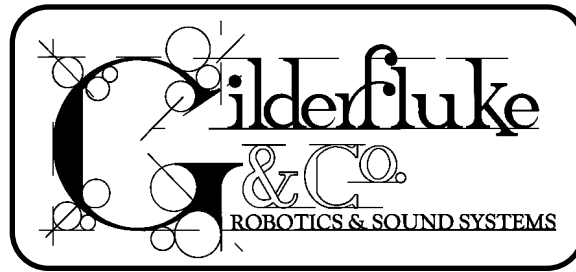


"I am proud of the fact that I never invented weapons to kill"  
 - Thomas Edison



All the News that we could jam into a little under 8 pages

Views and News from the World of Gilderfluke & Co., Inc.

Winter 2005 - 2006

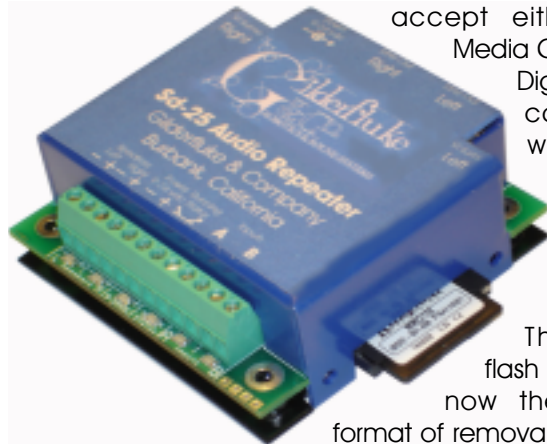
<http://www.gilderfluke.com>

Number 14

## Sd-25 for Audio

Just a year after its introduction, the v-e-r-y popular **Mp3-25** is being morphed in to the **Sd-25**. We wanted to take the 'Mp3' out of the **Mp3-25s** name, because they also play sixteen bit .WAV files (at up to 48 KHz sample rates!). We used 'Sd' in the name because these new players will accept either MMC (Multi Media Card) or SD (Secure Digital) flash memory cards. As of this writing, MMC/SD cards of up to 2 GBytes are available, and they keep growing! The MMC/SD flash memory cards are now the most popular format of removable memory cards for cameras and similar devices. We suspect that the MMC cards will become less popular over time, as the SD cards become more so. The SD cards have the advantage of having a 'write protect' switch on them. Either type of card can be used in a **Sd-25**.

As long as we were doing an update, we have increased  
 ~ c o n t i n u e d o n p a g e 4 ~

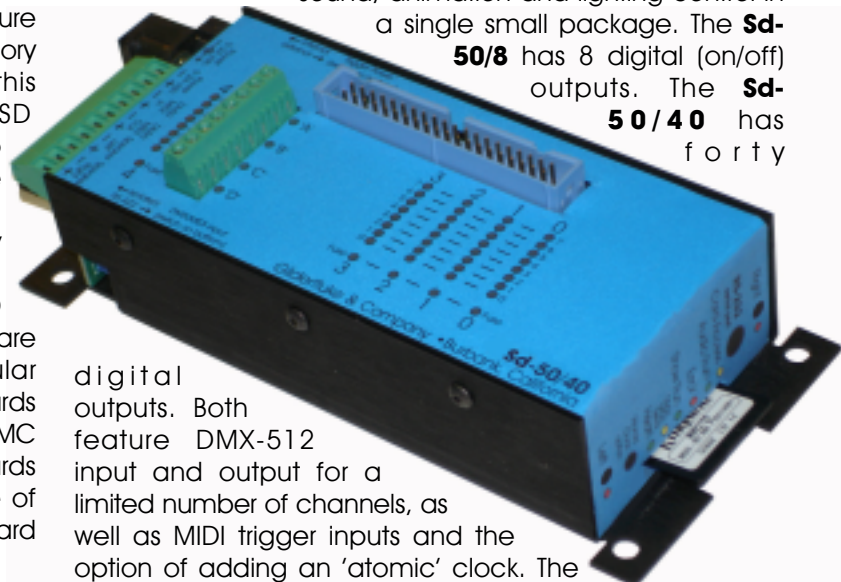


## Sd-50 for Audio & Animation

The **Mp3-25** has been upgraded to the **Sd-25**. The **Mp3-50** series is undergoing a similar transformation, becoming the **Sd-50**!

