

# Kalart RangeFinder Infinity Target

Brought to you by <http://www.SouthBristolViews.com>

Place page sideways (horizontal) in front of camera. Distance does not matter. One or two feet is good. Focus on upper star so second star converges and word 'INFINITY' is formed. Horizontal line is also helpful. Focus so a single line is seen. This is true infinity. The vertical line is used to make sure the camera is aligned with the target as a tilted camera/target will throw off the RF setting.

Note: Distance between stars should be exactly 2.6875 (2 22/32) inches.



Just a note:

I have measured the center distance between the rangefinder mirrors on my Pacemaker Graphic at exactly 2.6875 ( 2 22/32 ) inches. Since Graflex defines 'infinity' as an object at a distance of over 5000 feet, a practical true infinity, it then makes sense that for the infinity setting, the mirrors should be looking straight out at zero angle between them. This allows the above target to work. Two stars placed exactly 2.6875 inches apart will align the two mirrors to view at a zero angle. This can be checked by moving the target to a new distance from the camera and rechecking the rangefinder. If the lines/stars are not perfectly aligned, then the infinity focus is off. If they are perfectly aligned, the distance to/from the targets will not make any difference. It is your choice where physically on the camera to place "infinity" I personally like it with the rails pulled back to the stop. Graflex recommends "within .040" of the back stop...

As in everything I do, if anyone finds any errors or has any suggestions for improvement, please contact me at [rich@SouthBristolViews.com](mailto:rich@SouthBristolViews.com).

Note 2: Please make sure you have the proper printing settings, especially anything that may suggest "fit to page" is turned off or "scale" is 100% . This page MUST be printed at 100% full size in order for the targets to be exactly three inches apart. If they are not, check your printing preferences and setup.

Note 3: Make sure top and bottom edges of target are exactly the same distance from the camera. Any difference in this distance will affect the infinity setting.