



OPERATION MANUAL

PAGE TURN EFFECT

MF-3000T3D

(1st EDITION)

FOR-A COMPANY LIMITED



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1. General

The MF-3000T3D, which utilizes the latest advancements in digital technology, is a high performance, low cost page turn effect board designed for use in the MF-3000S/MF-3000PS digital image processor systems, or in upgraded MF-3000/MF-3000P systems. It adds such 3-dimensional special effects as page turn, page scroll, wave, and burst, among others, to the already powerful functions of your present system. Like the rest of your MF-3000S/PS system effects, all page turn effects added by installation of the MF-3000T3D can be produced by means of simple parameter setting operations and each effect can be easily programmed for dynamic results.

Better still, if you wish to purchase the optional Page Turn 3D Effect EEPROM* you will have 18 preprogrammed special page turn effects immediately available by simply selecting either [MOVE 1] or [MOVE 4] and one of the related pattern numbers (numeric keypad) on your operation panel.

*Even though installation is covered in this manual, the PAGE TURN 3D EFFECT EEPROM is an option and will not be automatically included in your purchased MF-3000S/PS configuration! It, and any MF-3000T3D boards added to upgrade previously existing systems, must be purchased separately.

2. Features

The MF-3000T3D adds the following effects capabilities to the MF-3000S/MF-3000PS, depending on whether your system configuration is single or dual channel:

Warp effects added with the installation of one MF-3000T3D (SINGLE channel systems):

- PAGE TURN
- WAVE
- BURST
- CROSS SPLIT
- PAGE SCROLL
- ACCORDION
- SPLIT
- RIPPLE (wave motion)

Warp effects added with the installation of two MF-3000T3Ds (DUAL channel systems):

- ZIPPER PAGE TURN
- ZIPPER PAGE SCROLL
- A/B SWITCH PAGE TURN
- A/B SWITCH PAGE SCROLL

3. Configuration

If you have chosen to install the MF-3000T3D board(s) at a later date, or for upgrade purposes, you will find that adding page turn effects to your existing system is a relatively simple process. Installation of new or additionally purchased boards, and/or the optional 3D EFFECT EEPROM, can be quickly accomplished after unpacking your purchased items.

Remember, prior to installation, check to ensure no damage has occurred to your purchased items during shipment. If damage has occurred, or requested items are missing from your order, inform your supplier immediately.

4. Installation

The following modification information assumes your MF-3000S/3000PS configuration contains at least two (2) NIUs or PIUs (input proc units). It also assumes MF-3000/3000P systems have first been upgraded to the equivalent of one of the MF-3000S/3000PS configurations containing two (2) NIUs or PIUs.

REMEMBER !

As a safety precaution, always switch unit power OFF prior to performing any of the following operations!

4-1. Remove & Replace

The next step is to turn your existing system into a single or dual channel page turn effects system by removing and replacing internal cards in the main unit of your MF-3000S/3000PS.

> 4-1-1. Prior to installation/removal

Turn power OFF and open the main unit of your system as indicated in the appropriate manual. The main units of the MF-3000 and MF-3000S system are slightly different in regards to front panel structure.

REMEMBER !

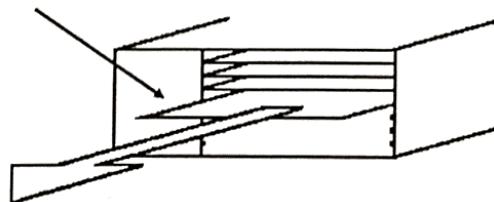
Make sure the main unit front panel is fully open and clear of the unit prior to proceeding with the following procedures!

> 4-1-2. Adding the MF-3000T3D to single channel, A/B switching configurations

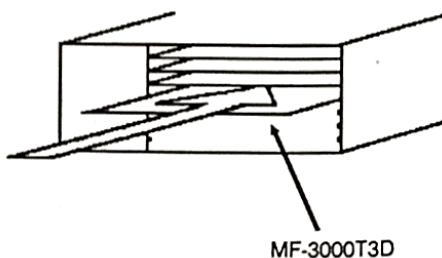
To do this.....

- 1) First, remove the presently installed card (either ZOOM PROC or 3D EFFECT) from card slot #4 of the main unit.

ZOOM PROC or
3D EFFECT



- 2) Next, install the MF-3000T3D in card slot #4. Carefully align the card in the card guide slots and with the back panel connector. Push firmly until card is securely seated. DO NOT USE excessive force!

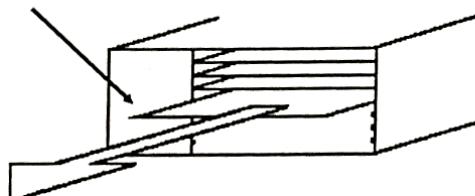


> 4-1-3. Adding one MF-3000T3D to a single channel,
A/B switching configuration to turn it into a
dual channel system

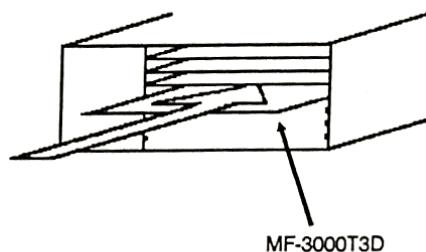
To do this.....

- 1) First, remove the presently installed card (either ZOOM PROC or 3D EFFECT) from card slot #4 of the main unit.

ZOOM PROC or
3D EFFECT

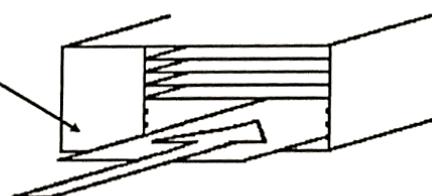


- 2) Next, install the MF-3000T3D in card slot #4. Carefully align the card in the card guide slots and with the back panel connector. Push firmly until card is securely seated. DO NOT USE excessive force!



- 3) Then, install an MF-30003D (3D EFFECT card) in card slot #7 in the same way as the MF-3000T3D in step 2.

ZOOM PROC or
3D EFFECT

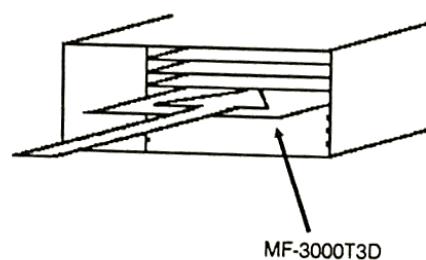
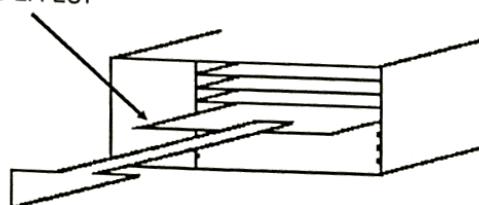


> 4-1-4. Adding two MF-3000T3Ds to a single channel,
A/B switching configuration to turn it into a
dual channel system

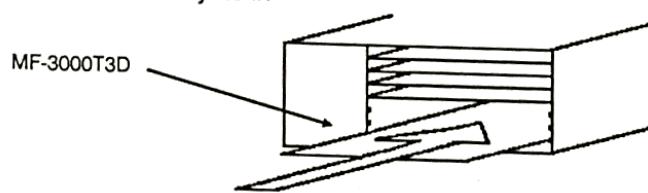
To do this.....

- 1) First, remove the presently installed card (either ZOOM PROC or 3D EFFECT) from card slot #4 of the main unit.
- 2) Next, install the 1st MF-3000T3D in card slot #4. Carefully align the card in the card guide slots and with the back panel connector. Push firmly until card is securely seated. DO NOT USE excessive force!

ZOOM PROC or
3D EFFECT



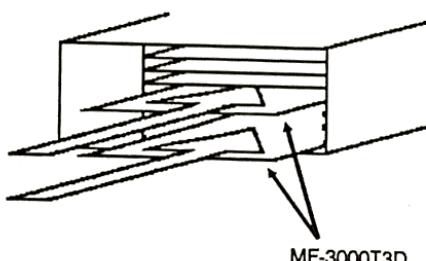
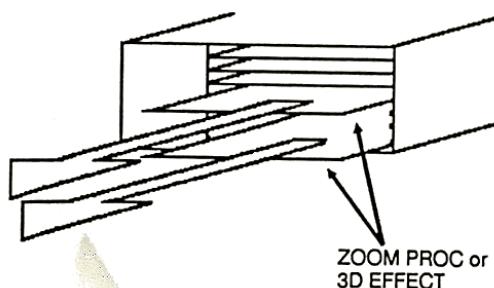
- 3) Then, install the 2nd MF-3000T3D in card slot #7 in the same way as in step 2.



> 4-1-5. Adding two MF-3000T3Ds to dual channel configurations

To do this.....

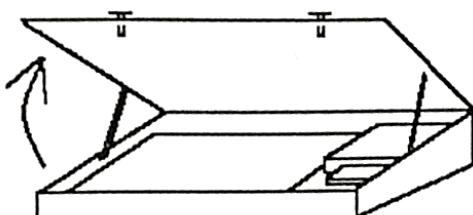
- 1) First, remove the presently installed cards (either ZOOM PROC or 3D EFFECT) from card slots #4 and #7 of the main unit.
- 2) Next, install the MF-3000T3Ds in card slots #4 and #7. Carefully align the card in the card guide slots and with the back panel connector. Push firmly until card is securely seated. DO NOT USE excessive force!



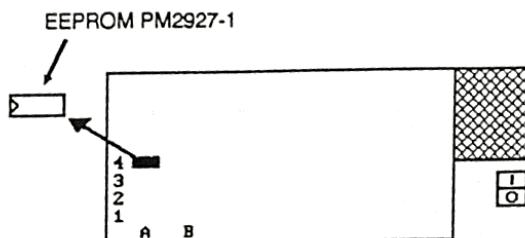
> 4-1-6. Adding the Page Turn 3D Effect EEPROM

To do this.....

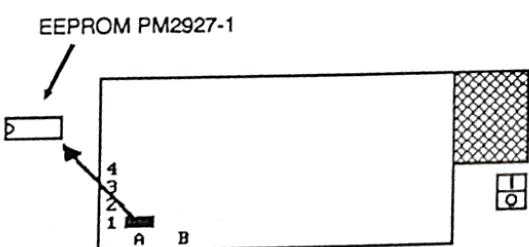
- 1) First, loosen the two thumb screws securing the operation panel and open the operation unit to access the CONTROL card inside.



- 2) If your operation unit contains DUAL CONTROL card A2-4802, locate IC21 (PM2927-1) at card address <A4> and remove it (see step 5 below) from the CONTROL card.

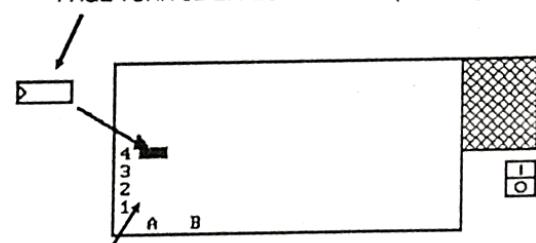


- 3) If your operation unit contains SINGLE CONTROL card A2-4672, locate the EEPROM (PM2927-1) at card address <A1> and remove it (see step 5 below) from the CONTROL card



- 4) Then, install (see step 5 below) the Page Turn 3D Effect EEPROM (PM3395) at card address <A4> (if you have DUAL CONTROL card A2-4802) or <A1> (if you have SINGLE CONTROL card A2-44672).

PAGE TURN 3D EFFECT EEPROM (PM3395)



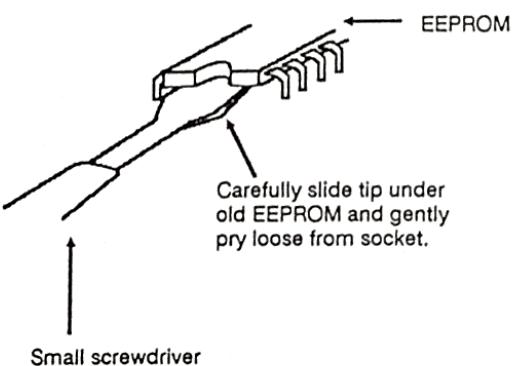
Address <4A> or <1A> depending on card.

- 5) Use a small screwdriver, or other similar tool to carefully pry the old EEPROM out of the socket. DO NOT damage or scratch the board in the process! (See figure at right.)

REMEMBER !

1) Installation direction is important. Carefully line up the EEPROM leads with the socket and verify the new EEPROM is positioned in the same direction as the old EEPROM prior to installation.

2) EEPROM leads are delicate and can be easily bent! Push EEPROM gently, but securely in the socket. **DO NOT FORCE!**



Small screwdriver

4-2. MF-3000T3D Dipswitch Settings

Prior to installation, verify dipswitch DSS5-position 7 is set to ON!

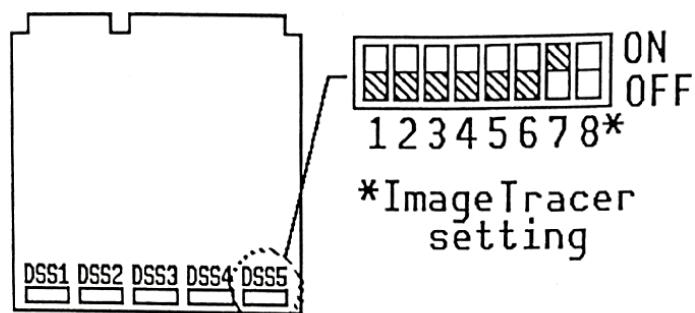
Position #7 must be set to ON to perform page turn and other warp effect operations!

Position #8 must also be set to ON if you have added the Image Tracer option to your system.

Cropping settings for DSS2 and DSS3 must be set so as to avoid the appearance of black blanking lines at picture edges. (See the appropriate manual for your system for further details on DSS1~DSS4 settings.)

REMEMBER !

If your system is configured for DUAL CHANNEL operation, all settings for dipswitches DSS2~DSS5 MUST be the same on BOTH boards!



DSS5
7 to ON for Page Turn 3D effect operation.
8 to ON if Image Tracer installed. 8 to OFF if Image Tracer not installed.

4-3. To Convert 2D Configurations into 2D or T3D Configurations

NOTE: The MF-3000T3D option is available for use in any of the 2D/3D configuration configurations containing two (2) NIUs or PIUs (input proc units).

FROM TO	2D STANDARD	2D A/B SWITCH	2D DUAL CH	T3D STANDARD	T3D A/B SWITCH	T3D DUAL CH	2D/T3D COMBINE
2D STANDARD							
2D A/B SWITCH	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.						
2D DUAL CH	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2. * Install [MF-3000-2D] (ZOOM PROC) in card slot 7.	* Install 2nd [MF-3000-2D] (ZOOM PROC) in card slot 7.					
3D STANDARD	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4. * Install [MF-3000-3D] (3D EFFECT) in card slot 4.						
T3D A/B SWITCH	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4. * Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.	* Remove [MF-3000-2D] (ZOOM PROC) card from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) card in card slot 4.	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.			
T3D DUAL CH	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4. * Install two [MF-3000-T3D]s (PAGE TURN) cards; one in card slot 4, one in slot 7. * Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4. * Install two [MF-3000-T3D]s (PAGE TURN); one in card slot 4, one in slot 7.	* Remove [MF-3000-2D)s (ZOOM PROC) from card slots 4 and 7. * Install two [MF-3000-T3D]s (PAGE TURN); one in card slot 4, one in slot 7.	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2. * Install [MF-3000-T3D] (PAGE TURN) in card slot 7.	* Install [MF-3000-T3D] (PAGE TURN) in card slot 7.		* Remove [MF-3000-2D] (ZOOM PROC) from card slot 7. * Install [MF-3000-T3D] (PAGE TURN) in card slot 7.
2D/T3D COMBINE	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4 and install in slot 7. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4. * Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.	* Remove [MF-3000-2D] (ZOOM PROC) from card slot 4 and install in slot 7. * Install [MF-3000-T3D] (PAGE TURN) card in card slot 4.	* Remove [MF-3000-2D] (ZOOM PROC) card from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) card in card slot 4.	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2. * Install [MF-3000-2D] (ZOOM PROC) in card slot 7.			

4-4. To Convert 3D Configurations into T3D Configurations

NOTE: The MF-3000T3D option is available for use in any of the 2D/3D configuration configurations containing two (2) NIUs or PIUs (input proc units).