The **Sd-25** is used when you just need an audio playback device. The **Sd-50** series is used when you need sound, animation and lighting control in a single small package. The **Sd-50/8** has 8 digital (on/off) outputs. The **Sd-50/40** has forty

digital outputs. Both feature DMX-512 input and output for a limited number of channels, as well as MIDI trigger inputs and the option of adding an 'atomic' clock. The  
 ~ c o n t i n u e d o n p a g e 4 ~

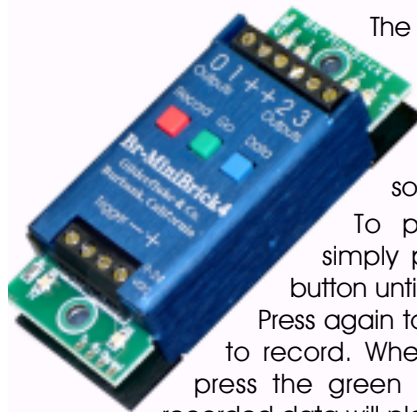


## New Br-MiniBrick4

The **Br-MiniBrick4** is a complete standalone Show Control System. It features a single 'trigger' input, and four high current outputs for driving solenoids, lights and relays.

To program the **Br-MiniBrick4**, simply press and hold the 'Record' button until the first output starts flashing. Press again to step to the output you want to record. When you are ready to record, press the green 'Go' button. Any previously recorded data will play back. If you press and hold the 'Record' button, anything you do on the blue 'Data' button is recorded on this one output while the other

~ c o n t i n u e d o n p a g e 3 ~



## Lowest Cost/Smallest Audio Repeater!

Our smallest audio repeater yet is the **Sd-10**. It has a cost which is comparable to an iPod shuffle, but is made for industrial and entertainment venues. Like our other audio repeaters, it can be used to play either Mp3 or .wav audio files from a MultiMedia Card (MMC) or Secure Digital (SD) flash card. What it doesn't have is a power amplifier for driving speakers directly, or the ability to directly access specific sounds.

~ c o n t i n u e d o n p a g e 7 ~



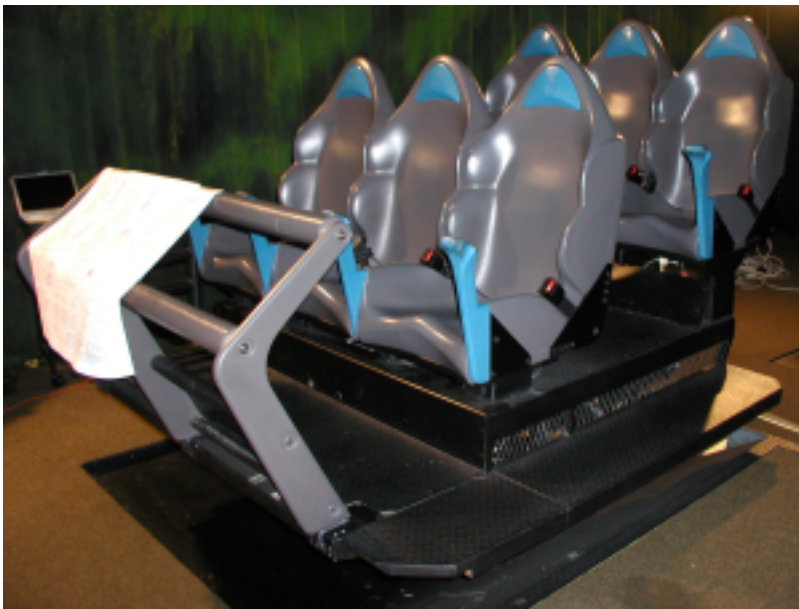
## New In PC-MACs

The latest revisions of **PC-MACs** include many enhancements:

- Smooth scrolling of OffLine Editing Window.
- Auto sizing of analog & digital editing panes on OffLine Editing Window.
- Optionally automatically adjusts show length to sound or video file length when locking to an AV file.
- Yak function can smooth an analog as it is 'Yakked'.
- Double clicking in on the OffLine window is now a shortcut that sets the 'start' time to where you clicked, and the 'stop' time to the end of the show.
- Right button clicking off of a channel on the OffLine editing window will now bring up a popup menu of convenient commands.
- 'Page up' and 'Page Down' keys will now scroll the OffLine Editing Window by half a page in the appropriate direction. **G**

## Just for McFadden Bases

Most McFadden motion bases were shipped with a PC-based control system. Since PCs typically last only a few years, we often retrofit McFadden motion bases with our non-PC control systems.



McFadden bases are easy to convert. A **Kp-300/ANA** fits a McFadden base perfectly. It consists of a **Kp-300** operator panel, **Smart Brick Brain**, and a **Br-ANA** analog output card. The output from the **Br-ANA** is directly compatible with the feedback cards that come on most McFadden bases. All you have to do is cross wire from the new system to the McFadden base.

