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

"All the GilderNews we could jam into a little under 8 pages."
- Eli the Mule, CEM

GilderNewsletter

Views and News from the World of Gilderfluke & Co.

GilderHeadquarters ▪ 205 South Flower Street ▪ Burbank, California 91502-2102 ▪ 818/840-9484 ▪ 800/776-5972 ▪ FAX: 818/840-9485

Serving the Entertainment Industry for 35 Years!

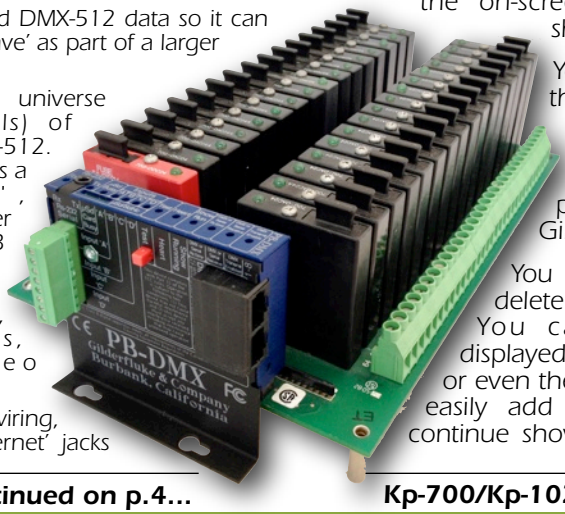
Major Update: Pb-DMX

The Pb-DMX/xx is a Gilderfluke & Co. controller that plugs onto Grayhill relay boards. These provide a higher current and/or voltage output than most of our other digital output Show Controllers. This is useful for driving larger solenoid valves, as are typically found on fountains, or multiple GilderStrobes off a single digital output.

We have redesigned this popular product to give it 'unlimited' µSd card show capacity, as well as the ability to control a whole 512 channel universe of DMX-512. While we were at it, we doubled the number of trigger inputs and LED indicators.

Features of the Pb-DMX/xx include:

- Plugs onto 8, 16, 24, or 32 position Grayhill 'G5' relay mounting board.
- Accepts standard DMX-512 data so it can be used as a 'slave' as part of a larger control system.
- Outputs a full universe (512 channels) of standard DMX-512. It can be used as a 'master', controlling other GilderGear, RGB LEDs, dimmers, wiggle lights, strobe lights, Audio/Video players, etc..
- To speed field wiring, two RJ-45 'Ethernet' jacks



Pb-DMX/xx continued on p.4...

New! Kp-700 & Kp-1020

The GilderTrigger gives you a wireless touch panel to run all your GilderGear across an entire network, but there are times when you need a hardwired operator panel to control your installation.

The Kp-700 and Kp-1020 are 7" and 10.2" widescreen, IP-65 rated touch panels. We have programmed them so that they can configure themselves, much like the GilderTrigger application.

You just plug the Kp-700/1020 to your GilderGear control system (which can be anything from a Br-miniBrick8 to a Br-Brain4). Just as on the GilderTrigger, press the 'configure' button. The keypad will query the control system for all the shows it has on it, and populate the on-screen buttons with those shows.

You can then start pressing the on-screen buttons and the Kp-700/1020 will send the appropriate messages to select and play your shows on the GilderGear.

You can also manually edit, delete or create new buttons. You can change the text displayed, the color of the buttons, or even the data they send. You can easily add buttons to pause and continue shows, adjust volume levels,

Kp-700/Kp-1020 continued on p.4...

Anniversary!

2018 Will Be Our 35th Year

In Spring of 1983 we installed our first Show Control Systems at Knott's Berry Farm in Buena Park, California.

That system used the biggest memory then available, for a maximum show memory capacity of a whopping 2048 frames!

Thirty-five years and tens of thousands of show controllers later, we have outlived eproms, full-sized and compact flash cards, magnetic bubble memory, SmartMedia cards, MMC flash cards and a myriad of other 'cutting edge' technologies

And after all these years, the shows at Knott's are still running.

~ G

The GilderTrigger Application is Now Available for Androids Too

The GilderTrigger is an application that allows you to control your GilderGear through a WiFi network from an iPhone, iPad, or other iDevice. You can purchase and download the GilderTrigger for IOS devices from the Apple iTunes store.