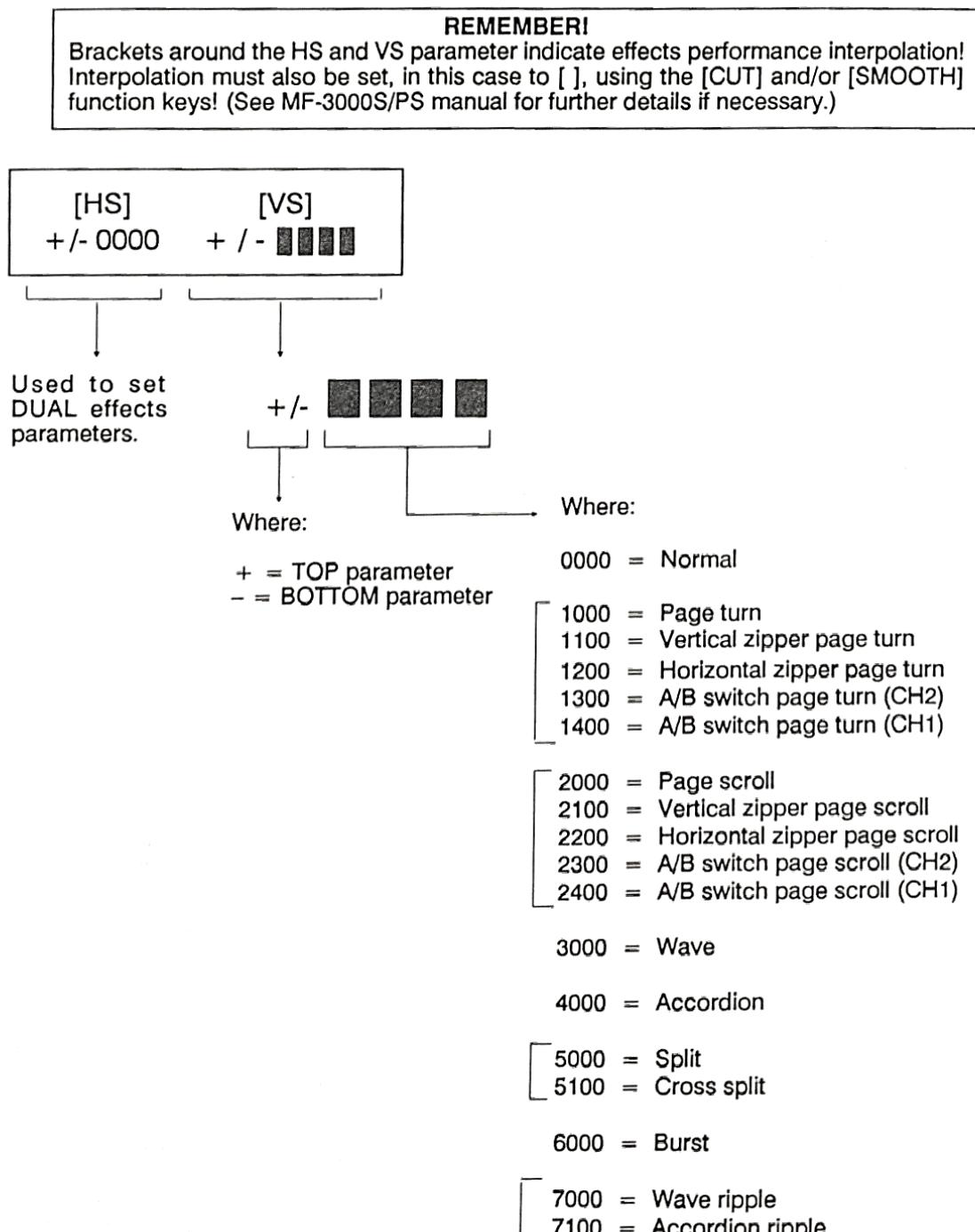
FROM TO	3D STANDARD	3D A/B SWITCH	3D DUAL CH	T3D STANDARD	T3D A/B SWITCH	T3D DUAL CH	3D/T3D COMBINE
3D STANDARD							
3D A/B SWITCH	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.						
3D DUAL CH	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2. * Install 2nd [MF-3000-3D] (3D EFFECT) in card slot 7.	* Install 2nd [MF-3000-3D] (3D EFFECT) in card slot 7.					
T3D STANDARD	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) card in card slot 4.						
T3D A/B SWITCH	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4. * Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.			
T3D DUAL CH	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install two [MF-3000-T3D)s (PAGE TURN); one in card slot 4, one in slot 7. * Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install two [MF-3000-T3D] (TURN PAGE); one in card slot 4, one in slot 7.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4 and slot 7. * Install two [MF-3000-T3D] (PAGE TURN); one in card slot 4, one in slot 7.	* Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2. * Install [MF-3000-T3D] (PAGE TURN) in card slot 7.	* Install [MF-3000-T3D] (PAGE TURN) in card slot 7.		* Remove [MF-3000-3D] (3D EFFECT) from card slot 7. * Install [MF-3000-T3D] (PAGE TURN) in card slot 7.
3D/T3D COMBINE	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4 and install in slot 7. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4. * Install 2nd [MF-3000NIU]/[MF-3000PIU] in card slot 2.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4 and install in slot 7. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 4. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.	* Remove [MF-3000-3D] (3D EFFECT) from card slot 2. * Install [MF-3000-T3D] (PAGE TURN) in card slot 4.	* Install [MF-3000-3D] (3D EFFECT) in card slot 7.		

5. Operation

5-1. Warp Effect Parameter Settings

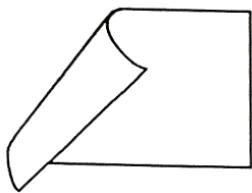
Now that you've installed your MF-3000T3D card(s), your system is now capable of performing page turn 3D warp effects by setting new parameter values for a few key functions. The four VS parameters for [CURVE] are directly related to page turn 3D effects. If these four [CURVE] parameters are left set to 'NORMAL' mode page turn effects will not be performed!

The figure below shows which [CURVE] VS main parameters must be selected to produce which warp effect. The LCD display in the figure is shown in a simplified form, but your operation unit display will be similar whenever the [CURVE] key is selected for parameter setting. (Performance of zipper, cross split, etc. requires more precise setting of the last two or three VS parameter values.)

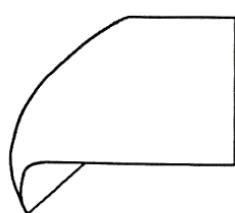


Installation of the MF-3000T3D in your MF-3000S/3000PS, or upgraded MF-3000S/PS configuration has given it the capability of performing the effects listed on the previous page and illustrated on this and the following page. (Parameter values shown below each effect illustration are for the main [CURVE] VS parameter only. Other parameter settings must be made to perform these effects. See p.12.)

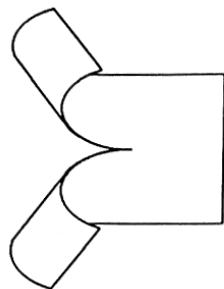
MF-3000T3D WARP EFFECTS



PAGE TURN
(+ 1000)



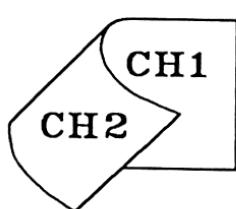
REVERSE PAGE TURN
(-1000)



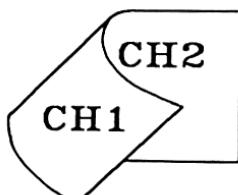
HORIZONTAL ZIPPER
PAGE TURN
(+ 1200)



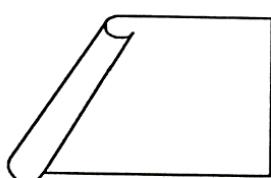
VERTICAL ZIPPER
PAGE TURN
(+ 1100)



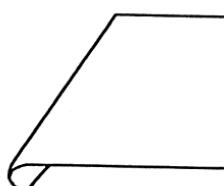
A/B SWITCH
PAGE TURN
(+ 1300)



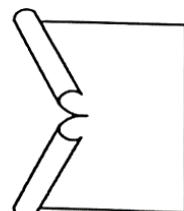
A/B SWITCH
PAGE TURN
(+ 1400)



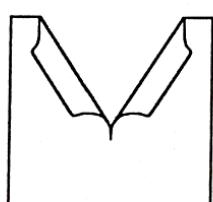
PAGE SCROLL
(+ 2000)



REVERSE PAGE
SCROLL
(-2000)



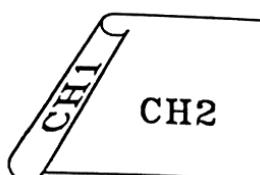
HORIZONTAL
ZIPPER PAGE SCROLL
(+ 2200)



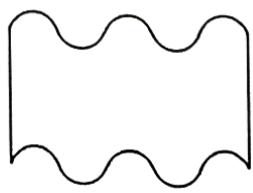
VERTICAL ZIPPER
PAGE SCROLL
(+ 2100)



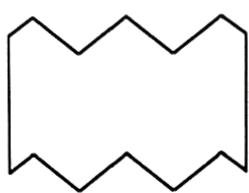
A/B SWITCH
PAGE SCROLL
(+ 2300)



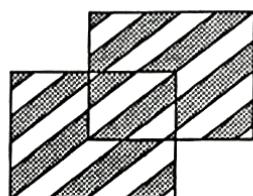
A/B SWITCH
PAGE SCROLL
(+ 2400)



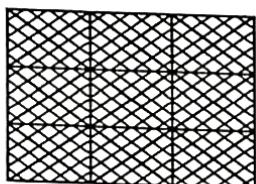
WAVE
(3000)



ACCORDION
(4000)



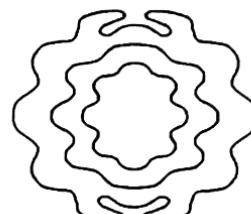
SPLIT
(5000)



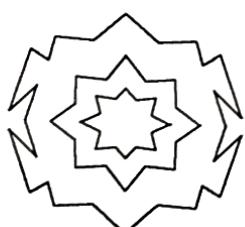
CROSS SPLIT
(5100)



BURST
(6000)



WAVE RIPPLE
(7000)



ACCORDION RIPPLE
(7100)

5-2. Related Parameters

> 5-2-1. [GLOBAL ROT] / X & Y parameters

The [GLOBAL ROT] X and Y parameters affect WARP LEVEL during effects performance in the following manner.

- a) Determines page turn/page scroll roll-up.
- b) Determines wave size (height) of wave/accordion/ripple effects.
- c) Determines how wide split effects separate.
- d) Determines how much burst disperses during effect performance.

> 5-2-2. [GLOBAL ROT] / Z parameter

The [GLOBAL ROT] Z parameter affects WARP DIRECTION during effects performance in the following manner.

- a) Determines page turn/page scroll roll-up direction.
- b) Determines direction wave/accordion/ripple effects are performed in.

> 5-2-3. [PERSPECTIVE] / LEVEL parameter

The [PERSPECTIVE] LEVEL parameter affects WARP WIDTH during effects performance in the following manner.

- a) Determines page turn/page scroll roll-up radius.
- b) Determines wave size (weight) of wave/accordion/ripple effects.
- c) Determines density of burst effect.

> 5-2-4. [LOCAL ROT] X & Y parameters

The [LOCAL ROT] X and Y parameters affect WARP SLIDE during effects performance in the following manner.

Determines active motion of the warp pattern during effects performance for wave, accordion, split, burst and ripple.

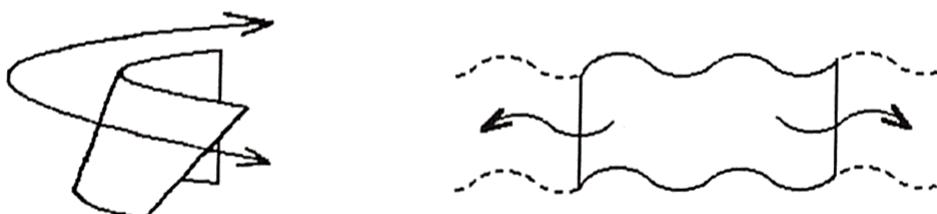
> 5-2-5. [AXIS] X, Y & Z parameters

The [AXIS] X, Y and Z parameters affect WARP CURVE during effects performance in the following manner.

- a) Determines the degree of warp curvature performed.
- b) Causes 'stretch' type distortion of image during performance of page turn effects.

5-3. Operational Notes

- 1) Warp mode can not be used simultaneously with the following:
 - a) The performance of [LOCAL ROT] X,Y axis rotation.
 - b) The performance of [GLOBAL ROT] X,Y,Z axis rotation.
 - c) The performance of [AXIS] X,Y,Z axis movement.
 - d) The performance of [PERSPECTIVE] LEVEL changes.
 - e) The performance of [CURVE] (when VS parameter is set to normal mode).
 - f) The performance of [TWIST].
 - g) The performance of [∞ MULTI] or [MIRROR].
- 2) [CURVE] will be lit orange when setting the [CURVE] VS parameter to create warp effects. Warp effects performance is set to ON or OFF depending on whether the [CURVE] VS parameter is set to normal mode (VS = 0000) or not. To change the [CURVE] VS parameter, first press [MODIFY] ⇒ then [CURVE] ⇒ change VS parameter with numeric keypad to value for desired warp effect ⇒ press [ENTER] and [SET].
The default value of the [CURVE] VS parameter is 1000, which is the same value as for page turn performance. If you simply press [CURVE], without performing the other steps to change the VS parameter value, page turn will be performed regardless of which warp effect you want even if [CURVE] is OFF (not lit)!
- 3) [CURVE] VS parameter interpolation must always be set to [] (no interpolation) to perform warp effects properly.
- 4) Warp mode/normal mode settings will directly effect warp performance if set incorrectly. In addition, image distortion will momentarily occur when switching between normal and warp modes.
- 5) Zipper page turn (scroll) and A/B switch page turn (scroll) can be performed as DUAL channel warp effects. However, if the [MATTE] key is set to ON, the matte effect must be used for the lowest priority channel. (See the DUAL CHANNEL OPERATION section of the MF-3000S/PS operation manual.)
- 6) When warp mode is used in conjunction with [POS/SIZE], the SIZE parameter is limited to 0250 ~ 7999. In addition, POS movement will affect effects movement during the performance of warp effects.

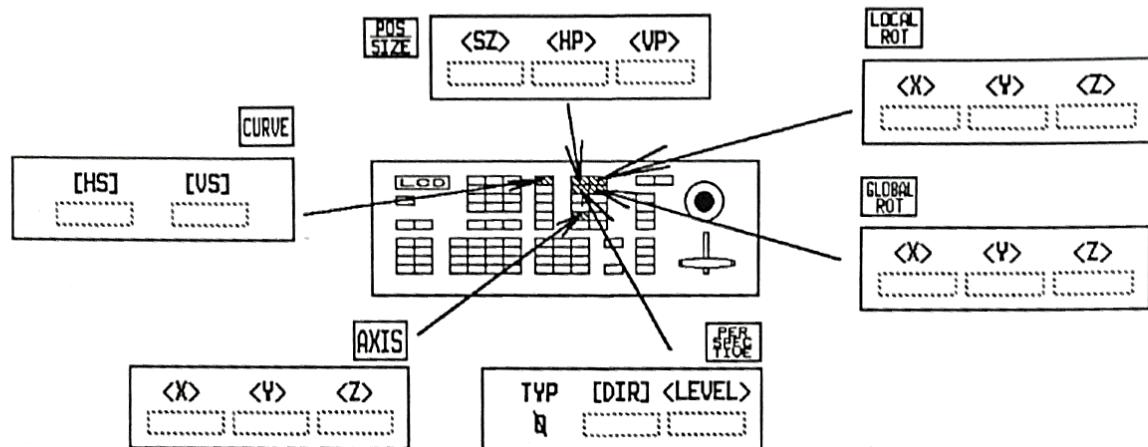


Warp Motion Example

- 7) If parameters are changed using the numeric keypad, [ENTER] then [SET] must always be pressed after completion to 'fix' the values. The [ENTER] key does not need to be pressed after completing parameter changes, if they are made using the joystick. However, not all parameters values can be changed, or precisely changed, using the joystick!

6. Performing Warp Effects

The figure below shows the six main function keys, with examples of their LCD displays, that are used to perform WARP effects after installation of the MF-3000T3D. Sections 5-1 and 5-2 contain further information on how each parameter value affects the performance of each WARP effect.



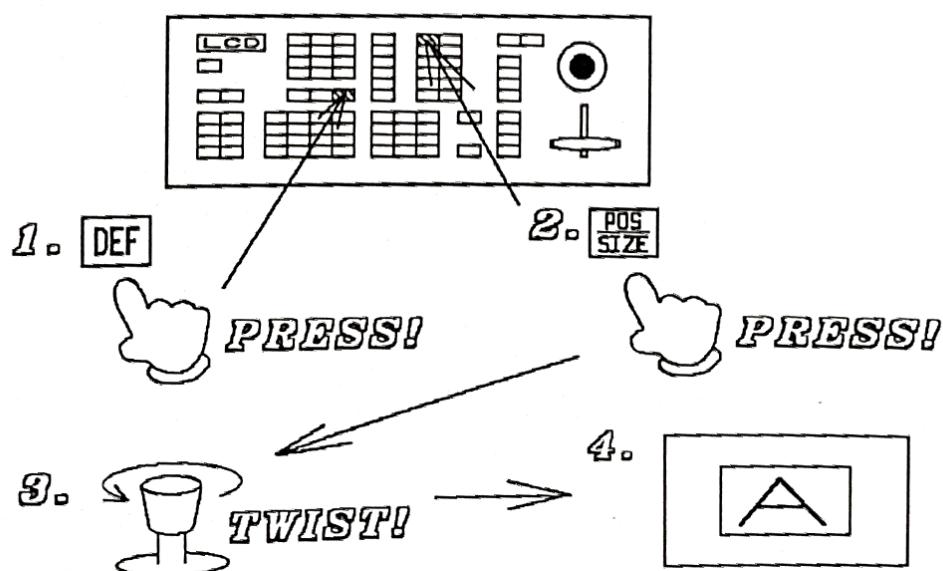
6-1. Page Turn and Page Scroll

The following operational procedure applies to the performance of both page turn and page scroll effects.

REMEMBER !
Different joystick movements, affect different parameters!

STEP 1:

Press [DEF] key to clear any previously set data. Press [POS/SIZE] and twist the joystick CCW to reduce image size as shown.