The McFadden feedback cards have an error detection circuit that displays a cryptic number on a little LED display under the base when a cylinder is not following the command properly. We made a module that plugs into this circuit to allow a cylinder error to send an E-Stop to the **Kp-300** error inputs. The offending cylinder can easily be identified by the flashing red LED in the **Kp-300**. **G**

## Video Kiosks and Signage

Complete LCD monitors with **Video Chameleons** or **v-DVXF100** video players are now available from Gilderfluke & Company. Just load your video on a compact flash card, plug them in, and they are ready to go!

These are in heavy duty cases, with touch screens or buttons available on most of the **Video Chameleon** units. Suitable for museum, POS, theme park and a myriad of other uses.

Monitor sizes are available from 6.8" on up through 20 inches and above. Wide screen units are also available. Monitors can be suspended, flush mounted in displays, or

just bolted to a wall and used as-is. The floor mounted Herons are complete video kiosks. Video quality of the **Video Chame-**

**leon** or **v-DVXF100** players are equivalent to DVD player. With Compact flash cards now widely available

into the multi-Gigabit size range, you can store hours of video with no moving parts to ever wear out or break. Video content for **Chameleons** can be updated via the internet.

Please contact our sales staff to find more about these ready-to-use video options. **G**





**Br-MiniBrick4..... continued from page 1:**

outputs continue to play back. The **Br-MiniBrick4** will remember exactly what you do and precisely when you did it. You repeat this until you have all four outputs programmed just the way you want.

**Features of the Br-MiniBrick4 include:**

- Each **Br-MiniBrick4** has a show capacity of over four minutes at thirty updates per second! Once programmed, shows are retained for approximately forty years, with or without power applied.
- One isolated input is used to trigger from push buttons, motion sensors, or any other kind of switch.
- Each of the four outputs is rated for a continuous load of 250 ma., or 1 amp peak at 24 VDC. This is enough to drive small solenoid valves, relays, lights, and similar loads. LEDs show all output activity.
- High quality cage clamp-style screw terminals for all power, trigger and output connections.
- Runs on anything from 9 to 24 VDC, including batteries or solar cells.
- Sturdy metal case mounts in 2.75" 'Snap Track', with Velcro, double face tape or a pair of screws.
- Optional serial port adapter allows RealTime programming and 'downloading in place' through our easy-to-use **PC-MACS** software. This lets you program with greater accuracy, or program lots of **Br-MiniBrick4s** identically! When serially downloaded, a **Br-MiniBrick4** can hold more than one show at one time and supports update rates from one frame per second to a maximum of one hundred frames per second. This allows you to program 'delay' shows that tick along at low frame rates between your main shows. The 'Next' show can be set for the end of any show, allowing you to build 'chains' of shows. Shows can be accessed sequentially or directly using the single input. The input can also be set to start, stop, pause, continue, or directly select a specific show.

Wiring a **Br-MiniBrick4** is just as easy as programming one. The simple diagram shows all you need to know to wire one. Just connect the power supply (anything from 9 to 24 VDC), whatever you are controlling, and a switch (if needed) to the input. The switch can be a motion detector, photoelectric eye, step pad, or anything else which will provide a closure. Even a pushbutton.

To add sound, use a **Sd-10**, **Sd-25** or **Sd-50** Audio Repeater. Use a **Video Chameleon** for video. If you need a few more inputs and outputs, consider our **Br-MiniBrick8** or **Br-Multi-Brick32**. For control systems with built in audio, use our **Sd-50s** series controllers. **G**

# Worldwide Daylight Savings

It starts on the first Sunday in April, and ends on the last Sunday in October in the US, but this will be changing in two years. In New Zealand it starts on the first Sunday in October, and ends on the third Sunday in March. All

