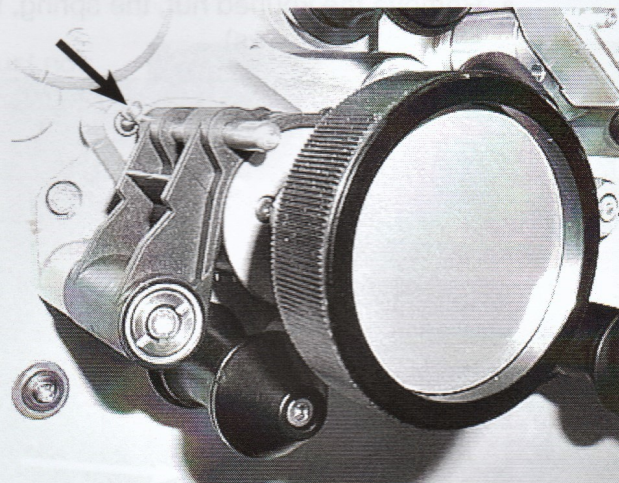
Be sure that spring end is placed exactly in hole of pad shoe.

Adjusting the Tension of the Pad Shoe Spring

- Loosen the locking screw (black arrow) with an Allen key.
- Adjust the tension of the spring by turning the adjusting ring (white arrow) clockwise with a special tool.
- The pad shoe pressure should be (measured on pad shoe with a spring scale):
 - 450 g \pm 50 g at open condition and
 - 150 g to 250 g at closed condition.
- After adjustment lock the spring by tightening the locking screw again.

6.4.6 Adjusting the Distance between the Pad Shoe and the Sprocket

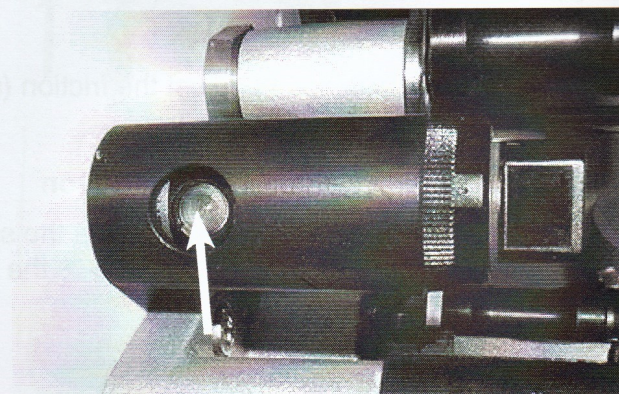
- Turn the adjusting screw (arrow) until a gap of 2 film layers is generated between the sprocket and the pad shoe.
- After the adjustment paint-lock the adjusting screw.



6.4.7 Adjusting the IR Reflex Film Break Sensor

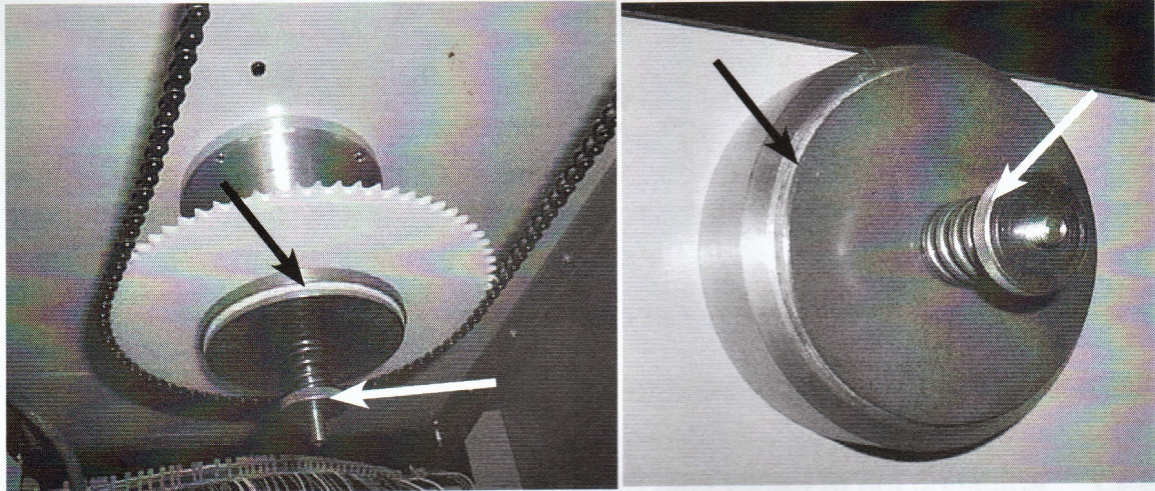
Position the sensor (arrow) in a way that it "looks" vertically towards the film surface. The sensor's view must be perpendicular to the film.

- To adjust the sensitivity of the sensor thread a film and turn the plastic screw (arrow) with a screw driver until the red LED (adjusting aid) blinks.
- Then turn the screw until the LED surely lights steadily.



6.4.8 Changing and Lubricating the Felt Disk of the Mechanical Friction

- Remove the knurled nut, the spring, the friction plate and the felt disk on the friction shaft (black arrows).



- Once in a year the felt disk should be put in a Cardan oil bath. If the felt disk is worn (surface is hardened) it has to be changed and oiled.
- Mount the friction again.
- Thread a film and adjust the friction (see next chapter).

6.4.9 Adjusting the Mechanical Friction

Via the knurled nut (white arrows) the spring tension can be adjusted and therefore the pressure against the friction disk to the felt disk. Adjusting the frictions is necessary if the felt disk was replaced.

Adjusting the take-off friction:

- Put a full film spool onto the take-off friction shaft.
Thread the film and run the projector.
- Stop the projector - the film should not build a loop, otherwise the friction is adjusted with too small pressure.
- Turn the knurled nut clockwise to increase the pressure onto the felt disk.

Adjusting the take-up friction:

- The take-up film spool has to be nearly full, then stop the projector - the film should not build a loop.
- If necessary adjust:
 - Right turn of the knurled nut => spring increases the pressure
 - Left turn of the knurled nut => spring decreases the pressure

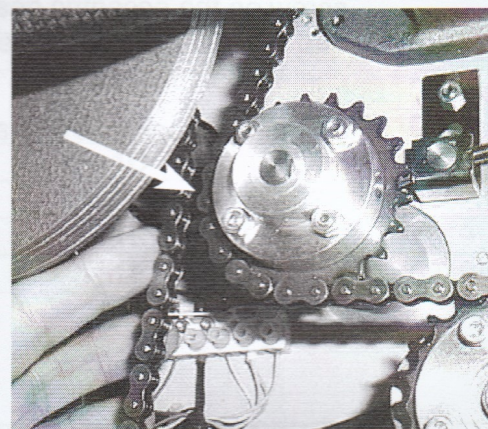
► NOTE

- ▷ Depending on the film reel length the film tension has to be adapted.
- ▷ The film tension is inversely proportional to the reel diameter:
The film tension is less, when the reel diameter is large (beginning of take-off friction)

