DIGITAL PROJECTION

TITAN WUXGA 3D, Dual 3D,
TITAN WUXGA 330, 660

High Brightness Digital Video Projector
16:10 widescreen display

User Manual

Rev A April 2011 *111-253A*

Declaration of Conformity

Directives covered by this Declaration

2004/108/EC Electromagnetic Compatibility Directive.

2006/95/EC Low Voltage Equipment Directive.

Products covered by this Declaration

Large screen video projector type	*The CE mark was first applied in:*
TITAN WUXGA 3D	December 2009
TITAN WUXGA Dual 3D	December 2009
TITAN WUXGA 330	December 2009
TITAN WUXGA 660	December 2009

Basis on which Conformity is being declared

The products identified above comply with the protection requirements of the above EU directives, and the manufacturer has applied the following standards.

EN 55022:1998 - Limits and Methods of Measurement of Radio Disturbance Characteristics of Information Technology Equipment.

EN 55024:1998 - Limits and Methods of Measurement of Immunity Characteristics of Information Technology Equipment.

EN 55103:1997 - Product family Standard for Audio, Video, Audio-Visual and Entertainment Lighting Control apparatus for Professional Use.

EN 60950-1:2001 - Specification for Safety of Information Technology Equipment, including Electrical Business equipment.

The technical documentation required to demonstrate that the products meet the requirements of the Low Voltage directive has been compiled by the signatory below and is available for inspection by the relevant enforcement authorities.

Signed: 

Authority: D.J. Quinn, Product Development Director

Date: 1 December 2009

Attention!

The attention of the specifier, purchaser, installer, or user is drawn to special measures and limitations to use which must be observed when these products are taken into service to maintain compliance with the above directives. Details of these special measures are available on request, and are also contained in the product manuals.

Important Information

Please read this user manual carefully before using the projector, and keep the manual handy for future reference.

A serial number is located on the side of the projector. Record it here:

Symbols used in this guide

Warnings

ELECTRICAL WARNING: this symbol indicates that there is a danger of electrical shock unless the instructions are closely followed.

WARNING: this symbol indicates that there is a danger of physical injury to yourself and/or damage to the equipment unless the instructions are closely followed.

NOTE: this symbol indicates that there is some important information that you should read.

Trademarks

- IBM is a registered trademark of International Business Machines Corporation.
- Macintosh and PowerBook are registered trademarks of Apple Computer, Inc.
- Other product and company names mentioned in this user's manual may be the trademarks of their respective holders.

Product revision

- Because we at Digital Projection continually strive to improve our products, we may change specifications and designs, and add new features without prior notice. Projectors built prior to this revision of the User Manual may therefore not include all the features described.

Manual revision

Date	Description	Revision
April 2011		Rev A

General precautions

Do not open the cabinet. There are no user serviceable parts inside.

Use only the power cable provided.

Ensure that the power outlet includes a Ground connection, as this equipment MUST be earthed.

Take care to prevent small objects such as paper or wire from falling into the projector. If this does happen, switch off immediately, and have the objects removed by authorised service personnel.

Do not expose the projector to rain or moisture, and do not place any liquids on top of the projector.

Unplug before cleaning, and use a damp, not wet, cloth.

Do not touch the power plug with wet hands.

Do not touch the power plug during a thunder storm.

Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.

The lamp and filters in this projector should be changed ONLY by authorised and qualified service personnel.

Do not use the lamp for more than 2000 hours, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

HID lamps produce high intensity light. Do not look directly at the light coming from the lamp housing, or the lens, or allow items such as magnifying lenses to be placed in the light path. This could result in serious eye damage.

Do not touch the ventilation outlets, as they will become hot in use.

Do not cover or obstruct the ventilation outlets or inlets.

Do not cover the lens whilst the projector is switched on. This could cause a fire

Always allow the projector to cool for 5 minutes before disconnecting the power or moving the projector.

Never use strong detergents or solvents such as alcohol or thinners to clean the projector and lens.

Notes

Installation precautions

Connect the LAN cable only to a computer LAN connection. Other similar connectors may have a dangerously high voltage source.

The projector must be installed only by suitably qualified personnel, in accordance with local building codes.

The projector should be installed as close to the power outlet as possible.

The power connection should be easily accessible, so that it can be disconnected in an emergency.

Ensure that there is at least 30cm (12in) of space between the ventilation outlets and any wall, and 10cm (4in) on all other sides.

Do not install the projector close to anything that might be affected by its operational heat, for instance, polystyrene ceiling tiles, curtains etc.

The projector weighs approximately 31 kg (68 lbs). Use safe handling techniques when lifting the projector.

When stacking projectors, the stack MUST be vertical, to ensure that the stresses are distributed to all frame couplings.

Before installation, make sure that the surface, ceiling or rigging that is to support the projector is capable of supporting the combined weight of the projector and lens (see specification for exact weights)**.**

Separate backup safety chains or wires should always be used for each projector.

Do not place heavy objects on top of the projector chassis. Only the chassis corners and the rigging frame are capable of withstanding the weight of another projector.

Do not stack more than 3 projectors.

Do not drop or knock the projector.

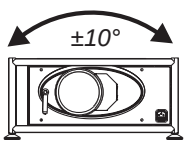
The lens release lever should always be set to the locked position to prevent the lens from falling out.

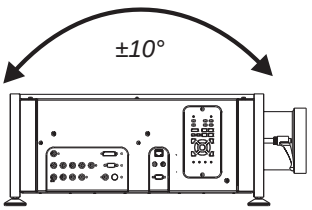
Each time a new lens is fitted to the projector, the calibration procedure must be carried out. See Setup menu, in Section 4. Controlling the projector.

Place the projector in a dry area away from sources of dust, moisture, steam, smoke, sunlight or heat.

Do not tilt the projector more than ±10° in either direction when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

Notes





It may be possible to use the projector in other orientations, depending on lamp configuration. For more information, contact Digital Projection.

Operation and configuration precautions

Do not make changes to the networking configuration unless you understand what you are doing, or have taken advice from your Network Manager. If you make a mistake, it is possible that you will lose contact with the projector. Always double-check your settings before pressing the APPLY button. Always keep a written note of the original settings, and any changes you have made.

Software update should NOT be carried out except by, or with the supervision of, Digital Projection Service personnel.

Compliance with international standards

Noise

GSGV Acoustic Noise Information Ordinance

The sound pressure level is less than 70 dB (A) according to ISO 3744 or ISO 7779.

RF Interference

FCC

The Federal Communications Commission does not allow any modifications or changes to the unit EXCEPT those specified by Digital Projection in this manual. Failure to comply with this government regulation could void your right to operate this equipment.

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant with Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area may cause harmful interference, in which case the user will be responsible for correcting any interference.

This equipment contains an FCC approved RF transmitter module with FCC ID: R68WIPORT.

European Waste Electrical and Electronic Equipment (WEEE) Directive

Digital Projection Ltd is fully committed to minimising Waste Electrical and Electronic Equipment. Our products are designed with reuse, recycling and recovery of all components in mind. To this end, at end of life, your projector may be returned to Digital Projection Ltd or its agent so that the environmental impact can be minimised.

Notes

Digital Projection Contact details

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Web Site www.digitalprojection.com

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continued

5. Userware

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1. Introduction
Contents

What's in the box?

- Make sure your box contains everything listed. If any pieces are missing, contact your dealer.
- You should save the original box and packing materials, in case you ever need to ship your Projector.

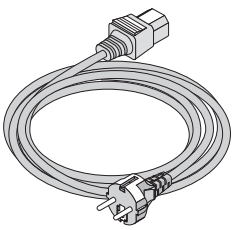
Projector	***Standard***	***Ultra Contrast***
(WUXGA 3D, Side Lamp	*110-404*	*110-658*
WUXGA 3D, Rear Lamp	*109-662*	*109-663*
WUXGA Dual 3D	*109-664*	*109-665*
WUXGA 330, Side Lamp	*111-012*	*111-013*
WUXGA 330, Rear Lamp	*110-916*	*110-956*
WUXGA 660	*111-014*	*111-015)*

Notes

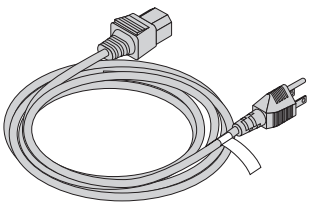
Lenses are optional. Order lenses from your Digital Projection dealer.

For more detailed information about lenses, see **Choosing a lens,** *in* **section 2. Installation**.

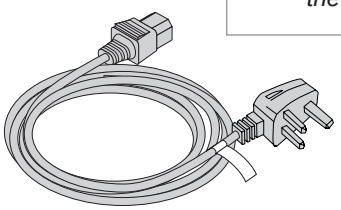
Only one power cable - dependent on the destination territory - will be supplied with the projector.



Power cable 10A Europe (102-163)



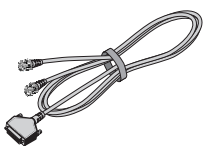
Power cable 13A North America (102-165)



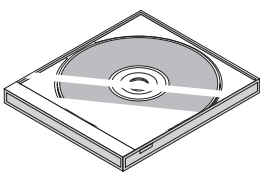
Power cable 10A United Kingdom (102-180)

Remote control (105-023)

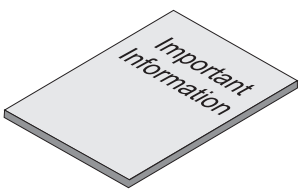
4x AAA batteries (105-922)



3D Sync cable (109-697)



User manual on CD (105-923)



Important Information (108-467)

Key features of the projector

Congratulations on your purchase of the Digital Projection Titan 1080p-3D/ FastFrame projector.

Digital Projection International, Texas Instruments' first DLP™ partner and the original innovator of the 3-chip DLP™ projector, proudly introduces the Titan WUXGA 3D. Titan 3D projectors are the perfect imaging solution for vital immersive applications, including military, scientific and medical applications, product engineering, commercial cinema and theme parks. In addition, DP's new FastFrame™ technology is a revolutionary combination of hardware and firmware that reduces the artifact and image blur associated with rapidly moving displayed content.

The Titan WUXGA harnesses the power of the Texas Instruments' 1920 x 1200 pixel DMD's™. Alongside the LIGHTNING and HIGHlite Pro, the Titan WUXGA is to set new standards for Staging and is destined to be the first choice of professionals who stage prestigious events such as the Grammy® Awards and the Oscars®. With a contrast of up to 4000:1 and awe-inspiring brightness of up to 9000 lumens, the Titan WUXGA is unmatched for applications as diverse as world class staged events, commercial entertainment, major outdoor venues, large-scale simulation, gaming, home theatre and houses of worship.

Key Features

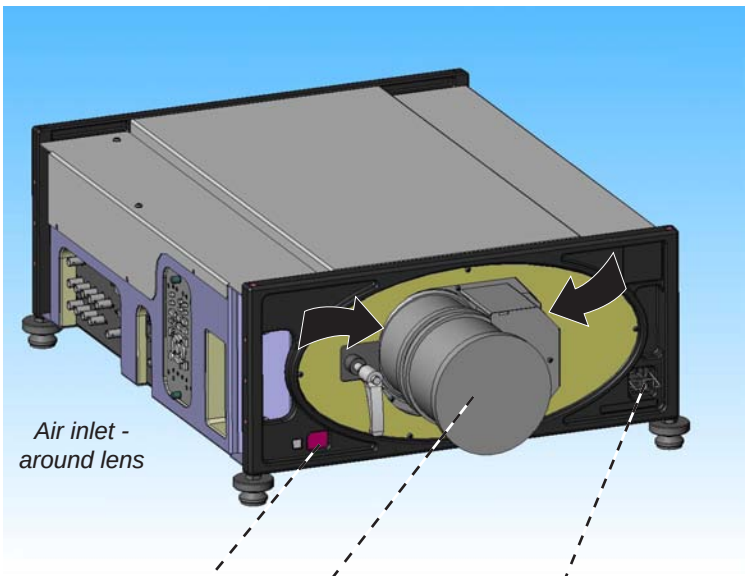
- High resolution, large venue 3D projector
- Applications: Large Screen; Fixed install and Rental
- 1920 x 1200 resolution
- Precision mechanical design ensuring maximum amount of light from lamp housing reaches optics, without any operator adjustment
- Single: 600W single phase, 100-240VAC ±10%
  Dual: 1000W single phase, 100-240VAC ±10%
- Compact size, light weight - approximately 31 kg (68 lbs)
- Intelligent motorised lens mount
- Optional Rigging frame with Quick-lock stack system- 3 point pitch & roll adjustment for accurate alignment
- Ruggedised robust metal case
- LAN & RS232 connection for network operation
- Eight selectable Digital and Analogue Video inputs for display of the latest as well as legacy video standards.