Los Angeles HourWorld™

8p 9p 10 11 M 1a 2a 3a 4a 5a 6a 7a 8a 9a 10 11 N 1p 2p 3p 4p 5p 6p 7p 8p

1:44:25 AM

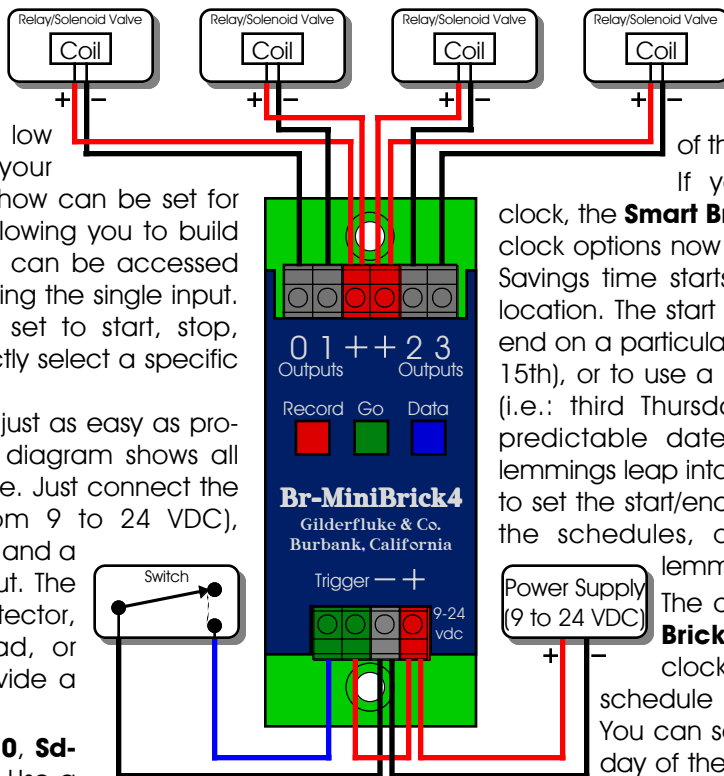
Wellington 8:44 PM Mon +19:00 6714 mi 224°

Los Angeles 1:44 AM Mon ±0:00 0 mi 090°

Orlando 4:44 AM Mon +3:00 2196 mi 090°

London 9:44 AM Mon +8:00 5435 mi 034°

countries in Europe, except Iceland, change on the same date: moving clocks forward one hour on the last Sunday in March and back one hour on the last Sunday in October. Egypt switches to DST on the last Thursday of April.



If you have an 'Atomic' clock attached to a **Sd-50** or **Smart Brick Brain**, the signal from the atomic clock will take care of the daylight savings time for you.

If you aren't using an 'Atomic' clock, the **Smart Brick Brains** and **Sd-50s** with the clock options now allow you to set when Daylight Savings time starts and ends for your particular location. The start and end can be set to start or end on a particular date within a month (i.e.: April 15th), or to use a particular week within a month (i.e.: third Thursday on April). If using a non-predictable date (i.e.: third Friday after the lemmings leap into the sea), then you will still need to set the start/end of daylight savings time using the schedules, or a commercially available lemming splash sensor.

The clock features of **PC-PB**, **Smart Brick Brains**, and **Sd-50s** (with the clock option installed) allow you to schedule when shows and sounds play. You can set up a schedule for any given day of the year, or for a particular day of the week. This allows you to set that a particular schedule will play on Sundays at the appropriate time of year, and that on the Fourth of July, it play a different, special schedule. **G**

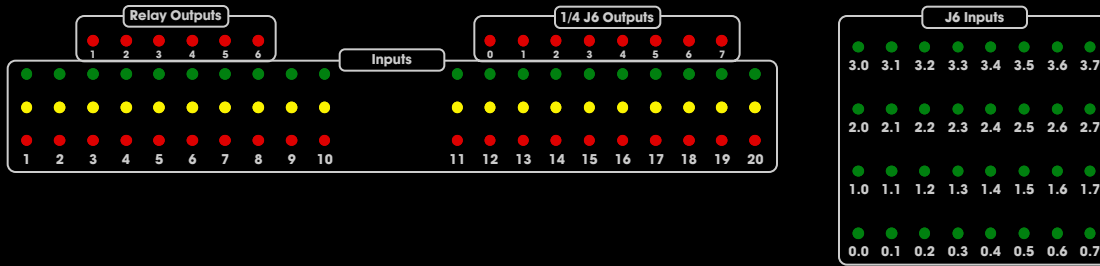
## Kp-300 Expansion

The **Kp-300** is a complete operator panel that can be used in any **Smart Brick** or **Br-SmartMedia**- based control system installation. Because of its fifteen dedicated 'safety' inputs, it is especially well suited for installations where it is controlling motion bases. These can trigger an E-Stop or show pause, and the offending input is left with a flashing red LED to show which input initiated the error.

The **Kp-300** was designed with an expansion capability. You could simply link two of the units together to get thirty

safety inputs. We had a recent application where we wanted to add even more inputs, and the flexibility to add some additional logic to the 'safety' inputs.

Thus was born the **Kp-300/Exp**. It adds up to fifty-two additional 'Safety' inputs, as well as fourteen outputs. Instead of being field configured like the **Kp-300**, the **Kp-300/Exp** is factory configured using a large CPLD. This is like an enormous logic circuit board inside one small IC. Logic can be added to control seat belt and butt sensors, or complex load/unload bridges for a motion base. **G**



Kp-300 Expansion - Gilderfluke & Company, Burbank, California

## High Definition Video Playback

Wouldn't a completely solid state, High-Definition video player that can be controlled with frame accuracy via a serial port be useful? But we can't talk about it yet..... **G**

### **Sd-50..... continued from page 1:**

clock option lets you schedule when shows and sounds play using an easy-to-use calendar. Synchronized by a radio signal to an atomic clock, these units are accurate to within a fraction of a second over the next 50,000,000 years. Truly a clock you can set your watch by! There is a new jack on the **Sd-50s** just for the 'Atomic' clock.