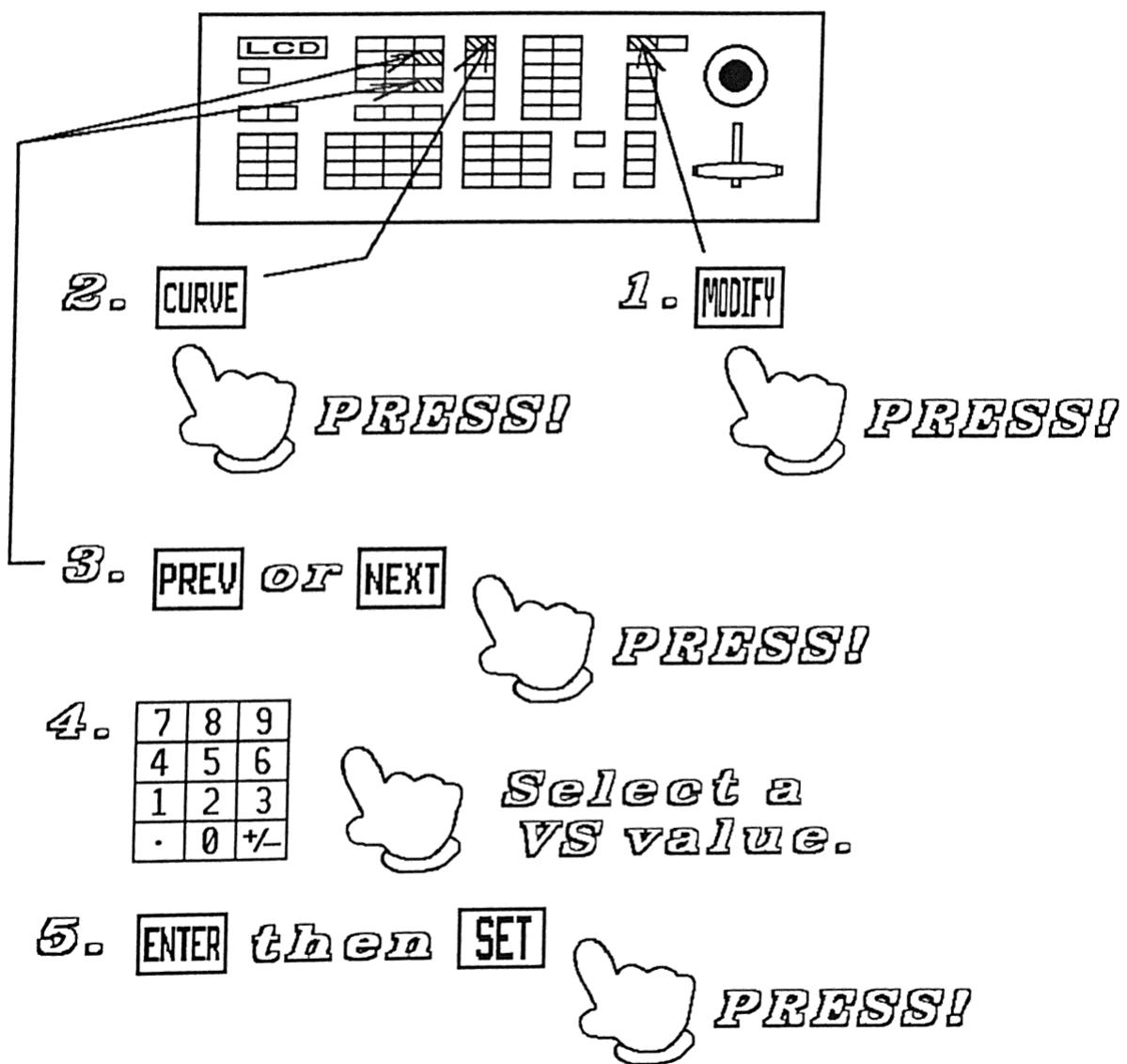
STEP 2:

Warp mode will now have to be set as either page turn or page scroll. To do this, select [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, use the numeric keypad to set the [CURVE] VS parameter to one of the following values. (The first value after the + or - sign is the one directly determining page turn or page scroll performance.) Press [ENTER], then [SET], when changes are complete.

Page turn = +1000

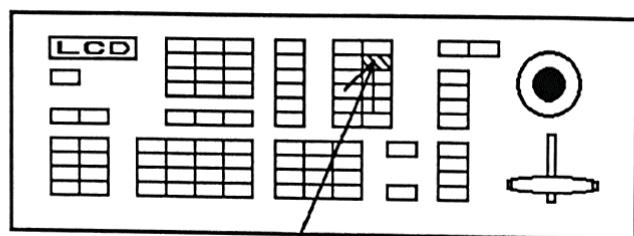
Page scroll = +2000

To change the [CURVE] VS parameter value:



STEP 3:

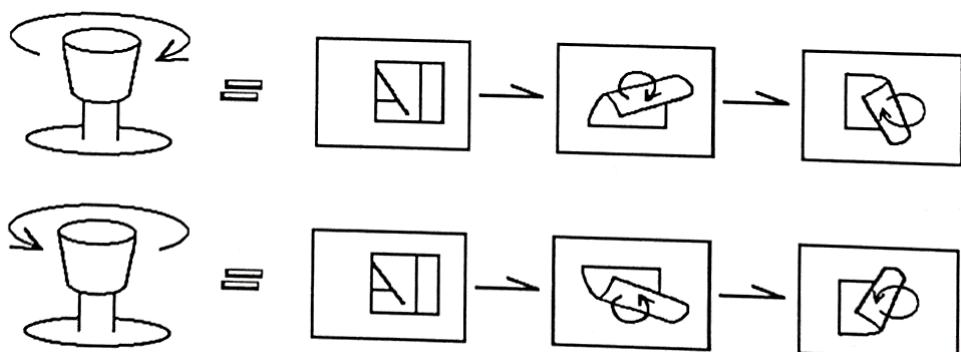
The [GLOBAL ROT] Z parameter must now be changed to determine the direction in which the page turn (scroll) will be performed. Press the [GLOBAL ROT] key and twist the joystick in either the CW or CCW direction to set Z parameter values according to the effect you desire to obtain (see below).



1. GLOBAL ROT

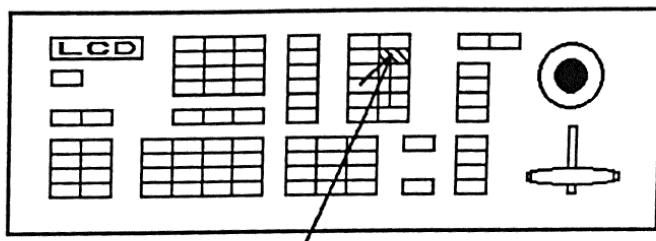


2. TWIST



STEP 4:

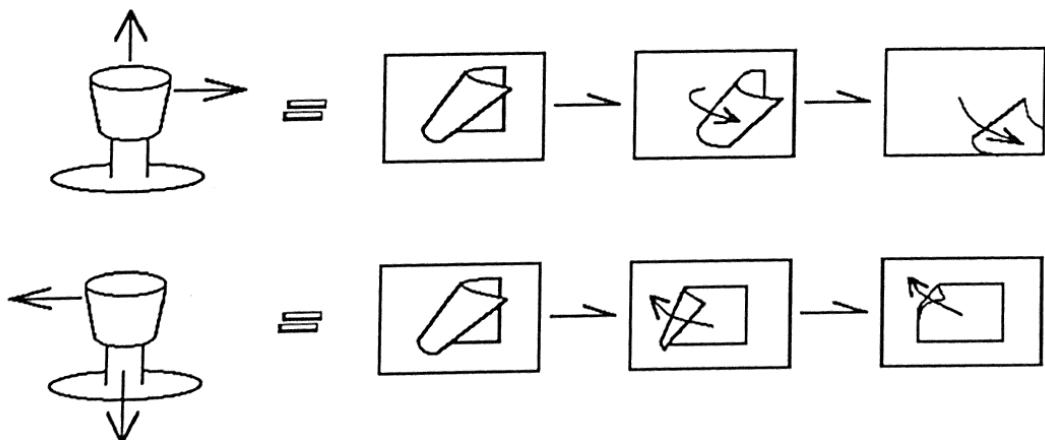
Now you need to set the type of page turn (scroll) performed. This is determined by the settings of the [GLOBAL ROT] X and Y parameters. Start by pressing [GLOBAL ROT] (if it is not still active from the previous step) and moving the joystick to change the X and Y parameter values. Effects will be approximately performed as illustrated below if both parameters are changed according the joystick movements indicated.



1. **GLOBAL ROT**



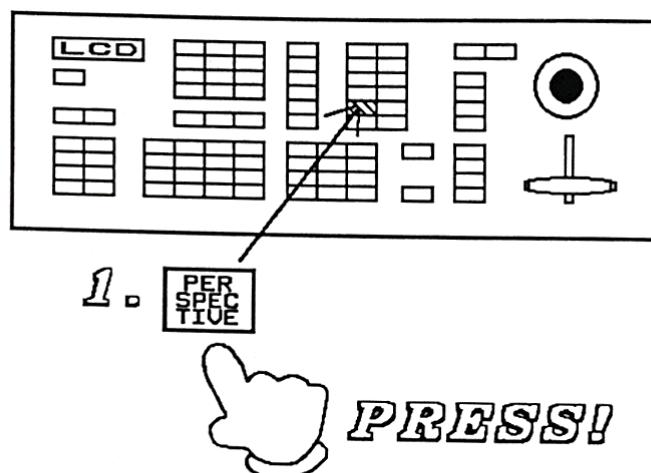
2. MOVE



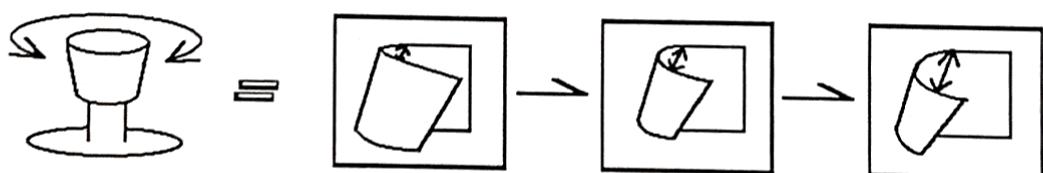
STEP 5:

The [PERSPECTIVE] LEVEL parameter determines the radius of the page turn (scroll) during effect performance. To set page turn (scroll) radius, press [PERSPECTIVE] and twist the joystick either CW or CCW to change the LEVEL parameter displayed.

NOTE: LEVEL parameter range is limited to <0500> ~ <2000> for page turn (scroll) performance.



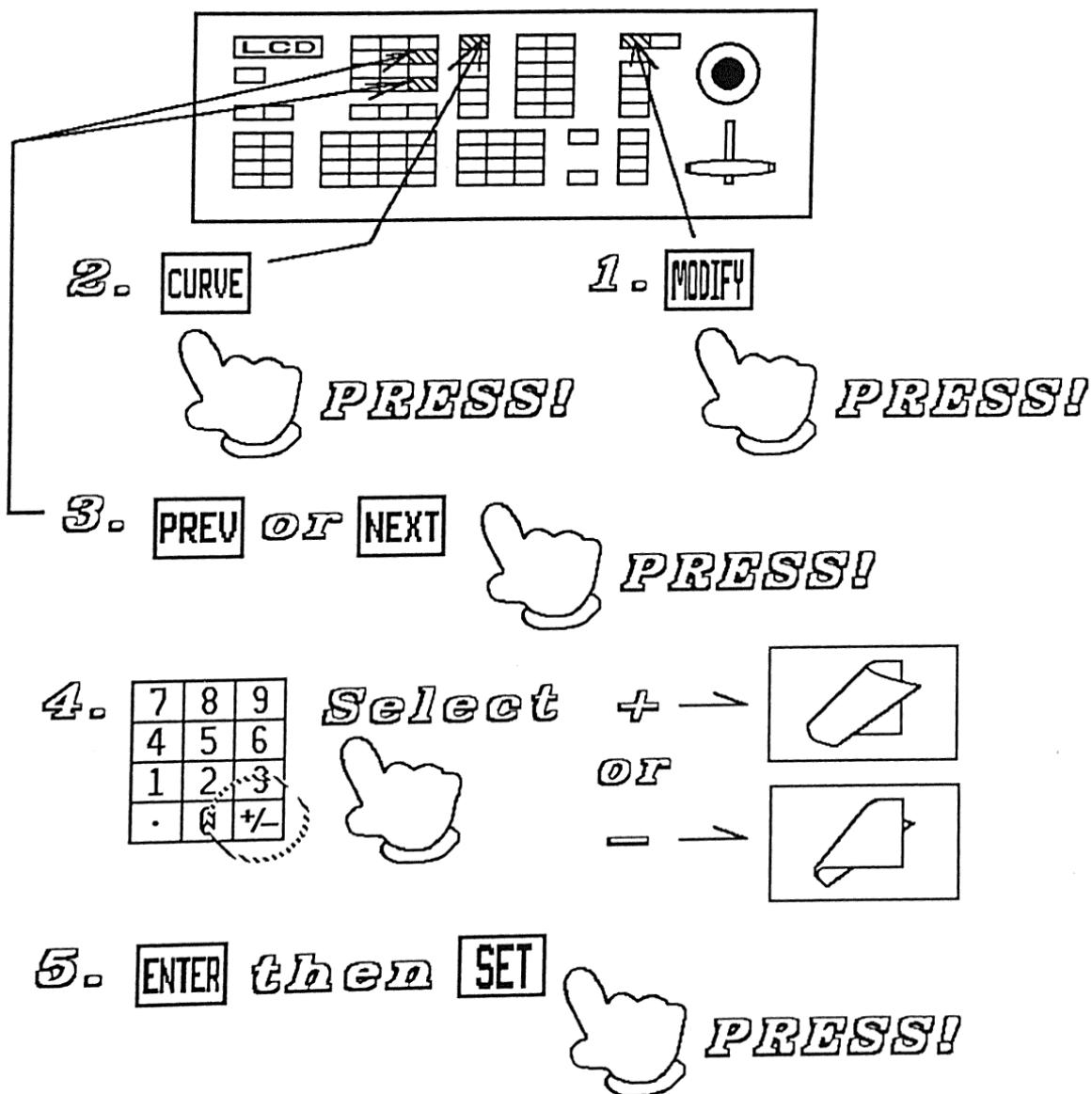
2. TWIST



STEP 6:

Front and back surfaces during page turn (scroll) performance are determined by the selection of the [CURVE] key and selection of the [+ / -] key of the numeric keypad for the VS parameter.

As the final step in setting page turn (scroll) performance, press [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, press the [+ / -] key of the numeric keypad to set the VS parameter either + or -. When setting is complete, press [ENTER], then [SET]. (Example shows page turn image.)



6-2. 'Stretching' a Page Turn or Page Scroll

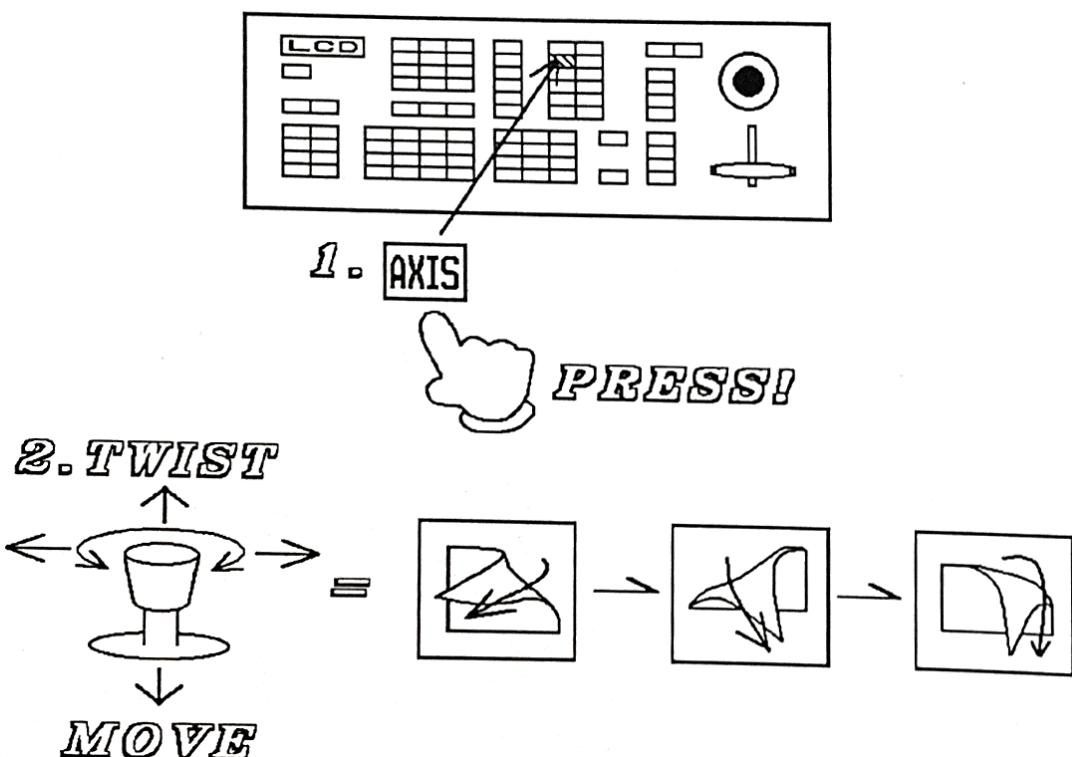
Page turn and page scroll can both be performed with a 'stretched' appearance during turn or scroll performance. This is done by adding one more step to the page turn (scroll) procedure given in sec. 6-1 and will produce results similar to those illustrated below.

REMEMBER !

Different joystick movements, affect different parameters!

STEP 7: (Performed after steps 1~6, sec. 6-1)

The amount, type and kind of 'stretch' is determined by the settings of the [AXIS] X, Y and Z parameter values. After setting your unit to perform page turn (scroll) effects, press [AXIS]



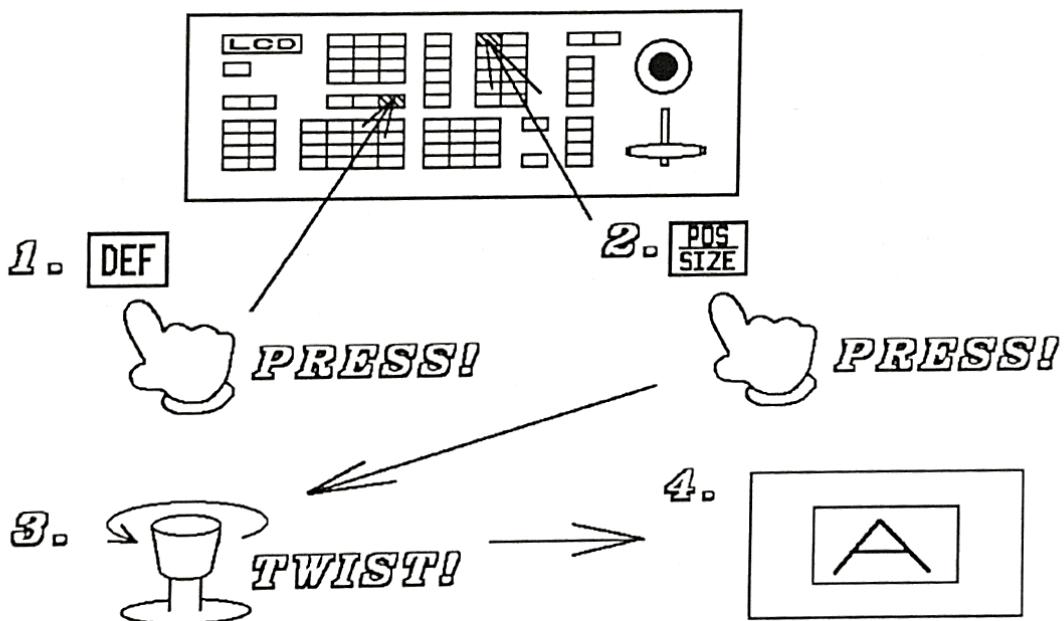
and move the joystick as necessary to obtain the desired effect.