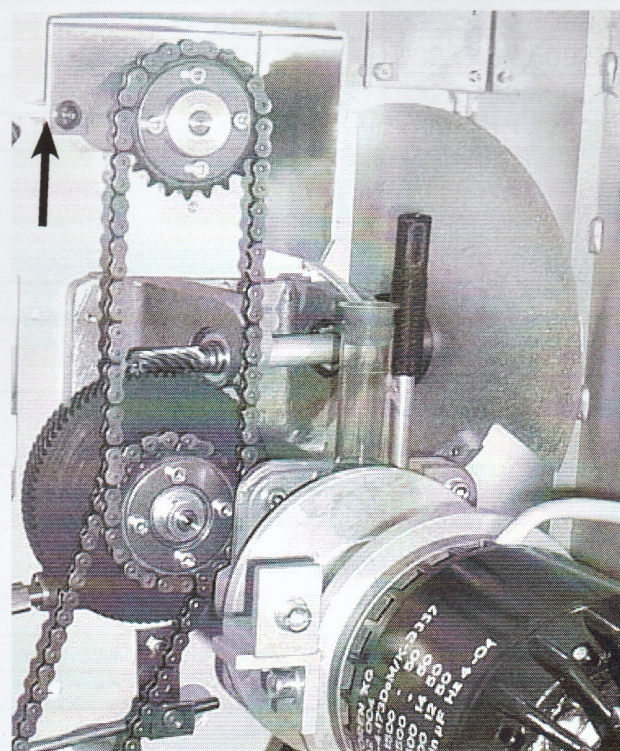
6.4.10 Tension the Chains

► NOTE

The chains must not be taut, but they must not flap during the movement. The chain should be tension in a way that a distance of about 1 cm remains, when the chain is pressed towards the bottom sprocket (arrow).

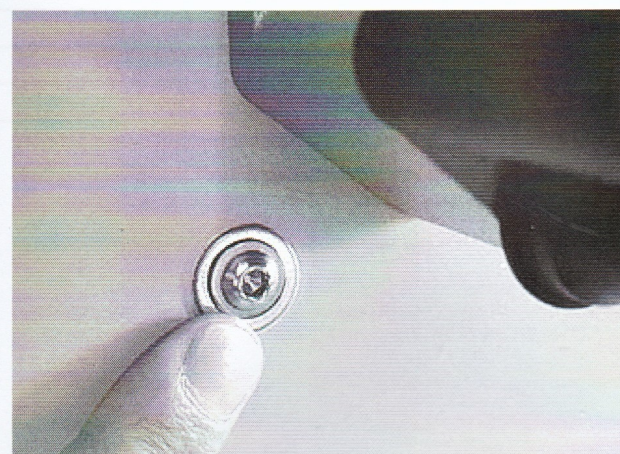


- Open the projector head rear cover.
- Remove the chain case by loosening the 2 Allen screws (black arrow) and then remove the hexagonal rod nuts.



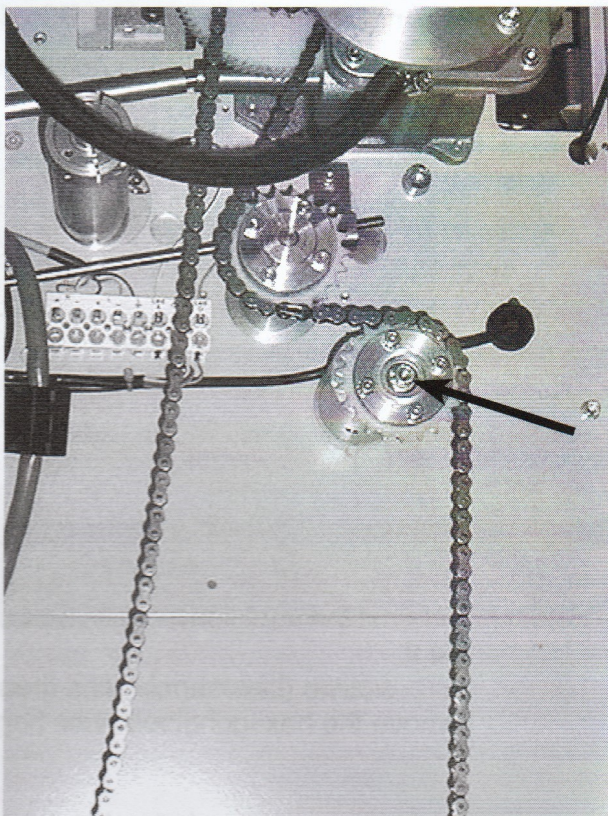
Upper Chain

- Loosen the feed sprocket assembly by turning the Allen screw from the projector front side.
- Slide the assembly vertically until the chain is tension correctly.
- Then fasten the Allen screw again.



Lower Chain

- Loosen the centre Allen locking screw on the eccentric gear (arrow) and move the eccentric gear until the chain tension is correct.
- Tighten the lock screw again.



7 Parts and Wearing Parts

7.1 Parts for the Film Gate

Part	Figure	Order Number
film runner strips, white	1A	5322 463 10021
film runner strips, Novotex brown	1B	5322 463 10023
knurled screw for fastening the film runner strips	1C	5322 505 10336
ceramics roller	1D	5322 532 50362
film pressure skate, black	1E	1000 463 17019
film pressure skate, brown (longlife)	1F	5322 463 10019

7.2 Parts for the Feed/Bottom Sprocket

Part	Figure	Order Number
film stripper	2A	1000 604 57008
pad shoe	2B / 3B	5322 525 30003
nut for pad shoe	2C / 3C	5322 462 50027
spring for pad shoe	2D	5322 492 40001
handwheel for bottom sprocket	3D	1000 413 47005

7.3 Parts for Guide Rollers

Part	Figure	Order Number
big guide roller Ø 34 mm	4A	1000 525 37042
cap	4B	5322 462 70374
small guide roller Ø 20 mm	4C	1000 525 67054
cap	4D	5322 462 70373

7.4 Other Parts

Part	Figure	Order Number
knurled screw for shutter housing	5A	5322 505 10192
focusing adjusting knob	5B	1000 413 37001
film pressure skate adjusting knob	5C	1000 413 37001
framing adjusting knob	5D	5322 413 10007
knurled screw for fastening the lens (M 4 x 8)	5E	1000 502 17004
film cleaner		0040 060 0048X
Esso universal oil EL 4805, 100 ml		4822 390 10048