We have upgraded the amplifier on the **Sd-50s** just a bit as well. The **Mp3-50** had a 22 Watt stereo (11 Watts per side) linear amplifier. The **Sd-50s** have a Class-D amplifier which is rated for 100 Watts (50 Watts per side)! Like the amplifier on the **Sd-25s**, the **Sd-50s'** amplifier has audiophile quality of less than 0.1% THD over most of its power output range, and an efficiency of over 90%. That means almost all the power you put into the amplifier ends up in the speakers, and not going into waste heat.

Sound files are moved onto the **Sd-50s** by removing the MMC/SD card from the slot in its side, and plugging it into a flash card reader/writer attached to your PC or Mac. The MMC/SD card will then appear as a 'removable hard drive' on your computer. You drag and drop your SoundFiles to this drive and run the 'Configurator'. You can set the order of the SoundFiles, and group them into one of up to eight PlayLists. The trigger inputs from the animation side, or the eight additional optically isolated inputs can be used to select and play a sound or show, ramp the audio volume up or down, mute/unmute the sound, or do just about anything else. Shows and SoundFiles can be accessed directly, randomly or sequentially, using all the Sound and show files on the **Sd-50**, or only the SoundFiles and shows stored in one of the PlayLists. **G**

## International Atomic Clocks



All 'Atomic' clocks sold by Gilderfluke are now 'International'. They will pick up the atomic time radio signals from Frankfurt, Germany; Colorado, USA; Rugby, England; Fukushima or Kysushu, Japan.

For those who live in places without access to a radio time signal, we are working on a GPS-based solution. This will also allow triggering based on positioning for vehicles.

As with any **Sd-50** or **Smart Brick Brain** with the 'atomic clock' option, you can set shows and sounds to play at any time of the day or night using its 365 day a year schedule. **G**

### **Sd-25..... continued from page 1:**

ed the power of the onboard amplifier. In fact, we almost doubled it! It is now a two channel Class-D amp with 20 Watts per side! Most linear audio amplifiers deliver only a small portion of the power you feed them to the speakers. The majority of the power gets burnt off as heat. A Class-D amplifier works like a switching power supply. It delivers almost every ounce of power to the speakers. Typical efficiencies are better than 90%. The **Sd-25** doesn't even need a heat sink! The sound quality of the **Sd-25's** amplifier is in the 'audiophile' range. Over most of its outputs power range, the distortion is well under 0.1%.

Configuration of the **Sd-25** has been simplified. Sound files are moved onto the **Sd-25** by removing the memory card from the slot in its side, and plugging it into a memory card reader/writer attached to your PC or Mac. The memory card will appear as a 'removable hard drive' on your computer. You then drag and drop your SoundFiles to the drive. Eject it and move it back to the **Sd-25**. A dipswitch is then used to set the mode of operation. You can set up any configuration in just seconds. **G**



## App. Note: System Architecture

One of the first questions when planning a control system is just what is the best way to build it. This is known as the 'architecture' of the system. The architecture of the system must take in to account the way the system will be used now and in the future, installation costs, ease of programming, maintainability, and resistance to failure. With products from Gilderfluke & Company, you have the flexibility to build the system in just about any way you want.

**Smart or Dumb?:** The key question on whether to go 'Smart' or 'Dumb': "Is there any external time code that the system must follow?"

Gilderfluke Control systems were at one time divided between 'Smart' and 'Dumb' Bricks. These days, most of our products will swing both ways. The only difference between a 'Smart' installation and a 'Dumb' one is the addition of a "Smart Brick Brain".

A **Smart Brick Brain** is, at its heart, a time code reader. It will lock to Smpte timecode or an industrial DVD player. Any Bricks that are attached to the **Smart Brick Brain** via the **Smart Brick Network** will be locked to the **Brain**. All the attached outputs will run a single time line in sync with the timecode the **Brain** receives.

**Centralized or Distributed?:** The first question you need to ask is if the system will be built as a centralized control system, or distributed system. A centralized system has some portion of the control system (usually the show storage) located in one or more control rooms. A distributed system is made of independent control systems scattered through-out the facility, with few (or no) wires between them.

If the project has a number of independent displays scattered about, as in a museum or most haunted attractions, there is little reason to centralize the system. If the shows must run in sync all or part of the time, then they will need to be linked together in some way.