6-3. Zipper Page Turn and Page Scroll

Installation of two (2) MF-3000T3Ds gives your system DUAL channel capability and allows the performance of zipper page turn (scroll) effects.

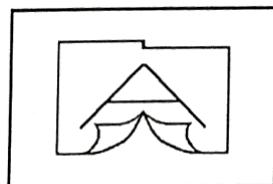
STEP 1:

Press [DEF] key to clear any previously set data. Press [POS/SIZE] and twist the joystick CCW to reduce image size as shown.

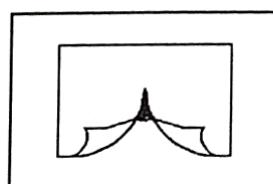


NOTES

#1 Dipswitches DSS2~DSS5 must be set the same on both the CH1 and CH2 MF-3000T3D boards in DUAL channel systems! If settings differ the image flaw illustrated at right may appear during the performance of zipper page turn (scroll) effects.



#2 Trying to combine zipper page turn (scroll) and wave warp effects will result in the appearance of a black 'noise' area, as shown at right, during zipper effect performance.

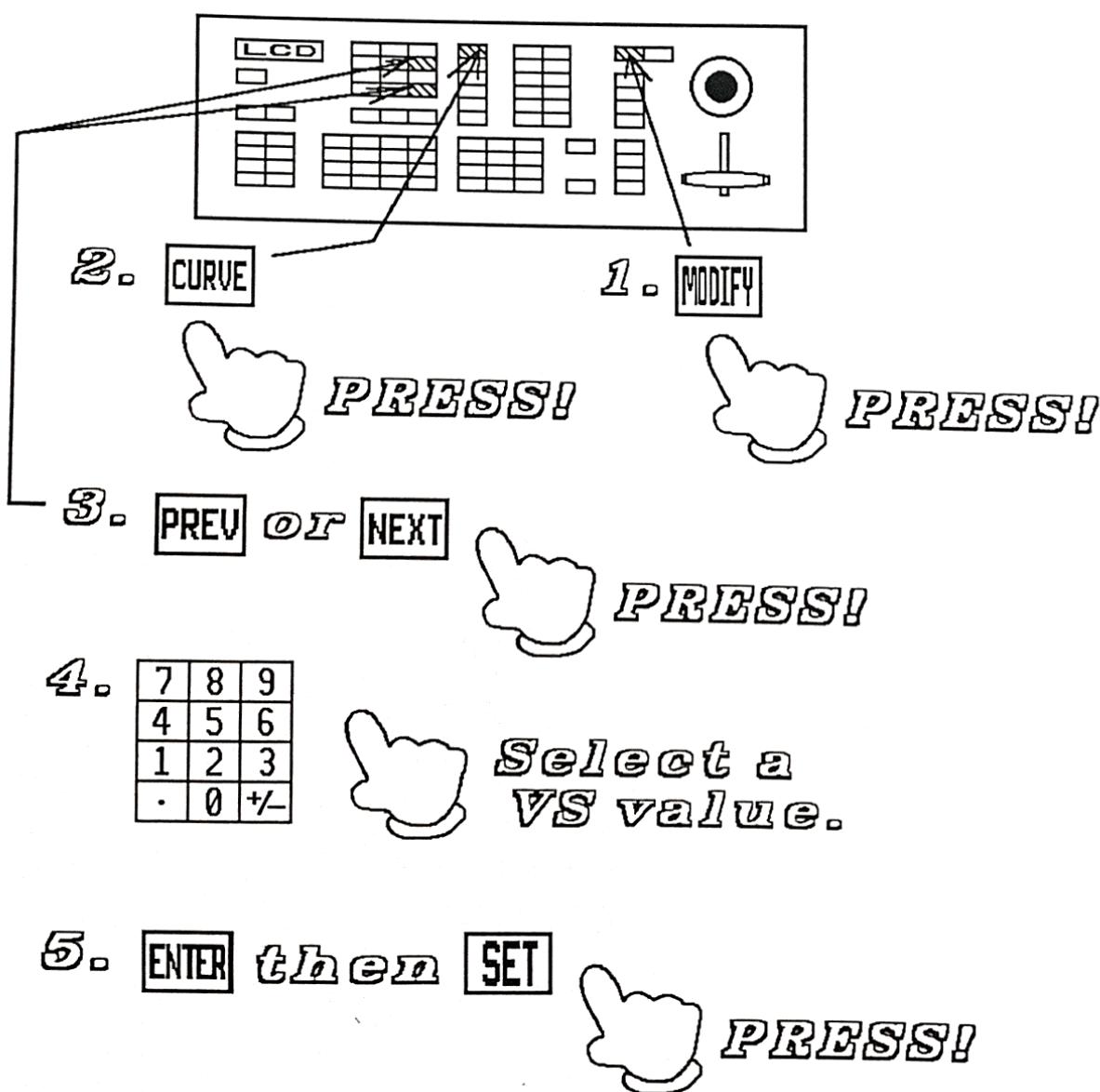


STEP 2:

Warp mode will now have to be set as either zipper page turn or zipper page scroll. To do this, select [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, use the numeric keypad to set the [CURVE] VS parameter to one of the following values. (The first value after the + or - sign is the one directly determining page turn or page scroll performance.) Press [ENTER], then [SET], when changes are complete.

Vertical page turn	= +1100
Horizontal page turn	= +1200
Vertical page scroll	= +2100
Horizontal page scroll	= +2200

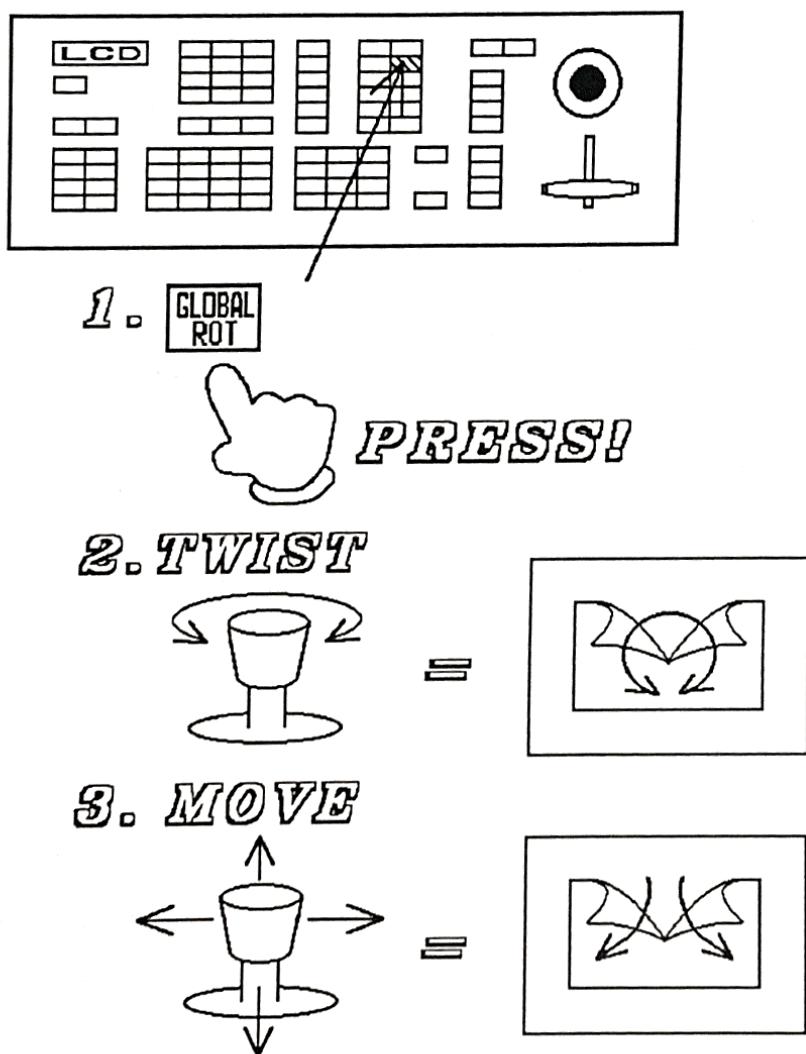
To change the [CURVE] VS parameter value:



STEP 3:

The [GLOBAL ROT] Z parameter must now be changed to determine how the zipper page turn (scroll) will separate during effects performance. Press the [GLOBAL ROT] key and twist the joystick in either the CW or CCW direction to set Z parameter values according to the effect you desire to obtain (see 2. below).

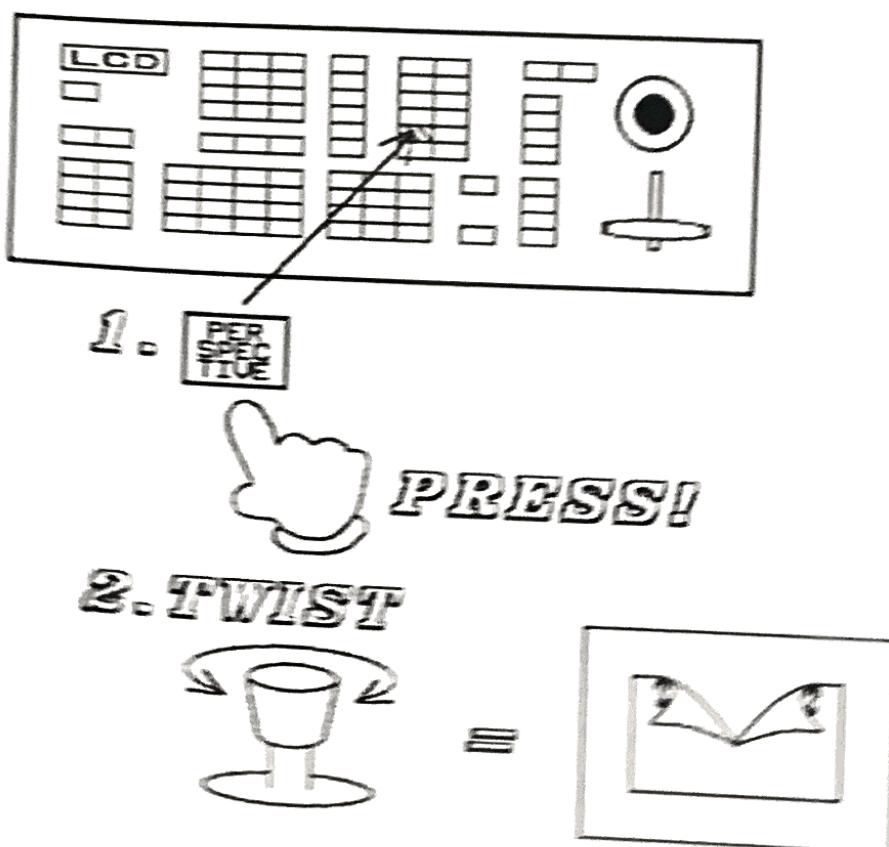
[GLOBAL ROT] X and Y parameters will also have to be changed to determine the type of roll performed when the image 'zips' apart or up. Simply move the joystick left/right and/or up/down to change the X and Y parameter values. Effects will be approximately performed as illustrated if both parameters are changed according to the joystick movements indicated (see 3. below).



STEP 4:

The [PERSPECTIVE] LEVEL parameter determines the radius of the zipper page turn (scroll) during effect performance. To set zipper page turn (scroll) radius, press [PERSPECTIVE] and twist the joystick either CW or CCW to change the displayed LEVEL parameter value.

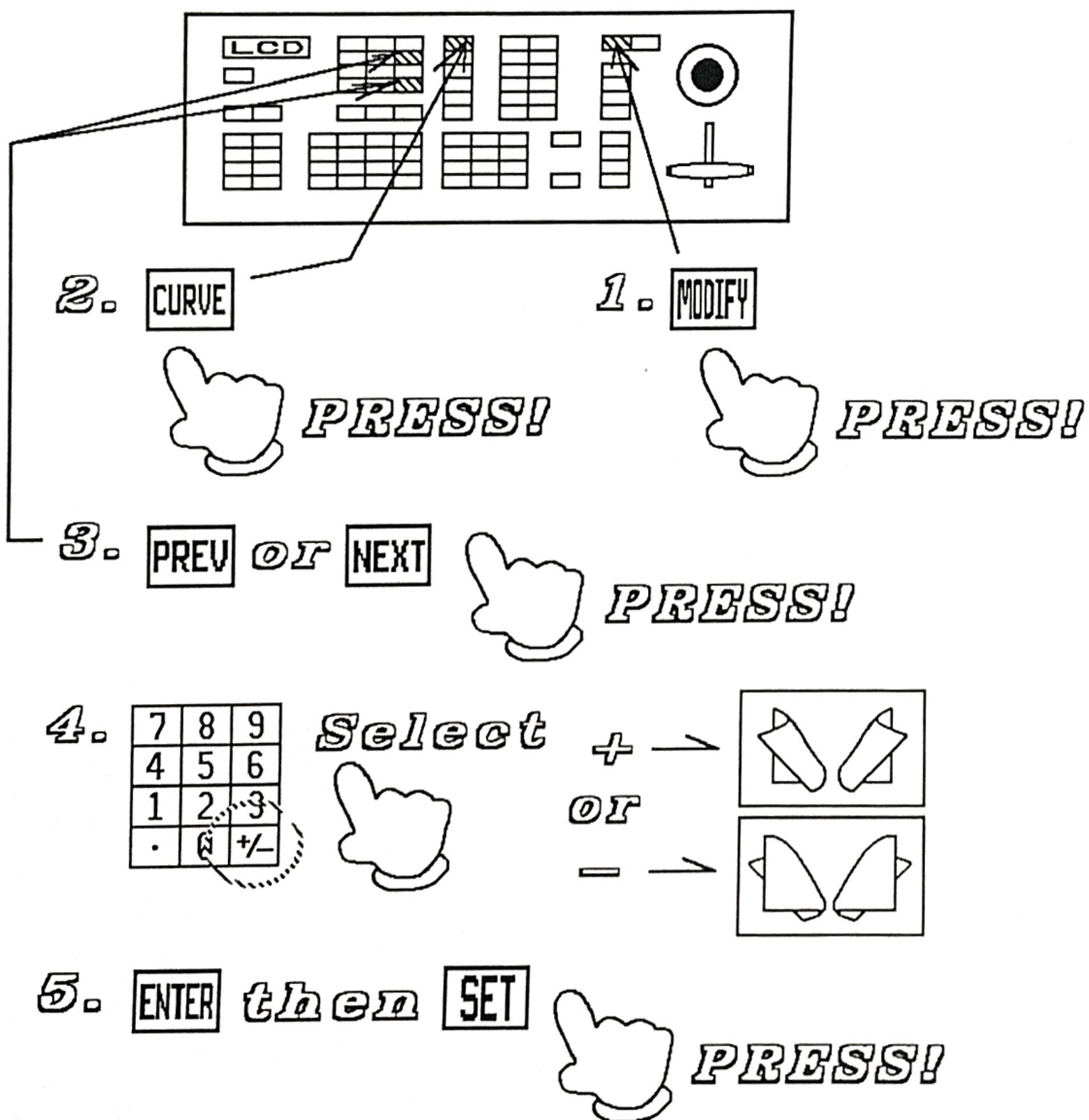
NOTE: LEVEL parameter value range is limited to <0500> ~ <2000> for zipper page turn (scroll) performance.



STEP 5:

Front and back surfaces during zipper page turn (scroll) performance are determined by selection of the [CURVE] key and selection of the [+/-] key of the numeric keypad for the VS parameter.

As the final step in setting zipper page turn (scroll) performance, press [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, press the [+/-] key of the numeric keypad to set the VS parameter either + or -. When setting is complete, press [ENTER], then [SET]. (Example shows page turn image.)



8.4. 'Stretching' a Zipper Page Turn or Page Scroll

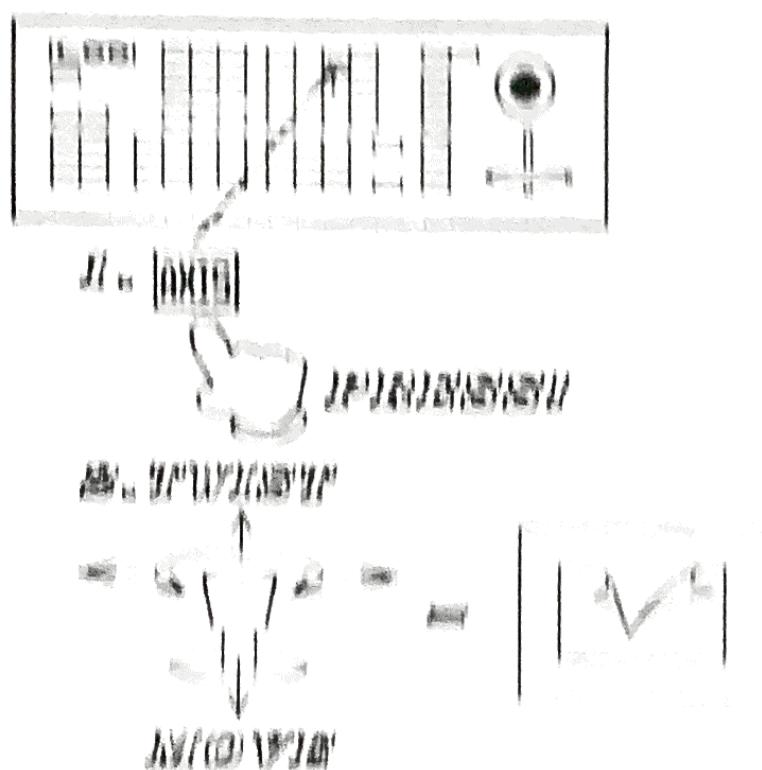
Zipper page turn and zipper page scroll can both be performed with a 'stretched' appearance during fold or scroll performance. This is done by adding one more step to the page turn (scroll) procedure given in sec. 8.3 and will produce results similar to those illustrated below.