Figure 1

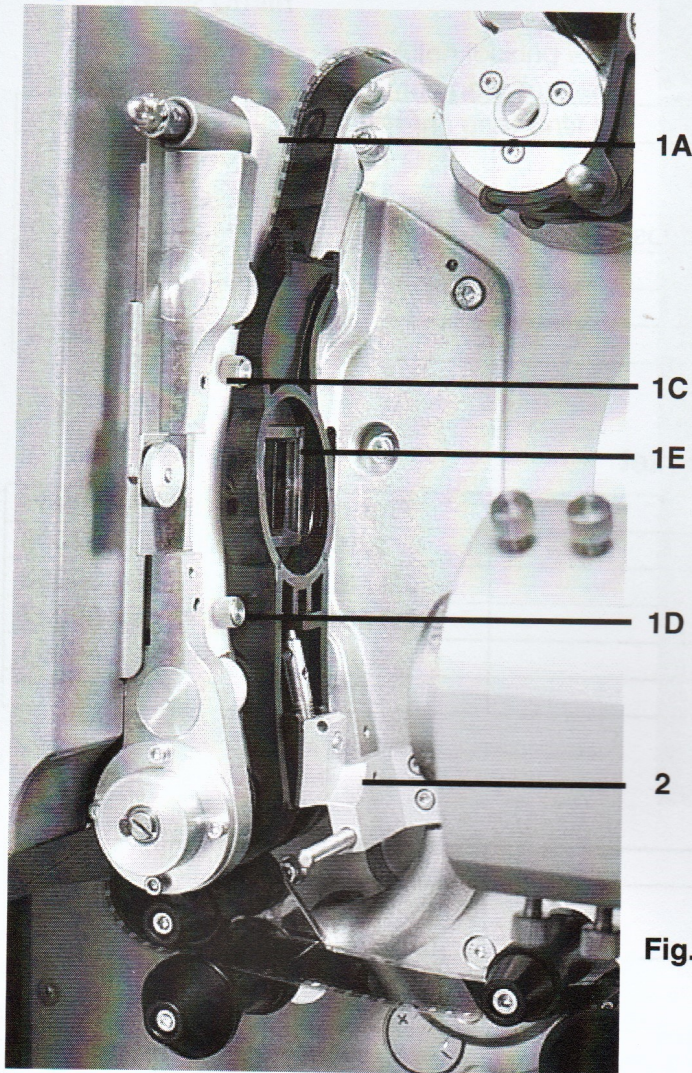


Fig. 1A

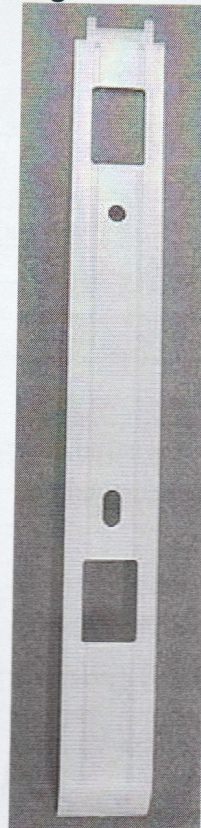


Fig. 1B

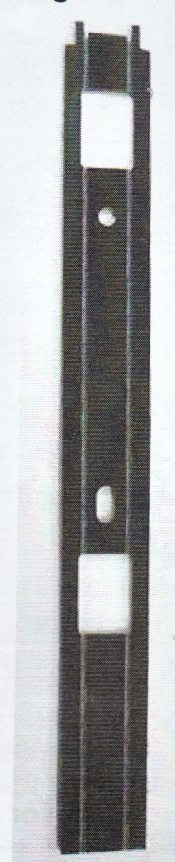


Fig. 1E



Fig. 1F

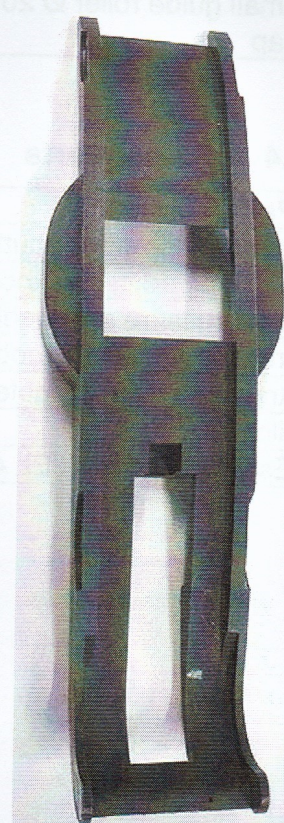


Fig. 1C

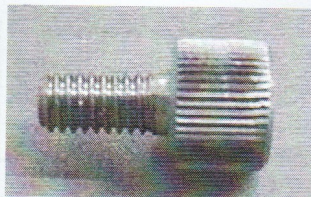


Fig. 1D

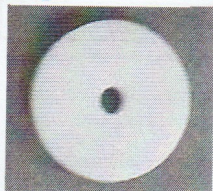


Figure 2

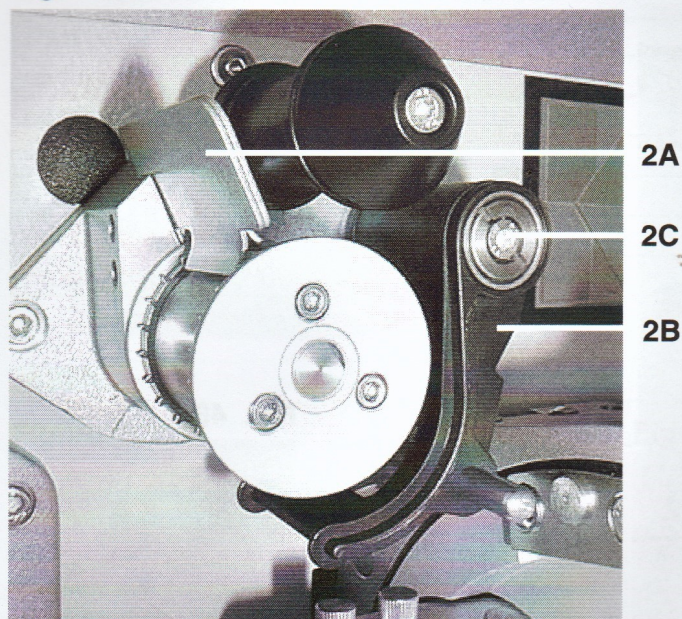


Fig. 2A



Fig. 2B + 3B

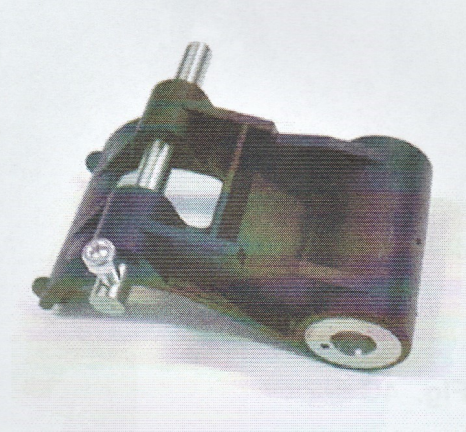


Figure 3

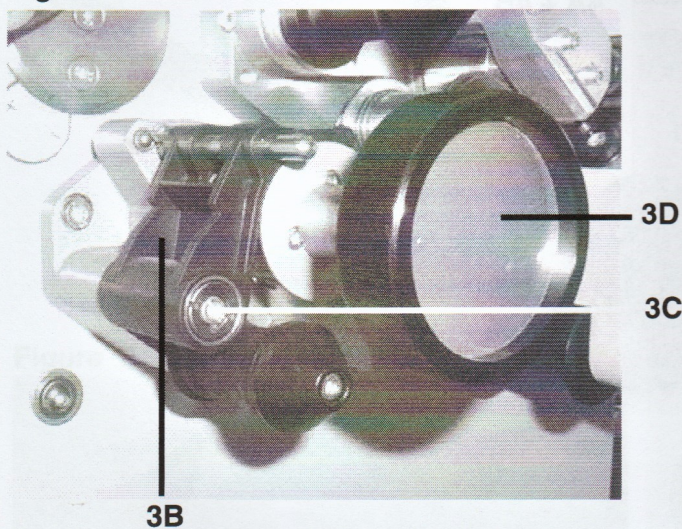


Fig. 2C + 3C



Fig. 3D



Fig. 2D

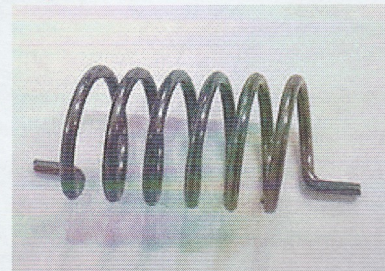


Figure 4

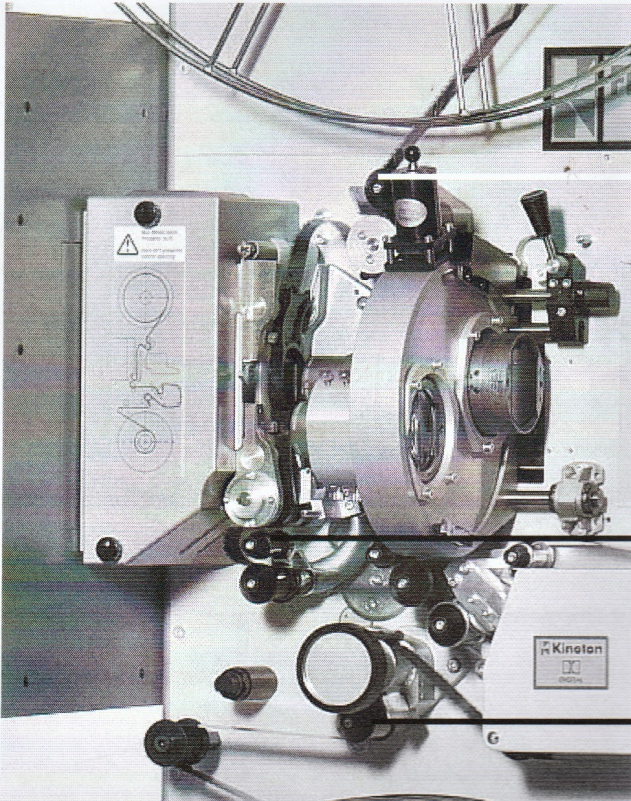


Fig. 4A



4A + 4B

Fig. 4B



4C + 4D

4A + 4B

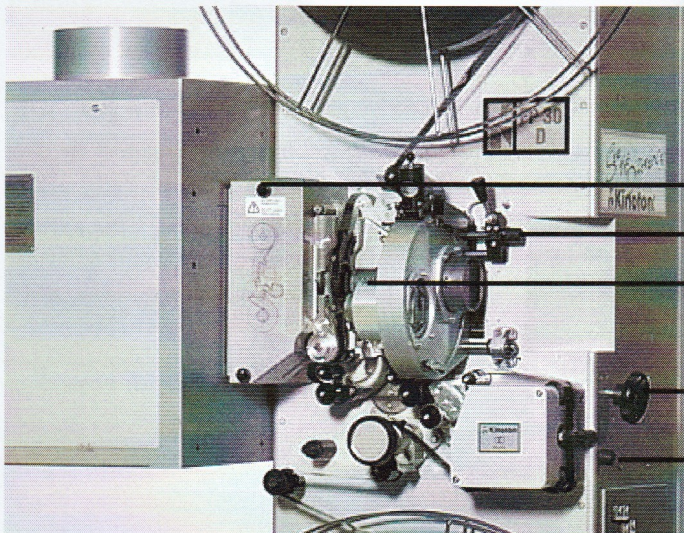
Fig. 4C



Fig. 4D



Figure 5



5A

5B

5E

5D

5C

7.5 Parts for Motors and Drives

Part	Figure	Order Number
oil hose	6	5322 530 20236
oil gauge glass	7	5322 532 70114
knurled nut M8	8A	1000 505 17006
spring for Kinoton friction	8B	5322 492 50064
felt disk for Kinoton friction	8C	1000 532 57007
projector oil 3672/00, 1 L		0040 160 00010

Figure 6



Figure 7



Figure 8

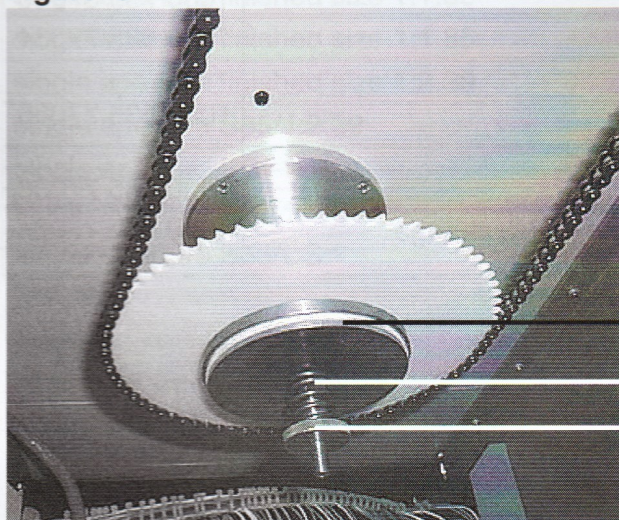
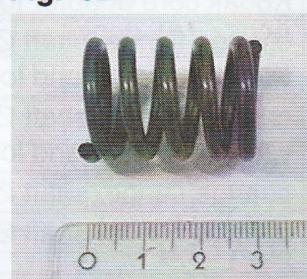


Fig. 8A



Fig. 8B

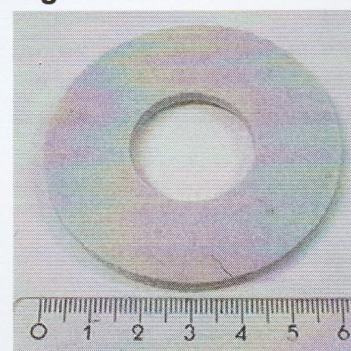


8C

8B

8A

Fig. 8C



7.6 Film Spools

Part	Code number
film spool Ø 9 mm, 600 m film	0040 060 00050
film spool Ø 12.7 mm, 1800 m film	0040 060 00765
film spool Ø 12.7 mm, 2000 m film	0040 060 00770
film spool Ø 12.7 mm, 3200 m film	0040 060 00078
film spool Ø 12.7 mm, 4000 m film	0040 060 00080

7.7 Change Flanges with Friction Shafts

Part	Code number
change flange, shaft Ø 12.7 mm (USA), 35 mm film	1000 535 77035