Whether the control system is centralized or distributed, we prefer that the 'output' part of the control systems be built right onto the figures or whatever is being controlled. In this way they can be completely prewired and pretested before they leave the factory. Field wiring is just a matter of attaching the figure to the network (if it attached to a centralized control system) and plugging in the power.

### The advantage of a centralized control system:

- All show data storage centralized in one place. If the entire show needs to be changed often, you wouldn't want to have to update dozens of small



**Centralized Control System  
w/ Kp-300 Operator Panel: 132  
Digitals, 415 analogs, 240 lighting**

decentralized control systems each time.

- Shows can be run independently, or synchronized.
- Light Dimmers can be split between shows.

### The disadvantage of a centralized control system:

- A single point failure in the control room (like blown circuit breaker) can kill all of the shows in a facility.
- Flexibility: If a part of the show must be relocated, then the wiring must be routed to the new location.
- If the installation is liable to grow, then allowances must be made so that the control system can grow along with the facility.

### The advantage of a distributed control system:

- Impervious to catastrophic failure. As long as they have power, the distributed systems will run.
- Shows all run independently.
- Simplicity.
- Infinitely expandable. There are **no** limitations!
- Flexible. Whole sections of the installation can be added, reprogrammed or removed without affecting any others.

### The disadvantage of a distributed control system:

- With distributed control comes distributed data. If the shows are frequently updated, they all must be individually downloaded.
- Shows run independently.
- Channels within multiple output light dimmers are difficult to split between independent scenes.

**What does a Distributed System look like:** If you have ever installed even one of our small controllers, you have already built a distributed system. It can be as simple as a single **Br-MiniBrick4**. This has four digital (on/off) outputs, and a single trigger input. It can be configured to run continuously at PowerUp, or only when triggered by a motion sensor, step mat, or any other type of switch.

If you need a few more outputs, the next step up is a **Br-MiniBrick8**. This gives you eight digital outputs, and two trigger inputs. For even more outputs, you can use a **Br-MultiBrick32**, which has thirty-two outputs and four trigger inputs. The **Br-MultiBrick32** needs a card cage for mounting.

If you need 0-10 volt analog control, or closed loop control of cylinders or motors, you would use one or more **Br-ANAs** or **Br-EFBs**, respectively. Each of these also send out DMX-512. They can be expanded via the DMX-512 to control additional **Z-Bricks** (for thirty-two digital outputs), **SER-DMXs** (for controlling sixteen model airplane-style Servo-Motors), dimmers and other lighting equipment.

Any combination of multiple **Br-MiniBrick4s**, **Br-MiniBrick8s**, **Br-MultiBrick32s**, **Br-ANAs** or **Br-EFBs** can be used



**Distributed Fountain Controls  
w/ 8 115 VAC relays, 4  
analog, Audio Playback**

together, as long as they receive an occasional pulse to get them back into sync. To actually lock them together, or to tie them to an external time code or a professional DVD player, you would add a Brain to the mix to make the system 'Smart'. (**Br-MiniBrick4s** and **Br-MiniBrick8s** are not capable of being 'Smart'.) If the **Smart Brick Network** is run to other locations within the venue to tie them to the same



**Distributed Show Control System using three Mp3-50/8s**

time code, the system is still considered 'distributed', even though the time code is being distributed. This is because the data storage is still local to each unit.

If you need sound or video at the distributed location, you can add **Sd-25s** or **Video Chameleons** to be triggered from the digital outputs of the control system. A **v-DVX-F100** is used for non-triggered, continuously running video.

To send serial strings to control other devices, add **Br-SDCs** or **Br-SDC8s**. The **Br-SDC** takes digital inputs from a digital output card, and sends strings out a single RS-232 port. The **Br-SDC8** is the same but adds a multiplexer with eight RS-232 ports on it. Serial strings can be used to control video projectors and players, or other serial devices.

If you wanted an integrated sound and control solution, you can use a **Sd-50/08** or **Sd-50/40**. This is our most popular animation control system these days. These give eight or forty digital outputs, plus audio playback, 100 Watts of amplification and DMX-512 control for lighting or other outputs. The cost of a **Sd-50/40** vs. the cost of a **Br-MultiBrick32** and a card cage is such that you might want to go that way, even if you don't need the sound and other features of the **Sd-50/40**. As with the **Br-ANAs** or **Br-EFBs**, the DMX-512 output of a **Sd-50/08** or **Sd-50/40** can be used to expand it. Each additional **Z-Bricks** adds thirty-two digital (on/off) outputs. A **SER-DMX** can be used for controlling sixteen model airplane-style ServoMotors. Dimmers and other lighting equipment are all compatible.

