

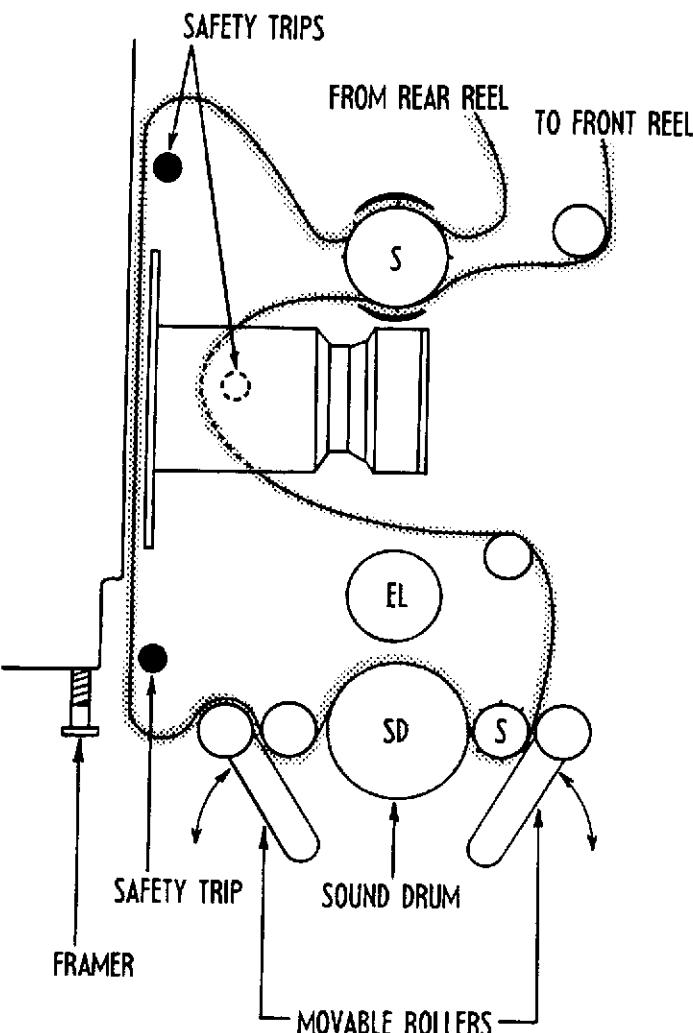
## VICTOR ANIMATOGRAPH THREADING

1. Place full reel of film on feed arm, attach loose end to empty reel on take-up arm.
2. Pull down loop to thread sound drum.
3. Thread sound sprocket. (Close front tension roller)
4. Form safety loop.
5. Thread drive sprocket. (Close film shoe)
6. Thread snubber roller.
7. Thread impedance roller. (Close rear tension roller)
8. Form lower loop.
9. Thread film channel (Close film gate)
10. Form upper loop.
11. Thread drive sprocket (Close film shoe)
12. Check threading by turning shutter control knob.

## REWINDING

1. Attach loose end of film to empty reel on feed arm.
2. Remove spring belt from take-up arm. Place spring rewind belt on feed arm pulley.
3. Turn on rewind switch.
4. Brake full reel with hand.

## VICTOR MOTION PICTURE PROJECTOR



## Victor Projector

The recently redesigned model of this machine is called the *Kalart/Victor*, introducing the name of the parent company. Older models of this machine have the sound controls at the top rear of the projector or on the rear face of the projector.

The feed reel is placed on the *rear reel arm*.