  DVI, SDI and HD SDI, RGBHV, Component, S-Video, Composite all as standard.
- Wi-fi connection wireless remote control
- IR/cable remote control for easy setup
- LAN operation using control codes or Integrated Userware

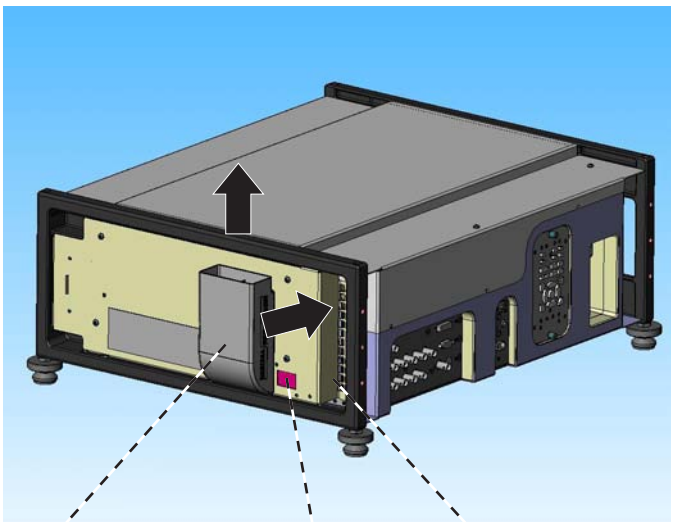
Notes

Getting to know the projector

Front panel, – lens and power



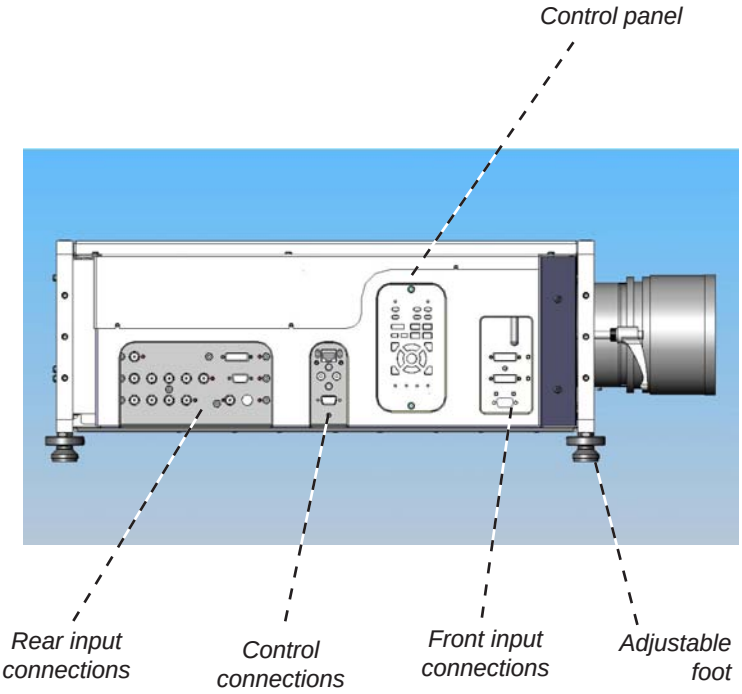
Rear panel



Notes

For more detailed information about lenses, see **section 2. Installation**

Side panel – connection and control



Notes

For information about how to connect the projector, see **Connecting the projector** *in section* **2. Installation**, *and* ***Connections*** *in section* ***7. Appendix***.

For information about how to use the control panel, see section **4. Controlling the projector**.

For information about how to mount and stack projectors, see section **2. Installation**.

2. Installation
Contents

Screen requirements

Aspect ratio

Fitting the image to the DMD

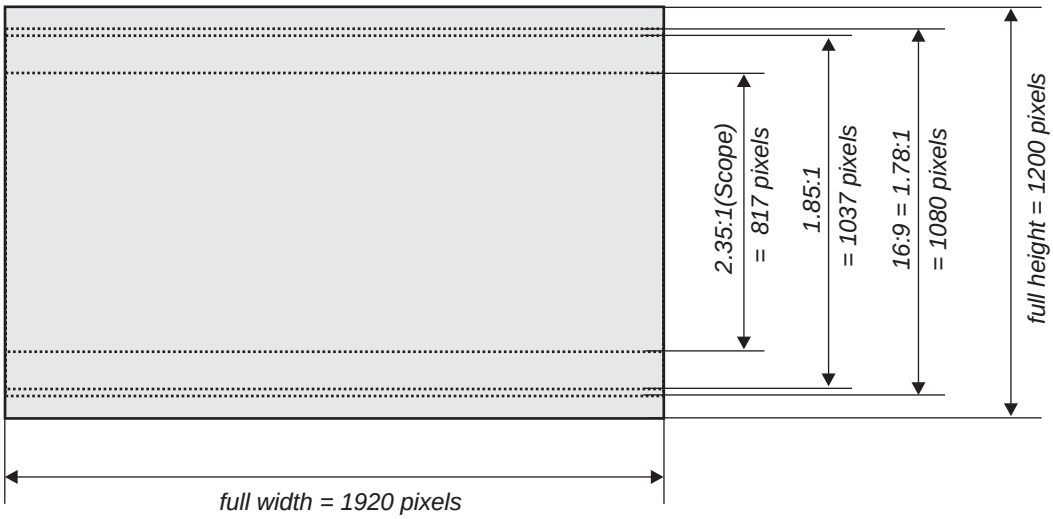
If the source image supplied to the projector is smaller than 1920 x 1200 pixels, then the image will not fill the DMD. The following example shows how a number of common formats may be displayed.

Notes

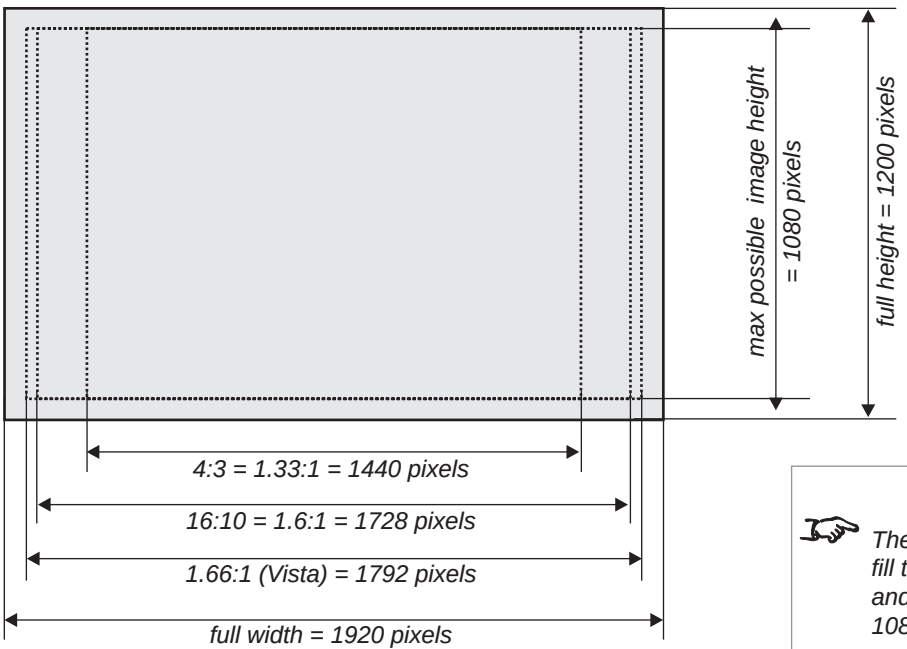
The images are shown here scaled automatically by the projector.

The image may be scaled differently if the Aspect Ratio is set differently in the Picture or Geometry menus.

Images displayed full width

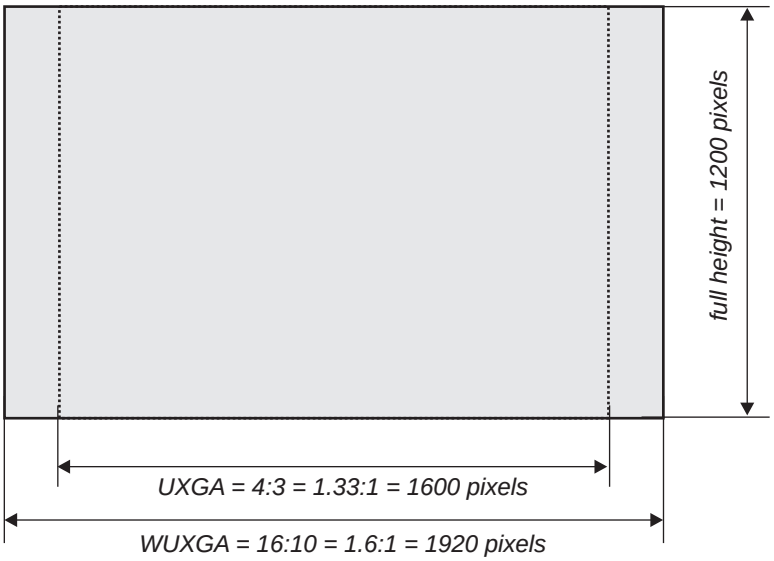


Images displayed with a height of 1080 pixels



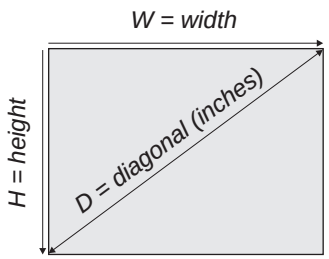
The images shown here cannot fill the full height of the DMD, and will be scaled to a height of 1080 pixels.

Images displayed full height



Diagonal screen sizes

Screen sizes are sometimes specified by their diagonal size (D) in inches. When dealing with large screens and projection distances at different aspect ratios, it is more convenient to measure screen width (W) and height (H).



The example calculations below show how to convert diagonal sizes in inches into width and height, at various aspect ratios.

2.35:1 (Scope)
W = D x 0.92in (D x .023m) ***H*** = D x 0.39in (D x .01m)

1.85:1
W = D x 0.88in (D x .022m) ***H*** = D x 0.47in (D x .012m)

16:9 = 1.78:1
W = D x 0.87in (D x .022m) ***H*** = D x 0.49in (D x .0125m)

1.66:1 (Vista)
W = D x 0.86in (D x .022m) ***H*** = D x 0.52in (D x .013m)

16:10 = 1.6:1 (native aspect ratio)
W = D x 0.85in (D x .022m) ***H*** = D x 0.53in (D x .014m)

4:3 = 1.33:1
W = D x 0.8in (D x .02m) ***H*** = D x 0.6in (D x .015m)

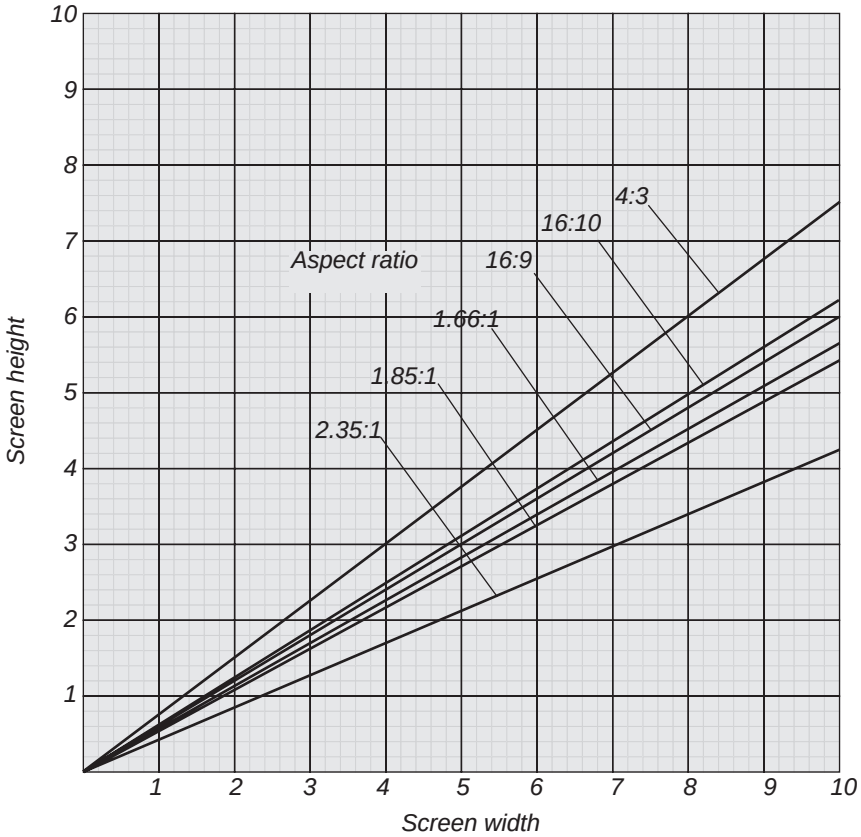
Notes

Only WUXGA or UXGA images can fill the full height of the DMD, using all 1200 pixels.

Fitting the image to the screen

It is important that your screen is of sufficient height and width to display images at all the aspect ratios you are planning to use.