New this year, the GilderTrigger application is also available for Androids. GilderTrigger for Android phones and tablets can be purchased and downloaded through the Google Play store.

Your phone or tablet will connect to the local WiFi network, then through the wired network to a modem-internet, and from there to the GilderGear Control System. To avoid dealing with the client's IT department, this is often a stand-alone network. If the IP address is published to the web, then you can monitor and control the system from anywhere in the world. ~ G

Available on the App Store

GET IT ON Google Play

GilderGear Comparison Chart

GilderGear Name	Show Control	Audio Player	Show Control Outputs	DMX-512 Input	DMX-512 Output	Other Features	Trigger Inputs	Clock & Calendar Schedules	Serial Port(s)	Memory	Flash Card	Starter Kits	Notes
Sd-10		Yes (stereo)				Line Level Out	Two Opto + Serial		Rs-232 (optional)	Sd Cards up to 32 GBytes	removable Sd or SdHC	Yes	CD player Replacement
Amp-50						50 Watt Digital Class-D Amp							Amplifier is equivalent to a 200-250 Watt Linear Amp
Sd-25 w/DMX		Yes (stereo)	1 Status Output	1 Universe (512 Chan.)		50 Watt Amp Mixer Input, Line Level Output	Two Opto + Serial		Rs-232, InfraRed	Sd Cards up to 32 GBytes	removable Sd or SdHC	Yes	Amplifier is equivalent to a 200-250 Watt Linear Amp
Sd-50/0		Yes (stereo)				100 Watt Digital Amp	Eight Opto + Serial		Rs-232	Sd Cards up to 32 GBytes	removable Sd or SdHC	Yes	Amplifier is equivalent to a 400-500 Watt Linear Amp
Sd-50/8	Yes	Yes (stereo)	Up to 8 Digital	1 Universe (512 Chan.)	1 Universe (512 Chan.)	100 Watt Amp 8 ServoMotors*	Four+Eight* + Serial	Yes (GPS Optional)	1) Rs-232 1) Rs-422	Show: 8 MBytes Sound: Sd	removable Sd or SdHC	Yes	Our 'All-In-One' Show Controller * ServoMotors can use up to 8 Show Control Outputs
Sd-50/40	Yes	Yes (stereo)	Up to 40 Digital	1 Universe (512 Chan.)	1 Universe (512 Chan.)	100 Watt Amp 8 ServoMotors*	Four+Eight* + Serial	Yes (GPS Optional)	1) Rs-232 1) Rs-422	Show: 8 MBytes Sound: Sd	removable Sd or SdHC	Yes	Our 'All-In-One' Show Controller * ServoMotors can use up to 8 Show Control Outputs
Br-miniBrick4	Yes		Four Digital				One Opto		Optional	8 KBytes			Our Smallest Show Controller
Br-miniBrick8	Yes		8 Digital 2 Servo	1 Universe (512 Chan.)	64 DMX-512 Channels*	Two PCM ServoMotor Outputs	Two Opto + Serial		Rs-232	64 KBytes			Our Most Popular Show Controller * DMX-512 outs eat up Memory
Z-Brick (Br-Br-ZBR)	Yes		32 Digital	1 Universe (512 Chan.)	1 Universe (512 Chan.)		Four Opto + Serial		Rs-422	Sd Cards up to 32 GBytes	removable Sd or SdHC		Combines functions of Br-multiBrick32 and Z-Brick
Br-ANA	Yes		16 Analog	1 Universe (512 Chan.)	1 Universe (512 Chan.)		Four Opto + Serial		Rs-422	Sd Cards up to 32 GBytes	removable Sd or SdHC		Sixteen 8 or 12 bit Resolution Analog Outputs, plus DMX-512
DAC-Quad	Yes		Four Analog	1 Universe (512 Chan.)	1 Universe (512 Chan.)	Four PCM ServoMotor Outputs	Two Opto + Serial		Rs-232	micro Sd up to 32 GBytes	µSd or µSdHC cards		Four 8, 12 or 16 bit Resolution Analog Outputs, plus Four Model Airplane-Style Servomotors
Br-Brain4	Yes			1 Universe (512 Chan.)	4 Universes (2048 Chan.)	Smpte Reader, sends serial strings, MIDI, etc.	Ten Opto + Serial	Yes (GPS Optional)	2) Rs-422	Sd Cards up to 32 GBytes	removable Sd or SdHC		Plays 8 asynchronous shows, PopOut Shows, LCD on front displays status, shows, etc.
Pb-DMX/8, /16, /24 or /32	Yes		up to 32 3.5 amp Relays	1 Universe (512 Chan.)	1 Universe (512 Chan.)	3.5 Amp AC or DC Relays.	Four Opto + Serial		Rs-232	micro Sd up to 32 GBytes	µSd or µSdHC cards		You can freely mix AC and DC relays on the same unit
Br-EFB	Yes		4 Closed Loop Analogs	1 Universe (512 Chan.)	1 Universe (512 Chan.)	Built-in Web page for Config. & Control	Two Opto + Serial +Ethernet		Ethernet Rs-422 USB	µSd Cards up to 2 TBytes	µSd, µSdHC or µSdXc cards		Four Self Tuning PID Loops for Pneumatic, Hydraulic or Electric servo loops
Br-SDC						Serial Device Controller	Ten Opto		1) Rs-232 or Rs-422				Runs DVD players in kiosks, etc.
Br-SDC8						Serial Device Controller/Mux.	Ten Opto + Serial		8) Rs-232 1) 232/422				Controls up to 8 DVD players or other serial gear
SER-DMX	Yes		16 PCM Outputs	1 Universe (512 Chan.)	1 Universe (512 Chan.)	16 PCM Servo-Motor Outputs	Two Opto + Serial		Rs-232	micro Sd up to 32 GBytes	µSd or µSdHC cards		DMX-512 to Model Airplane-style ServoMotors
Bt-DMX Bt-Servo			16 PCM Outputs	1 Universe (512 Chan.)		Wireless Control of ServoMotors			USB Rs-422				Bt-DMX = Base Station, Bt-Servo = output cards. Bidirectional RF Link.
BrightSign HD/UHD Video		Yes (stereo)		1 Universe (optional)		4K UHD & 1080p HD Players	Eight TTL (select models only)	Option on some models	Rs-232	µSd Cards up to 2 TBytes	µSd, µSdHC or µSdXc cards	Yes	Up to 1080p, MPEG-2, H.264/MPEG-4
LG-DMX/DC				1 Universe (8 Chan.)		12-24 vdc DMX-512 Dimmer							DMX-512 to DC Dimmer
DP-DMX20L				1 Universe (4 Chan.)		115 vac DMX-512 Dimmer							Other dimmer sizes available

