Illustration III
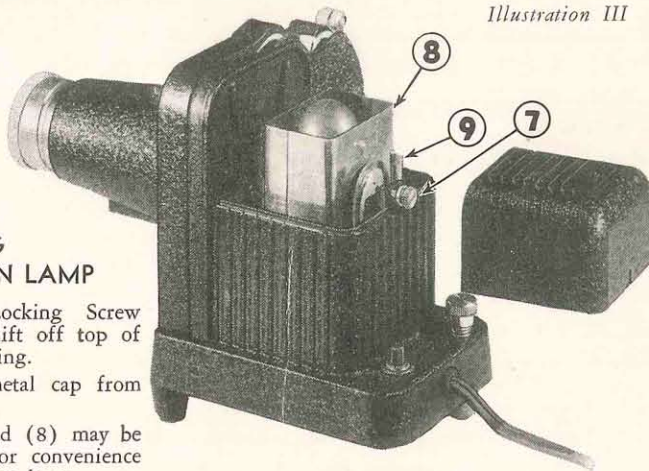
CHANGING PROJECTION LAMP

A. Loosen Locking Screw (7) and lift off top of lamp housing.

B. Remove metal cap from lamp.

C. Light Hood (8) may be slid out for convenience in removing lamp.

D. Push down on lamp and turn it counter-clockwise.

E. Lift out and insert new lamp by reversing the above procedure.

Specifications of Projection Lamp:

GE or Radiant 75W, 115 volt, T8 Proj. Lamp, CC filament, Single Contact Bayonet Base, Black Phytanium Topped. Use metal hood cap on bulbs without phytanium tops.

FILAMENT POSITIONING

The lamp in your projector has been factory tested for the correct position of the lamp filament for maximum brilliance. When you insert a new projection lamp, you should check the position of its filament by making this simple check.

CHECK FOR PROPER FILAMENT POSITIONING

The filament of your projection lamp has four coils as in Illustration IV. Place a reel in the projector and hold a thin piece of white paper close enough to the front of the protection lens to bring the bulb filaments into sharp focus. Observe the filament image through the paper with the projector towards you. The image of the filaments should be centered in the circle of the projected beam of light and the four filament reflections caused by the back reflector should appear in the spaces between, as shown in Illustration V. If the new bulb makes this pattern, you will be getting maximum brilliancy in your projections. If only four coils are visible in the circle of light as in Illustration IV, the reflector is out of adjustment. Up to a twenty-five per cent loss of light is the result of this poor adjustment of the reflector. To correct this, use a dime or screw driver to turn the Reflector Adjusting Screw (9) until eight coils are visible on the paper as in Illustration V.

Illustration IV

Illustration V
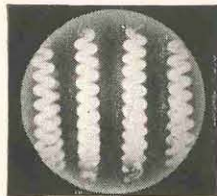
If either the top or the bottom of the filaments are cut off and do not appear in the circle of projected light, the lamp is substandard and should be returned to your dealer for replacement. If one or more of the filaments is cut off at the side, the lamp should be taken out, turned one half turn and replaced If this does not help, the lamp is sub-standard and should be replaced.
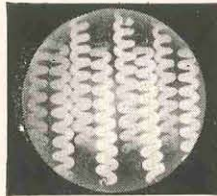
OPERATING INSTRUCTIONS
FOR THE
VIEW-MASTER
REG. U. S. PAT. OFF.
PROJECTOR
TWO DIMENSIONAL
MODEL S-1

FOR FULL-COLOR PROJECTION OF VIEW-MASTER REELS IN TWO-DIMENSIONS

General Description

The View-Master Projector, Model S-1 is a precision instrument specifically designed to project View-Master Pictures in full-color. Of die-cast construction, this unit contains an unequaled optical system consisting of a Sawyer's View-Master Anastigmat F/3.0 coated lens for maximum definition and brilliance; a twin condenser system consisting of one heat resisting collector lens and a condenser lens made of a special heat absorbing glass to keep film cool; plus an optically ground reflector, adjustable to insure maximum illumination. This combination of lens, condensers, and reflector enables you to project brilliant images from your View-Master reels using only a 75 watt projection bulb. This means less heat and a smaller-sized projector that is easy to carry and to store.