Use the conversion chart, or the sample calculations below to check that you are able to display the full image on your screen. If you have insufficient height or width, you will have to reduce the overall image size in order to display the full image on your screen.



2.35:1 (Scope)
W = H x 2.35 ***H*** = W x 0.426

1.85:1
W = H x 1.85 ***H*** = W x 0.54

16:9 = 1.78:1
W = H x 1.78 ***H*** = W x 0.56

1.66:1 (Vista)
W = H x 1.66 ***H*** = W x 0.6

16:10 = 1.6:1 (native aspect ratio)
W = H x 1.6 ***H*** = W x 0.625

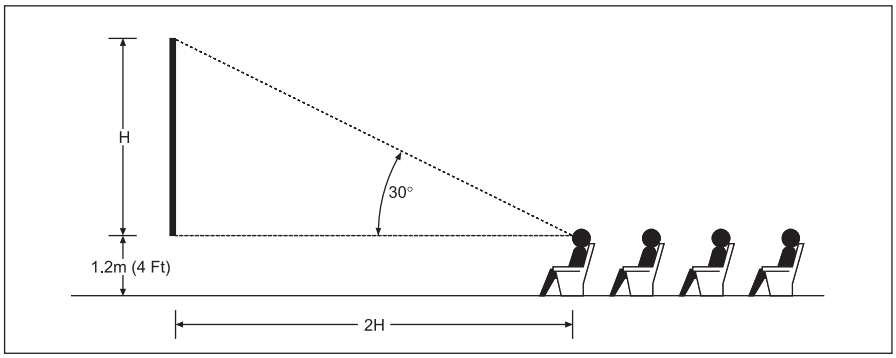
4:3 = 1.33:1
W = H x 1.33 ***H*** = W x 0.75

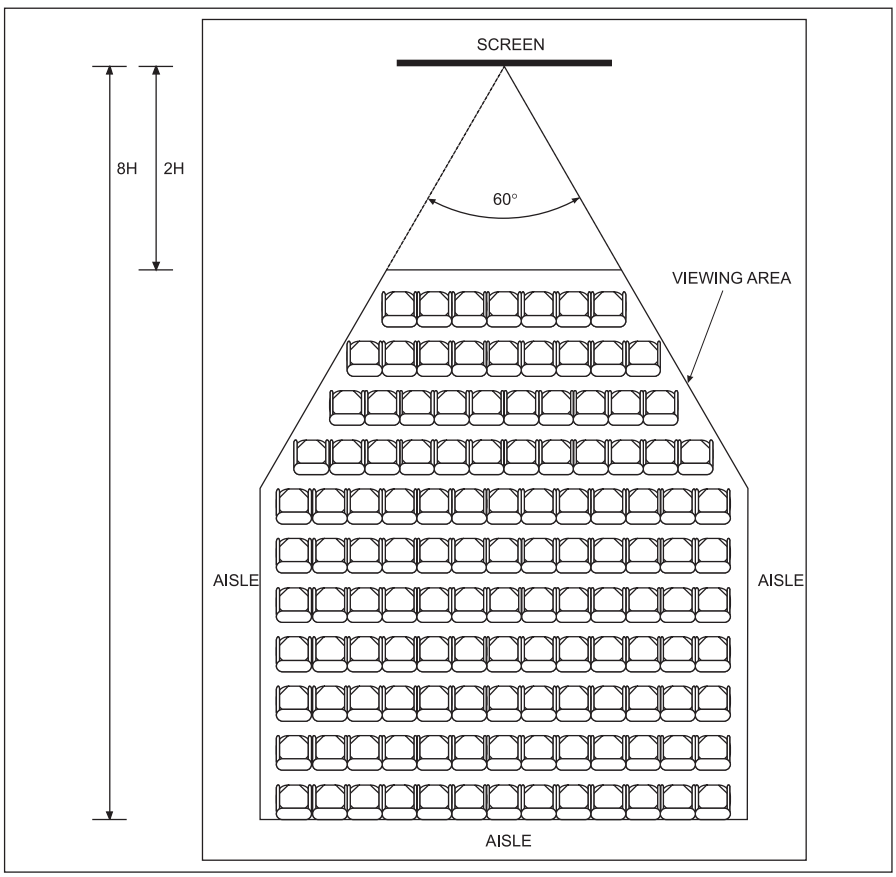
Notes

Positioning the screen and projector

For optimum viewing, the screen should be a flat surface perpendicular to the floor. The bottom of the screen should be 1.2m (4 feet) above the floor and the front row of the audience should not have to look up more than 30° to see the top of the screen.

The distance between the front row of the audience and the screen should be at least twice the screen height and the distance between the back row and the screen should be a maximum of 8 times the screen height. The screen viewing area should be within a 60° range from the face of the screen.





Notes

The projector should be installed as close to the power outlet as possible.

The power connection should be easily accessible, so that it can be disconnected in an emergency.

Ensure that there is at least 30cm (12in) of space between the ventilation outlets and any wall, and 10cm (4in) on all other sides.

Do not install the projector close to anything that might be affected by its operational heat, for instance, polystyrene ceiling tiles, curtains etc.

The image can be flipped for rear projection (see ***section 4. Using the menus****,* ***Image menu****) and displayed without the need for extra mirrors or equipment.*

However, you must ensure that there is sufficient distance behind the screen for the projector to be correctly located.

Rear installation is generally more complicated and advice should be sought from your local dealer before attempting it.

Choosing a lens

A number of lenses are available for use with the projector. Which lens you choose will depend on the screen size, image aspect ratio, projection distance and light output.

The lenses available and their part numbers are listed below:

	High Brightness	High Contrast
0.67 : 1 fixed lens	105-607	107-195
1.12 : 1 fixed lens (3 - 15m)	105-608	105-608
1.12 : 1 fixed lens (1.2 - 2m)	105-609	105-609
1.16 - 1.49 : 1 zoom lens	109 236	109-359
1.39 - 1.87 : 1 zoom lens	105-610	107-196
1.87 - 2.56 : 1 zoom lens	105-611	107-197
2.56 - 4.16 : 1 zoom lens	105-612	107-198
4.16 - 6.96 : 1 zoom lens	105-613	107-199
6.92 - 10.36 : 1 zoom lens	109-235	109-358

If you are simply connecting the output of a camera or computer directly to the projector, then the image size (in pixels) may well be fixed. If, however, you are using commercially available image processing equipment, such as the Digital Projection VIP2000, you may be able to resize the image to fit the DMD.

If the image does not fill the full width of the DMD, this effectively increases the throw ratio of the lens. This can be corrected for by applying a Throw ratio factor.

Method one: using the lens charts

For the screen sizes listed below, use the charts on the following pages, to choose the most suitable lens.

Full width images, including:

2.35:1 (Scope)	1920 x 817 pixels	TRF = 1
1.85:1	1920 x 1037 pixels	TRF = 1
16:9 = 1.78:1	1920 x 1080 pixels	TRF = 1
WUXGA	1920 x 1200 pixels (native)	TRF = 1

Less than full width images, including:

A Throw ratio factor (TRF) has been applied to the following charts:

1.66:1 (Vista)	1792 x 1080 pixels	TRF = 1.07
16:10 = 1.6:1	1728 x 1080 pixels	TRF = 1.11
UXGA	1600 x 1200 pixels (full height)	TRF = 1.2
4:3 = 1.33:1	1440 x 1080 pixels	TRF = 1.33

Method two: by calculation

See the calculations, on the page immediately following the lens charts.

Notes

The High Brightness lenses are recommended for the standard models, for maximum light output.

The High Contrast lenses are recommended for the Ultra Contrast models, for maximum contrast.

Each time a new lens is fitted to the projector, the calibration procedure must be carried out. See Setup menu, in Section 4. Controlling the projector.

For more information about Throw ratio factor (TRF), see **Useful lens calculations***, later in this section.*

Only WUXGA or UXGA images can fill the full height of the DMD, using all 1200 pixels.

Choosing a lens using the lens charts

Use the charts on this page and on the following pages to choose which lens best suits your application.

Examples

- For a screen width of 10m at a distance of 30m, the 2.56- 4.16: 1 zoom lens would be best suited.
- For the same screen size at a distance of 50m, the 4.16 - 6.96: 1 zoom lens would be best suited.

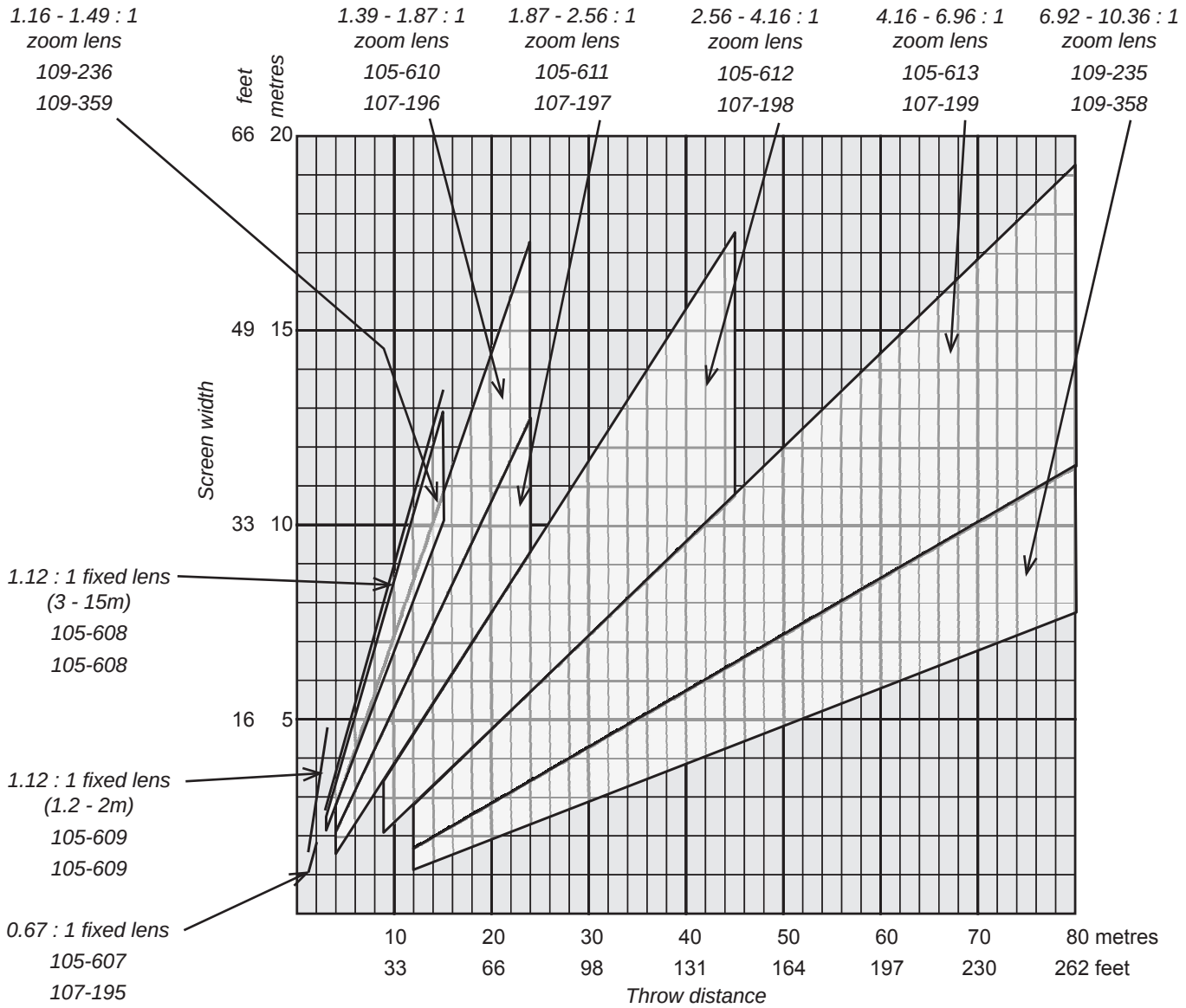
if you need to be more precise, then use the calculations on the page immediately following the lens charts.

