Output Table

Component	Test	Status	Physical Response	Sensors Affected
Filters	1. Yellow	Cir	Filter moves into position.	None
	2. Magenta			
	3. Cyan	Set	Filter moves out of position.	None
Lamp shutter	4. Lamp Shutter	Cir	Shutter opens	None
		Set	Shutter closes	None
Lamp	15. Lamp Dim	Cir	Lamp will dim if it is on.	None
		Set	Lamp will return to normal intesity if it is on.	None
	16. Lamp	Cir	Lamp will be turned on.	LAMP
		Set	Lamp will be turned off.	
Left pan shutter	6. Left shutter	Cir	Shutter moves in.	L. SHUTTER OUT
		Set	Shutter moves out.	L. SHUTTER IN
Right pan shutter	7. Right shutter	Cir	Shutter moves in.	R. SHUTTER OUT
		Set	Shutter moves out.	R. SHUTTER IN
Iris shutter	8. Iris Shutter	Cir	Shutter opens.	IRIS SHUTTER
		Set	Shutter closes.	
Split shutters (quad flaps)	9. RR Quad Flap	Cir	The selected split shutter will move into position.	None
	10. LF Quad Flap			
	11. RF Quad Flap	Set	The selected split shutter will move out of position.	
	12. LR Quad Flap			
Bilevel drive	5. Bi Level	Cir	Turns bilevel drive on. Caution: do not leave the bilevel drive on for lengthy periods of time as it could damage the controller.	None
		Set	Turns bilevel off.	
Rotary table	13. Table Rotate	Cir	Table rotates out of home position.	TABLE HOME
		Set	Table returns to home postion.	TABLE TURNED
Crop blades	17. Neg. Crop	Cir	Crop blades will move into poistion	None
		Set	Crop blades will move out of position.	
Negative hold down	18. Neg Hold Down	Cir	Negative hold down will be lowered.	None
		Set	Negative hold down will be raised.	
Alarm	19. Alarm	Cir	The alarm will sound	None
		Set	The alarm will be turned off.	
Negative blow off	20. Neg. Blow off	Cir	Blow off air is turned on. You will hear the air hiss.	None
		Set	Blow off air is turned off.	
Projection trader card unit	21. Card Toggle	Cir	Trader Card unit will be turned on.	None
		Set	Trader card unti will be turned off.	
Chromalizer	24. Expose Start	Cir	Chromalizer will start cycle.	None
		Set	Chromalizer will be idle.	

Component	Test	Status	Physical Response	Sensors Affected
Punch	1. Punch	Cir	Punch moves into punch position.	None
		Set	Punch returns to home position.	
Punch bits (package punch only)	17. Punch bit 0	Cir	Selected punch bit extends. You will hear it click in. To punch a hole, toggle the punch bit after you extend the punch bit.	None
	18. Punch bit 1			
	19. Punch bit 2			
	20. Punch bit 3			
	21. Punch bit 4			
	22. Punch bit 5	Set	Selected punch bit retracts.	
	23. Punch bit 6			
	24. Punch bit 7			
Left lens deck lenses	9. Left Lens 1	Cir	Selected lens moves into position for printing.	L Lens 1 IN
	10. Left Lens 2			L Lens 1 OUT
	11. Left Lens 3			L Lens 2 IN
	12. Left Lens 4			L Lens 2 OUT
	13. Left Lens 5	Set	Selected lens returns to home position.	L Lens 3 IN
	14. Left Lens 6			L Lens 3 OUT
	15. Left Lens 7			L Lens 4 IN
				L Lens 4 OUT
				L Lens 5 IN
				L Lens 5 OUT
				L Lens 6 IN
				L Lens 6 OUT
				L Lens 7 IN
				L Lens 7 OUT
Left Shuttle	16. Left shuttle	Cir	Shuttle moves into position	None
		Set	Shuttle returns to home position.	