change flange, shaft Ø 12.7 mm (USA), 35 mm film, quick change	1000 535 77067
Kodak core adapter for Ø 12.7 mm (USA)	1000 705 37013
change flange, shaft Ø 12.7 mm, 35 mm, lock nut	1000 535 77039
change flange, shaft Ø 12.7 mm, 35 mm, lock nut, quick change	1000 535 77068
change flange, shaft Ø 12.7 mm, 35 mm, locking bar	1000 535 77024
change flange, shaft Ø 12.7 mm, 35 mm, locking bar quick change	1000 535 77066
Kodak core adapter for Ø 12.7 mm	1000 705 37014
change flange, shaft Ø 9 mm, 35 mm, cross bar	1000 535 77025
change flange, shaft Ø 9 mm, 35 mm, cross bar quick change	1000 535 77040
Kodak core adapter for Ø 9 mm	1000 705 37014
change flange, shaft Ø 5/16", 35 mm, cross bar	1000 535 77027
change flange, shaft Ø 5/16", 35 mm, cross bar, quick change	1000 535 77063
Kodak core adapter for Ø 5/16"	1000 705 37016
change flange, shaft Ø 9 mm, 35 mm film with reel platter and lock nut	1000 535 77034
change flange, shaft Ø 9 mm, 35 mm film with reel platter and lock nut, quick change	1000 535 77065
change flange, shaft Ø 9 mm, 35 mm, lock nut	1000 535 77033
change flange, shaft Ø 9 mm, 35 mm film, lock nut, quick change	1000 535 77064

7.8 Parts for Electronics and Controls

Part	Code number
pilot lamp, 24 V / 3 W	0040 120 00059
key lamp	1000 134 87005
fuse 6.3 AT	4822 253 30031

7.9 35 mm Apertures for Aperture Changer

Part	Code Number
triple aperture shaped	1000 451 17012
triple aperture for filing	1000 451 17016
hole aperture to adjust the frame center	1000 451 17017
triple aperture dimension smaller than specified	1000 451 17020
hole aperture for filing	1000 451 17022