If the show data storage requirements gets to be too large to fit on the controller you are using in a distributed control system, you can add a **Br-SmartMedia** to hold a massive amount of data. But this is just like a centralized system.....

**What does a Centralized System look like:** At one time centralized control rooms had tape machines and lots of other high maintenance, climate sensitive and very expensive equipment in them. With this sort of gear, it made sense to put it all in an easy-to-access central location. The control system, along with its output connections were typically located there as well. All the cabling to whatever being controlled had to be run to the control room using what could sometimes be massive numbers of wires. This is the way all of the big original Disney attractions were built. This simply is no longer needed today.

Installing and buzzing out all of this wire was usually the most time consuming (time=\$) and frustrating part of a control system installation. Although centralized control systems can still be built this way, more typical now is to put the output cards closer to whatever they are controlling. The data from the centralized control system is distributed via a high speed data network.

In our world, a centralized system looks a lot like a decentralized one. Instead of storing the show data at each location, it is sent out from a central location to what would otherwise be stand-alone, decentralized playback systems. All that this requires is a networked connected between all the distributed parts.

Part of the beauty of our systems is that they can be quickly switched between a centralized and decentralized system. All the parts are all the same.

The network which is used in a centralized system is typically a shielded twisted pair carrying DMX-512. Wiring runs with DMX-512, when properly installed, can be up to a mile. The DMX-512 typically comes from a **Br-SmartMedia**.

The **Br-SmartMedia** card holds massive amounts of DMX-512 data, and can be locked to a **Smart Brick Brain** if needed. If it is not being operated as part of a **Smart Brick Network**, then the **Br-SmartMedia** can operate with all outputs running a single time line, or the outputs divided between as many as eight separate time lines. An example of this would be in a ride through attraction, museum or other installation where different rooms are all running independently of all the others.

**System Administration:** Whether a system is centralized or distributed, the serial ports can be networked. This allows monitoring and controlling the network from anywhere in the

building, or optionally, anywhere in the world. The serial port networking used on all but the Mini Bricks is what is called a 'multidrop RS-422', consisting of two twisted pairs. This can be used directly with PCs, terminals or touch screen operator interfaces. When attached to an Ethernet modem, the serial parts can be networked over standard ethernet, and through that, the internet. Once attached to the internet, you can access and monitor the system from anywhere in the world. G



**Centralized Show Control System:  
128 digitals, 32 analogs, 208 lighting**





## Gilderfluke in 'Making Of' Clips

Next time you are in your local video store, take a look at the DVD of Team America. Our wireless servo controllers were built for this production, and used in virtually every frame of film.

Not only did we get an onscreen credit in the film, we get a couple of mentions and a quick demo of our **PC-MACs** software in one of the 'bonus features'. The little **Bi-Servo** radio receivers can be seen in the heads of several of the figures. **G**

## Classes Anyone?

The spacious quarters at Gilderfluke Towers has a permanent display area where we offer classes in Gilderfluke Technology. We know that our stuff is pretty easy to learn to operate, but if there is sufficient interest in formal classes, they will be scheduled.

If you are interested in training on Gilderfluke & Co. equipment, please contact Dru Smith at 818/840-9484 in California or Toni Brown at 407/354-5954 in Florida. **G**

## Custom Design Work

As time allows we do custom design work. Most jobs are for clients that need a product to do a specific job that none of our off-the-shelf boards will do. In most cases these have been incorporated into products produced by our clients. Most involve DMX-512 in one way or another. **G**

### **Sd-10..... continued from page 1:**

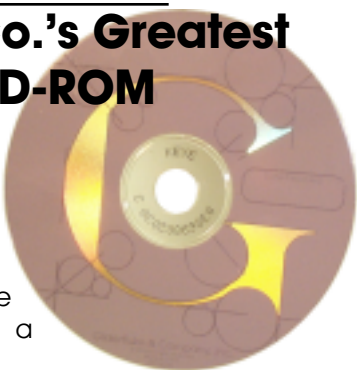
The **Sd-10** has three optically isolated trigger inputs which can be used to skip between audio tracks, pause and ramp the volume of the line level audio output. It is perfect for any application where you need a looping audio track (background music, music on hold or ambient background tracks), or need a lot of tracks that will be accessed randomly or round-robin. When used in conjunction with a show controller, the **Sd-10** can be used for a continuously looping background track, which the show control ramps down to allow the 'main' show to play from a second repeater, video or other audio source.