Virtual Triggers

You can trigger shows to play on GilderGear using the optically isolated trigger inputs. These can be used to start, stop, pause and continue shows, and much more.

One of our favorites is the 'randomizer'. This request and plays randomly from a list of shows. We often use it for background shows in fountains and similar applications. Instead of one boring background show that loops every five or ten minutes, we make dozens or even hundreds of short shows which are played at random. Each of these background shows may last just a few seconds. At the end of each background show, we turn on a 'spare' animation output. This output is wired to a 'spare' trigger input. At the end of each random background show, the next random background show is automatically started.

Virtual triggers eliminate the need to run a wire to an available trigger input. All the triggering takes place inside the show controller. When you add a virtual trigger to a show controller, you add eight more digital 'outputs' to your show, and eight matching virtual trigger inputs to your Show Controller.

'Draw' your triggers into the virtual trigger outputs. During your AutoDownload, configure the virtual trigger inputs to do whatever you would

New Tricks for Triggers

If you update your firmware and GilderGear list in Pc▪MACs, you will find some new options for the Trigger Inputs.

There are now four counters available to you. They can be used with either virtual or actual trigger inputs.

Each counter has two commands:

1) Preset counter to a starting value.
2) Decrement the counter. When the count reaches zero, the selected show will be played.

In real-world applications, you can use this feature to:

- Count coins in a coin drop, if it takes more than one coin to start the show.
- Count the number of golfballs that have passed a sensor, before a show will start.
- To count how many baskets/hits/holes in one, etc. have been made in a game.
- Require a splash pad sensor be triggered a certain number of times before it plays the "gully swamper" show.