Notes

This chart has a TRF of 1.0, for use with the following images:

2.35:1 (Scope), 1.85:1, 16:9 and WUXGA

Full width images, including 2.35:1, 1.85:1, 16:9 and WUXGA (native resolution)



Lens charts continued

Notes

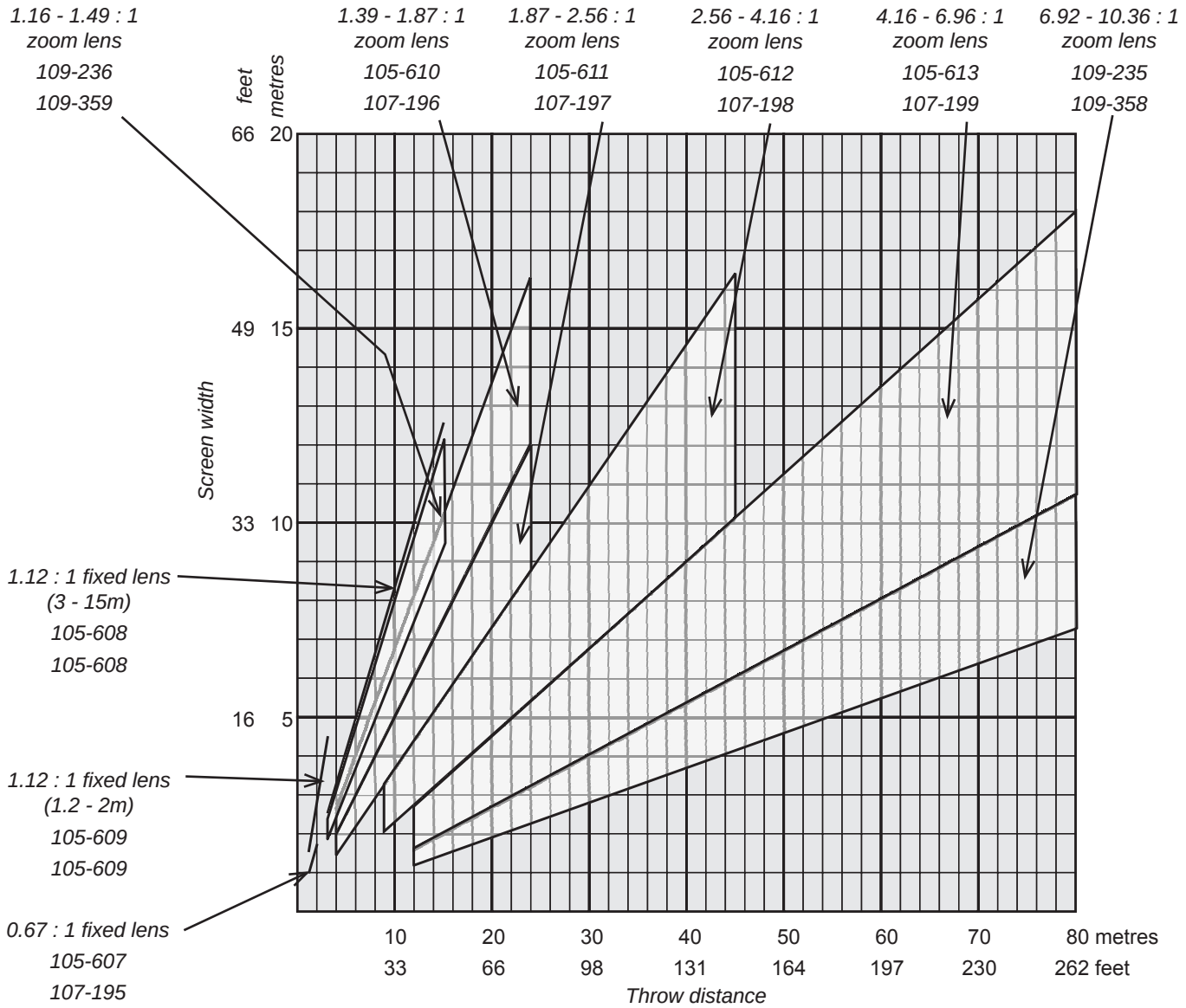
This chart has a TRF of 1.07, for use with the following images:

1.66:1 (Vista)

1080 pixel height image 1.66:1 (Vista)

Use the chart below to choose which lens best suits your application.

if you need to be more precise, then use the calculations on the page immediately following the lens charts.



Lens charts continued

Notes

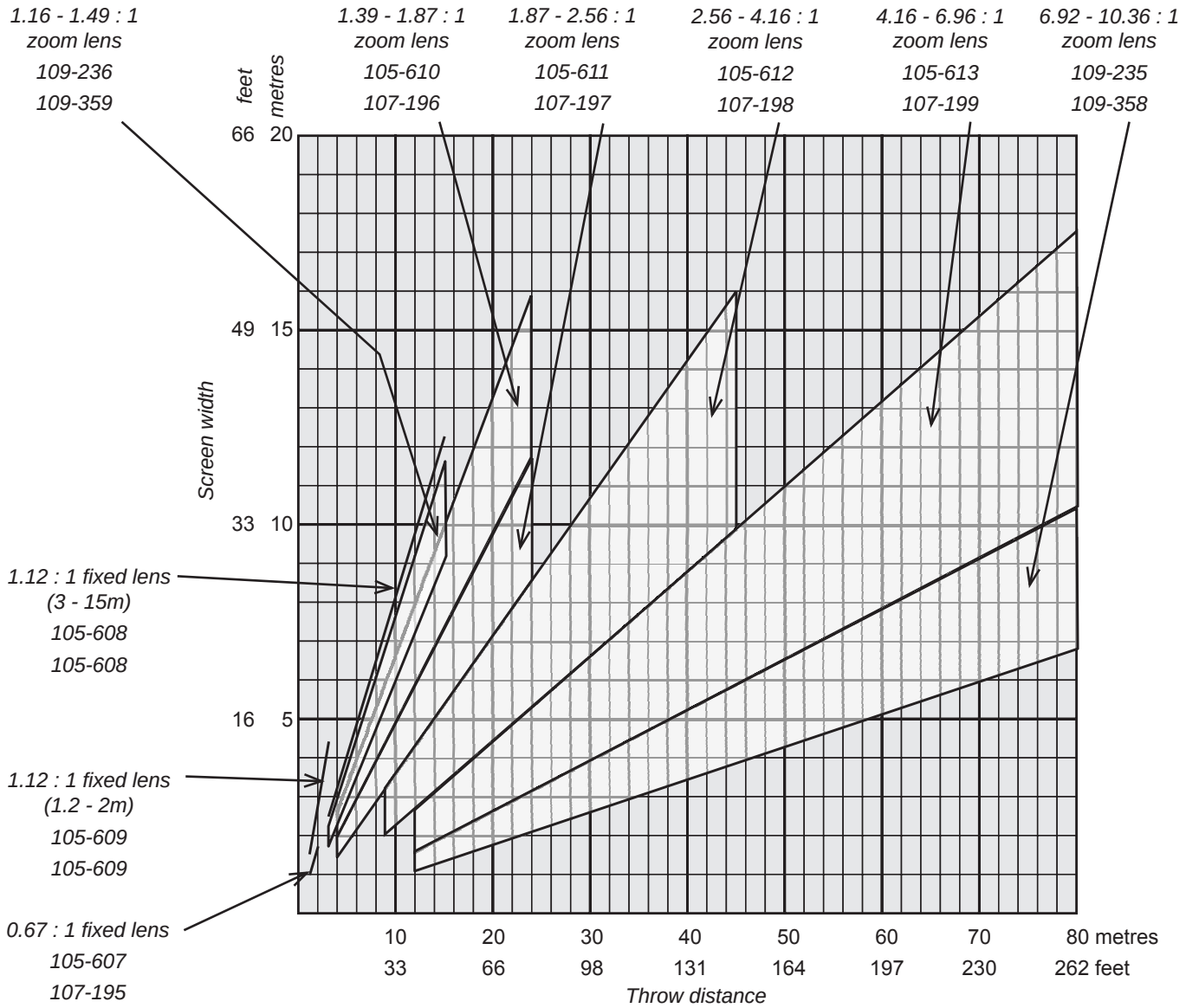
This chart has a TRF of 1.1, for use with the following images:

1.6:1
(but not WUXGA:
see TRF = 1)

1080 pixel height image 1.6:1

Use the chart below to choose which lens best suits your application.

if you need to be more precise, then use the calculations on the page immediately following the lens charts.



Lens charts continued

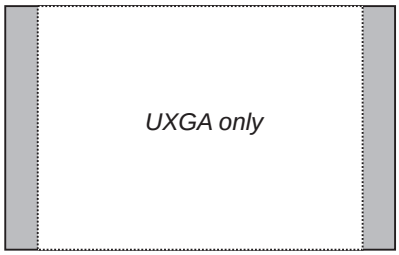
Full height image UXGA 4:3

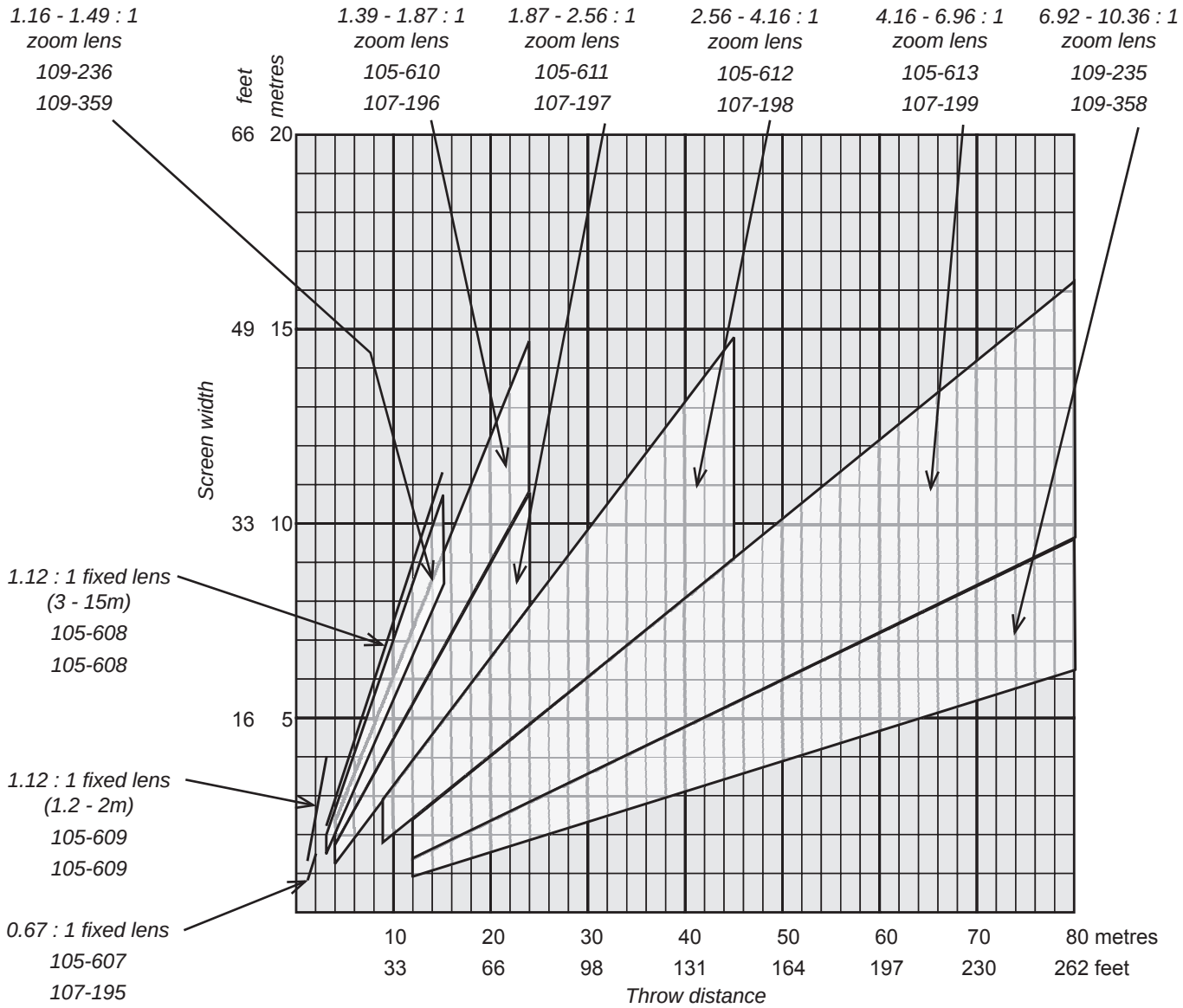
Use the chart below to choose which lens best suits your application.

if you need to be more precise, then use the calculations on the page immediately following the lens charts.