7.10 Single Apertures

Part	Code Number
single aperture complete CS 2.35:1	5322 451 10009
single aperture complete NS 1.37:1	5322 451 10011
single aperture complete 1.85:1	5322 451 10012
single hole aperture complete	5322 451 10013
single aperture for silent movies	1000 451 17014
single aperture complete Super 35 mm	1000 451 17015
single aperture finished size 1:1.37	1000 451 17023
single aperture finished size 1:1.66	1000 451 17024
single aperture finished size 1:1.85	1000 451 17030
single aperture finished size 1:2.39	1000 451 17034
single aperture S35/1:2.39	1000 451 17029
single aperture CS+1:1.66	1000 451 17031
single aperture S35/1.1.85	1000 451 17032
single aperture S35/CS	1000 451 17033

Power supply	24 V
Frequency	50 Hz / 60 Hz
Power max.	6 W

Power and Operating Data

Frequency response	analog: 30 Hz - 16 kHz \pm 1 dB digital: 20 Hz - 20 kHz \pm 0.5 dB
Wow and flutter	\leq 0.1%

7.11 Adapter Rings for 35 mm Lenses

Part	Code Number
adapter ring 1 for ISCO Cinemascope Ultra-Star 55 / 60	0070 410 00003
adapter ring 2 for Schneider Super-Cinelux 50 / 52,5 / 55 / 57.5 / 60 ISCO Ultra-Star HD 42 / 45 / 48 / 50 / 55 / 60 / 65 / 70 / 75 / 80 / 85 / 90 / 95 ISCO Ultra-MC 35 / 45 / 50 / 55 / 60 / 65 / 70 / 75 / 80 / 85 / 90 ISCO Cinemascope Ultra-Star 50	0070 410 00018
adapter ring 3 Schneider Super-Cinelux 28 / 30 / 32.5	0070 410 00015
adapter ring 4 Schneider Super-Cinelux 42.5 / 45 / 47.5	0070 410 00017
adapter ring 5 Schneider Super-Cinelux 35 / 37.5 / 40	0070 410 00016
adapter ring 6 ISCO Cinemascope Ultra-Star HD 29 / 32 / 35 / 38 / 40	0070 410 00001
adapter ring 7 ISCO Cinemascope Ultra-Star HD 95 / 100	0070 410 00002
adapter ring 8 Schneider Super-Cinelux 2 / 90	0070 410 00019
adapter ring 9 ISCO Ultra-Star-Plus 2.1 37.5 / 40 / 45	0070 410 00013
adapter ring 10 ISCO Ultra-Star-CS	0070 410 00014
adapter ring 11 Schneider Super-Cinelux 2 / 95	0070 410 00009
adapter ring 70.6 / 62.5	0070 410 00010

8 Technical Data, Circuit Diagrams and Plans of Terminal Connections

8.1 Projector Data

Name	Film Projector
Type	FP 30 D
Machine No.	See data plate on housing.

Connecting Data

Power supply	120 V / 230 V
Frequency	50 Hz / 60 Hz
Pre-fuse	6.3 A
Power max.	500 W (without lamphouse)

Power and Operating Data

Nominal rotary frequency of main drive motor	1500 rpm
Power of main drive motor	100 VA
Framing	± ½ picture manual or automatic

Sizes and Weights

Components	Sizes	Weight
Projector	424 mm x 750 mm x 2340 mm	approx. 140 kg
Film spools	600 m / 1800 m / 2000 m / 4000 m	
Friction shafts	Ø 9 mm or Ø 12.7 mm or 5/16"	
Apertures	1:1.37 / 1:1.66 / 1:2.35	

8.2 Reverse-Scan Sound Device Data

Connecting Data

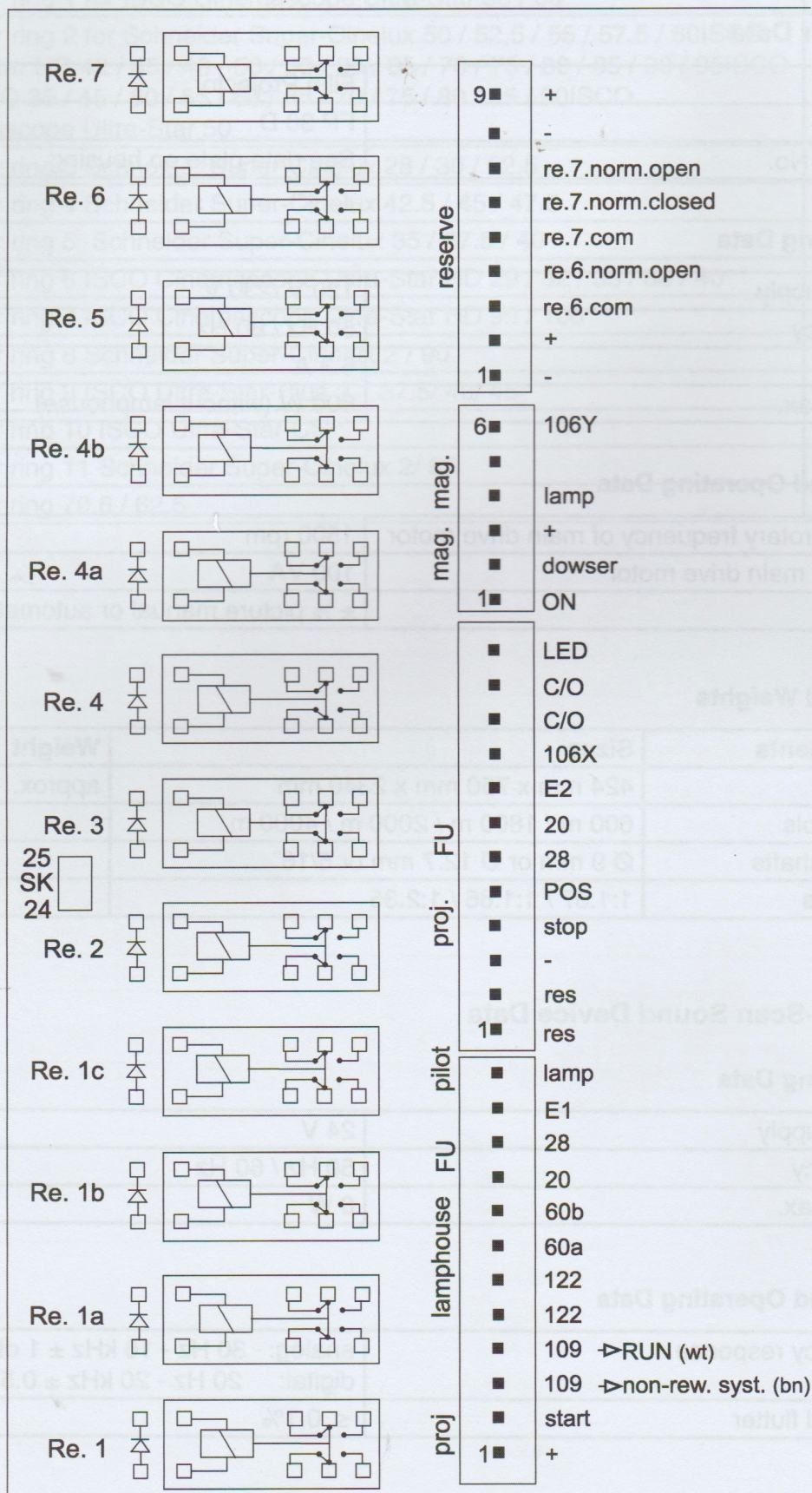
Power supply	24 V
Frequency	50 Hz / 60 Hz
Power max.	6 W

Power and Operating Data

Frequency response	analog: 30 Hz - 16 kHz ± 1 dB digital: 20 Hz - 20 kHz ± 0.5 dB
Wow and flutter	≤ 0.1%