In Virtual Trigger applications, you can use this feature to:

- In a quiz game, to count number of 'Correct' and 'Wrong' answers given. If the game requires a 'best of five' to win or lose, two counters would be preset to '3'. One counter is decremented on 'Correct' answers. The other counter is decremented on 'Wrong' answers. The first counter to reach terminal count (zero) would start the 'you won' or the 'you suck' show. ~ G

A New Use for all those Leftover Eclipse Glasses...

GilderStrobes are bright. So bright that you can see them through #10 welding glass. If that wasn't enough, we have made a new one that is many times brighter. Where the original GilderStrobes use a single five Watt LED, these new ones use two LEDs, for a total of 25 Watts of LED flash power.

To drive the High Output GilderStrobes, you can use the outputs of any digital output GilderGear. They will be able to run the individual outputs, so long as you don't fire off too many of the strobes on any single 8 output ¼ J6 simultaneously. Each ¼ J6 is PTC fused at about 1.1 amp. If you will be firing many of the strobes simultaneously, you may want to use a Pb-DMX/xx for the controller. Each output is capable of simultaneously providing continuous 24 vdc to three of the high output GilderStrobes. ~ G

GilderFun

"Hey Alexa! Please Play a Show"

Our first contact with a 'voice activated' project was for Michael Jackson and his infamous 'Hyperbaric Oxygen Bed'.

Michael wanted to be able to control the A/V system, O², motorized door, lighting, etc. using only his voice.

Technology being what it was at the time, voice recognition required specialized hardware. It had no contextual recognition, and could only recognize the few words and short phrases that it had been specifically trained for. The results were spotty at best.

Now contextual voice recognition is available on most smart phones and computers, as well as standalone devices like Amazon's Echo, Samsung's SmartThings, Google's 'Home' and Apple's Home Pod.

The Internet of Things (IOT) and the smart home products they control are starting to gain momentum in the consumer market.

People have coffee makers, crock pots, lamps, and home

Continued on next page...

```
Name=RGB Lamp
   Manufacturer=Generic
   Analogs=Red, Green, Blue
   Resolution=8
   DefaultAnalog=0
```

GearList entry for a Generic RGB Lamp

GilderFun

"Hey Alexa!": from p.3

theaters now controlled via voice commands.

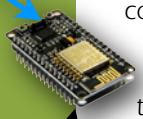
If you can use your voice to make coffee, why not use your voice to control your killer robots from the future?

A recent 'just for fun' proof-of-concept project let us control GilderGear via voice commands using an Amazon 'Dot'.

Any existing GilderGear will accept serial or GPIO triggers to start shows, sounds, etc..

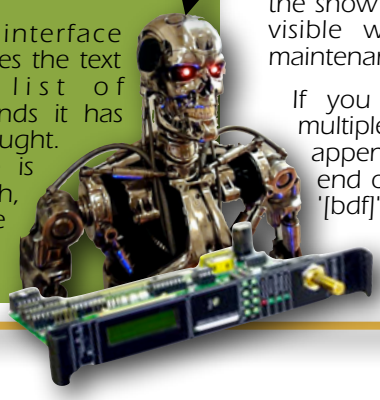
You give a voice command to the Echo Dot (or other device).

Your Dot sends your speech to your router via WiFI, and then to the cloud for processing into text.



Once processed, the text is returned from the cloud and sent via WiFi to the Interface.

The interface compares the text to a list of commands it has been taught. If there is a match, the



DMX-512 CAT-5 adapters

Every year we go out to program a small number of shows. This allows us to experience GilderGear in the same way as you, our clients, do. This experience helps us identify and test improvements in both GilderGear and software.

If we are involved in any project early enough, we may have the opportunity to specify permanent cable runs that we can use when programming the show.

We have found that if we specify a DMX-512 cable with XLR's on each end, it probably won't be there when we arrive. If we ask for CAT-5+ ethernet cables, they will be there, tested, ready and waiting.

Ethernet cabling is now an official standard for carrying DMX-512. Cpoint Lighting makes passive adapters for converting between Ethernet cables and the three and five pin XLR's that are traditionally used with DMX-512.

Instead of carrying dedicated DMX-512 cables, we now bring a length of Cat-5 and four adapters. It's like having a 'universal' cable. These four adapters allow us to go between Cat-5 and XLR-3 or 5, male or female. We can readily jack into ANY standard DMX-512 wiring we find. ~ G

Kp-700/1020: continued from p.1

or remotely control any other feature of the control system.