Notes

This chart has a TRF of 1.2, for use with the following images:





Lens charts continued

Notes

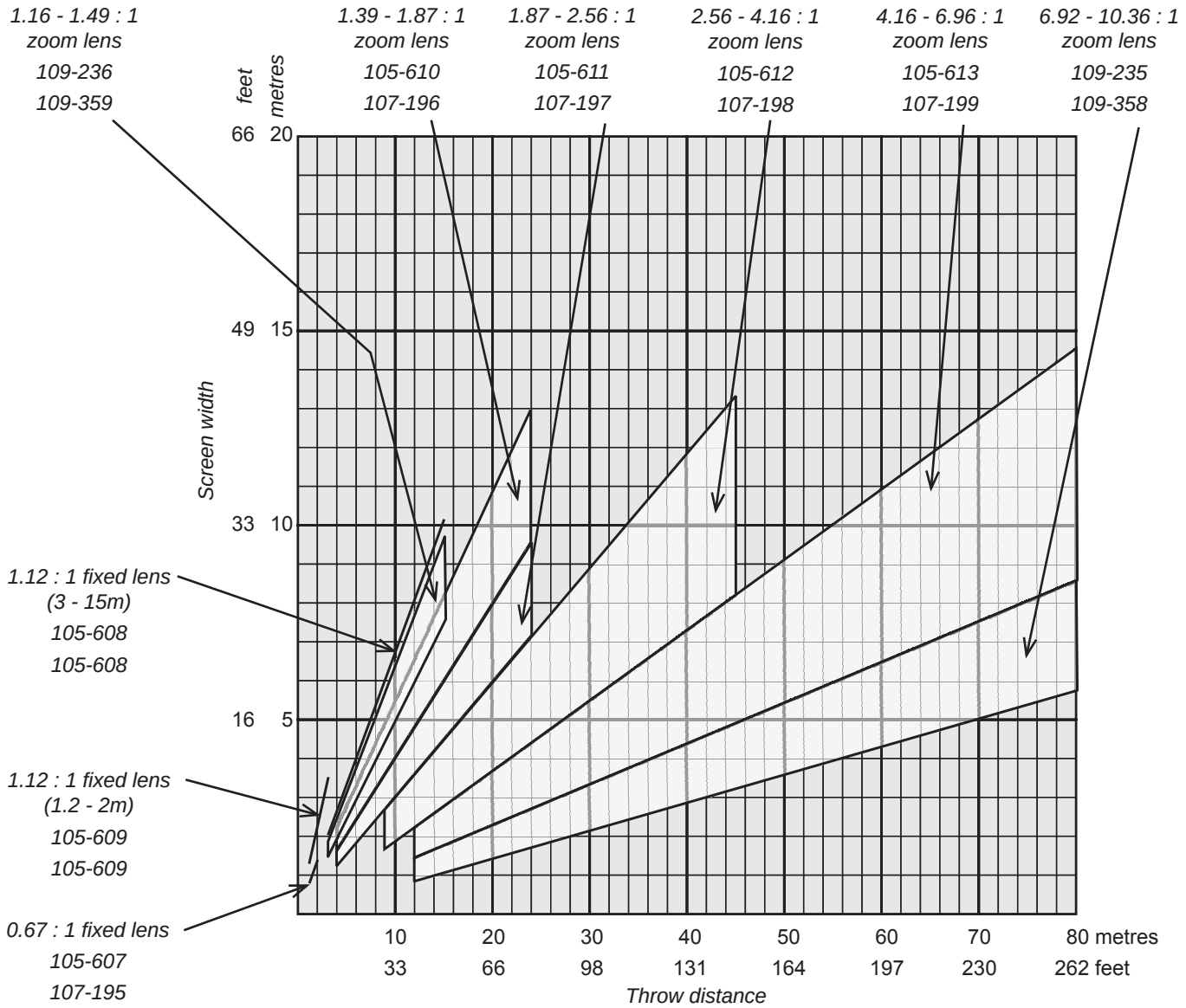
This chart has a TRF of 1.33, for use with the following images:

4:3 = 1.33:1
(but not UXGA:
see TRF = 1.2)

1080 pixel height image 4:3

Use the chart below to choose which lens best suits your application.

if you need to be more precise, then use the calculations on the page immediately following the lens charts.



Choosing a lens by calculation

For any screen size not listed above, or if you need to be more precise, then use the calculations below.

- Identify actual width of the image in pixels.
- Calculate the Throw Ratio Factor: TRF = DMD width (1920) / Image width in pixels
- Identify the screen width required.
- Identify the throw distance required.

  Throw distance calculations are based on the distance from the outer end of the lens, which will vary from lens to lens. Once a lens has been chosen, the figures can be checked using the lens extension values given on the next page.

- Calculate the throw ratio required. Throw ratio = Throw distance / Screen width x TRF
- Choose a lens with the required throw ratio from the list at the bottom of the page.

  Check from the list that the lens chosen will work at the throw distance required.

Example

- An image, 1024 x 768 pixels, screen width 6.5m, throw distance 18m from the outer end of the lens.
- Throw Ratio Factor (TRF) = 1920 / 1024 = 1.875
- Throw ratio required = 18 / 6.5 x 1.875 = 1.48
- Choose the 1.39 - 1.87 zoom lens.

Notes

The Throw ratio for a particular lens is fixed, and assumes that the image fills the width of the DMD.

For images that do not fill the width of the DMD, the Throw ratio is effectively increased. To correct for this, a Throw Ratio Factor (TRF) is used.

	High Brightness	**High Contrast**	**Throw distance range**
0.67 : 1 fixed lens	105-607	107-195	1.1 - 3.2m (3.6 - 10.5ft)
1.12 : 1 fixed lens (3 - 15m)	105-608	105-608	3 - 15m (9.8 - 49.2ft)
1.12 : 1 fixed lens (1.2 - 2m)	105-609	105-609	1.2 - 2m (3.9 - 6.6ft)
1.16 - 1.49 : 1 zoom lens	109 236	109-359	3 - 15m (9.8 - 49.2ft)
1.39 - 1.87 : 1 zoom lens	105-610	107-196	4 - 24m (13.1 - 78.7ft)
1.87 - 2.56 : 1 zoom lens	105-611	107-197	4 - 24m (13.1 - 78.7ft)
2.56 - 4.16 : 1 zoom lens	105-612	107-198	9.1 - 45m (29.9 - 147.6ft)
4.16 - 6.96 : 1 zoom lens	105-613	107-199	12 - 80m (39.4 - 262.5ft)
6.92 - 10.36 : 1 zoom lens	109-235	109-358	12 - 80m (39.4 - 262.5ft)

Useful lens calculations

The following lens calculations may be useful:

Throw ratio = Throw distance / Screen width

Throw ratio factor (TRF) = DMD width in pixels / image width in pixels = 1920 / image width in pixels

Therefore:

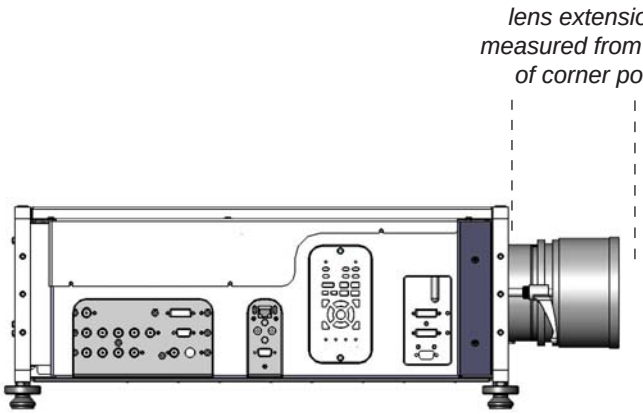
Screen width = Throw distance / Throw ratio x TRF

Throw distance = Screen width x Throw ratio x TRF

Lens extension

The throw distance calculated above is to the outer end of the lens. For each lens, the nominal distance between the front of the projector and the outer end of the lens (lens extension) will be as listed below.

	High Brightness/ Contrast		Lens extension (±2%)
0.67 : 1 fixed lens	105-607	107-195	204 mm (8.0 in)
1.12 : 1 fixed lens (3 - 15m)	105-608	105-608	268 mm (10.6 in)
1.12 : 1 fixed lens (1.2 - 2m)	105-609	105-609	268 mm (10.6 in)
1.16 - 1.49 : 1 zoom lens	109 236	109-359	226 mm (8.9 in)
1.39 - 1.87 : 1 zoom lens	105-610	107-196	194 mm (7.6 in)
1.87 - 2.56 : 1 zoom lens	105-611	107-197	159 mm (6.3 in)
2.56 - 4.16 : 1 zoom lens	105-612	107-198	145 mm (5.7 in)
4.16 - 6.96 : 1 zoom lens	105-613	107-199	129 mm (5.1 in)
6.92 - 10.36 : 1 zoom lens	109-235	109-358	179 mm (7.0 in)



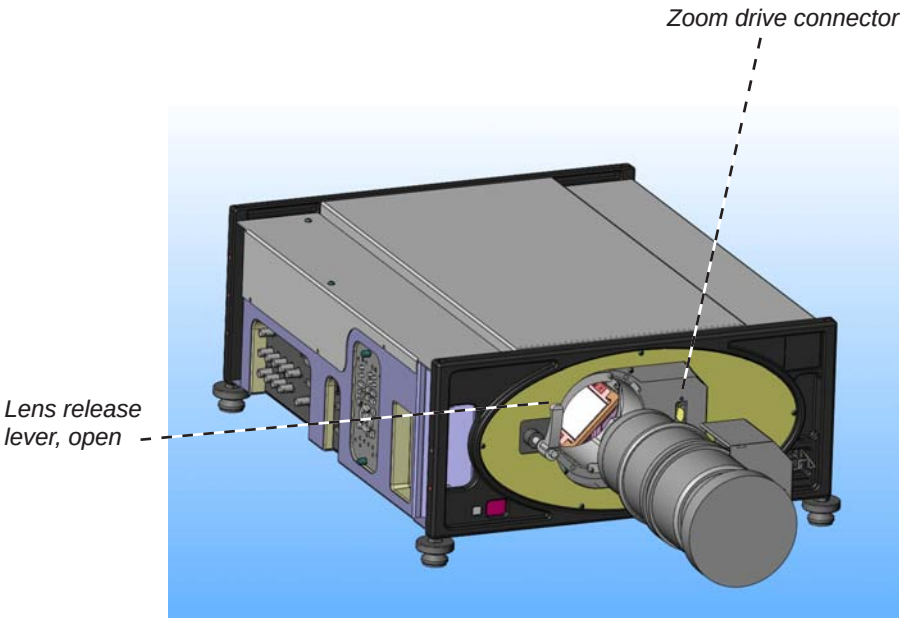
Notes

The Throw ratio for a particular lens is fixed, but assumes that the image fills the width of the DMD.

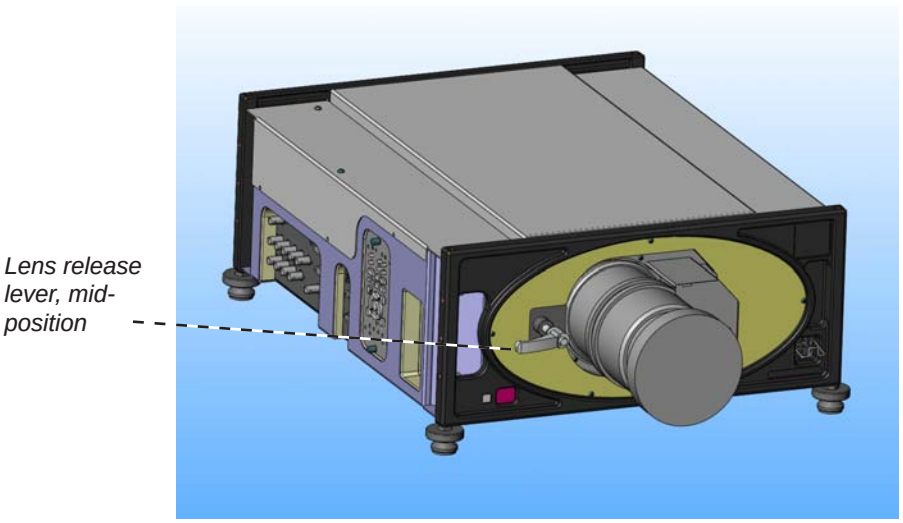
For images that do not fill the width of the DMD, the Throw ratio is effectively increased. To correct for this, a Throw Ratio Factor (TRF) is used.

Fitting the lens

- Turn the lens release lever clockwise so that it is pointing upwards, to open the lock fully.
- Remove the rear lens cap from the lens.
- Insert the lens into the lens aperture, making sure that the plug on the zoom drive mechanism lines up with the socket on the front of the projector, then push the lens in firmly as far as it will go.



- Turn the lens release lever anti-clockwise to the mid-position, as shown below.



- The lens can now be pushed in further. Push the lens in firmly as far as it will go.

Notes

Each time a new lens is fitted to the projector, the calibration procedure must be carried out. See Setup menu, in Section 4. Controlling the projector.

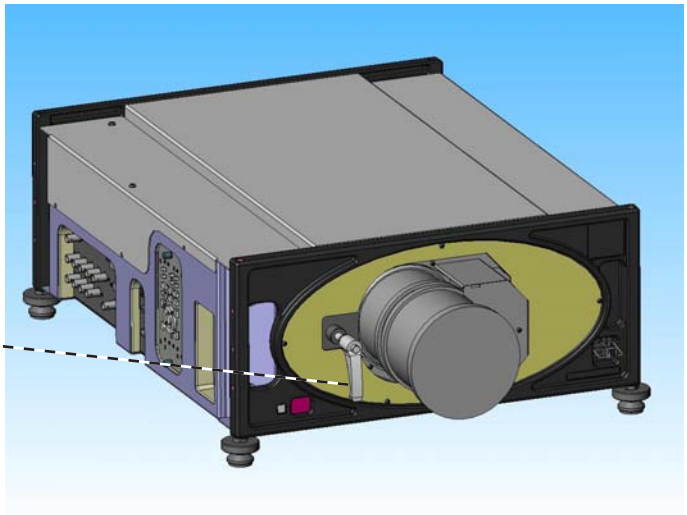
Make sure the rear lens cap is removed, before fitting the lens.