REMEMBER !

Different joystick movements affect different parameters!

STEP 8: (Performed after steps 1 - 8, see, 8.3)

The amount, type and kind of 'stretch' is determined by the settings of the [ASIO] X, Y and Z parameter values. After setting your joystick to perform zipper page turn (scroll) effects, press [ASIO] and move the joystick as necessary to obtain the desired effect.

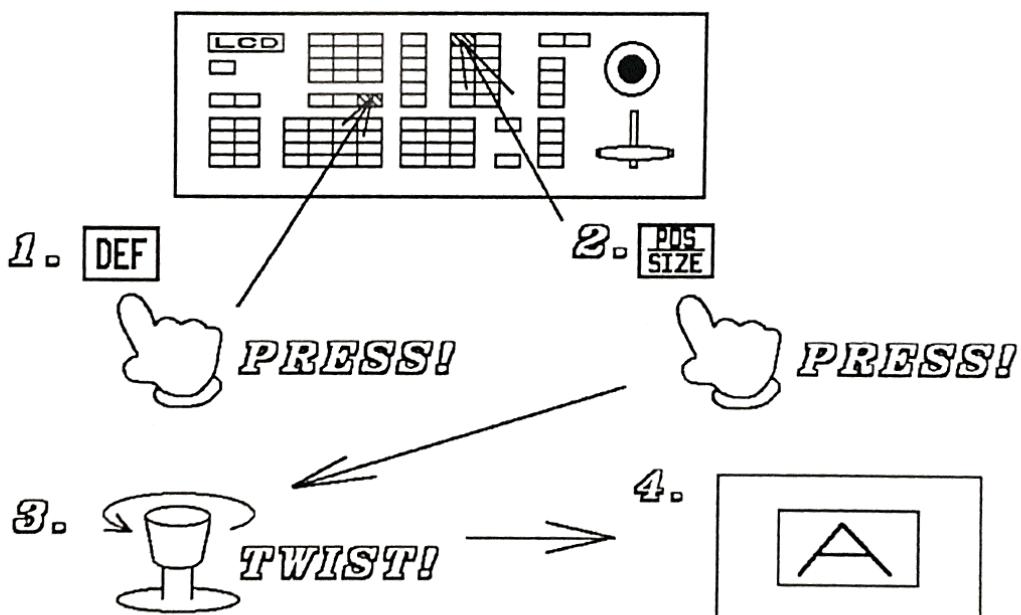


6-5. A/B Switch Page Turn and Page Scroll

A/B switching performance of page turn (scroll) is also possible with addition of the MF-3000T3D if your system contains two (2) NIUs or PIUs.

STEP 1:

Press [DEF] key to clear any previously set data. Press [POS/SIZE] and twist the joystick CCW to reduce image size as shown.

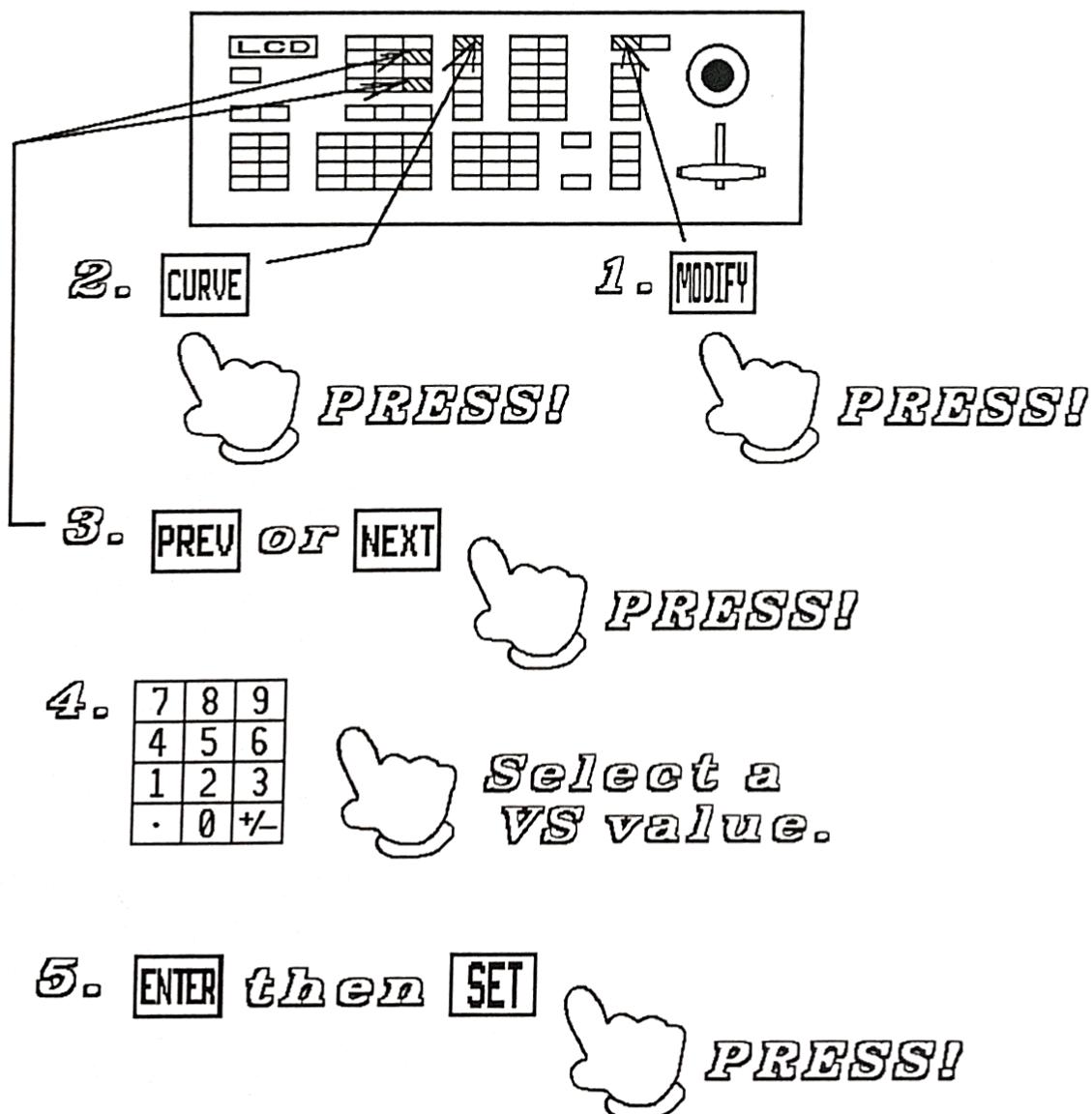


STEP 2:

Warp mode will now have to be set as either A/B switch page turn or A/B switch page scroll. To do this, select [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, use the numeric keypad to set the [CURVE] VS parameter to one of the following values. (The first value after the + or - sign is the one directly determining A/B switch page turn or page scroll performance.) Press [ENTER], then [SET], when changes are complete.

A/B switch page turn (CH2 on roll area)	= +1100
A/B switch page turn (CH1 on roll area)	= +1200
A/B switch page scroll (CH2 on roll area)	= +2100
A/B switch page scroll (CH1 on roll area)	= +2200

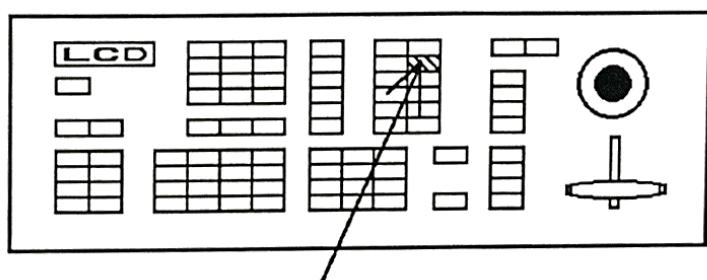
To change the [CURVE] VS parameter value:



STEP 3:

The [GLOBAL ROT] Z parameter must now be changed to determine the direction A/B switch page turn (scroll) will be performed in during effects performance. Press the [GLOBAL ROT] key and twist the joystick in either the CW or CCW direction to set Z parameter values according to the effect you desire to obtain (see 2. below).

[GLOBAL ROT] X and Y parameters will also have to be changed to determine the type of roll performed during A/B switch page turn (scroll) performance. Simply move the joystick left/right and/or up/down to change the X and Y parameter values. Effects will be approximately performed as illustrated if both parameters are changed according to the joystick movements indicated (see 3. below).

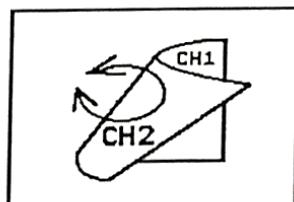


1. **GLOBAL ROT**

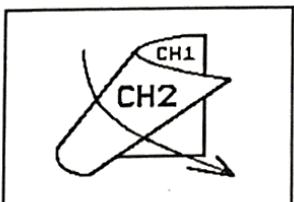
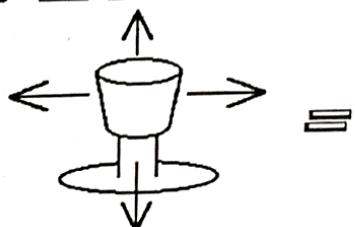


PRESS!

2. **TWIST**



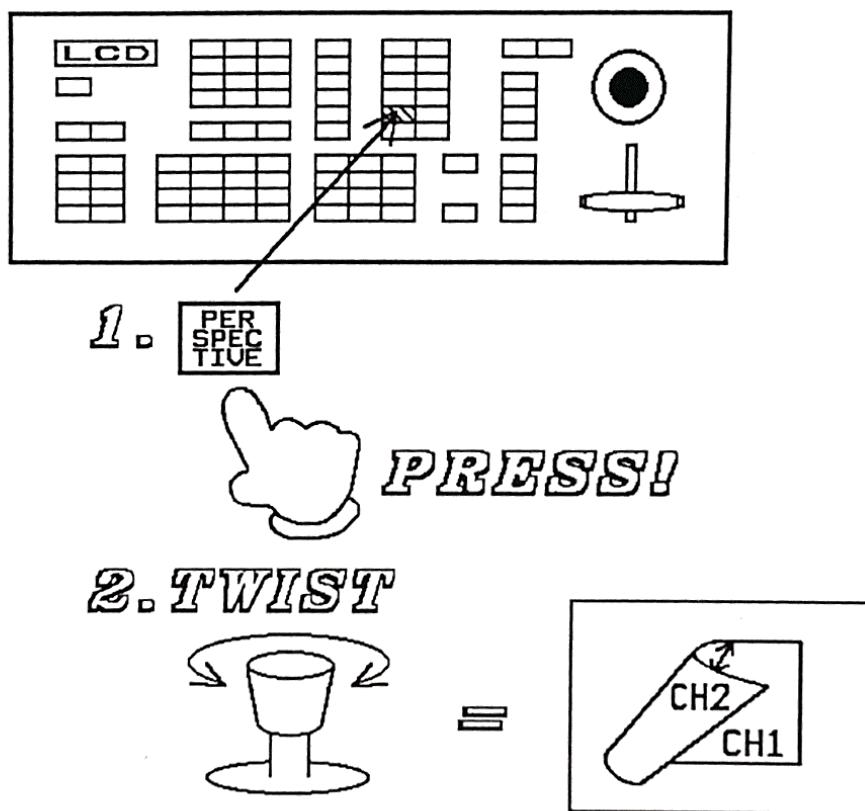
3. **MOVE**



STEP 4:

The [PERSPECTIVE] LEVEL parameter determines the radius of the A/B switch page turn (scroll) during effect performance. To set A/B switch page turn (scroll) radius, press [PERSPECTIVE] and twist the joystick either CW or CCW to change the LEVEL parameter displayed.

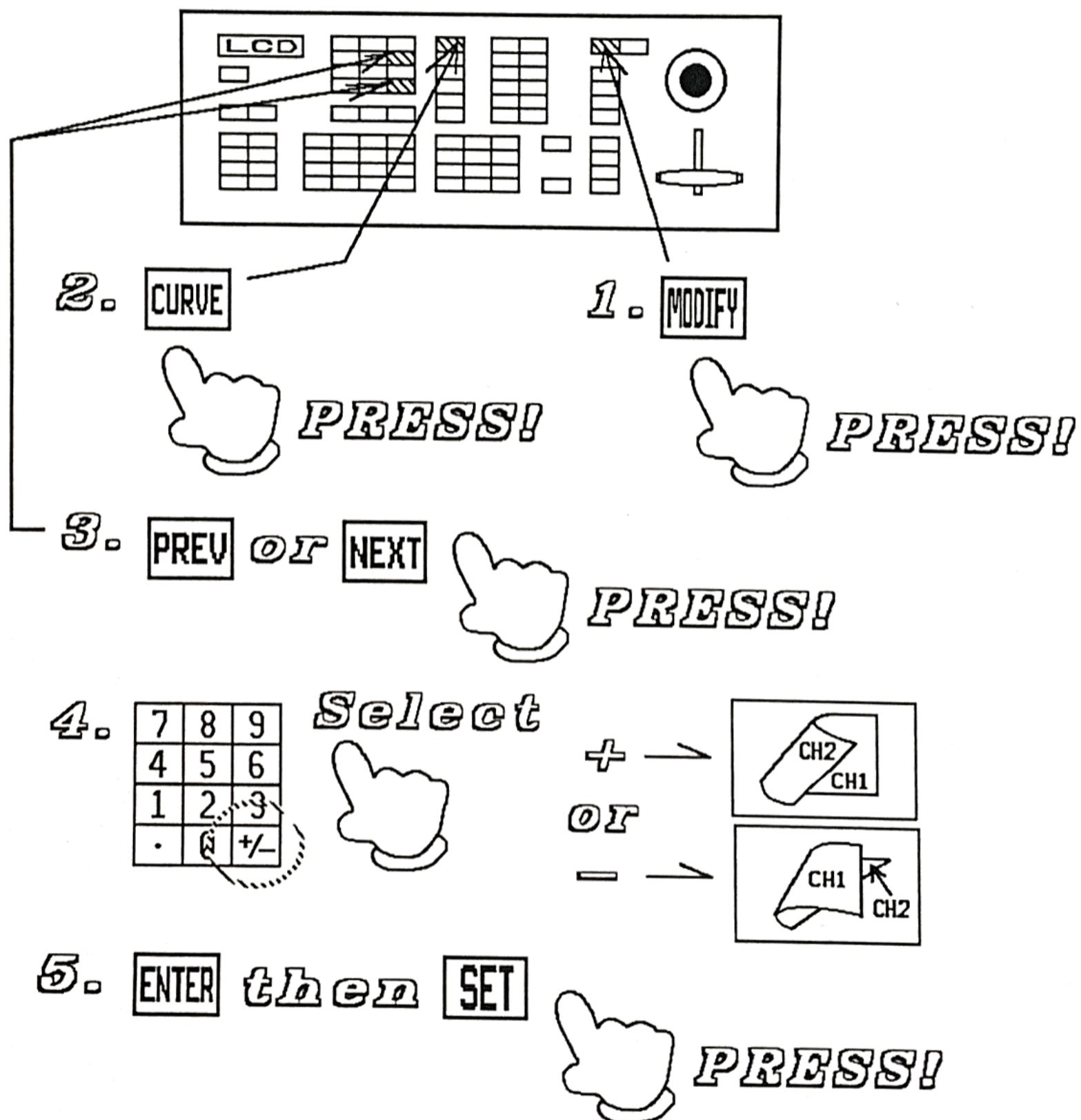
NOTE: LEVEL parameter range is limited to <0500> ~ <2000> for A/B switch page turn (scroll) performance.



STEP 5:

Front and back surfaces during A/B switch page turn (scroll) performance are determined by the selection of the [CURVE] key and selection of the [+/-] key of the numeric keypad for the VS parameter.

As the final step in setting A/B switch page turn (scroll) performance, press [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, press the [+/-] key of the numeric keypad to set the VS parameter either + or -. When setting is complete, press [ENTER], then [SET]. (Example on this page shows page turn image.)



