

BREAKER LAYOUT FOR C-2000 CONSOLE W/
3 PHASE PROJECTOR MOTOR.

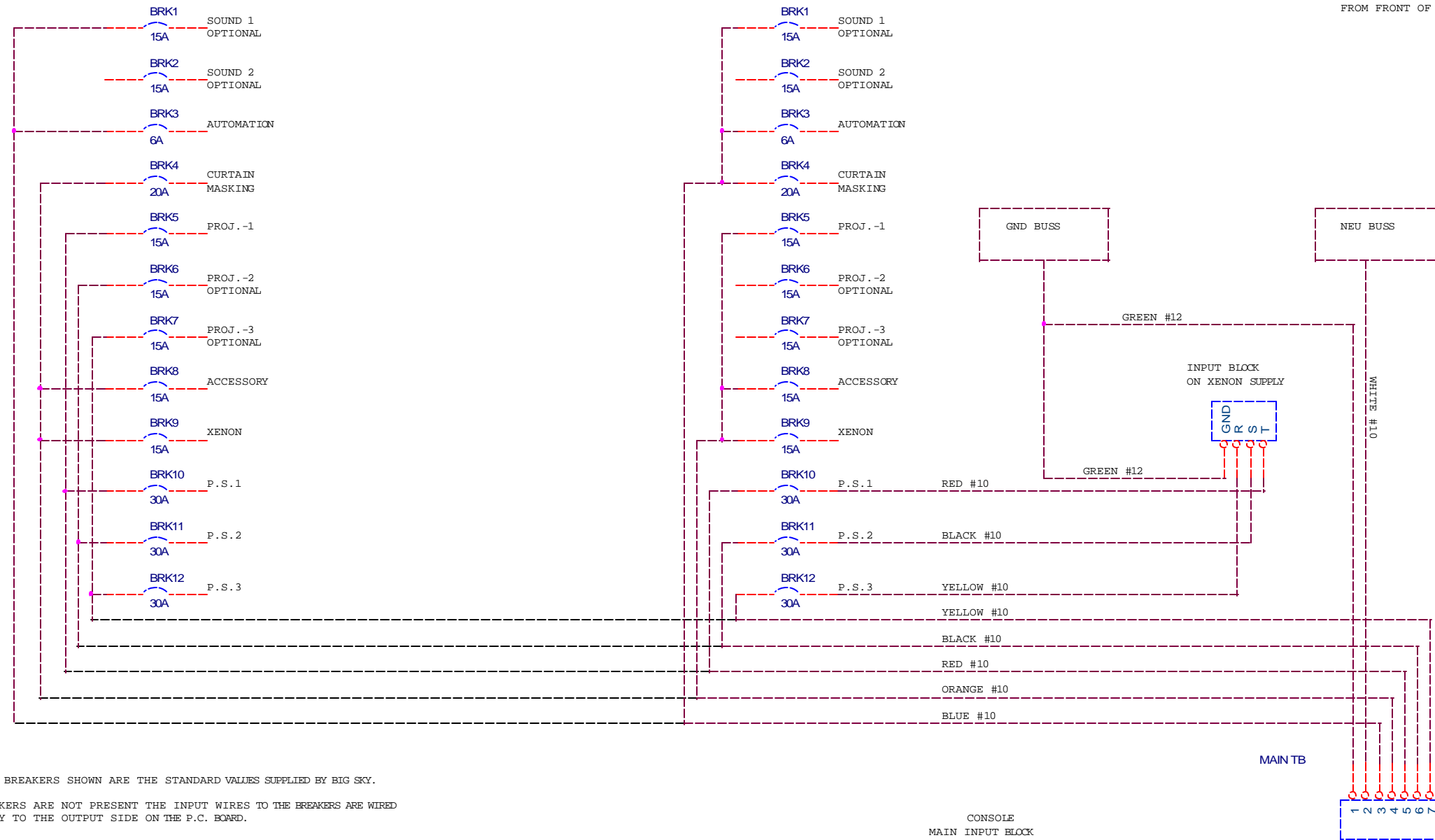
ON STANDARD CONSOLE, ONLY THE BREAKERS
SHOWN WIRED ARE PRESENT.

BREAKER LAYOUT FOR C-2000 CONSOLE W/
SINGLE PHASE PROJECTOR MOTOR.

ON STANDARD CONSOLE, ONLY THE BREAKERS
SHOWN WIRED ARE PRESENT.

SEE DWG. CHPIB.SCH
FOR HIGH POWER INTERFACE BOARD
FEED THROUGH AND BREAKER
INFORMATION.

BREAKERS SHOWN AS VIEWED
FROM FRONT OF CONSOLE.



NOTE: VALUES OF BREAKERS SHOWN ARE THE STANDARD VALUES SUPPLIED BY BIG SKY.

IF BREAKERS ARE NOT PRESENT THE INPUT WIRES TO THE BREAKERS ARE WIRED
DIRECTLY TO THE OUTPUT SIDE ON THE P.C. BOARD.

BRK 5 AND 7 ARE PRESENT ONLY FOR A 3 PHASE MOTOR, UNLESS THE BREAKER IS BEING
USED FOR ANOTHER FUNCTION.

THE "SOUND 1" BREAKER IS USED FOR "EXCITER FEED".
THUS IS ALWAYS CONNECTED.

"SOUND 2" MAY BE USED FOR THE FEED ON A SECOND AMP
IN A 2 AMPLIFIER STEREO SOUND SYSTEM.

IF THE SOUND BREAKERS ARE TO BE USED FOR A HIGHER END SYSTEM,
A SEPERATE FEED SHOULD BE BROUGHT IN AND RUN DIRECTLY
TO THE LOAD FROM THE OUTPUT OF THE BREAKERS.

CONSOLE
MAIN INPUT BLOCK

- 1=CONSOLE GROUND
 - 2=CONSOLE NEUTRAL
 - 3=CONSOLE HOT PHASE 1 (120VAC TO NEU.)
 - 4=CONSOLE HOT PHASE 2 (120VAC TO NEU.)
 - 5=XENON SUPPLY PHASE 1
 - 6=XENON SUPPLY PHASE 2
 - 7=XENON SUPPLY PHASE 3
- 220VAC 3 PHASE.

BIG SKY INDUSTRIES INC.

259 CENTER ST.
PHILLIPSBURG N.J. 08865

Title
MAIN INPUT WIRING S-2000 CONSOLE

Size B	Document Number CINPUT.SCH	Rev
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