

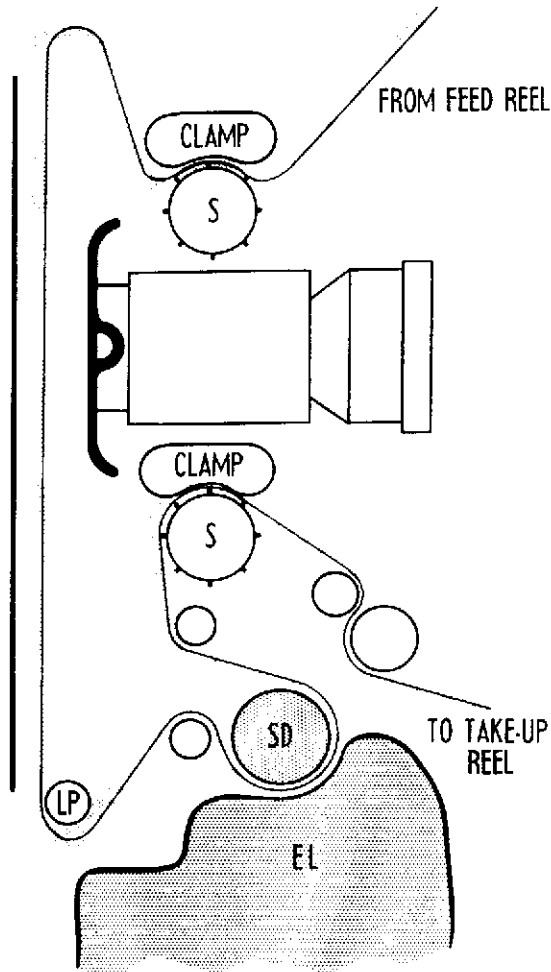
## **EASTMAN (Sound Kodascope) THREADING**

1. Place full reel on feed arm.
2. Thread upper sprocket.
3. Form upper loop.
4. Thread film channel. (Close gate).
5. Form lower loop.
6. Thread sound drum.
7. Thread lower sprocket.
8. Thread snubber.
9. Thread take-up reel. (Take up slack)
10. Check threading by turning hand threading knob.

## **REWINDING**

1. Be sure that film has run completely through machine.
2. Attach film to upper reel.
3. Pull out on rewind lever.
4. Turn switch to "motor."
5. Brake full reel with hand.