6-6. 'Stretching' an A/B Page Turn or Page Scroll

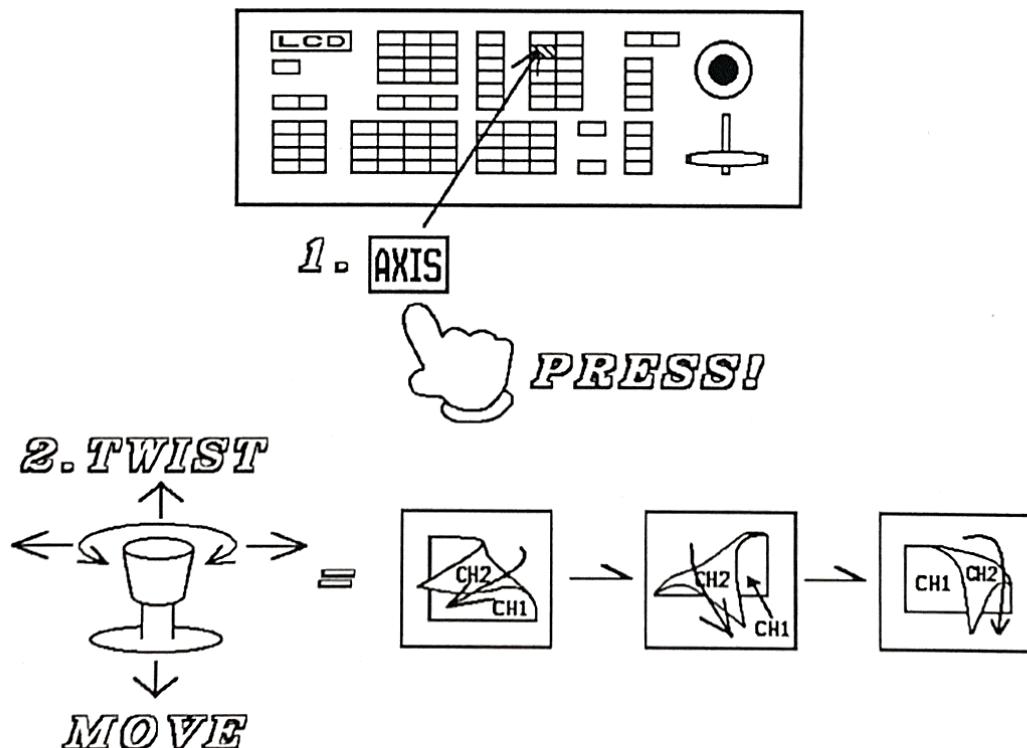
A/B switch page turn and page scroll can both be performed with a 'stretched' appearance during page turn or scroll performance. This is done by adding one more step to the page turn (scroll) procedure given in sec. 6-5 and will produce results similar to those illustrated below.

REMEMBER !

Different joystick movements, affect different parameters!

STEP 6: (Performed after steps 1~5, sec. 6-5)

The amount, type and kind of 'stretch' is determined by the settings of the [AXIS] X, Y and Z parameter values. After setting your unit to perform A/B switch page turn (scroll) effects, press [AXIS] and move the joystick as necessary to obtain the desired effect.

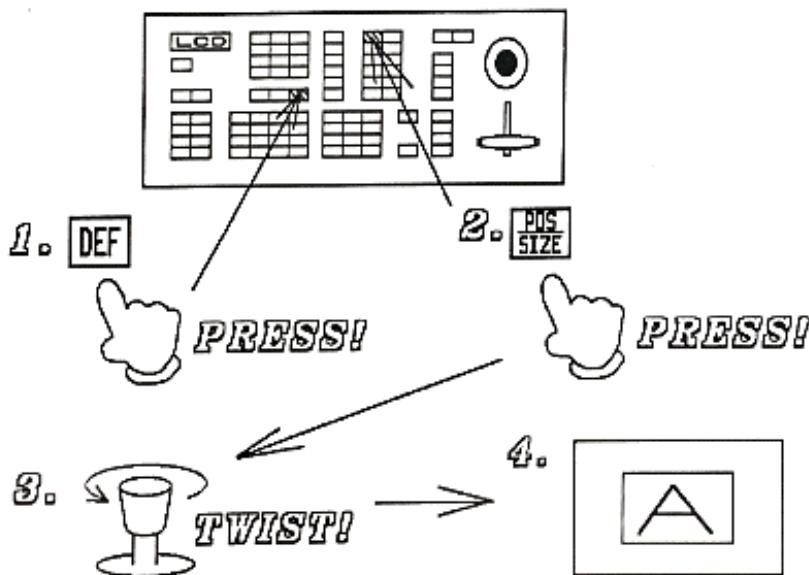


6-7. Wave, Accordion, Split, Cross split and Burst

Wave, accordion, split, cross split and burst effects can also be performed in the following manner..

STEP 1:

Press [DEF] key to clear any previously set data. Press [POS/SIZE] and twist the joystick CCW to reduce image size as shown.

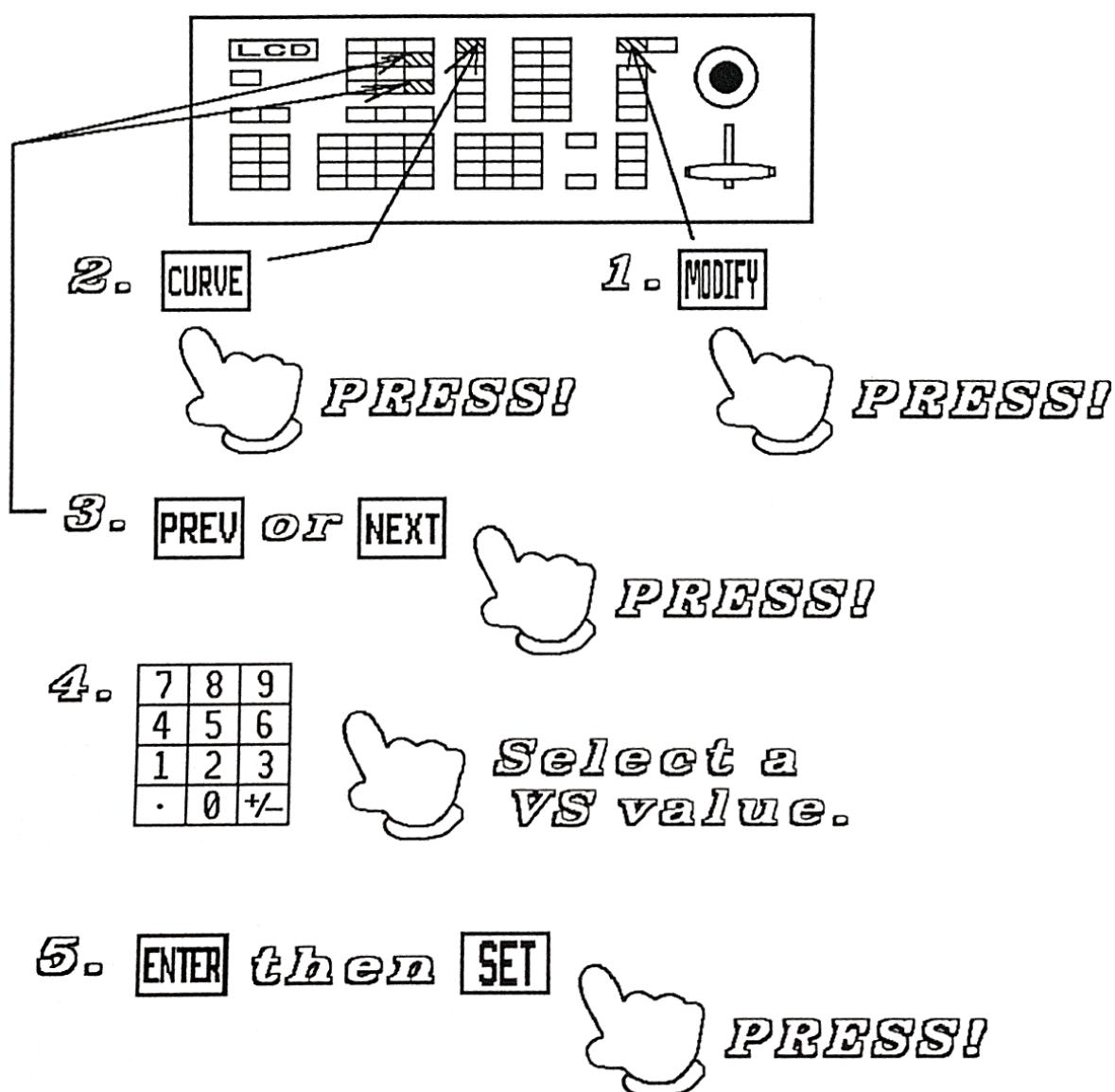


STEP 2:

Warp mode will now have to be set for wave, accordion, split, cross split or burst performance. To do this, select [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, use the numeric keypad to set the [CURVE] VS parameter to one of the following values. (The first value after the + or - sign is the one directly determining wave, accordion, split or burst performance, while the second determines split or cross split.) Press [ENTER], then [SET], when changes are complete.

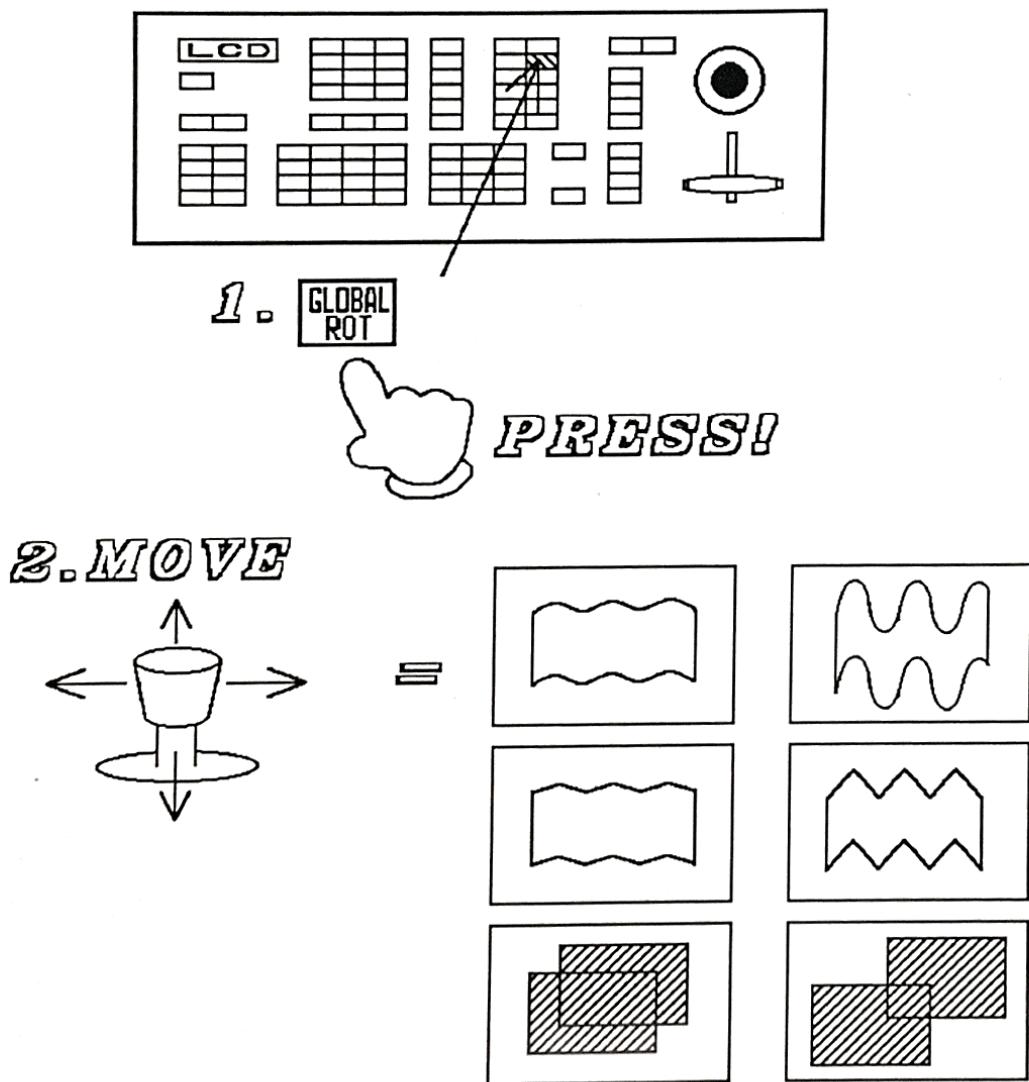
Wave	=	+3000
Accordion	=	+4000
Split	=	+5000
Cross split	=	+5100
Burst	=	+6000

To change the [CURVE] VS parameter value:



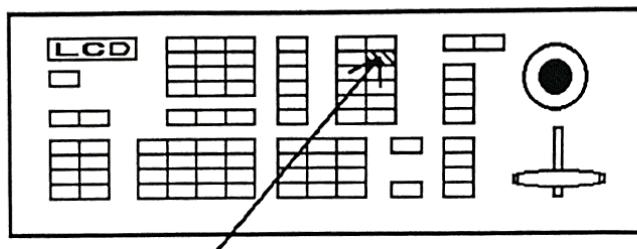
STEP 3:

[GLOBAL ROT] X and Y parameters must now be changed to determine wave size (height) for wave and accordion effects, the number of splits performed for split and cross split, and the amount of image dispersal that occurs during burst performance. Simply move the joystick left/right and/or up/down to change the X and Y parameter values. Effects will be approximately performed as illustrated (burst and cross split not shown) if both parameters are changed according to the joystick movements indicated (see below).



STEP 4:

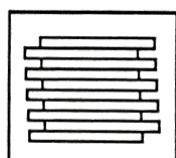
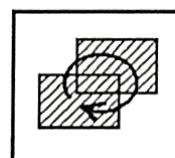
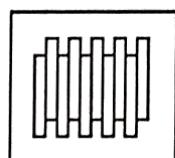
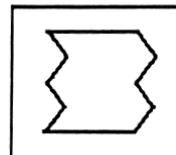
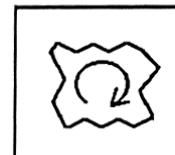
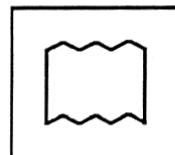
The [GLOBAL ROT] Z parameter must also be changed to determine the direction wave, accordion, split, cross split or burst movement will occur in during effects performance. Press the [GLOBAL ROT] key and twist the joystick in either the CW or CCW direction to set Z parameter values according to the effect you desire to obtain (see below).



1. **GLOBAL ROT**

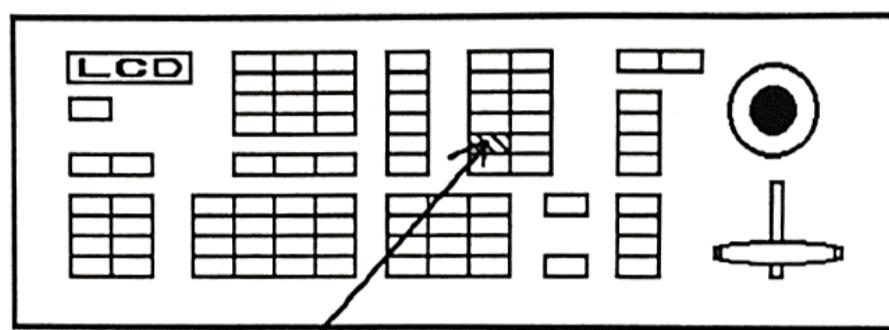


2. TWIST



STEP 5:

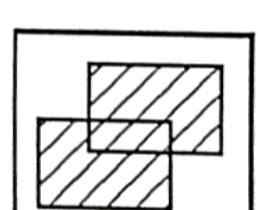
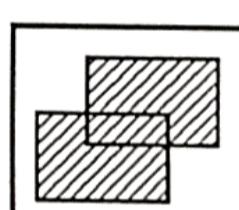
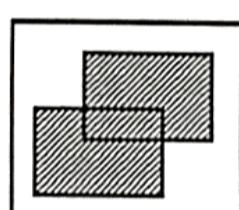
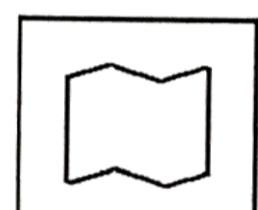
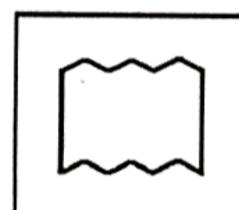
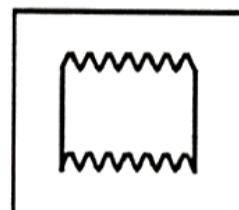
The [PERSPECTIVE] LEVEL parameter determines wave size (width) for wave and accordion effects, split size (width) for split effects and density of the dispersal pattern performed for burst effects. To set this parameter, press [PERSPECTIVE] and twist the joystick either CW or CCW to change the displayed LEVEL parameter value.



**1. PER
SPEC
TIVE**



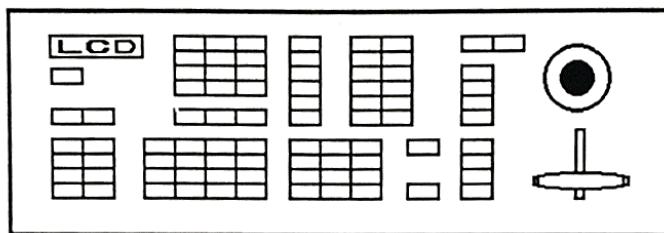
2. TWIST



STEP 6:

[LOCAL ROT] X and Y parameters determine warp pattern motion for wave, accordion, split, burst and ripple effect images. (Image positioning is not affected by this parameter and the image does not move around the screen. For example, if a wave effect is being performed the image undulates more or less, depending on the parameter setting, while remaining in a stationary position.)

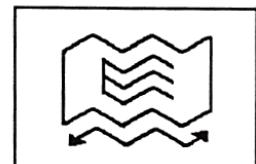
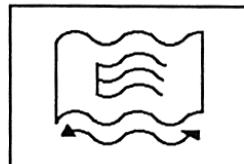
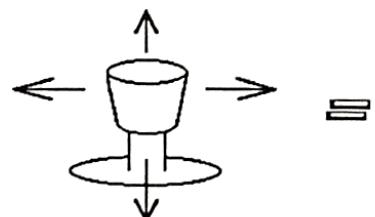
Simply move the joystick left/right and/or up/down to change the X and Y parameter values. Effects will be approximately performed as illustrated (burst, split and cross split not shown) if both parameters are changed according to the joystick movements indicated (see below).



