



THANK YOU FOR YOUR PURCHASE OF THE  
**BPMC DEAD LANGUAGE v3**  
BY BIG PAUPER FOR BPMC 2020  
**BPMCGLITCH.COM**

NTSC 2XRCA STANDARD DEFINITION COMPOSITE VIDEO  
POWER SUPPLY: 9V-12v 1000MA.. 110V ONLY.

THE DEAD LANGUAGE V3 IS NTSC ONLY AND WILL NEED  
A CONVERTER FOR USE WITH PAL VIDEO GEAR.

NOTES: FOR BEST RESULTS USE WITH A CRT TV.  
PROJECTOR DROPOUT MAY OCCUR WITH SOME FX.

**NOTE: MAGNET MUST BE AT FAR LEFT MAGNET DOCK FOR UNIT TO FUNCTION NORMALLY  
UPON BOOTING. UNIT MAY NOT FUNCTION PROPERLY IF UNIT IS STARTED WITH THE MAGNET  
IN A DIFFERENT POSITION. SO DON'T DO IT JACK/JILL!!!!**

*PLEASE CONSULT THE ORIGINAL MANUAL FOR A COMPREHENSIVE  
OVERVIEW OF HOW THIS DEVICE WORKS AND HOW TO FULLY UTILIZE  
IT'S FEATURES.*

### ABOUT THIS DEVICE:

REALLY HAPPY TO HAVE THIS MACHINE IN THE BPMC FAMILY. I'VE ALWAYS FELT TERRIBLE RIPPING OFF THE KEYBOARDS FROM THE TITLEMAKER-1 & WIRING UP MY FRITZ DECONTROLLER AS IT BYPASSES SOME TRULY GREAT TITLING FUNCTIONALITY. THE TITLEMAKER 2000 HOWEVER IS WHERE THE REAL HEAT IS. THEY'VE MADE A SERIOUS NUMBER OF IMPROVEMENTS & ADDED A NUMBER OF FEATURES THAT MAKE THIS A REALLY BEEFY LITTLE MACHINE. IT CAN BE A LITTLE OVERWHELMING AT FIRST BUT DO NOT BE AFRAID TO DIG INTO ALL THE SETTINGS, PLAY WITH BACKGROUNDS AND BORDERS AND SEE WHAT STICKS!

### KNOB EFFECTS:

AT THE TOP OF THE UNIT ARE SEVEN KNOBS. THE FIRST KNOB VARIES THE AMOUNT OF GLITCH DELIVERED TO THE TEXT CORRUPTION PUSH BUTTONS. THE OTHER SIX ARE FOR GLOBAL COLOR PROCESSING FX. THE WHITE SWITCH ON THE BACK OF THE UNIT TURNS KNOBS 2-5 ON AND OFF. YOU WILL NOTICE THAT TURNING THESE KNOBS ON GIVES RISE TO SOME NOISE. THIS IS A NATURAL BYPRODUCT OF WIRING INTO THESE EFFECTS AND I FIND THAT HAVING A QUICK N DIRTY BYPASS SWITCH IS VERY HELPFUL. NOTE THAT YOUR SIGNAL WILL NOT BE TRULY CLEAN UNLESS YOU RETURN ALL KNOBS TO ZERO AS WELL. KNOB EFFECTS PLAY WELL WITH OTHERS AS WELL AS STAND NICELY ON THEIR OWN.

*KNOB 1 - VARIES THE LEVEL OF GLITCH BEING DELIVERED TO THE PUSHBUTTON TXT CORRUPTION FX*  
*KNOB 2 TO 5 - COLOR PROCESSING FX THAT ARE TURNED ON AND OFF BY THE SWITCH ON THE BACK OF THE UNIT.*  
*KNOB 6 & 7 ARE COLOR PROCESSING EFFECTS THAT ARE ALWAYS ON.*

### PUSH BUTTON EFFECTS:

PUSH BUTTON EFFECTS CORRESPOND WITH THE TITLER FUNCTIONALITY. **THEY ARE MEANT TO BE PRESSED ONE AT A TIME AND NEVER IN COMBINATION WITH ONE ANOTHER. THIS BIT OF THE FUNCTIONALITY IS TRULY GLITCHED. IT IS A REALLY EASY MACHINE TO CRASH.**

SO YES, BUTTONS ARE MEANT TO BE PRESSED ONE AT A TIME AND FOR TRULY STABLE RESULTS DO NOT COMBINE WITH KNOB EFFECTS. YOU CAN, I DO ALL THE TIME, BUT YOU RUN A GREATER RISK OF CRASHING THE DEVICE.

ALSO IF SEEKING TO SWITCH AND HOLD A PUSHBUTTON EFFECT JUST MOVE THE MAGNET FROM THE FAR LEFT FROM IT'S DOCK AND MOVE IT OVER TO A MAGNET-SWITCH. DO NOT COMBINE A MAGNET SWITCH EFFECT WITH A PUSH BUTTON AS IT WILL MOST LIKELY CRASH.

### IF A CRASH OCCURS:

NO BIGGIE! IF AFTER DRUMMING ON THE KEYS OR ACCIDENTALLY PRESSING A BUNCH OF BUTTONS AT ONCE THE DEVICE BEGINS ACTING STRANGELY OR LOCKS UP IN

ANY CAPACITY JUST UNPLUG IT AND PLUG IT BACK IN. RARELY DOES ANY MEMORY LOSS OCCUR WHICH IS NICE. BUT THIS DOES HAPPEN. THE TITLEMAKER TRULY WAS NOT MEANT TO BE ABUSED IN THIS MANNER. I'VE DONE THE MOST I CAN TO MINIMIZE CRASHES ON MY END AND NOT WIRE UP POINTS THAT LEAD TO PREDICTABLE CRASHES BUT I FIGURE THE DOPENESS OF THE EFFECTS OUTWEIGHS THE STABILITY OF THE EFFECTS IN SOME REGARDS.

#### **WHAT ARE THE MAGNET BASED SWITCHES ON THE BOTTOM?**

**YOU WILL NOTICE THAT THE TXT CORRUPTION FX ONLY STAY ON FOR AS LONG AS YOU ARE PRESSING THEM. BY UTILIZING THE SUPPLIED MAGNET & THE TACK BASED SWITCHES YOU CAN TURN TXT CORRUPTION FX ON INDEFINITELY BY MOVING THE MAGNET OVER TO THE CORRESPONDING POSITION. AS MENTIONED ABOVE ALWAYS DOCK THE MAGNET TO THE FAR LEFT POINT WHEN A TXT BASED CORRUPTION EFFECT IS NO LONG DESIRED. DO NOT PUSH THE PUSHBUTTONS WHEN YOU ARE USING THE MAGNET BASED SWITCH FX. THIS WILL CRASH THE UNIT.**

PLEASE CONTACT ME WITH ANY COMMENTS,  
QUESTIONS OR CONCERNS AT:  
**BPMC@GLITCHART.COM**