8.3 Plans of Terminal Connections

8.3.1 Relay Control Board 8134-3

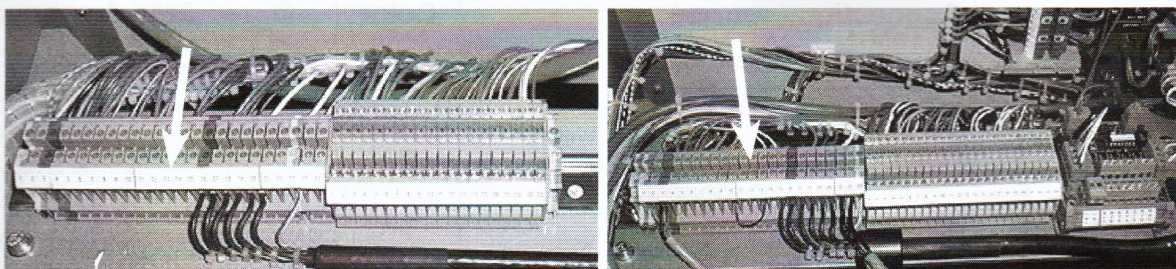



8.3.2 Projector Terminal Strips

The whole terminal strip unit in the bottom of the projector can be built out of 3 parts. The number of parts (1 - 3) depends on the projector's design:

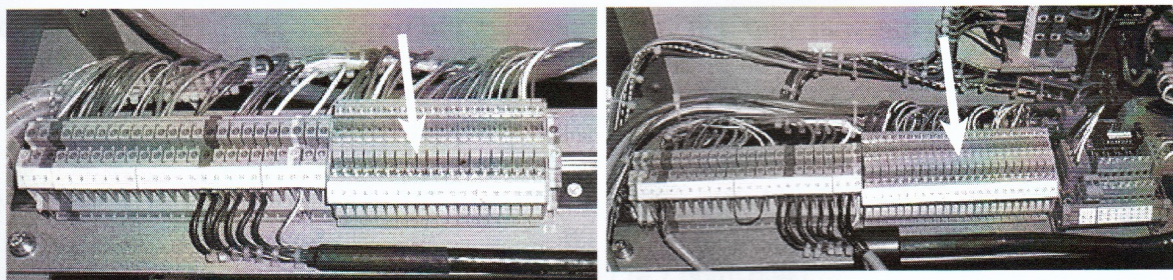
- **Terminal strip X1** (main terminal strip) is normally mounted.
- **Terminal strip X2** (projector functions) is normally mounted.
- **Terminal strip X3** (auditorium functions) is optionally mounted.
- **Relay nodes** instead of terminal strip X3 are mounted if CCA 3, DMP 1 or SA 2 is connected.

8.3.2.1 Terminal Strip X1 (main terminal strip)



No.	Projector inside	Wire internal	Projector outside
1	protect. conduct., ground (40) PE	gn/ye	mains connection 40
2	mains-phase (60) L1	bk	mains connection 60
3	mains-zero (20) PN	gr	mains connection 20
4	+24 V	rd	24 V
5	24 V GND	bl	GND
6	C/O	pu	sound change-over enable
7	C/O	pu	sound C/O power supply
8	reserve operating contact RE 1	gn	ST 200 E 1 RUN (wt)
9	reserve operating contact RE 1	gn	ST 200 E 2 RUN (bn)
10	37 C	blue	ST 200 E 4 BREAK (ye) 
11	bridged	or	ST 200 E 5 BREAK (gn)
12	bridged		
13		vi/rd	24 V
14	reserve		
15	mains-phase (60) L1	bk	LH mains L1 60
16	mains-zero (20) PN	bl	LH mains N 20
17	ST 1 / 18	bn	lamphouse (fan) 60A
18	ST 1 / 19	bn	lamphouse (hour counter) 60B
19	rectifier control 122A	wt	lamphouse 122A
20	bridged	NC	
21	bridged	NC	
22	rectifier control 122	wt	lamphouse 122
23	protect. conduct., ground (40) PE	gn/ye	
24	+ 24 V	ye	solenoid light dowser ye
25	- 24 V	bl	solenoid light dowser bl

8.3.2.2 Terminal Strip X2 (projector functions terminal strip)

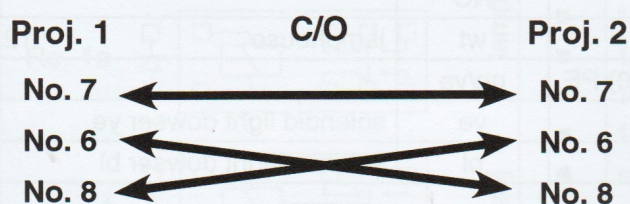


No.	Connection (source)	Color	Ø	EMK 1 connection:	
				No. (bk)	Relay
1	+ 24 V	rd	0.5		
2	- 24 V	bl	0.5		
3	Start FORWARD	wt	0.5	3	1
4	GND / com	bl	0.5	19	1 + 2
5	STOP	pu	0.5	35	2
6	Dowser OPEN	ye	0.5	44	3
7	GND / com	bl	0.5	43	3 + 4
8	Dowser CLOSE	or	0.5	28	4
9	GND / com	vio	0.25	23	5 + 6 + 7
10	Lens turret NS	gr	0.25	39	5
11	Lens turret WS	or	0.25	7	6
12	Lens turret CS	ye	0.25	8	7
13	Focusing -	vio	0.25		
14	GND / com	bl	0.5		
15	Focusing +	pu	0.25		
16	Framing DOWN	wt/gn	0.25		
17	GND / com	bl	0.25		
18	Framing UP	wt/bl	0.5		
19	Sensor 1	wt	0.5	17	Input 1
20	Sensor 2	gn	0.5		

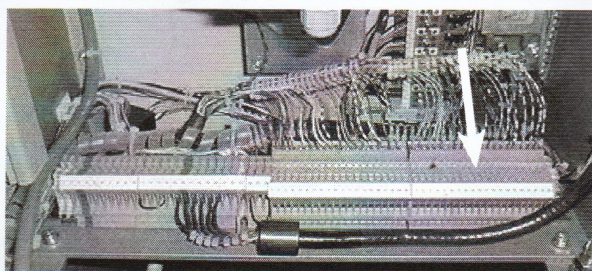
Additional terminals for CCA 3, DMP1 or SA 2 automation system

21	Sensor 3 (with CCA 3, DMP 1)	Mid sensor		
22	Reverse (with CCA 3, DMP 1 or SA 2)	K2 / 23		
23	External start (with SA 2)			
24	EMERGENCY (with CCA 3, DMP 1 or SA 2)			

Terminal connection for change-over operation

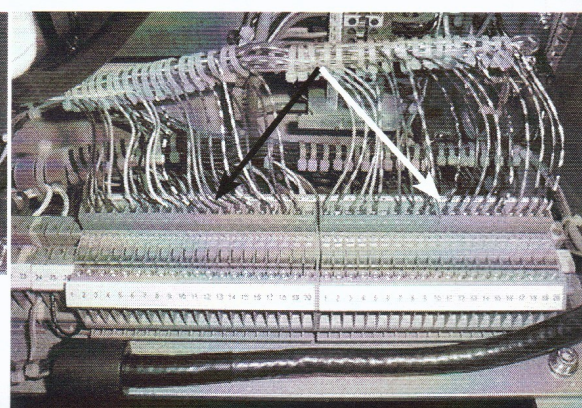
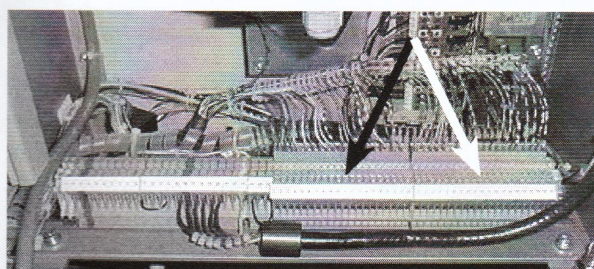