1. LOCAL ROT



2. MOVE

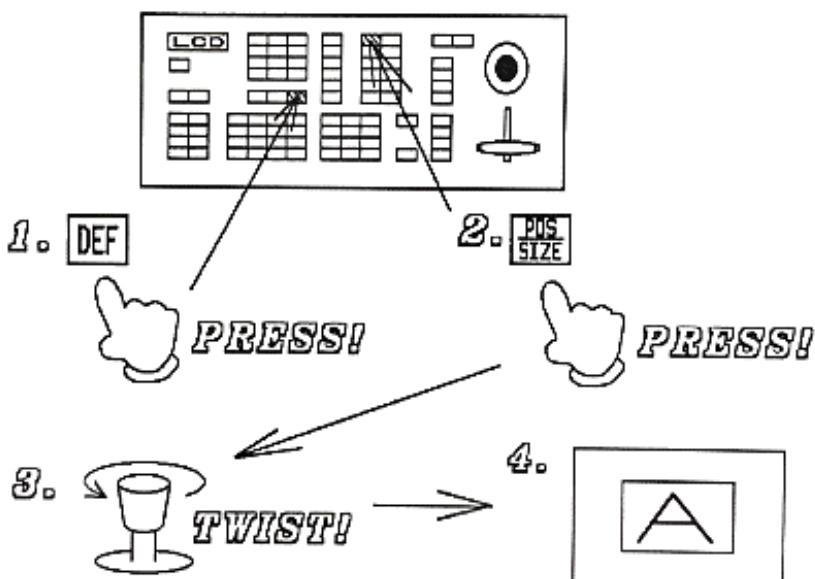


6-8. Ripple

It is also possible to perform wave ripple and accordion ripple effects according to the following procedure.

STEP 1:

Press [DEF] key to clear any previously set data. Press [POS/SIZE] and twist the joystick CCW to reduce image size as shown.

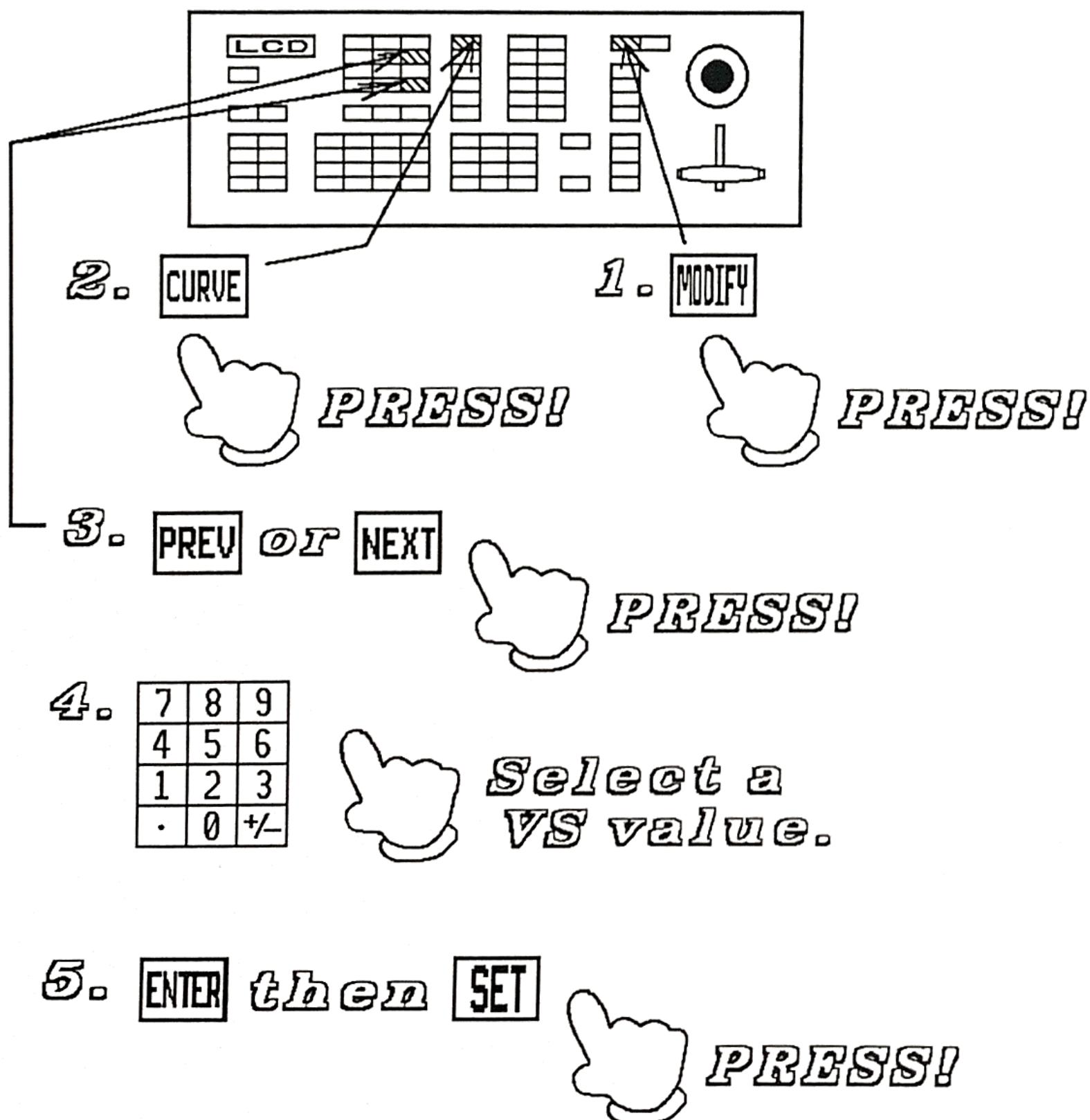


STEP 2:

Wave ripple or accordion ripple is set by selecting [MODIFY], then [CURVE]. ([PREV] or [NEXT] are used to set the display cursor on the value needing to be changed.) Next, use the numeric keypad to set the [CURVE] VS parameter to one of the following values. (The second value after the + or - sign is the one directly determining wave or accordion ripple performance.) Press [ENTER], then [SET], when changes are complete.

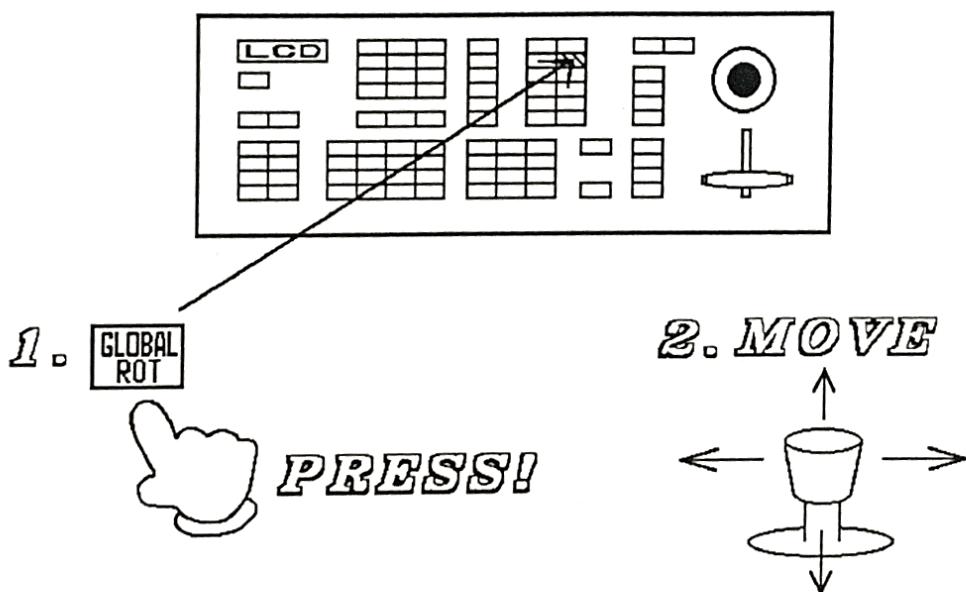
Wave ripple = +7000

Accordion ripple = +7100



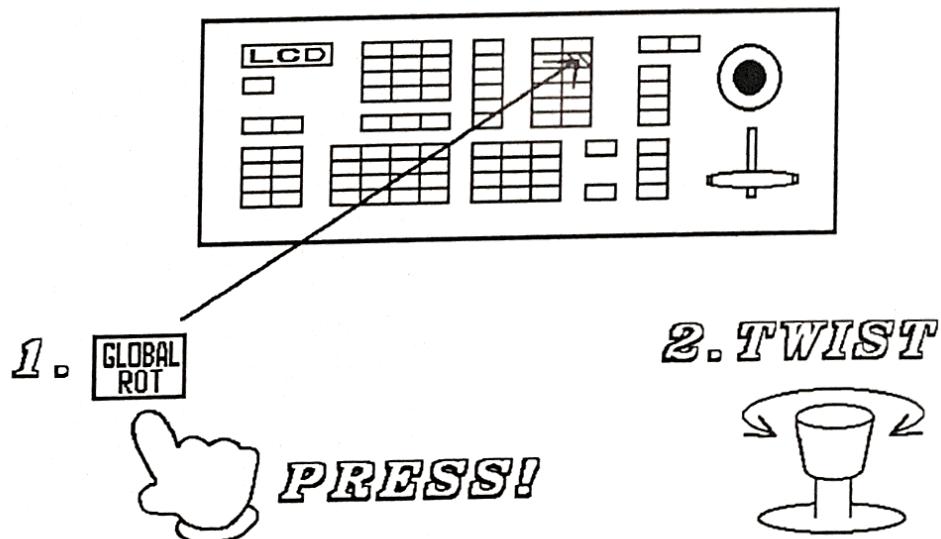
STEP 3:

[GLOBAL ROT] X and Y parameters must now be changed to determine wave size (height) for wave ripple and accordion ripple effects. Simply move the joystick (left/right and/or up/down) to change the X and Y parameter values until the desired effect is obtained.



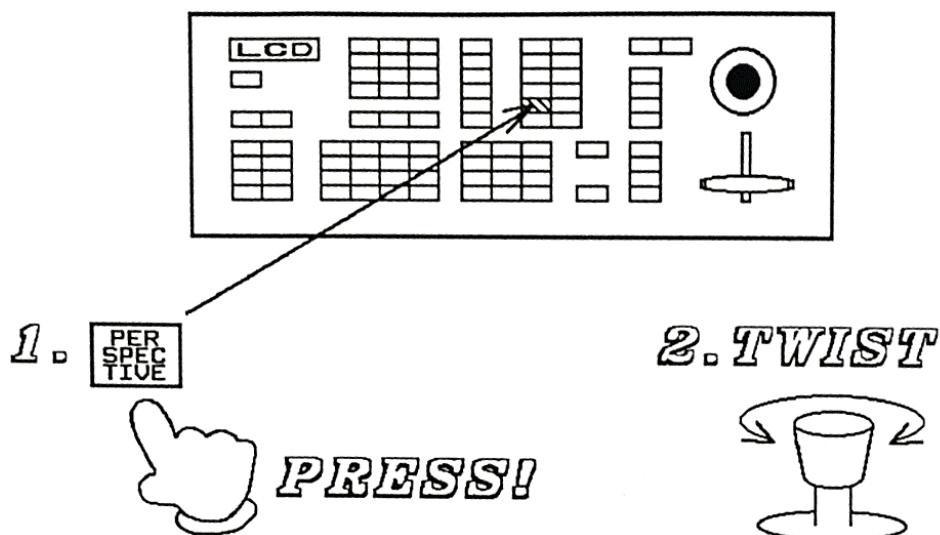
STEP 4:

The [GLOBAL ROT] Z parameter must also be changed to determine the direction wave ripple or accordion ripple movement will occur in during effects performance. Press the [GLOBAL ROT] key and twist the joystick in either the CW or CCW direction to set Z parameter values according to the effect you desire to obtain.



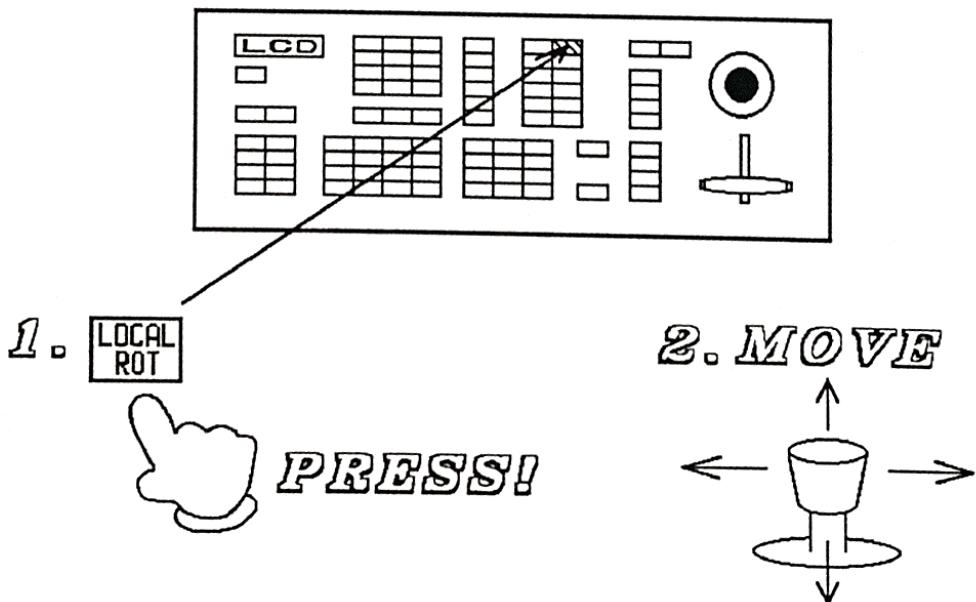
STEP 5:

The [PERSPECTIVE] LEVEL parameter determines wave size (width) for wave ripple and accordion ripple effects. To set this parameter, press [PRESPECTIVE] and twist the joystick either CW or CCW to change the LEVEL parameter value displayed.



STEP 6:

[LOCAL ROT] X and Y parameters determine how much ripple (undulation) occurs during effects performance. Simply move the joystick left/right and/or up/down to change the X and Y parameter values until the desired effect is obtained.



6-9. Curved Warps

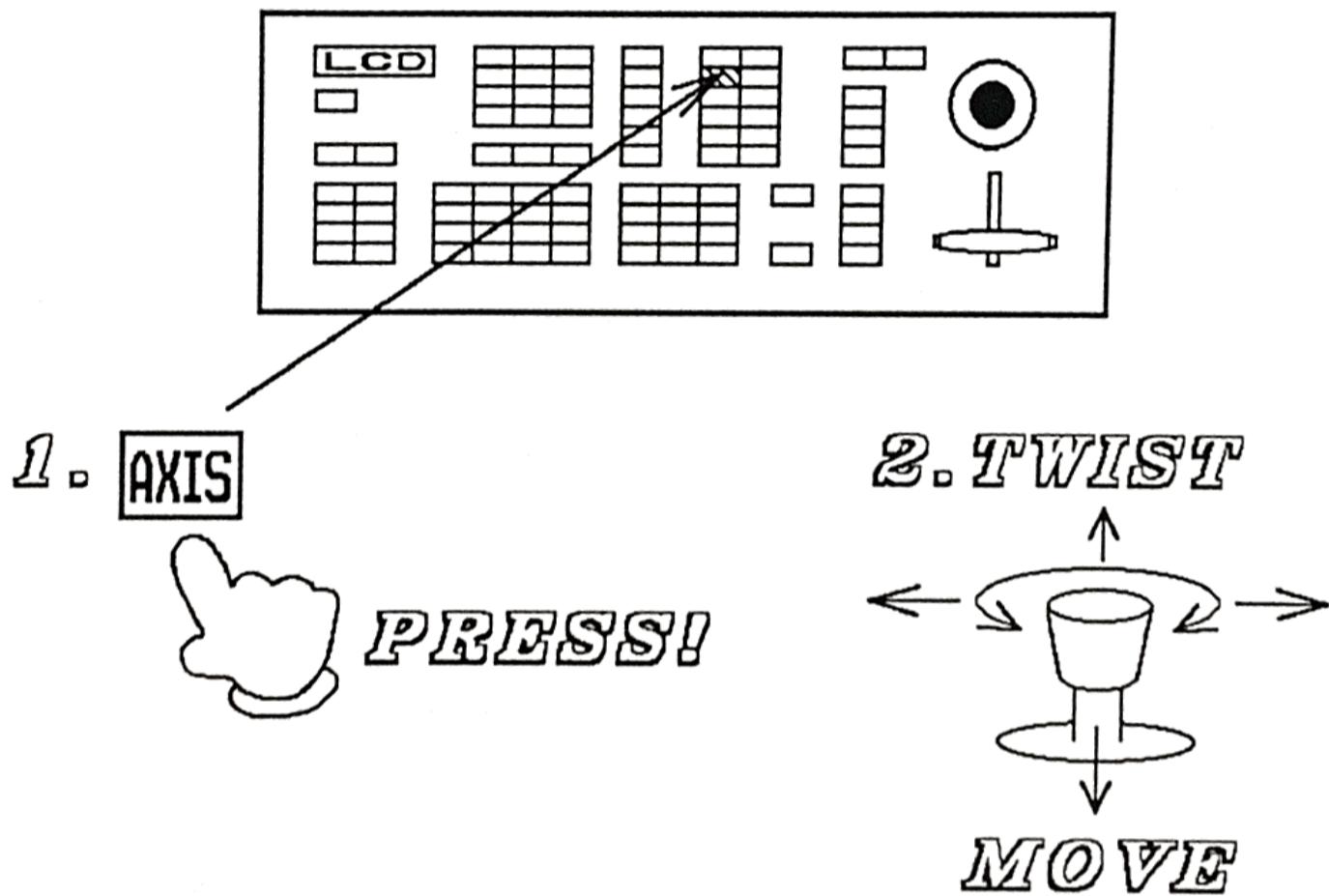
The [AXIS] X, Y and Z parameters affect the degree of curvature involved in such warp effects as wave and accordion. To change the degree of curvature, proceed as follows after completing steps 1~6 in sec 6-7 or 6-8.

REMEMBER !

Different joystick movements, affect different parameters!

STEP 7: (Performed after steps 1~6, sec. 6-7 or 6-8)

The degree of curvature (shallow or deep) for wave and accordion effects is determined by the settings of the [AXIS] X, Y and Z parameter values. To increase or decrease curvature, press [AXIS] and move the joystick as necessary to obtain the desired effect.



6-10. Positioning and Rotation of Warp Mode Effects

The following operational procedures include illustrations of how the [POS/SIZE] X, Y, Z parameters and the [LOCAL ROT] Z parameter affects image positioning and rotation during effects performance.

