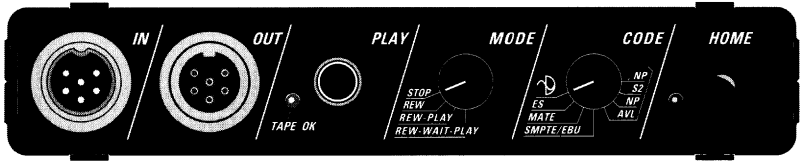
TRANSPAX+

TRANSPAX+ is an extremely versatile tape control unit from Dataton. It can perform the following tasks:

- *Record timecode onto tape and read it back to your Dataton programming software to synchronize a show with a soundtrack.*
- *Record a cue track from your Dataton programming software onto a separate tape track for shows run from tape alone.*
- *Control tape transport and autolocator functions as part of your presentation (using the relevant tape adaptor cable).*
- *Together with PAX, translate and play shows programmed on a number of non-Dataton multi-image systems.*

Front Panel

IN Connects TRANSPAX+ to a computer running Dataton programming software. The relevant cable is supplied with the software and can be extended up to 100 m by SYSTEM CABLE, if necessary.



OUT Connects TRANSPAX+ to the next Dataton control unit in the chain with SYSTEM CABLE. There is only one TRANSPAX+ in the system and, when used, it is normally the first unit in the chain of control units. The connecting cable may not be more than 25 m long when TRANSPAX+ takes power from the next unit.

TAPE OK A steady green light indicates that a proper signal is being received through the PLAY input. If the light does not come on even though you are playing a signal into the PLAY connector, the CODE selector may be set incorrectly. Turn the selector slowly, one position at a time, until the light comes on.

PLAY Connects to a tape recorder with a phono cable. This input accepts most timecode and cue track standard signals as determined by the CODE selector.

MODE Determines the operation mode of the TRANSPAX+ when using auto-present functions. To use these, quit your Dataton programming software, disconnect the computer and connect the tape player to the TAPE CONTROL port on the back of the TRANSPAX+. The following modes are available: Stop, Rewind, Rewind-Play, and Rewind-Wait-Play. The selected mode is normally triggered when the cue track signal disappears. That means even manually stopping the tape acts as a trigger. To avoid this, disconnect the TAPE CONTROL connector. A mode can also be triggered by a MICSOFT Trigger cue.

In REW-PLAY mode or REW-WAIT-PLAY: A beginning-of-tape sensor must be used for open reel players. In the first mode, the tape will re-start as soon as the beginning of tape is reached. If a sensor is not used (ie, if you are using a cassette player), TRANSPAX+ will start the tape two minutes after initiating the rewind. In REW-WAIT-PLAY mode, there is an additional eight minute delay before playing commences in both cases.

CODE Determines the type of tape signal accepted by the PLAY input.

(Dataton): Used to play Dataton cue track signal or MIC3+ timecode signal through TRANSPAX+. Use this if the tape player is located a long way from the first PAX or SMARTPAX. Normally, the Dataton cue track is played straight from tape to the first PAX or SMARTPAX.

If you play a Dataton cue track signal through TRANSPAX+, a re-generated signal is available on the RECORD connector. Use this when duplicating show tapes to get a first generation copy of the cue track.

ES: Used to play shows produced with Electrosonic's Alphasync cue track format (used by the ES4000 series). Up to eight PAX units, with three projectors on each, can be daisy-chained to the OUT connector. Auxiliary relay functions can be emulated on the fourth PAX port.

MATE: Used to play shows produced in Arion's Mate-Trac format (also used by the Kodak PDC two projector dissolve unit among others). Up to four PAX, with four projectors on each, can be daisy-chained to the OUT connector. Shows programmed using multiple two-projector control units require the same number of PAX units. Auxiliary functions are emulated by a separate PAX, set at BANK 1L and OBJECT E AUX.

SMPTE/EBU: Used to read SMPTE or EBU timecode from tape. To play a Dataton cue track signal through the TRANSPAX+ without the computer, set the CODE selector to the Dataton position. Remember to re-set it to SMPTE/EBU when using the computer again.