8.3.2.3 Terminal Strip X3 (auditorium function terminal strip, optional)



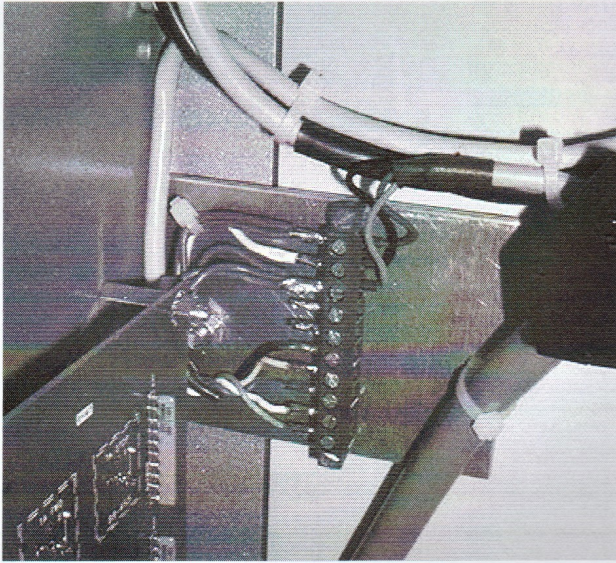
No.	Connection / Function	EMK 1 connection: No. (bk)
1	Curtain COM	37
2	Curtain OPEN	21
3	Curtain CLOSE	5
4	House light COM	36
5	House light ON	4
6	House light HALF	9
7	House light OFF	20
8	Stage light COM	38
9	Stage light ON	22
10	Stage light OFF	6
11	Masking COM	24
12	Masking NS	47
13	Masking WS	40
14	Masking CS	25
15	Tape ON, relay 18	15
16	Tape ON, relay 18	16
17	Tape ON, relay 19	10
18	Tape ON, relay 19	26
19	Reserve	
20	Reserve	

Connecting the BWR Control Panel to the Projector's Terminal Strips (X2 + X3)



- Connect the Phoenix plugs coming from BWR control panel to the projector terminal strip, as you can see in the pictures.

8.3.3 Sound Output on 8-pole Terminal Strip



solar cell connection

solar cell connection

solar cell connection

shield

sound output left - (yellow)

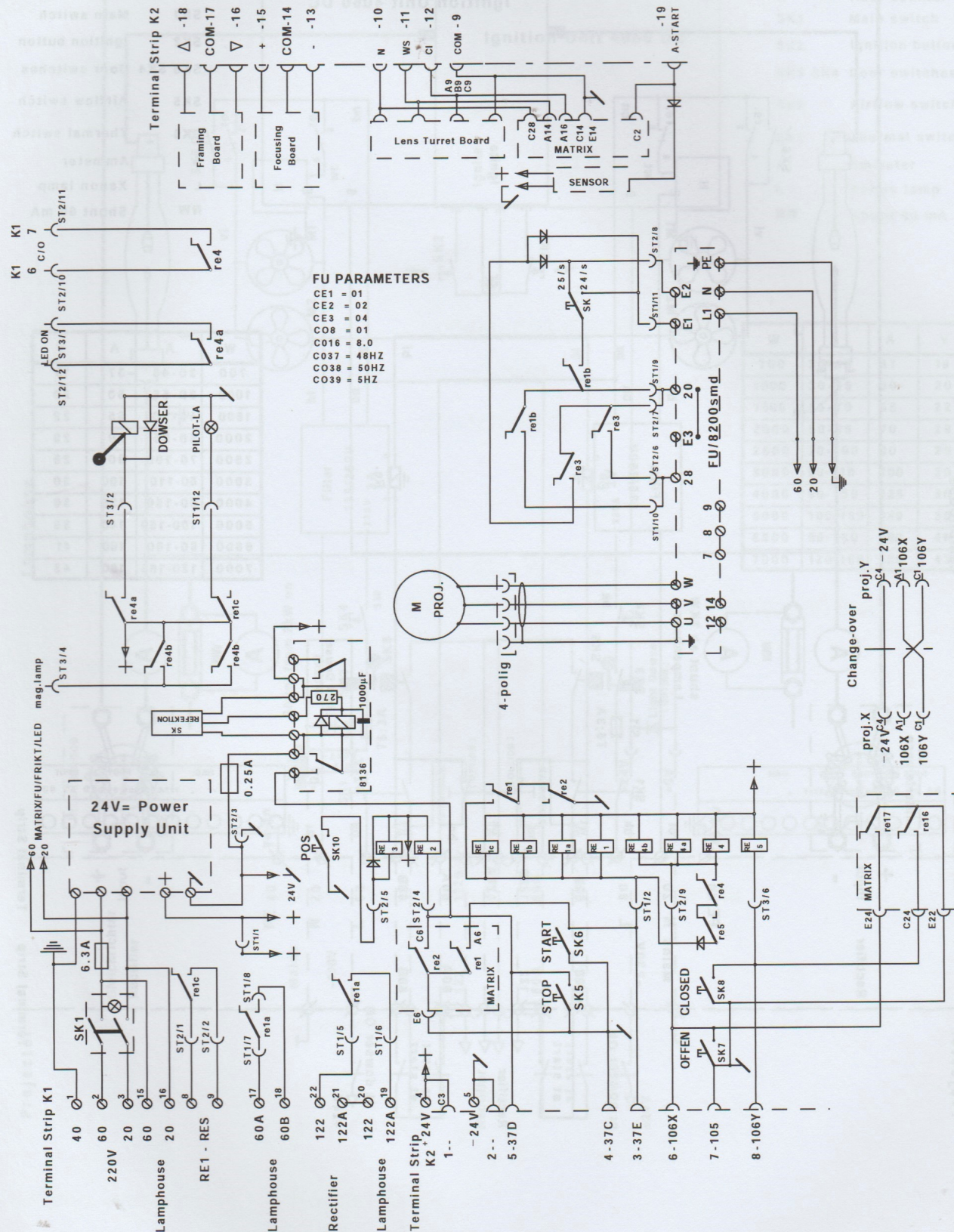
sound output left + (brown)

sound output right - (white)