If you have shows that you don't want to appear on the screen, just append a '[~]' to the end of the show's name. The Kp-700/1020 won't make a button for it.

If you have shows that are only used for maintenance, append a '[!]' to the end of the show's name. The buttons will only be visible when the password protected maintenance mode is entered.

If you are using PopOut Shows or multiple sequencers on a Br-Brain4, just append the sequencer letters to the end of each show name. If you added '[bdf]' to the end of a PopOut show's filename, the Kp-700/1020 will make a single button for this show. When it is pressed it will

Roll Your Own 'Devices'

When you add channels to the Channels List, you normally add predefined 'devices'.

If you need to add some DMX-512 light fixtures that aren't already in the (admittedly) short list of third party devices, it is quicker to add a new device to GearList.gear that you can use forever, rather than manually entering it twice.

You can open GearList.gear using any text editor, including Notepad or Wordpad. To add a new device to the GearList, there are four or five lines that need to be added:

- Name=DeviceName
  - Manufacturer=MakerName
  - Analogs=OutputName1, OutputName2, OutputName3, OutputName4 [, etc]
  - Resolution=8
  - DefaultAnalog=0 (optional)

If different resolutions or defaults are needed on different outputs, just list them in the same order as their names. More details are in the Pc▪MACs manual. ~ G

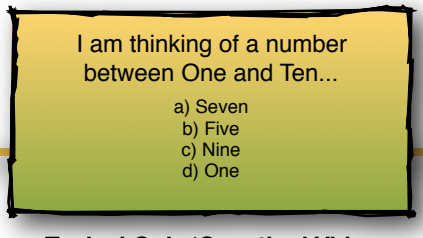
Pb-DMX/xx: Continued from p.1

are used for the DMX-512 in/out/thru.

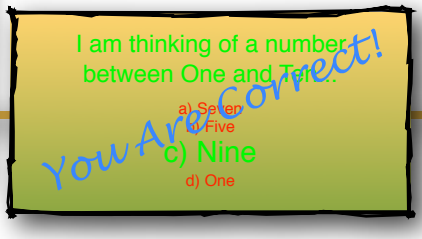
- RS-232 port using a ⅛" mini plug.
- 'Test' button allows outputs to be tested from the moment that power is applied.
- Each Pb-DMX has a show capacity limited only by the size of the µSd flash card. Like all GilderGear, the Pb-DMXs supports up to 255 shows.
- Four non-polarized optoisolated inputs are used to trigger from push buttons, motion sensors, or any other type of switch.
- Runs on seven to twenty-four vdc.
- Both AC and DC relay output modules are available. Typical current capacity is 3.5 amps each. You can freely mix both AC and DC relay output modules.
- Each relay module is protected by a standard 5mm x 20mm 5 amp fuse. ~ G

Made in the USA

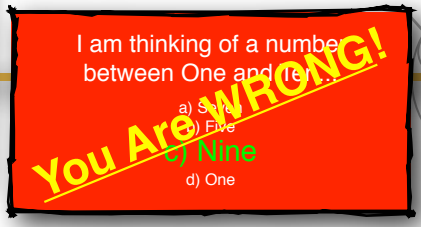
All equipment which is designed and built by Gilderfluke & Co. is manufactured in the United



Typical Quiz 'Question' Video



Question-Specific 'Correct' Video



Extra Subtle Question-Specific 'Wrong' Video

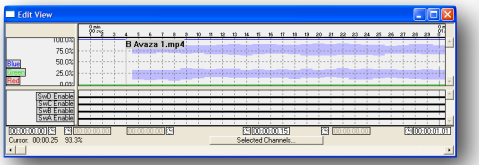
App. Note: Make a GilderQuiz Game

The following is excerpted from a much longer application note, available from the Application Notes tab on the Gilderfluke & Co. website. The sample show files, including the videos are available from the Sample Files tab on the Gilderfluke & Co. website.

In a Quiz game, players answer a series of multiple choice questions using a set of buttons. It can be built as a standalone game, or as part of a task within an escape room.

In museums, you can use a quiz game instead of a single button press to start an exhibit. The displays starts only after all of the questions have been answered.

Because GilderGear is built to control shows, each stage of the quiz game can trigger events in the real world that use lighting, effects, animatronics, audio, video, or anything else you can imagine.