The View-Master Projector embodies several other features found in no other projector. By using View-Master reels, the user is able to project seven views by merely flicking a lever. Changing a reel is no more difficult than changing a slide. While the reel is in the projector, each picture title is reflected in the Title Prism for convenient identification of each view as it is shown. A built-in Projection Pointer enables the operator, by manipulating a simple lever on the machine, to cause a shadow of a pointer to indicate any part of the projected picture.

OPERATING INSTRUCTIONS

TO INSERT REEL

A. Raise Picture - Changing Lever (1) to its uppermost position.

B. Grasp reel by the edge with the titling towards the rear of the projector. (See Illustration II.)

C. Insert reel in slot pushing it down as far as it will go.

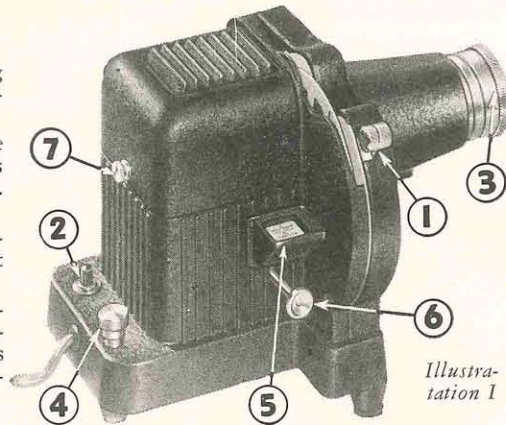D. Register reel for projection by depressing Picture-Changing Lever (1) as far as it will go and releasing.

Illustration I

TO PROJECT

A. Plug into any ordinary house current (110-120 volt A. C.) and turn Switch (2) to light projection lamp.

B. Focus projected image by turning lens in or out by means of knurled ring (3).

C. Adjust height of the projected image with the Tilting Screw (4).

D. Depress the Picture-Changing Lever (1) each time you wish to change scenes until all seven are shown.

TO CHANGE REELS

Raise Picture-Changing Lever (1) to its uppermost position. Lift out old reel. Insert new one.

TITLE READING

By looking into the window of the Title Prism (5) each picture title may be read and each scene identified as you project it.

PROJECTION POINTING

By manipulating the Pointer Lever (6), attention may be directed to any part of the projected image. The Pointer Lever moves the Projection Pointer inside of the machine which causes a shadow pointer to be thrown upon any part of the screen.

PROJECTION HINTS
FOR BEST RESULTS

While it is possible to project your View-Master pictures to any distance from a few inches to over fifty feet and produce images from the size of a postage stamp to nine feet in width, there are factors that limit these distances for the sake of satisfactory viewing. Too small a projection limits viewing, while too large an image suffers from lack of brilliance. Depending upon the degree of darkness in a room the projection distance may be lengthened. Picture sizes for various distances are given below.

Distance	Width of Image
10 feet	18 inches
12 feet	24 inches
16 feet	30 inches
18 feet	34 inches

REEL HANDLING

To have the first picture of a reel in position to be projected first without having to turn through several pictures, turn the reel to the following position. (See illustration II.) With reels whose sub-titles are numbered 1 to 7, the 4 should be upright; with other reels the double notches on the edge of the reel should be at the five o'clock position.
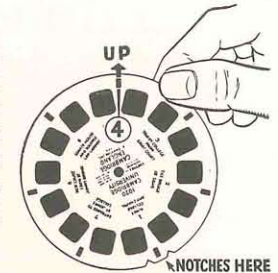

Illustration II

SCREEN AND ROOM

A white, metal, or beaded screen in a perfectly dark room will not only produce a more brilliant image but the lack of distracting influences will heighten dimensional illusion.