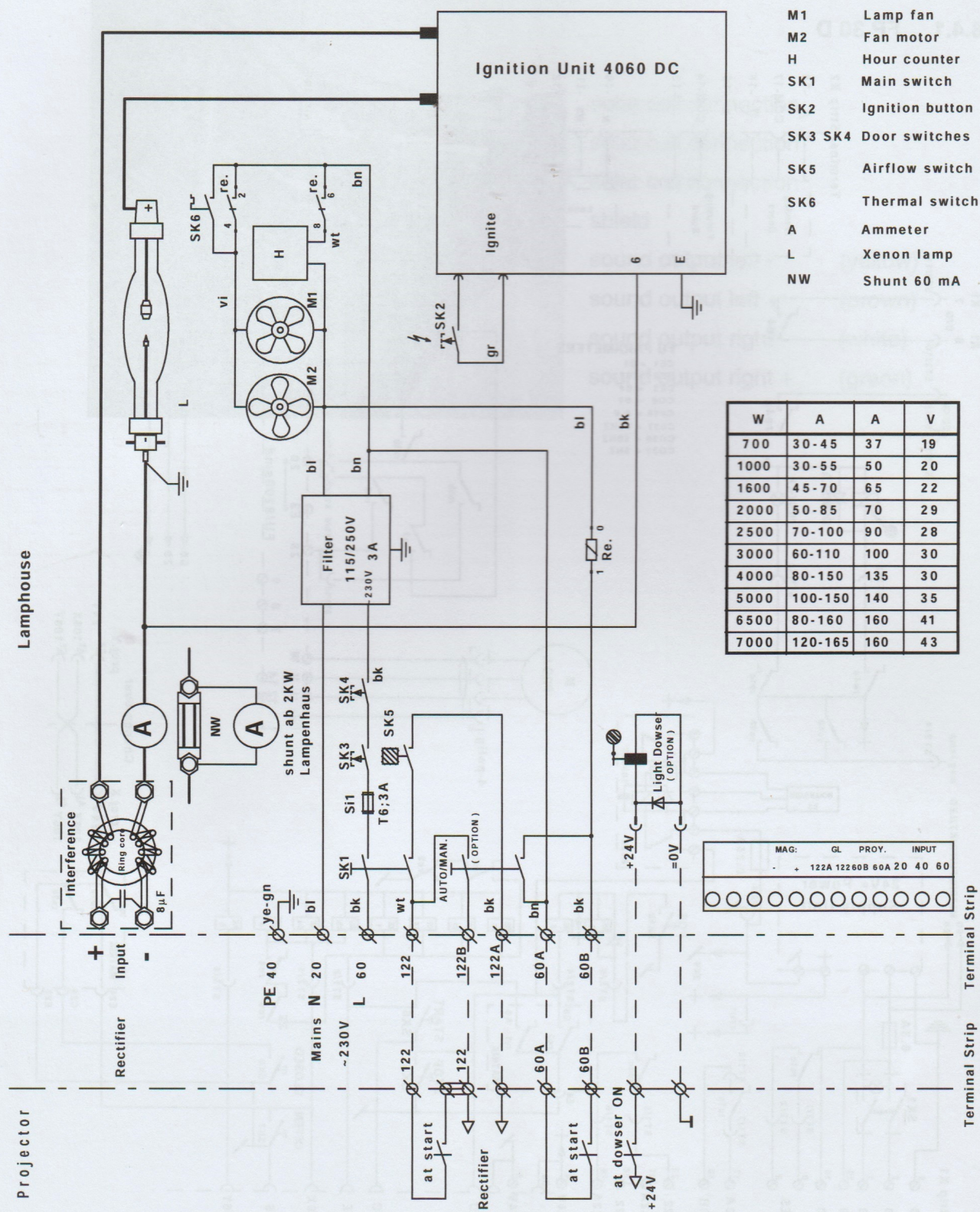
sound output right + (green)

8.4 Circuit Diagrams

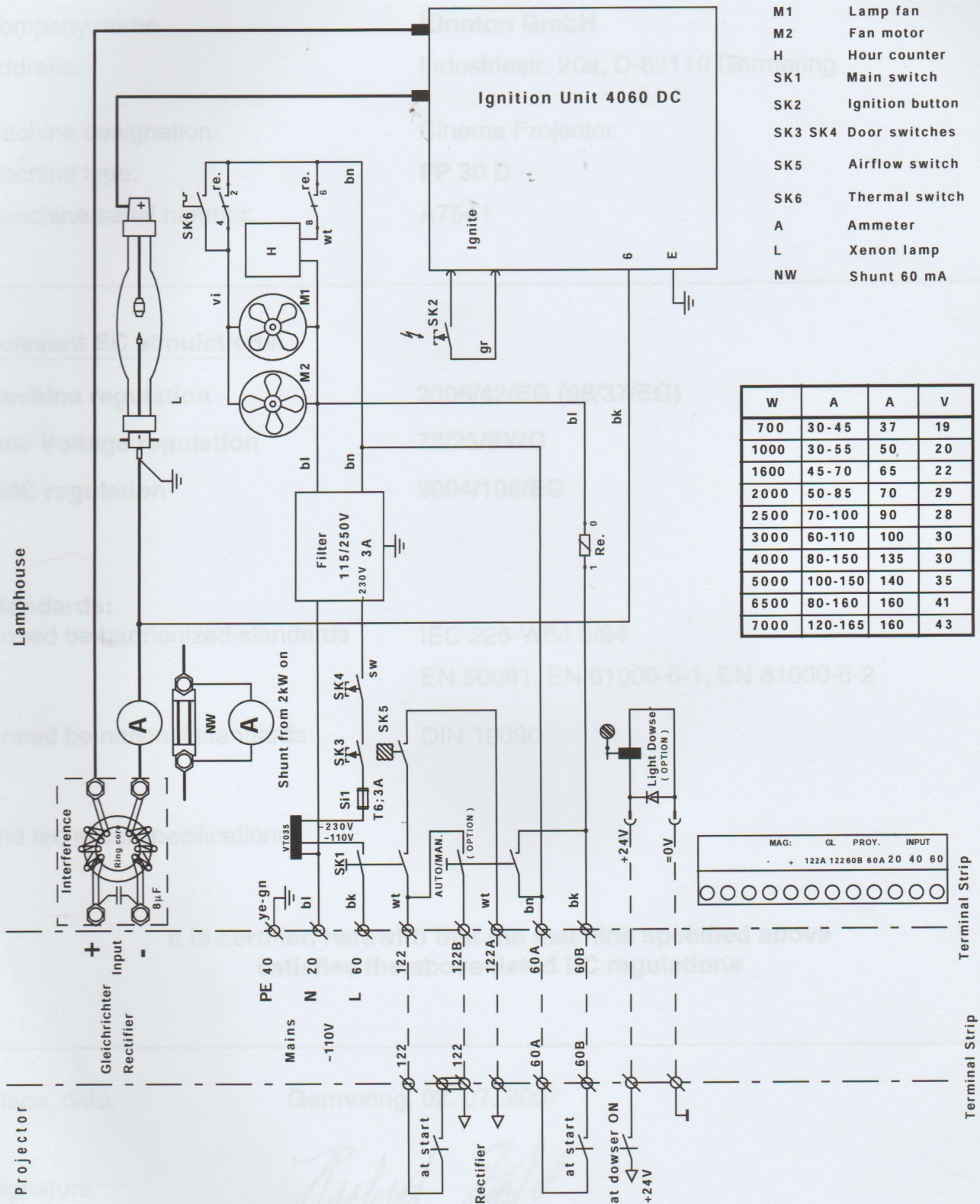
8.4.1 FP 30 D



8.4.2 Lamphouse 230 V Mains Voltage



8.4.3 Lamphouse 120 V Mains Voltage



EC Declaration of Conformity

Company name	Kinoton GmbH
Address:	Industriestr. 20a, D-82110 Germering
Machine designation:	Cinema Projector
Machine type:	FP 30 D
Maschine serial number:	A7541

Relevant EC stipulations:

Machine regulation	2006/42/EG (98/37/EG)
Low Voltage regulation	73/23/EWG
EMC regulation	2004/108/EG

Standards:

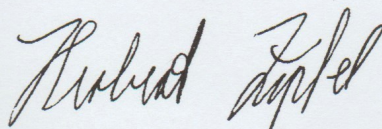
if need be harmonized standards	IEC 226-W64 5/94 EN 50081, EN 61000-6-1, EN 61000-6-2
if need be national standards	DIN 19090

and technical specifications

**It is certified herewith that the machine specified above
satisfies the above-listed EC regulations**

Place, date:	Germering, 02. 07. 2007
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Signature:



Prenome, name:	Herbert Zipfel
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Function:	Production Manager
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