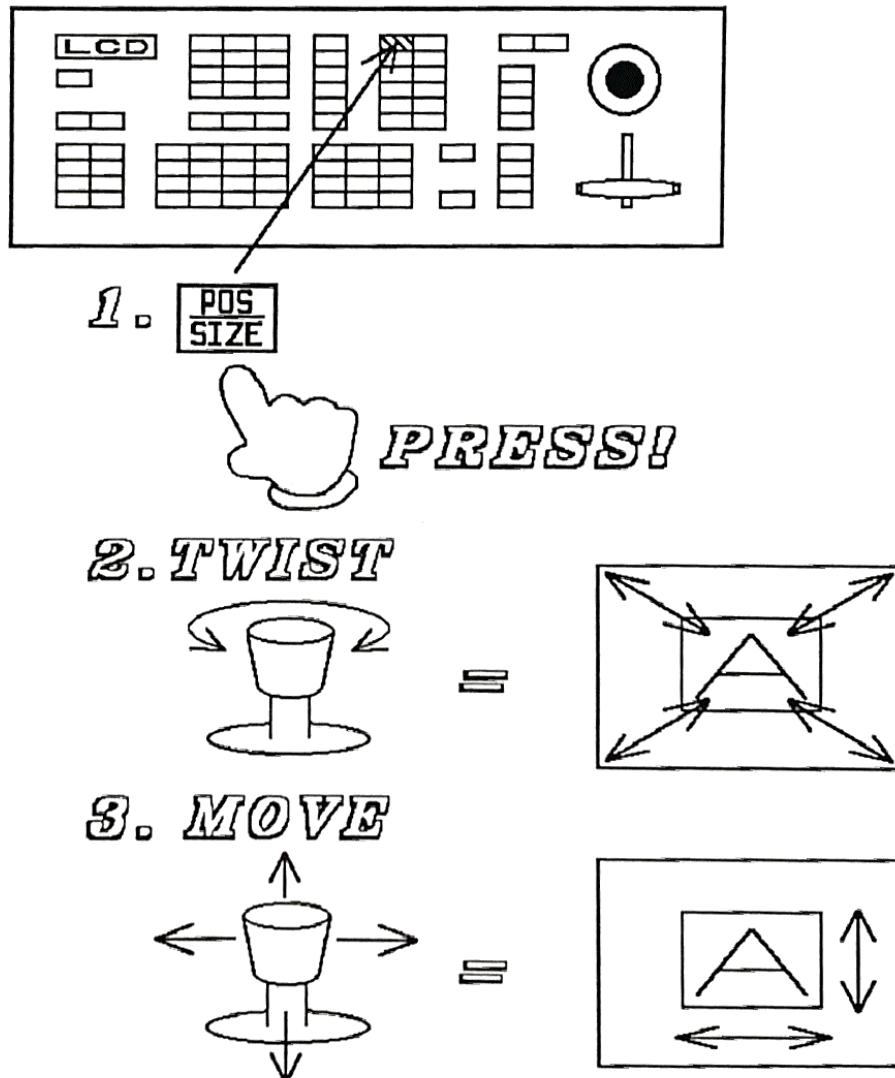
REMEMBER !

Different joystick movements, affect different parameters!

STEP 1:

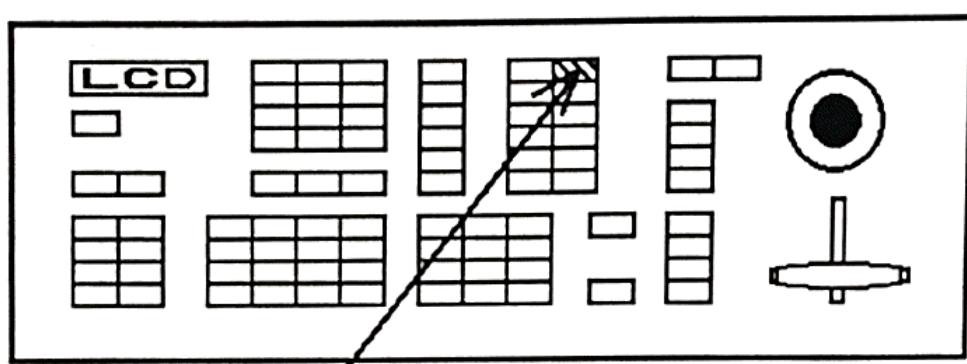
Press the [POS/SIZE] key and twist the joystick CW or CCW to change the Z parameter and increase or decrease image size. Moving the joystick either left/right and/or up/down changes the X or Y parameter values and repositions the image in the direction the joystick is moved.

NOTE: Z parameter range (SIZE) is limited to <0250> ~ <8000> during warp effects performance.



STEP 2:

Press the [LOCAL ROT] key and twist the joystick CW or CCW to change the Z parameter and change image rotation during warp effects performance.

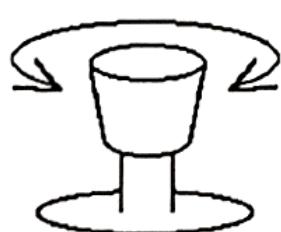


1. LOCAL ROT

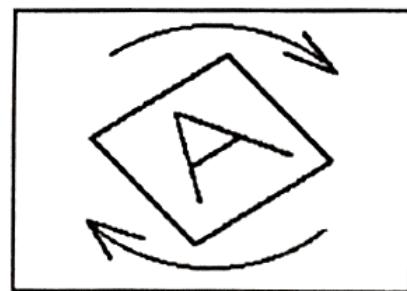


PRESS!

2. TWIST

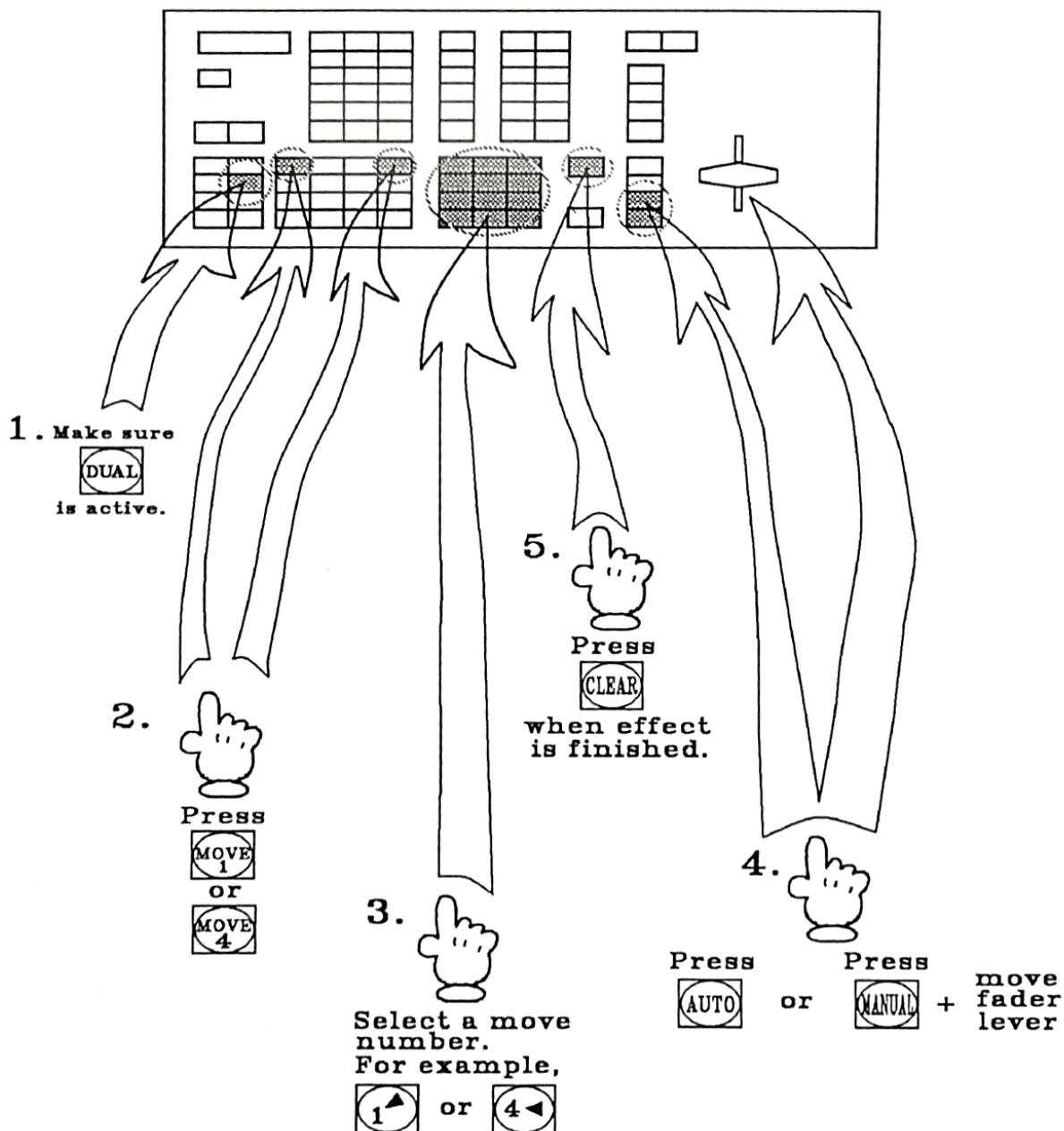


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6-11. Playing Optional 3D Effect EEPROM patterns

As mentioned earlier in this manual supplement, purchase and installation of the optional 3D effect EEPROM will add 18 preset page turn effects patterns to your MF-3000S/PS, or upgraded MF-3000/P. These effect patterns can be performed simply by selecting either the [MOVE1] or [MOVE 4] key in the DIRECT TAKE section and selecting a pattern number on the numeric keypad of your operation unit. The full procedure is as shown below.



NOTE

It is recommended that you 'try out' each of the [MOVE] key and numeric keypad combinations prior to production operations so you will be aware of which effect is performed for each combination.

7. Program Examples

7-1. Page Turn 1

This selection gives a page turn starting from the upper, right corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+1000]	<0> <0>	<1000> <1000>	<-1000> <0> <-30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+1000]	<0> <0>	<1000> <1000>	<+1000> <0> <-30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-2. Page Scroll 1

This selection gives a page scroll starting from the upper, right corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+2000]	<0> <0>	<1000> <1000>	<-1000> <0> <-30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+2000]	<0> <0>	<1000> <1000>	<+1000> <0> <-30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-3. Page Scroll 2

This selection gives a page turn starting from the upper, left corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+1000]	<0> <0>	<1000> <1000>	<-1000> <0> <+30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+1000]	<0> <0>	<1000> <1000>	<+1000> <0> <+30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-4. Page Scroll 2

This selection gives a page scroll starting from the lower, right corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+2000]	<0> <0>	<1000> <1000>	<-1000> <0> <-150>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+2000]	<0> <0>	<1000> <1000>	<+1000> <0> <-150>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-5. Page Scroll 3

This selection gives a rotating page scroll starting from the lower, right corner and ending in the lower left.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [2000]	<0> <0>	<1000> <1000>	<-1050> <0> <0>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [2000]	<0> <0>	<1000> <1000>	<+1000> <0> <-1180>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-6. Page Scroll 4

This selection gives a page scroll starting from the upper, left corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+2000]	<0> <0>	<1000> <1000>	<-1000> <0> <+30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+2000]	<0> <0>	<1000> <1000>	<+1000> <0> <+30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-7. Page Turn 3

This selection gives a page turn starting from the lower, right corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+1000]	<0> <0>	<1000> <1000>	<-1000> <0> <-150>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+1000]	<0> <0>	<1000> <1000>	<+1000> <0> <-150>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-8. Page Scroll 5

This selection gives a page scroll starting from the lower, right corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+2000]	<0> <0>	<1000> <1000>	<-1000> <0> <-150>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+2000]	<0> <0>	<1000> <1000>	<+1000> <0> <-150>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-9. Page Turn 4

This selection gives a page turn starting from the lower, left corner.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+1000]	<0> <0>	<1000> <1000>	<-1000> <0> <-30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [+1000]	<0> <0>	<1000> <1000>	<+1000> <0> <-30>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-10. Accordion 1

This selection gives an accordion effect image which shrinks and moves off screen to the left.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+4000]	(0) (0)	(1000) (1000)	(0) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <2000>
2	[0] [+4000]	(-150) (0)	(700) (700)	(5) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <2000>
3	[0] [+4000]	<350> <0>	<400> <600>	(20) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <1000>
4	[0] [+4000]	<-1300><0>	<800> <600>	(0) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <2000>

7-11. Split

This selection gives an split effect image which rotates, seperates and moves off screen to either side.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [5000]	<0> <0>	<1000> <1000>	<0> <0> <+90>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [5000]	<0> <0>	<1000> <1000>	<0> <50> <0>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
3	[0] [5000]	<0> <0>	<1000> <1000>	<0> <100> <-90>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
4	[0] [5000]	<0> <0>	<1000> <1000>	<0> <150> <-180>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>

7-12. Accordion 2

This selection gives an accordion effect image which shrinks and moves off screen to the right.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [+4000]	(0) (0)	(1000) (1000)	(0) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <2000>
2	[0] [+4000]	(+150) (0)	(700) (700)	(5) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <2000>
3	[0] [+4000]	<-350> <0>	<400> <600>	(20) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <1000>
4	[0] [+4000]	<1300> <0>	<800> <600>	(0) (0) (0)	<0> <0> <0>	<0> <0> <0>	[0000] <2000>

7-13. Wave ripple 2

This selection gives an circular wave ripple effect image which moves off screen to the left.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [7000]	<0> <0>	<1000> <1000>	<0> <0> <36>	<0> <0> <0>	<0> <0> <0>	[0] <1000>
2	[0] [7000]	<0> <0>	<1000> <1000>	<3000> <0> <36>	<2000> <0> <0>	<0> <0> <0>	[0] <1000>
3	[0] [7000]	<-1800> <0>	<1000> <1000>	<3000> <0> <36>	<4000> <0> <0>	<0> <0> <0>	[0] <1000>

7-14. Burst

This selection gives an burst effect image which rotates and scatters apart across the screen before disappearing.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [6000]	<0> <0>	<1000> <1000>	<0> <0> <47>	<0> <0> <0>	<0> <0> <0>	[0116] <1000>
2	[0] [6000]	<0> <0>	<1000> <1000>	<50> <0> <47>	<0> <0> <60>	<0> <0> <0>	[0116] <1000>
3	[0] [6000]	<0> <0>	<1000> <1000>	<150> <0> <47>	<0> <0> <120>	<0> <0> <0>	[0116] <1000>
4	[0] [6000]	<0> <0>	<1000> <1000>	<2000> <0> <47>	<0> <0> <180>	<0> <0> <0>	[0116] <1000>

7-15. Wave ripple

This selection gives an circular wave ripple effect image which moves off screen to the right.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [7000]	<0> <0>	<1000> <1000>	<0> <0> <36>	<0> <0> <0>	<0> <0> <0>	[0] <1000>
2	[0] [7000]	<0> <0>	<1000> <1000>	<3000> <0> <36>	<2000> <0> <0>	<0> <0> <0>	[0] <1000>
3	[0] [7000]	<1800> <0>	<1000> <1000>	<3000> <0> <36>	<4000> <0> <0>	<0> <0> <0>	[0] <1000>

7-16. Wave

This selection gives an wave effect image which shrinks and moves off screen to the left.

KF	[CURVE] HS VS		[POS] HOR VERT		[SIZE] (aspect) HOR VERT		[GLOBAL ROT] X Y Z			[LOCAL ROT] X Y Z			[AXIS] X Y Z			[PERSP] DIR LEVEL	
1	[0]	[3000]	(0)	(0)	(1000)	(1000)	(0)	(0)	(0)	(0)	(0)	(0)	<0>	<0>	<0>	[0000]	<2000>
2	[0]	[3000]	(200)	(-50)	(500)	(500)	(15)	(0)	(-145)	(0)	(0)	(0)	<0>	<0>	<0>	[0000]	<2000>
3	[0]	[3000]	(-1000)	(150)	(250)	(250)	(15)	(0)	(-145)	(0)	(0)	(0)	<0>	<0>	<0>	[0000]	<2000>

7-17. Cross split

This selection gives an cross split effect image which rotates, separates and moves off screen to all four corners.

KF	[CURVE] HS VS		[POS] HOR VERT		[SIZE] (aspect) HOR VERT		[GLOBAL ROT] X Y Z			[LOCAL ROT] X Y Z			[AXIS] X Y Z			[PERSP] DIR LEVEL	
1	[0]	[5100]	<0>	<0>	<1000>	<1000>	<0>	<0>	<0>	<0>	<0>	<0>	<0>	<0>	<0>	[0]	<1000>
2	[0]	[5100]	<0>	<0>	<500>	<500>	<0>	<0>	<45>	<0>	<0>	<0>	<0>	<0>	<0>	[0]	<1000>
3	[0]	[5100]	<0>	<0>	<500>	<500>	<150>	<0>	<45>	<0>	<0>	<180>	<0>	<0>	<0>	[0]	<1000>
4	[0]	[5100]	<0>	<0>	<500>	<500>	<300>	<0>	<45>	<0>	<0>	<1000>	<0>	<0>	<0>	[0]	<1000>

7-18. Wave ripple 3

This selection gives an wave effect image which shrinks and moves off screen to the right.

KF	[CURVE] HS VS	[POS] HOR VERT	[SIZE] (aspect) HOR VERT	[GLOBAL ROT] X Y Z	[LOCAL ROT] X Y Z	[AXIS] X Y Z	[PERSP] DIR LEVEL
1	[0] [3000]	(0) (0)	(1000) (1000)	(0) (0) (0)	(0) (0) (0)	<0> <0> <0>	[0000] <2000>
2	[0] [3000]	(-200) (-50)	(500) (500)	(15) (0) (145)	(0) (0) (0)	<0> <0> <0>	[0000] <2000>
3	[0] [3000]	(1000) (150)	(250) (250)	(15) (0) (145)	(0) (0) (0)	<0> <0> <0>	[0000] <2000>