The TC-JR is a low cost time code reader designed for logging time code. Some unique new features include: a take counter, jam setting from external time code, and jam setting from the Trimble Scoutmaster™ GPS (Global Positioning System) Receiver. This low power hand held time code reader features a back lit display for night shoots. The serial port will send logging data to a serial printer or computer. Time code frame rate and drop frame status are also displayed.

1. Insert a standard 9v alkaline battery in the drop in battery compartment on the back. Note the polarity. Reverse battery will not harm the unit. A flashing "LB" in the rate field of the display indicates low battery. Turn on the power and the display read 00:00:00:00 R ?? The reader is now in the read mode. Send time code into the TC input on the top mini connector. The display will show time code, R, and the frame rate and status. To jam the TC-JR, feed time code in to the unit with the power off. Turn on the power. The display will go from R to J as soon as time code is jammed. The internal clock is set on the second and the frames do not run. The time code feed can be removed and the TC-JR can be used as a stand alone logger. "lb"

2. To Hold a time code number and display the take number, press the hold button. The code will freeze and an H followed by the take number will be displayed. Pressing hold again will release hold and the time code will increment.   Press hold again and take number will increment one take.   The user bits can also be displayed by pressing the TC/UB button. Double clicking the TC/UB button will reset the take counter to 01 for the start of a new scene. To start a take at a user selected number, enter the UB mode and increment the take number with the lamp button.   Hold down the lamp button to increment quickly to a high take number. Return to the TC mode and the next take will be your selected take number.

3. The back light can be turned on in the TC mode by pressing lamp. To conserve battery life, the back light will time out after 10 minutes if there is no button activity. Just hit lamp to re-light the back light.

4. To set the TC-JR from the Trimble scoutmaster hold down the Lamp Button and then turn on the power. The display will say "Waiting for GPS." Follow the Trimble instructions to get SMPTE sync output from your ScoutMaster. Plug in the ScoutMaster, when you have three satellites. The TC-JR display will show the correct time with the date in the user bits. The time is frame accurate and will match the time code set from the SB-2 GPS.

To view the software version number press the hold key and turn on the unit.

5. A serial printer like the Seiko DPU 411 or DPU 201GS can be used for printing. Set up the printer to 9600 baud, 8 bit, no parity. The default setting for the TC-JR internal baud rate is 9600, although this is changeable. To print a header (scene, mode and frame rate) double click the TC/UB button. The header will print. The internal take counter will reset to #01. The take number, time code, and user bits will print with every press and release of the hold button. Double clicking the Hold button will print "False Start" with the same take number plus the new time code. You will note a small delay when printing. This is the time needed to enter a false start. Release "Hold" before the next take. To start a pick up scene print the header and then set the new take number with the Lamp switch while in the UB mode.

6. To talk to the TC-JR, the serial port is set to 8,1,N. Baud rates are 1200, 2400, 4800, 9600. The default baud rate is set at 9600. A dip switch is located inside to change the rate. The TC-JR will accept upper and lower case.

RECOGNIZABLE COMMANDS:

s(data) (enter) .... prints (cr) blank line

        header with scene (data) (7 char)

        prints (cr) blank line

        the take resets to #01 at each header.

t(data) (enter) .... sets take # to (data) but does not print (2 char.)

p(data) (enter) .... prints (data) after the "p" until you hit enter.

d(data) (enter) .... writes (data) to the display (16 char.)

c .... returns display to current mode

(backspace) .... overwrites take and scene and display errors

        after s---- , t-- or d----

(space bar) .... prints take # tc# ub# and adds 1 to take#

f .... prints FALSE START and repeats take#

        with new tc# ub#

j (enter) .... jams to external code sets to jam mode and

        prints (cr) blank line (resets display)

        Jam tc# ub# prints (cr) blank line

r (enter) .... sets to read mode and prints (cr) blank line

        (resets display)

        RTC tc# ub#

        prints (cr) blank line

v .... prints software version number

l .... turns on backlight without time-out

k .... kills backlight