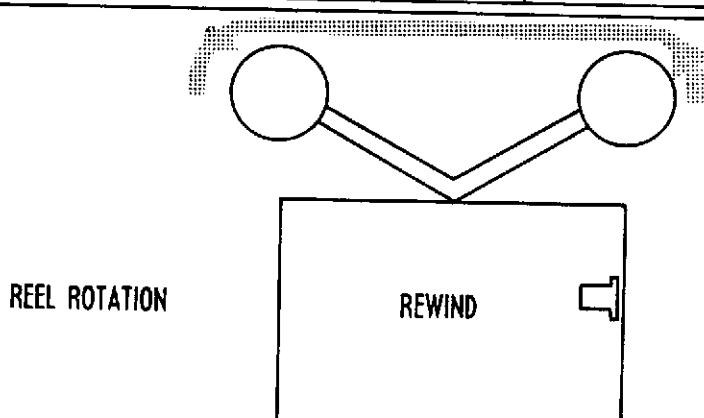
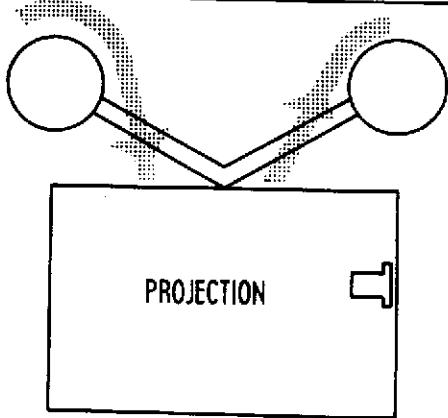
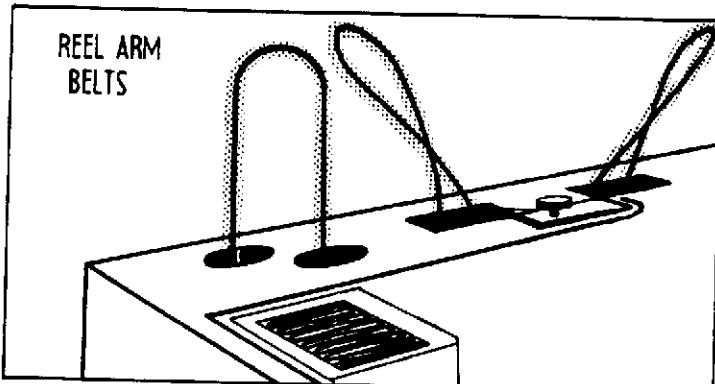
Three belts are used. The rear belt is used on the rear reel arm in an *open loop*. Of the two front belts, one goes to each reel arm. Arrows printed on the machine indicate proper direction. Both front belts are *twisted*.

Do NOT stuff belts back into machine when projection is finished. Loop the two front belts *through* the rear belt. Hook the two front belts in an open loop over projections from the top of the case.

Three small rods extend from the projector surface in the threading path of the machine. These rods have red plastic or rubber sleeves. They are connected to the clutch, and are called *safety trips*. If the film tightens over the safety trips, the clutch drops and film motion stops. Make certain that film loops are large enough over these safety trips.

The film twists sideways twice in the threading path: once going into the film channel and once passing from the sound drum to the upper sprocket wheel.

There are three common operator errors with this projector. One problem is starting and stopping the machine. After the motor and lamp are turned on, the clutch must be



raised to start the projector. In stopping the projector, the top safety trip should be pushed forward *first*. The clutch and the red safety trips are film protection devices; proper use is a distinct advantage.

In threading the projector, it is important to leave film amply loose around the safety trips. Experienced operators are particularly careful of the safety trip behind the lens barrel. Most operators place their fingers between the film and this safety trip while threading the projector. This action becomes automatic and saves much difficulty.

During rewind operations it is important to check the position of the left-hand adjustable roller, by the sound drum. This arm throws the reverse switch. (See illustration below.) If this switch is down during rewind, film spills into the projector and is damaged.

In THREADING the projector, the following procedure proves faster than normal front-to-end threading:

1. Connect film from reel to reel. Remember: The full reel goes on the rear reel arm.
2. Open all parts of the projector. Pull the lens out by releasing catch at top of film channel. Open all sprocket clamps. Move roller arms down at sides of sound drum.
3. Pull film down from between reels until a long loop reaches the bottom of the projector.
4. Take the film loop and place *over* the large cylinder of the sound drum.
5. Lift the film up on the *outside* of both rollers next to the sound drum.

6. Move the adjustable roller arms *up* to hold the film on the rollers.
7. Thread the film from the sound drum to the take-up reel on the front reel arm.
8. Be certain to leave enough film around the safety trip behind the lens.
9. Thread the film from the sound drum to the rear reel arm, closing the lens as you fit the film in the channel.

*Note:* The *clutch* (immediately below the film channel) must be raised and motor and lamp turned on for projection. To stop film motion at any time, push the top safety trip forward.

In REWINDING the film, note the following:

1. Connect the film from the front reel to the top side of the rear reel.
2. Make certain that the movable roller arm on the *left* side of the sound drum is *up*. (This adjustable arm controls the *Reverse switch*.)
3. Turn on motor and press the *Rewind switch* (at lower center of lamp housing). Hold the rewind control down until the film is completely rewound.

For a single still picture:

1. Motor and lamp are on. Do *not* raise clutch.
2. Press down the *Single-Frame control* at the lower center of the lamp housing. Be careful *not* to press the rewind switch, which is close.
3. Rotate the *Hand-Test knob* until the picture appears on the screen.