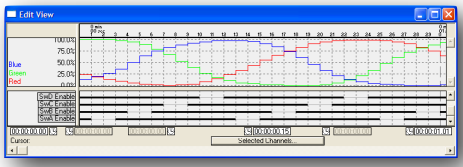
The most common way to present the questions to the players is on a video display of some sort. The questions can also be presented using audio, lighting, LED message boards, special effects or even fortune cookies.

Because it uses GilderGear, there is never any need to write any computer code. In fact, there isn't even a way for you to write computer code when using GilderGear.

Instead of 'coding', games are created using our Pc▪MACs software. It is completely graphical. Your show is presented to you as a 'timeline'. The show starts at the far left of the screen, and continues for as long as needed towards the right. Analog (0% to 100%) functions are shown in the top pane of the window, with digital (on/off) functions in the lower pane. A small video window makes it easy to sync actions to the frame. You just 'draw' in what you want to have happen with your mouse, or record your show using your mouse and keyboard.

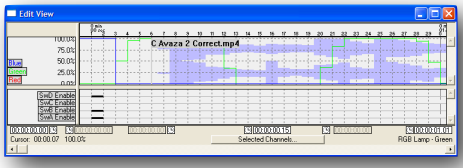
There are only four different types of shows used in the 'Simple Sequential' Quiz game:

- **'Attract' Shows:** Played while waiting for the players to begin the game. If you want the buttons and lights to flash sequentially, just draw in a 'chase' pattern on the button/light enables, as shown here:



- **'Question' Shows:** These are the shows that are used to pose the questions to the players. The length of this show sets the amount of time the players have to answer. All the 'answer' buttons used by this question are enabled for the entire length of the show:

- **'Correct' Answer Shows:** Played immediately after the player makes any selection in the 'Question' Show. The 'Correct' shows determine if the player selected the correct answer or not. If they did, then the remainder of the 'Correct' show plays. If the answer was 'wrong', it jumps to the 'Wrong' answer show. To make the 'Correct'/'incorrect' determination, a one frame long 'blip' is drawn on each of the 'Wrong' button enables (In this case 'A', 'B' and 'D') on the second frame of the 'correct' shows. The 'correct' video (and flashing lights) start just after these 'blips':

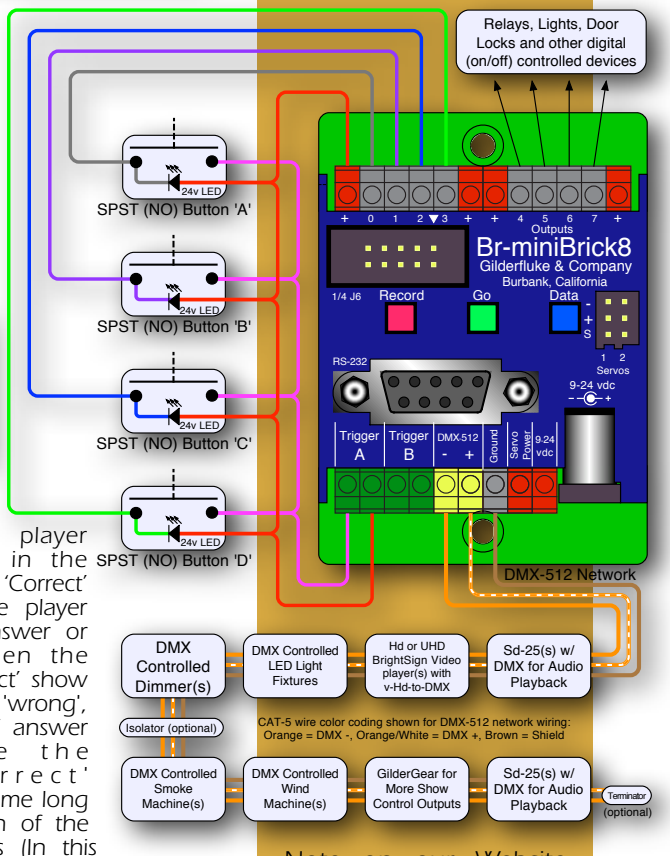


- **'Wrong' Answer Shows:** These shows play if the question was answered incorrectly, as determined by the 'Correct' answer show. No button enables are needed for the 'wrong' answer shows. The

Escape Rooms

An Escape Room is just a GilderQuiz Game with more Buttons

A second Application



Note on our Website covers how you can control Escape Rooms using GilderGear.