Be careful not to scratch the lens surfaces. If you do accidentally touch a lens, then clean the surface using a lens paper.

The lens release lever should always be set to the locked position, as shown on the next page, to prevent the lens from falling out.

- Turn the lens release lever anti-clockwise so that it is pointing downwards, to close the lock fully.

Lens release lever, locked

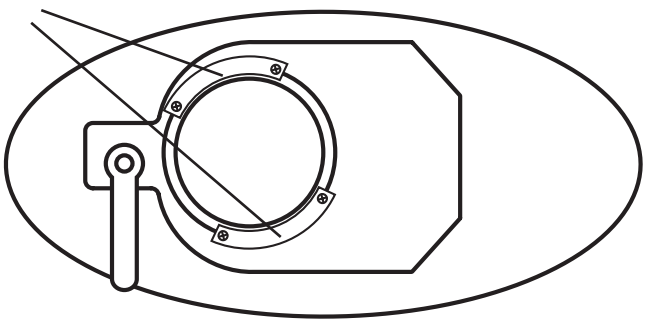


Fixed lens clamp

In addition to the lens lock, any of the fixed lenses can be permanently secured to the projector, as follows:

- Fit and lock the lens to the projector, as described above.
- Fit the two clamp quadrants either side of the lens, as shown below, and secure them with the four screws.

Lens clamp quadrants



Notes

Be careful not to scratch the lens surfaces. If you do accidentally touch a lens, then clean the surface using a lens paper.

The lens release lever should always be set to the locked position to prevent the lens from falling out.

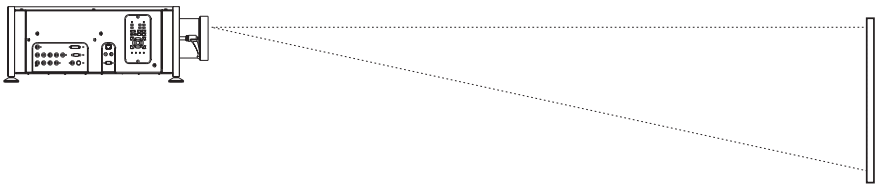
Make sure the front lens cap is removed, before switching on the projector.

Lens clamp kit, part number 111-256, comprises:

2 x lens clamp quadrants
4 x 20mm M3 allen screws

Shifting the image

The normal position for the projector is at the centre of the screen. However, you can set the projector above or below the centre, or to one side, and adjust the image using the **Lens shift** feature to maintain a geometrically correct image.



- Any single adjustment outside the ranges specified below may result in an unacceptable level of distortion, paricularly at the corners of the image, due to the image passing through the periphery of the lens optics.
- If the lens is to be shifted in two directions combined, the maximum range without distortion will be somewhat less, as can be seen in the diagrams to the right.

The maximum range available with no distortion is dependent on which lens is used. The tables below show the maximum range for images that fill the DMD. For images which do not use the full height or width, extra shift will be possible, up to the limit of the lens mount movement.

0.67 : 1 fixed lens

vertical (pixels)	*horizontal (pixels)*	*vertical (vs DMD height)*	*horizontal (vs DMD width)*
± 108	± 192	± 0.09H	± 0.1W

1.16 - 1.49 : 1 zoom lens

vertical (pixels)	*horizontal (pixels)*	*vertical (vs DMD height)*	*horizontal (vs DMD width)*
± 540	± 345	± 0.45H	± 0.18W

1.12 : 1 fixed lenses and all other zoom lenses

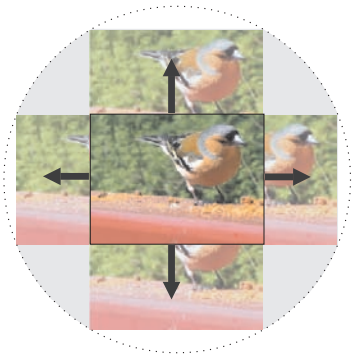
vertical (pixels)	*horizontal (pixels)*	*vertical (vs DMD height)*	*horizontal (vs DMD width)*
+ 756 - 540	± 345	+ 0.63H - 0.45H	± 0.18W

It is physically possible to shift the lens further than this, however there will be some vignetting of the image beyond the ranges specified above.

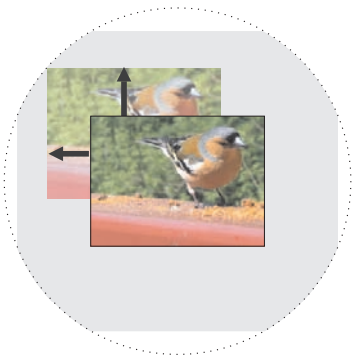
Notes

*For more information on using the Lens shift feature, see **section 4. Using the menus, Using the control keys**.*

If the lens is to be shifted in two directions combined, the maximum range is somewhat less, as can be seen below. (zoom lens shift shown).



full horizontal or vertical shift without distortion



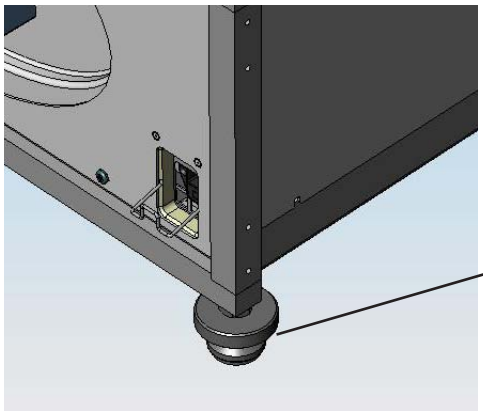
combined shift is reduced

Mounting the projector

The projector is designed to be used on a flat surface, but the optional rigging frame will allow it to be suspended from a lighting truss or rigging. The four adjustable feet under the chassis allow the projector to be lowered onto a flat surface without any danger of hands being trapped between the bottom frame and the surface.

Chassis adjustment

If the projector is to be operated from a flat surface such as a projector table, then adjustment of projector level should be made by turning the four feet under the chassis.



Fitting the optional rigging frame

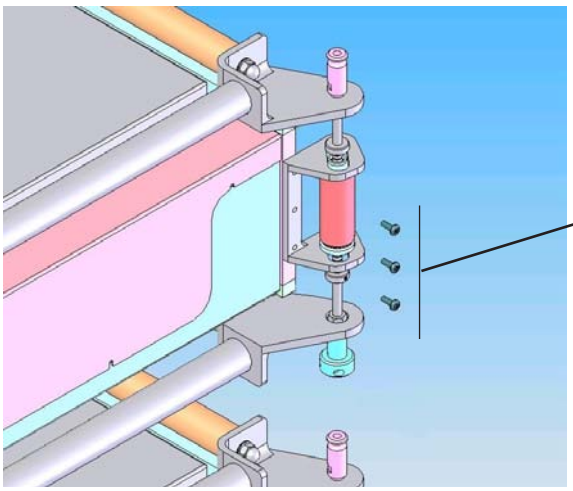
- Before fitting the rigging frame to the projector:

  - remove the four feet;

  - discard the bracket supplied for use with Titan 1080p-500/250 projectors;

  - make sure that all the frame adjusters are set midway.

- Secure the rigging frame to the projector using the screws supplied, as shown in the pictures below. Three screws secure each of the adjuster brackets to its corner post.



Notes

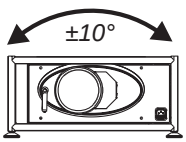
BEFORE INSTALLING THE PROJECTOR, READ ALL THE WARNINGS BELOW AND ALL THOSE IN *IMPORTANT INFORMATION* AT THE FRONT OF THIS MANUAL.

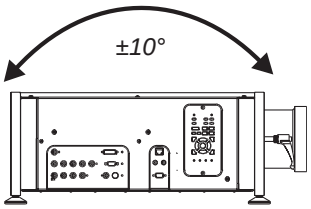
The projector weighs approximately 31 kg (68 lbs). Use safe handling techniques when lifting the projector.

Make sure that the surface, ceiling or rigging that is to support the projector is capable of supporting the combined weight of the projector and lens (see specification for weights)**.**

Backup safety chains or wires should always be used.

Do not tilt the projector more than ±10° in either direction when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.



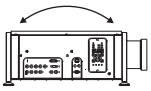


It may be possible to use the projector in other orientations, depending on lamp configuration. For more information, contact Digital Projection.

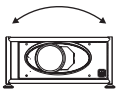
Adjusting the rigging frame

Coarse adjustment of projector level should be made by adjusting the length of the supporting wires or chains, or by adjusting the position of the truss or rigging. Once the initial coarse adjustment has been made, fine adjustment can be made by turning the frame adjusters on the rigging frame:

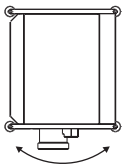
- To tilt the projector forwards and backwards (pitch adjustment), turn either the front pair or the rear pair of vertical adjusters, taking care to turn both adjusters by the same amount.

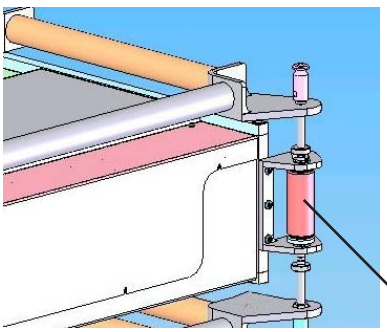


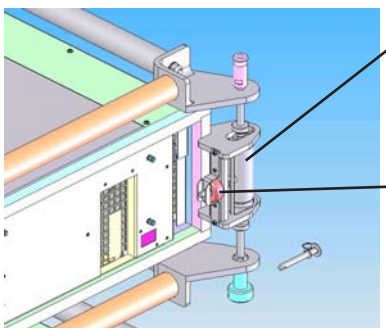
- To tilt the projector from side to side (roll adjustment), turn either the left pair or the right pair of vertical adjusters, taking care to turn both adjusters by the same amount.



- To rotate the projector around its vertical axis (yaw adjustment), turn the single horizontal adjuster at the rear.





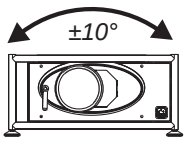


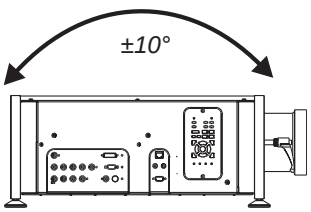
Notes

Before suspending the projector, make sure that all the frame adjusters are set midway.

Always make adjustments in pairs - never make a single adjustment - otherwise the projector frame could become distorted.

Do not tilt the projector more than ±10° in either direction when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.



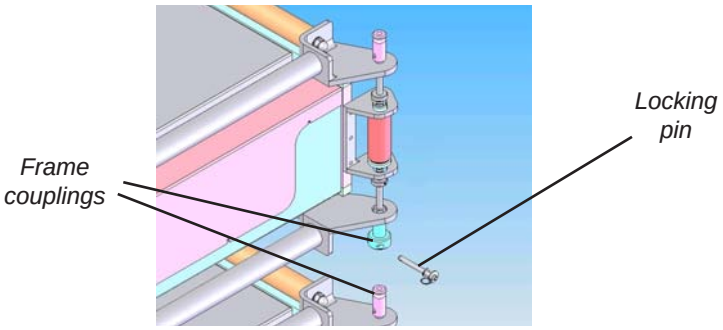


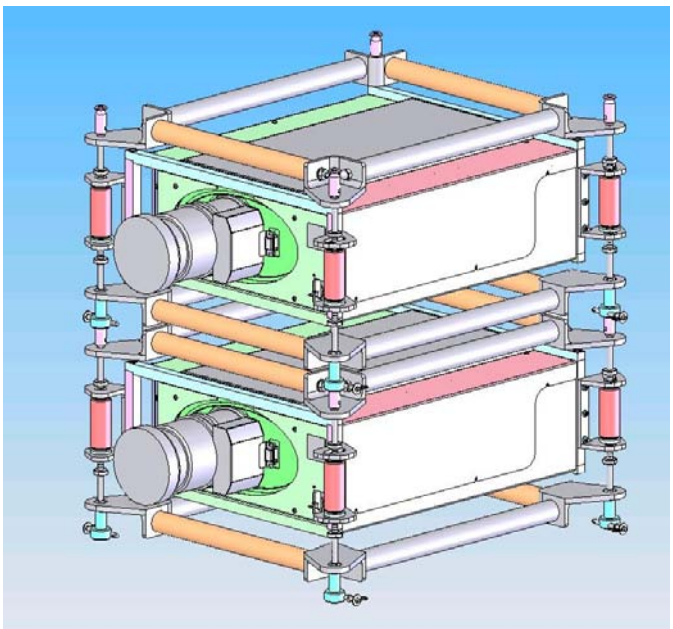
It may be possible to use the projector in other orientations, depending on lamp configuration. For more information, contact Digital Projection.