## EASTMAN PROJECTOR

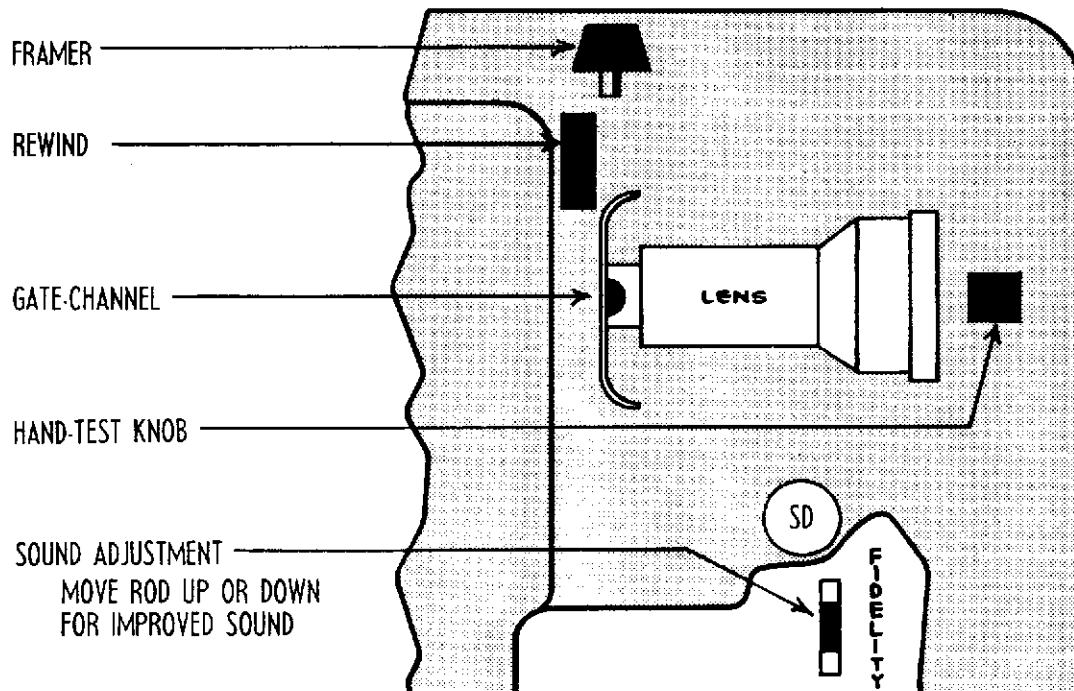


## Eastman Kodak Projectors

Several models of this basic projector have been produced over the years. Although the basic threading path remains the same, there are several factors which differ from model to model. Operators will need to review carefully the position and function of each control on each new machine they meet. From model to model, these are some examples of the changes you can anticipate: The size and appearance of the Rewind lever above the film channel may differ. The position of the Sound-Silent switch may change. Reel arms will be loose parts to be attached in older models; newer models have mounted reel arms. Reel arms will extend from the front on some models and from the top on others.

The Rewind lever above the film channel is sometimes identified as the Forward-Reverse lever; this lever should *never* be used to reverse the film in the threading path; with the film removed from the threading path and connected from reel to reel this lever will provide a *rapid* rewind speed not available with the standard reverse control.

Some models have a single switch which, at various positions, controls the motor and lamp, the motor speeds, and directions. Operators should become familiar with the various positions of this single master control switch.



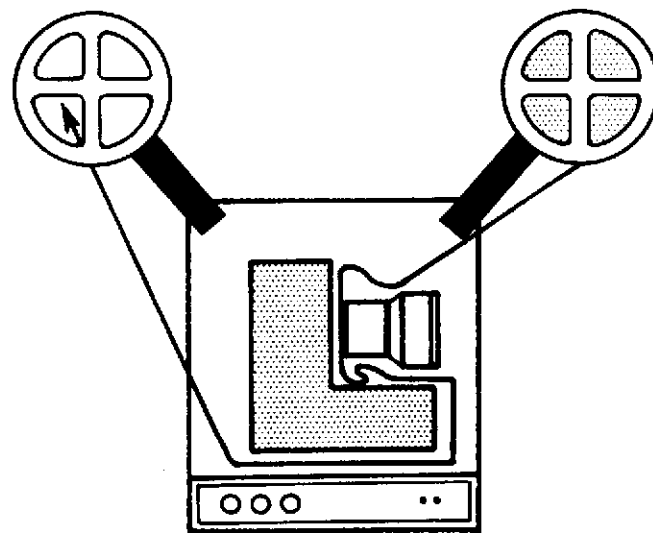
In **THREADING** the projector, note the following:

1. Press the Forward-Reverse lever, above the film channel, in against the projector face.
2. If the Hand-Test knob has a white dot, rotate the knob until the dot is toward the outside, away from the face of the projector.
3. Open *all* the clamps on the sprocket wheels above and below the lens. *Note:* The position and number of clamps may vary from the illustration here, depending on the model of equipment available.
4. When ready to thread film behind the lens, press the *gate-channel* flange *forward* to insert film in channel. Make certain that the film is accurately and completely in the film channel.
5. Make certain that film passes under and around the loop post before proceeding to the sound drum.
6. The *idler* wheel to the left rear of the sound drum is adjustable. Make certain the film is between the flanges of the wheel and that the wheel is firmly against the sound drum.
7. As film passes from the lower sprocket wheel below the lens, the threading path will vary according to the model available. The dual roller illustrated is one example. On other models no additional rollers are present and the film passes directly to the take-up reel at the bottom front of the projector. On still other models where both reel arms are located on top of the projector, a single roller may be present and film is threaded over this roller, down the front, under the lamp housing, and up to the rear reel arm with take-up reel.

In **REWINDING** the film, note the following:

1. For direction of reel rotation on models with different reel arm positions, see accompanying diagrams.
2. Pull the rewind lever, above the film channel, out toward you and away from the face of the projector.

To achieve good sound: Adjust the fidelity lever on the exciter-lamp housing near the sound drum. Moving this lever compensates for differences in sound-track printing on the film.



**PROJECTION**



**REWIND**