In most Escape rooms, clues are presented to the guests and they must solve each puzzle sequentially to win the game.

Most steps of the game require the

Continued on next page

Escape Room: from p.5

players to complete a task in a specific order. Some examples are:

- Press a series of numbers on a keypad.
- Pull on a series of locked doors/drawers/cabinets in a specific order to unlock the final door/drawer/cabinet.
- Crossing a series of stepping stones Indiana Jones-style in order not to be skewered by spears.

In all these examples, you initially enable all the switches on the keypad/drawers/stepping stones. If the players pick the 'correct' switch, the game advances to the next step. If they pick the wrong key/drawer/stepping stone, the players don't advance (the deadly spears to impale your customers are optional).

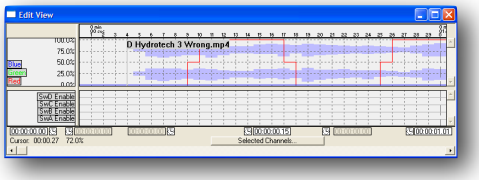
Each of these examples ARE the same as the 'Simple Sequential' quiz game.

The second type of escape room task is to complete a similar task, but in random order:

- A wooden jigsaw puzzle that must be assembled.
- A set of blocks that must spell out a word.
- A combination of doors/drawers/cabinets that must be opened/closed in a specific pattern.

To sense the completion of the task, you can easily hardwire a series of switches in series to non-sequential

red lights are blinked and a 'wrong' video is played during the 'wrong' answer show:



'Answer' Buttons/Wiring: GilderGear typically has many outputs, but only a handful of inputs. Instead of adding inputs for every button, we use the plentiful digital outputs to simply enable only the buttons we want to use at each step of the game.

The number of player 'answer' buttons can be anything from two (if you are only using true/false or yes/no questions), to thousands. In this example, we are using up to four buttons for the players to answer the questions.

For each button, you will need one digital output from the show controller. In this example we are also using the same 'enable' outputs to illuminate 24 volt LEDs on each enabled button.

Just one of the two Br-miniBrick8 inputs is used for all four of these buttons. This input is set so a closure will 'Play Next in List' in the AutoDownload. Opening is not used.

Not all buttons need to be used for every question. If you have a question that doesn't need all four of the answer buttons, just don't enable the unneeded buttons. They won't light up and will remain disabled. You can also disable buttons during a 'Question' show to reduce the number of possible answers "Who Wants to be a Millionaire" -style. Disabled buttons will have no effect if pressed.

'Simple Sequential' Quiz: This game advances through the same four questions each time it is played. In this case, it advances whether the answer is correct or not (see App. Note for 'Wrong Answer Options'). If no buttons are pressed, the game will return to the attract show after 20 to 30 seconds (see App. Note for 'Abandoned Game Options').

Your shows are downloaded in the order shown by placing them in the AutoDownload list on the File menu's AutoDownload dialog in Pc▪MACs:

	Show Name	Jumps at end to...
1	Attract 1	Attract Show 1 (loops until game is started)
2	Question 1	* Abandoned game options
3	Q1 Correct	Question 2
4	Q1 Wrong	† Wrong answer options
5	Question 2	* Abandoned game options
6	Q2 Correct	Question 3
7	Q2 Wrong	† Wrong answer options
8	Question 3	* Abandoned game options
9	Q3 Correct	Question 4
10	Q3 Wrong	† Wrong answer options
11	Question 4	* Abandoned game options
12	Q4 Correct	'Attract 1' Show
13	Q4 Wrong	† Wrong answer options

You can download the sample shows and videos from our website, wire the switches (and optional LEDs) as shown, and send the AutoDownload to the Show Controller. To play the video, you will need a BrightSign player, v-Hd-to-DMX, µSd card and a copy of the GilderScript. This sample show will run on almost any digital output GilderController from a Br-miniBrick8 up.

You will find more complex quiz options in the Quiz App. Note on our webpage.

Machao Orphanage

Along with her work helping people with Sickle Cell Disease, Dr. Carolyn Rowley, our VP and CFO, has been the primary U.S. organizer and fundraiser for the Machao Orphanage in Makueni, Kenya.