Stacking projectors

The rigging frame is capable of supporting the weight of up to two other projectors, using the built-in frame couplings. The projectors can be stacked on top of each other, or suspended below each other.

- Carefully lower each projector down onto the top of the others, making sure that all four frame couplings engage fully.
- Fit a locking pin into each coupling. A ball in the end of the pin prevents the pin from falling out – to insert or remove a locking pin, press the button on the end of the pin to release the ball.





- Align the images from the projectors, following the instructions on the previous page and those in **section 3. Getting started**, **Adjusting the lens** and **Adjusting the projected image**.

Notes

When stacking projectors, the stack MUST be vertical, to ensure that the stresses are distributed to all frame couplings.

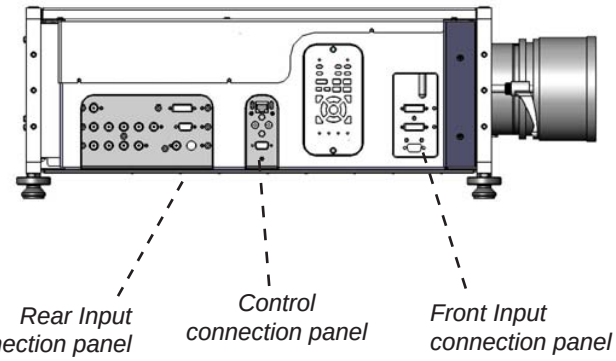
Make sure that the surface, ceiling or rigging that is to support the projector is capable of supporting the combined weight of all the projectors and lenses (see specification for weights)**.**

Do not place heavy objects on top of the projector chassis. Only the chassis corners and the rigging frame are capable of withstanding the weight of another projector.

Do not try to stack more than 3 projectors.

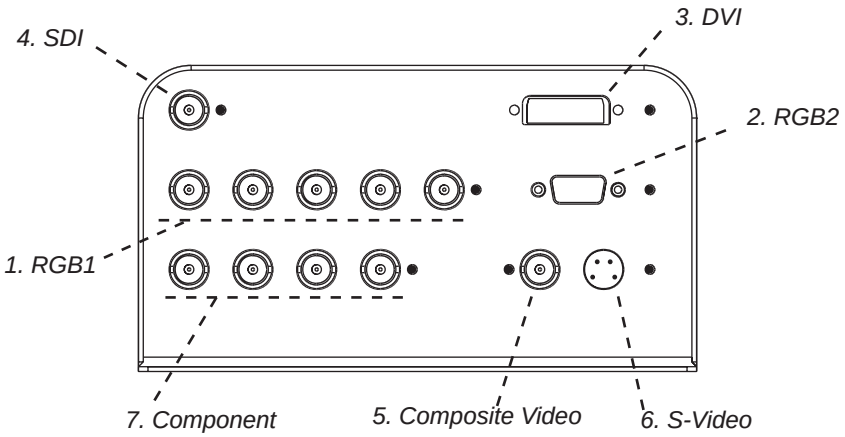
Separate backup safety chains or wires should always be used for each projector.

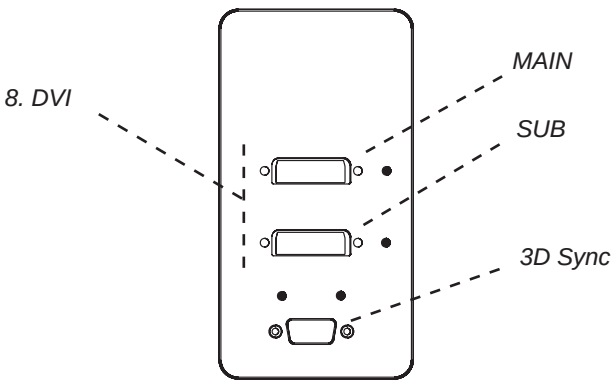
Connecting the projector



Signal Inputs

The following inputs are available:





Notes

For more information on selecting an input source, see **section 4. Overview, Using the control keys**, *and* **Using the menus**.

For more information about pin connections and control codes see **section 7. Appendix.**

For more information on input modes see **section 4. Overview**.

Input 8 and 3D may not be present on some models

Input format, DVI input 3

Single DVI-D

Sources up to 1920x1080 resolution; 24-60Hz; 8 bits per colour.

Sources up to 1920x1200 resolution; 24-60Hz; 8 bits per colour; non frame-locked

For WUXGA (1920x1200) 3D, we recommend the use of Input 8.

Input formats, DVI input 8

Single DVI-D

Sources upto 1920x1200 resolution; 8 bits per colour; 24- 60Hz.

(Use MAIN input only)

Dual DVI-D

An input with increased frame rate.

Sources upto 1920x1200 resolution; 8 bits per colour; 24-120Hz.

(Use MAIN input only)

Twin Link (Twin Single DVI-D)

One input with increased bit depth, using both input connections:

Sources up to 1920x1200 resolution; 10 or 12 bits per colour; 24-60Hz.

(Use MAIN and SUB inputs)

Dual Pipe 3D

Two single input connections:

Sources up to 1920x1200 resolution; 10 or 12bits per colour, at frame rates consistent with up to 148.5 MegaPixels/sec/pipe (including blanking).

(Use MAIN for left eye video stream and SUB input for right eye video stream)

Notes

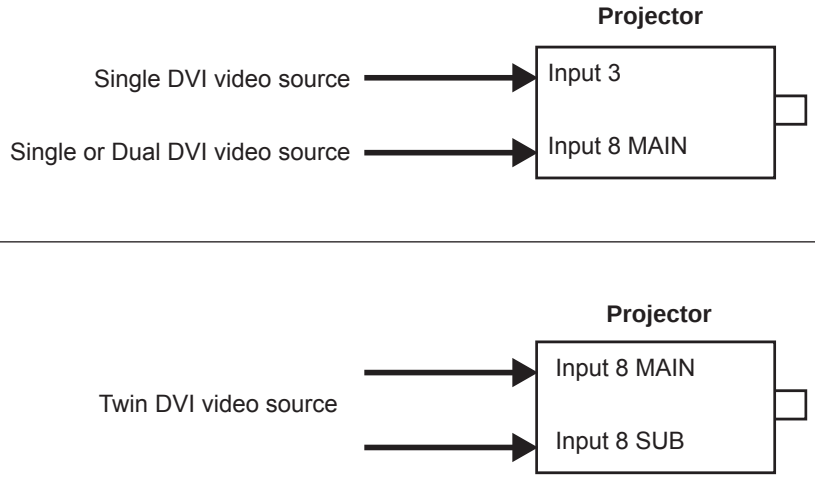
Input 8

There is no scaler on input 8.

Images up to and including the native resolution of the display will be displayed pixel for pixel and centred.

This enables the projector to maximise the image bandwidth and greyscale resolution.

DVI Input connection examples



Notes

Dual DVI:

high bandwidth/frame rate

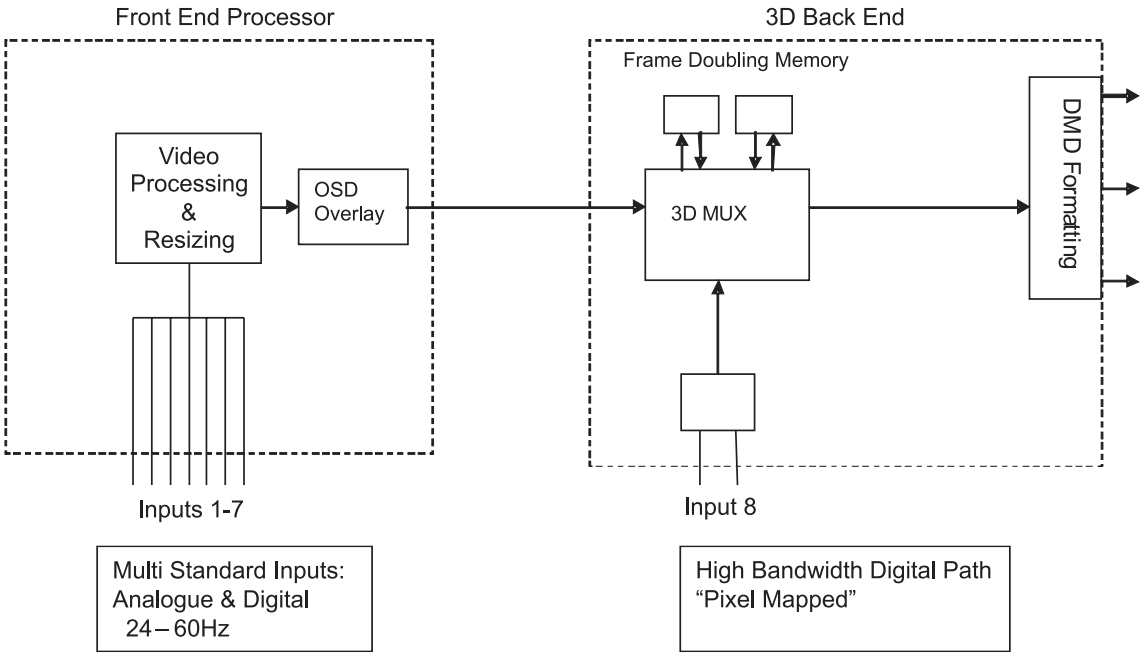
Twin DVI:

increased bit depth/extended greyscale

Input 8

For important information about how Input 8 is used, see **INPUT 8** *in the Notes column, and also* **Section 4, Overview**.

Input and processing architecture



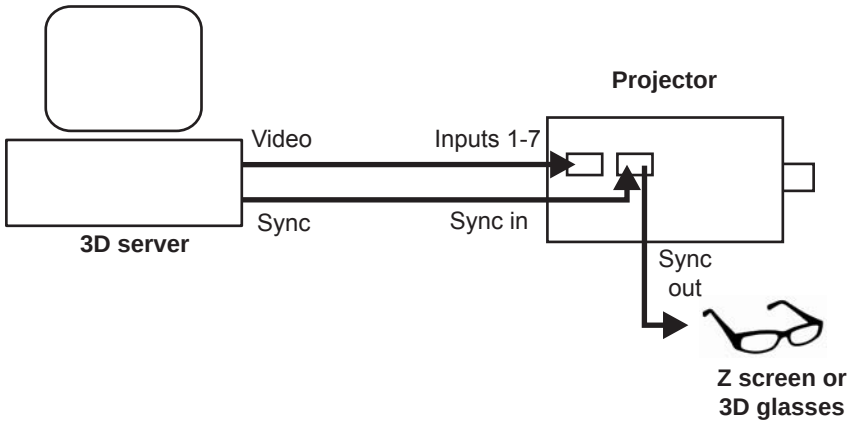
EDID handshaking on the DVI and RGB2 inputs

If you are using a computer DVI card or other source that obeys the EDID handshaking protocol, then the card or source will automatically configure itself to suit the projector.

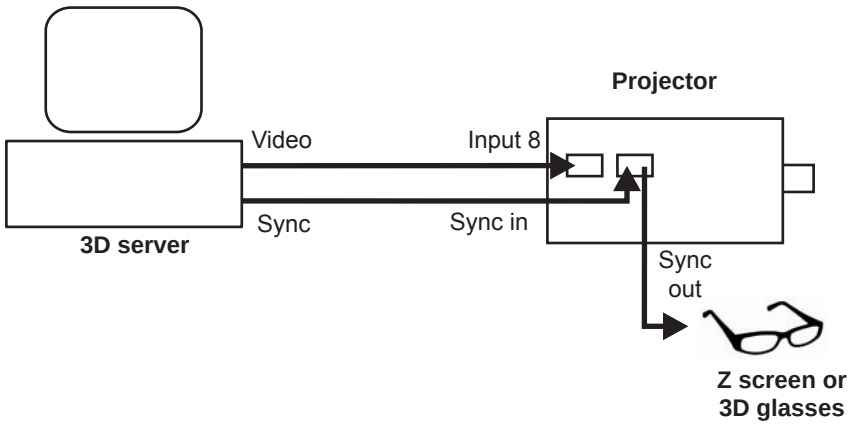
If not, then you should refer to the documentation supplied with the source to manually set the resolution to 1920 x 1080 or the nearest suitable setting. Switch off the source, connect to the projector, then switch the source back on again.

