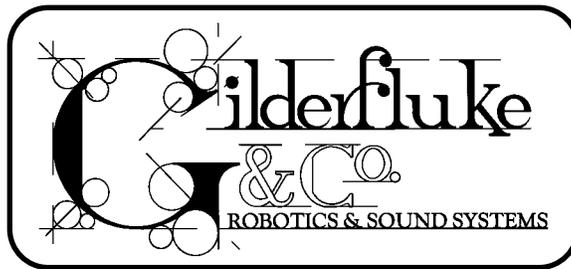


LA Weather:  
Sunny and Warm  
Continuing for  
the  
next year or so



All the News  
that we could  
jam into a little  
under 4 pages

*Views and News from the world of Gilderfluke & Co.*

January 1993

Volume 1 Number 2

## Introducing the World's First Microsoft Windows Animation Control System

We are pleased to introduce **PCMACs**, our newest Animation Control System! As promised, it runs on standard PCs and compatibles using Microsoft's Windows. This makes it the easiest to use Animation System ever built!

photo of PCMACs family

PCMACs is fully compatible with the Windows environment. You can actually open and start recording a show, 'minimize' the animation program, and open and run another Windows program in the foreground while you are still recording your show in the background! A dangerous thing to do, but a pretty impressive demonstration of compatibility.

These new systems are available as complete and ready to run systems, or as components to install in your own PC. Once the hardware is installed, you fire up Windows and PCMACs, and get to work. Some of the features you will find while programming a show are:

- When editing, movements are shown graphically. The mouse can be used to 'mush' them around as needed.
- Standard 'Cut', 'Copy' and 'Paste' functions make editing movements as easy as editing a letter.
- Real time programming of at least 19 analogs and 32 digital functions simultaneously.
- Movements can be played or programmed at any speed from single step on up to 100 FPS.
- Up to 256 eight bit channels can be controlled. Systems can be slaved if more outputs are needed.
- Analog output resolutions of 8, 12, 16, 24 or 32 bits.
- LaserDisk or SMPTE time code lock. Internal or External clock rates to 100 frames per second.
- Automatic 'Punch-in' and 'Punch-out' at preset times,

~ continued on page 2 ~

## Coming Soon to a Repeater Near You: True CD Quality Digital Audio

How do we top the features of our current Repeater Systems? The only way was to increase their resolution and bandwidths to meet the exact specifications of Compact Disks. With the cost of memory and the integrated circuits required to do this becoming less and less expensive, this quality of digitized audio is now becoming truly practical.

Each repeater features two channels of oversampled sixteen bit audio at sample rates of up to 44.1 KHz. Lower sample rates are also supported, as well as real time compression and 'silence removal' just like our current repeaters. To do all of this we are adding a high powered type of microcomputer called a Digital Signal Processor (DSP) to each repeater to supplement the microcontroller they already have on them. Any number of tracks can be synchronized to within 1/44,100th of a second (about the time it takes for a sound to travel 1/4 inch) This lets you use them not only as normal independent repeaters, but also as a replacement for bin loop tape machines.

~ continued on page 4 ~

## Infrared Remote Controls

A need occasionally arises for triggering a specific message from an audio system carried on board a vehicle as it passes a particular point along its path.

photo of IR Link

To address this situation, we have built an infrared (IR) transmitter and receiver system. The transmitters are placed along the vehicles' path, and continuously broadcast requests for specific messages to be played. As an IR receiver and Digital Audio Repeater-equipped vehicle pass each transmitter, it picks up the signal and plays the appropriate sound or message. Typical applications are on trains, trams, monorails, rollercoasters, subways, and a variety of mass transit systems. Each repeater can hold 255 messages.