AVL: Used to play shows originally produced on AVL equipment with Procall-5 or Procall-X formats (not ShowPro or Enhanced Procall). Up to five PAX, controlling three projectors each, can be daisy-chained to the OUT connector. Bigger shows require a second tape track and TRANSPAX+. Auxiliary functions are emulated on the fourth PAX port.

Settings NP, S2 and ,NP are used with older AVL shows. NP disregards PosiTrak tray positioning information. S2 selects the Sequence 2 mode for compatibility with old two projector shows (use the first and third port on the PAX). ,NP combines the NP and S2 modes.

Auxiliary Function Emulation

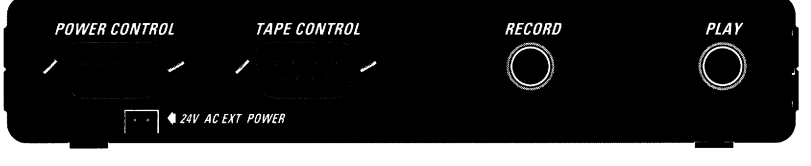
PAX pin	ES	ARION	AVL
3	A	1	L
2	B	2	R
4	C	3	
5		common	

HOME Press here to return all devices to their home positions. The indicator light comes on when the button is pressed and goes off when all devices are homed. If you are running your show from Dataton TRAX or MICSOFT, home devices from within these programs instead.

Rear Panel

POWER CONTROL Connects TRANSPAX+ to POWERPAX to automatically switch off the system after a presentation. Dataton POWERPAX is no longer manufactured.

This connector is not used with Dataton TRAX.



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24V AC EXT POWER Used to supply power to a TRANSPAX+ from an ACPAX or ACPAX ADAPTOR. Connect them with a Dataton 24V AC CABLE. You can also use this input to supply power from other sources. TRANSPAX+ accepts DC or AC voltage in the range 15 to 24 Volt. Current consumption is between 0.2 and 1 Ampere.

TAPE CONTROL Connect a tape remote or locator adaptor cable between this output and the tape player to control tape transport functions. Use the player's remote control, autolocator or synchronizer socket. Cables for most kinds of tape player are available from Dataton. For basic remote control functions, you may be able to make your own cable using AUXILIARY CABLE (see AUXILIARY CABLE miniguide).

RECORD Used to record timecode or cue track signals onto tape. Connect it to the LINE IN input on the desired channel using phono cable.

PLAY Same as PLAY on the front of the TRANSPAX+. Use only one of these connectors at a time.

Power Supply

There are two ways to supply power to TRANSPAX+:

- From a PAX or SMARTPAX connected to OUT.
- Through the 24 V AC EXT POWER connector. Use this if TRANSPAX+ is more than 25 m from the first PAX or SMARTPAX.

Getting Started

Recording timecode: TRANSPAX+ is used with Dataton programming software to record a timecode track onto tape. Connect TRANSPAX+ to the computer. Set the CODE selector for the relevant timecode format. Connect the RECORD output on the TRANSPAX+ to LINE IN on the player; set the channel in record mode. Record timecode as specified in the software documentation.

Recording a cue track: Record timecode as above. Connect the RECORD output to LINE IN of the track to be used. Set that channel in record mode. Make sure the PLAY input on the TRANSPAX+ is connected to LINE OUT of the timecode track. This ensures the computer can read the timecode in order to record the cues in sync with the audio. Start the tape in record mode (see software manuals) and start the show.

Running a Dataton show from tape: Connect the tape player to the PLAY or TAPE input of the first unit in the control unit chain. Start the tape (see "CODE: Dataton").

Running a non-Dataton show from tape: Connect the tape player to the TRANSPAX+ PLAY input. Set the CODE selector as appropriate. Connect PAX to OUT.

Please refer to Dataton software manuals, especially Chapter 12 in *TRAX—The Guide to True Multimedia* (article number: 3943), for full details on how to use TRANSPAX+ for show preparation.