Although the plan had been to repaint the dormitories, some more urgent maintenance was required. This year's big construction projects included digging a new privy pit and completely replacing the girls' outhouses, and rebuilding the roof on the boys' outhouses.

If you would like to help support any of the kids directly with school tuition, the facility, or other aid, more information can be found at: www.machaoorphanage.org

GilderSwag Available for Ordering

As everyone knows, there is no human being more fashionable on this planet than your typical Gilderfluke & Co. Employee.

Now you too can dress just like one!

GilderShirts, GilderChocolates, GilderMousePads and other great GilderSwag are now available from our online web store. ~ G

Custom Design Work

Most custom design work are for clients that need a product to do a specific job that none of our off-the-shelf boards will do. Usually, these have been incorporated into products produced by our clients.

We can also custom-brand GilderGear, if you prefer to start with an off-the-shelf design.

If you are interested in custom-designed equipment, please contact Doug Mobley (doug@gilderfluke.com). ~ G

Greatest Hits on a GilderThumbDrive

We distribute all our printed material and software on a USB GilderThumbDrive. Every video, manual, cut sheet, and piece of software we offer is all on each GilderThumbdrive. These are available for a nominal charge. ~ G

Classes Anyone?

The spacious quarters at Gilderfluke Towers has a permanent display area where we offer classes in GilderGear. We know that our stuff is pretty easy to learn to operate, but if you would like formal classes, they can be scheduled.

If you are interested in training on GilderGear, please contact Carolyn Rowley in our California GilderOffice: Carolyn@Gilderfluke.com. ~ G

On-Site Show Programming, Installation & Service

Gilderfluke technicians are available for installations worldwide. You will need to pay all the usual transportation expenses (business class or better airfare, hotel, food, and per diem) in addition to the fee for the technician.

If you are interested in field support and installation of Gilderfluke & Co. equipment, contact Carolyn Rowley in our California GilderOffice.: (Carolyn@Gilderfluke.com) ~ G

Gilderfluke Show Plans

We are scheduled to exhibit at the following trade shows in the upcoming year. 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 14-17, 2017
Booth #1667.
International Association of Amusement Parks & Attractions (IAAPA), Orange County Convention Center, Orlando, Florida

March 22-25, 2018
Booth #931
Transworld's Halloween & Attractions Show, America's Center, Saint Louis, Missouri

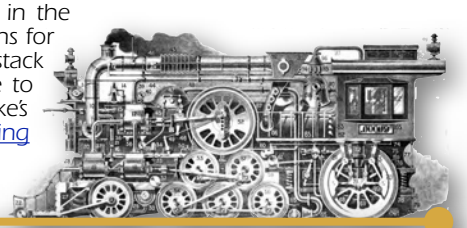
June 14-16, 2018
Booth #C734
InfoComm International, Las Vegas Convention Center, Las Vegas, Nevada

November 13-16, 2018
Booth #t.b.d.
International Association of Amusement Parks & Attractions (IAAPA), Orange County Convention Center, Orlando, Florida

Our Two Most Asked Questions

In the thirty-five or so years we have been in business, the second most commonly asked question is where our company's unusual name came from.

Eli Gilderfluke was an 'inventor' whose illustrations appeared in railroading trade magazines in the 19th Century. A precursor of Rube Goldberg in the 20th Century, 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 verb "to Gilderfluke" something eventually came to mean improvised repairs (i.e.: "Jerry-Rigging") on a piece of machinery. To the right is 'Gilderfluke's Perfected Locomotive' from the December 1897 issue of Railway and Locomotive Engineering Magazine.



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

• You can follow us on:

Who Are We?

For 35 years Gilderfluke & Company has been building Animation & Show Control Systems for theme parks, museums, and other entertainment venues. In 1988 we added Digital Audio Playback 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 four or five systems 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 Microsoft's Windows. It is still the technological leader among Animation Programming Systems. 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-10**, **Sd-25** and **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. Our systems are modular. Systems with two to thousands of outputs are can be made with our repeaters.

Sd-50 players are also available with an option that adds eight or forty digital Show Control outputs, DMX-512, MIDI and COM ports to them. This turns them into a total Audio and Show Control playback solution. The GPS option allows shows and sounds to be scheduled, accurate to a thousandth of a second. ~ G

In this issue...

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Watch Our FREE Tutorial Videos On GilderYouTube