The **Sd-10's** three inputs are used as follows:

<b>Input</b>	<b>Short Pulse</b>	<b>Long Pulse</b>
Input 1:	Next Song	Volume Up
Input 2:	Previous Song	Volume Down
Input 3:	Pause/Play	Play Mode: Toggle Loudness Pause Mode: Toggle Random

## Gilderfluke & Co.'s Greatest Hits On CD-ROM

We are now distributing all of our printed material and software on a single CD-ROM. Every manual, cut sheet, and piece of software we offer is all on one disk. These are available with most purchases, or for a nominal charge. **G**



## Gilder WEB Page

Our web site lives on a dual 1 GHz G4 xServe, connected to the Internet by a dedicated DSL line. With in-house web hosting, all documents are updated immediately.

Price lists, Manuals, Cut Sheets and even these newsletters (in color!) are available twenty-four hours a day, seven days a week from anywhere in the world at:

**<http://www.gilderfluke.com>**

## Field Installation & Service

Gilderfluke technicians are available for installations worldwide. For installations outside our immediate area (Los Angeles, California and Orlando, Florida), you will need to pay all the usual transportation expenses (business class or better airfare, hotel, food, and a reasonable per diem) in addition to the fee for the technician.

Our Animation Control and Digital Audio Systems are designed to be as easy as possible to install. With hundreds of our systems installed each year, we are asked to actually go on site only a few times each year. **G**

## Gilderfluke Show Plans

We are scheduled to exhibit at the following trade shows. Most of the equipment described in this newsletter will be on display at these shows. We have free passes for many of them, so contact us if you would like to attend.

- November 16-19 2005 IAAPA (International Association of Amusement Parks and Attractions), World Congress Center, Atlanta, Georgia
- November 15-18 2006 Amusement Parks and Attractions, World Congress Center, Atlanta, Georgia
- March 10-13 2006 Halloween Expo, Rosemont Convention Center, Rosemont, Illinois
- March 16-18 2006 NSCA System Integration Expo, Las Vegas Convention Center, Las Vegas, NV

## Our Two Most Asked Questions

In almost twenty years we have been in business, the second most commonly asked question is where our company name came from.

Eli Gilderfluke was a cartoon character who appeared in railroading trade magazines in the middle of the 19th century. More or less a precursor of Rube Goldberg, He developed strange inventions for steam trains. These were things like a big scoop to catch the exhaust coming out of the smoke stack and feed it back into the engine's firebox.

The answer to the most commonly asked question is: **'No, we don't build animated figures.'** **G**

## Who Are We?

Gilderfluke & Company was founded in 1983 to build Animation & Show Control Systems for theme parks, museums, and other entertainment venues. In 1988 we added audio systems to our product line, and became the first company to be able to provide the entire electronics package for your animated show or attraction.

We currently deliver an average of more than one Animation & Show Control System a day. We are the only company that delivers complete, off-the-shelf Animation & Show Control Systems from stock. Most systems are bought by Animation Manufacturers for incorporation into their shows. They are simple enough to be installed by anyone.

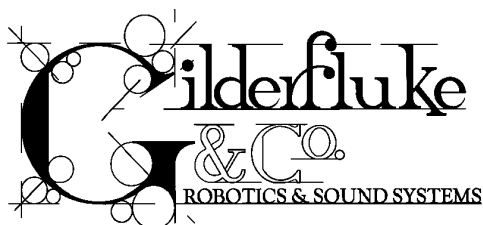
Our **PC-MACs** Animation & Show Programming Systems were the first to run under Microsoff's Windows. It is still the

technological leader among Animation Programming Systems. Our **'Brick' Show Control Systems** are the largest selling Animation & Show Control Systems in the world. These are modular systems which can be used to control any size show you can imagine.

Our Digital Audio Systems are led by our **Sd-50** Industrial-Strength Mp3 players. These store audio on standard MMC/SD Flash cards for any installation where you need a sound to play reliably and with zero maintenance; forever. Audio systems with from two to thousands of outputs are available.

**Sd-50** players are also available with an option that adds eight or forty digital Show Control outputs, DMX-512, MIDI and serial ports to them. This turns them into a total Audio and Show Control playback solution. The 'Atomic Clock' option allows shows/sounds to be scheduled. **G**

8



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- **Sd-50 for Audio & Animation**
- **Sd-25 Audio Player Only**
- **Sd-10 for Low-Cost Audio**
- **Br-MiniBrick4**
- **New in PC-MACs**
- **Just for McFadden Bases**
- **Video Kiosks and Signage**
- **Worldwide Daylight Savings**
- **Kp-300 Expansion**
- **Atomic Clocks International**

- **app. note: Control System Architectures**
- **See Us in 'Making Of' Clips**
- **Greatest Hits CD-ROM**
- **GilderWeb Page**
- **Classes Anyone?**
- **Custom Design Work**
- **Field Installation & Service**
- **Gilderfluke at Trade Show**
- **Our 2 Most-Asked Questions**