3D connection examples

3D sources up to 60Hz, requiring frame doubling and left/right interleaving



3D sources up to 120Hz, not requiring frame doubling



Notes

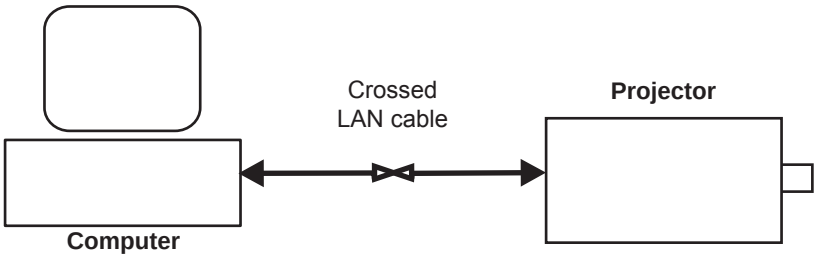
Input 8

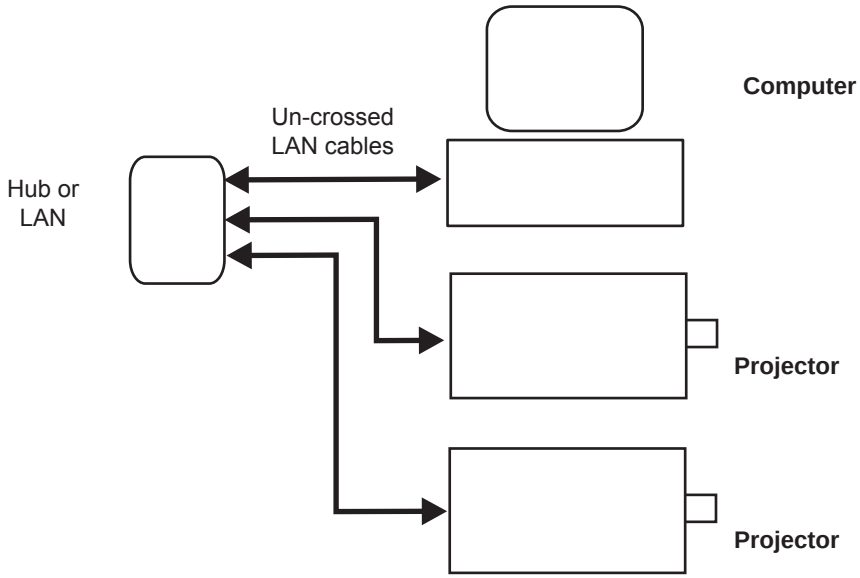
For important information about how Input 8 is used, see **INPUT 8** *in the Notes column, and also* **Section 4, Overview**.

Control connection examples

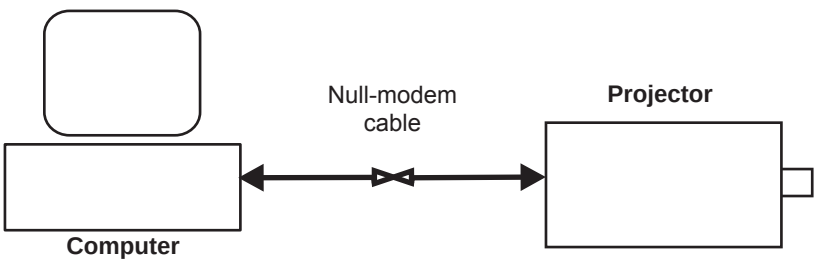
LAN connection

All of the projector's features can be controlled via a LAN connection, using a standard internet browser package such as Internet Explorer.





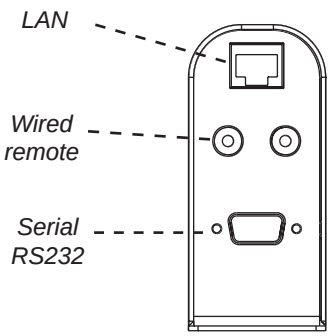
RS232 connection



Notes

For more information about pin connections and control codes see **section 7. Appendix.**

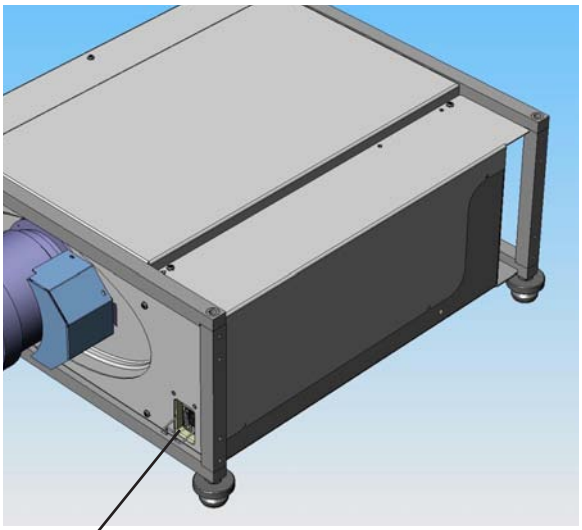
For more information about using a browser to control the projector see **section 4. Using the menus**.



Power connection

When mains power is first applied, the projector will perform a self-test, then go into Standby mode.

The Power indicator on the control panel will show amber until the **POWER** (ON) on the remote control or the keypad, is pressed for 3 seconds.



Power connection

Notes

Use only the power cable provided.

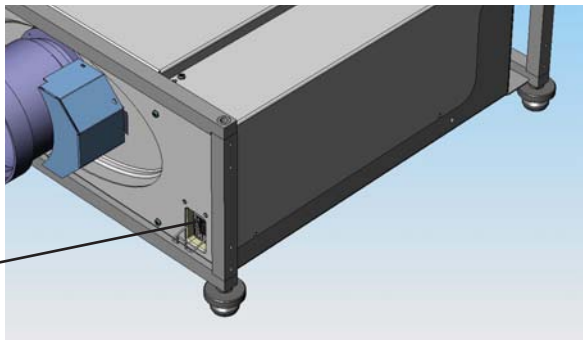
Ensure that the power outlet includes a Ground connection, as this equipment MUST be earthed.

Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.

3. Getting Started
Contents

Switching the projector on

- Connect the power cable between the mains supply and the projector.



Wait until the self-test has completed and the power indicator on the control panel shows amber. The lamp will be off, the shutter closed, and the projector will be in STANDBY mode.

- Press POWER (ON) on the remote control or the keypad, and hold for about 3 seconds to switch the projector ON. The power indicator on the control panel will show green, the lamp will light and the shutter will open.

Selecting an input or test pattern

Input

- Press (INPUT +) or (– INPUT) to change to the next input up or down the following list:

  1. RGB1

  2. RGB2

  3. DVI (Single)

  4. SDI

  5. Composite Video

  6. S-Video

  7. Component

  8. DVI (Single/Dual/Twin pixel-mapped)

- Or press the numbered keys **1–8** to change directly to the input:

(1 RGB1) (2 RGB2) (3 DVI)

(4 SDI) (5 VID) (6 SVID)

(7 COM) (8)

Test pattern

If you have no video source connected to the projector, then you can display a test pattern as follows:

- Press (TEST) on the remote control, to select a test pattern.

Notes

For more information about connecting the power cable, see **Power Connections**, *in* **section 2. Installation**.

For more detailed information about:

- using the control keys on the remote control or keypad,

- using the menus,

see the next section: ***Controlling the projector***.

3D images will be displayed in 3D, only if **3D Mode** *is set to on: see* **section 4.Controlling the projector, Setup Menu, 3D**.

3D WUXGA images are possible only on Input 8.

Input 8

For important information about how Input 8 is used, see **INPUT 8** *in the Notes column, and also* **Section 4, Overview**.

Only the Corrected White test pattern on Input 8 will fill the full height of the DMD, using all 1200 pixels. All other patterns will be 1080 pixels high.

Adjusting the lens

Focus

- Press FOCUS followed by ▲ and ▼ to adjust the focus.

  When adjustment is finished, press EXIT.

Zoom

- Press ZOOM followed by ▲ and ▼ to adjust the zoom.

  When adjustment is finished, press EXIT.

Shift

- Press SHIFT followed by ▲, ▼, ◀ or ▶ to shift the lens up, down, left or right.

  When adjustment is finished, press EXIT.

Notes

Each time a new lens is fitted to the projector, the calibration procedure must be carried out. See Setup menu, in Section 4. Controlling the projector.

For more detailed information about:

- using the control keys on the remote control or keypad,

- using the menus,

see the next section: ***Controlling the projector****.*

When any of the three Lens adjustment keys is pressed, the blue Transmit indicator on the remote control will light for 10 seconds:

- after 10 seconds, if no adjustment has been made, the indicator will go out and the Lens adjustment key must be pressed again to resume adjustment.

- to end the adjustment before 10 seconds has elapsed, press the EXIT key.

- all other adjustments will be locked out until the Lens adjustment is ended.

Adjusting the projected image

Picture settings

- Press a ◯ key, followed by ◀ and ▶ to adjust these picture settings:

Brightness	◯ BRI
Contrast	◯ CON
Saturation	◯ SAT
Phase	◯ PHASE
Aspect ratio	◯ ASPECT

Geometry settings

- Press Keystone ◯ KEYST

  followed by ◀ and ▶ to adjust the keystone correction.

- Press Position ◯ POS *(for all inputs except DVI)*

  followed by ◀, ▶, ▲ and ▼ to adjust the picture position, for images smaller than the DMD.

Switching the projector off

- Press POWER (OFF) on the remote control or keypad, and hold for 3 seconds, to switch the projector OFF.

Notes

☞ *The* **Saturation** *control is available for Composite, S-Video and Component inputs only.*

☞ *The* **Phase** *control is available for RGB inputs only.*

Input 8

☞ *None of the* **Geometry** *controls are available for Input 8.*

☞ *For more detailed information about:*

- using the control keys on the remote control or keypad,

- using the menus,

see the next section: ***Controlling the projector****.*

☞ *For all adjustments that require more than one key to be pressed:*

- after 10 seconds, if no adjustment has been made, the indicator will go out and the adjustment key must be pressed again.

- to end the adjustment before 10 seconds has elapsed, press a different adjustment key, or press the Exit key.

⚠ **Always allow the lamp to cool for 5 minutes before:**

- disconnecting the power
- moving the projector

4. Controlling the projector
Contents

continued

continued

continued

Overview

Controlling the projector

The projector can be controlled from:

- the remote control
- the keypad
- the RS232 input
- the Ethernet input

  For more information about controlling the projector using the RS232 and Ethernet inputs, see **Remote communications protocol** in **section 7. Appendix.**

  For information about how to connect the projector, see **Connecting the projector** in **section 2. Installation**, and **Connections in section 7. Appendix**.

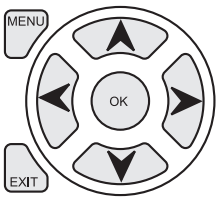
- Many features are controlled from the menus using the menu navigation keys on the remote control or keypad.

  For more information about using the menus, see later in this section, **Using the menus**.

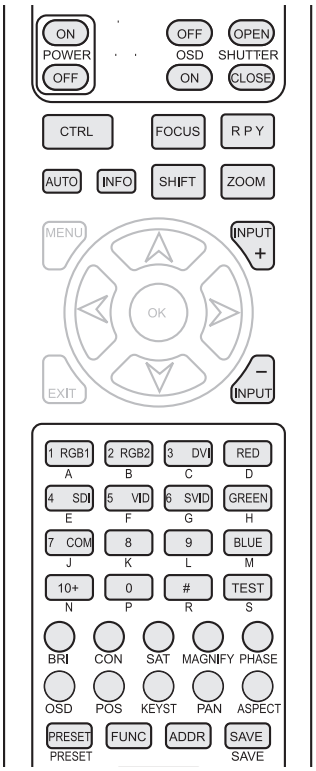
- Some of the menu features, for example brightness, contrast and input preset operations, can be accessed directly using the control keys at the bottom of the remote control.
- Other features, eg zoom and focus, are controlled using the control keys at the top of the remote control and keypad.

  For more information about using the control keys, see later in this section, **Using the control keys**.

Notes



Menu navigation keys



Control keys

Input modes and settings

Input mode detection

The projector can automatically detect the following parameters from the incoming video signal:

- line frequency
- frame rate
- interlace / progressive

From these parameters the projector can determine input mode, for example:

• input source	horizontal	vertical	mode
• composite	15.73KHz	60.0Hz	= NTSC
• RGB1	31.51KHz	60.0Hz	= SDTV 480p
• DVI	64.02KHz	60.0Hz	= SXGA 60

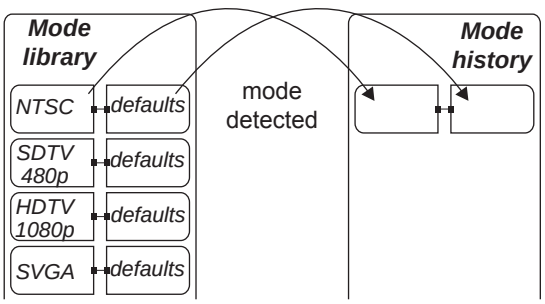
When you select a new input source, the green LED near the input connector will flash, and the searching message will be displayed.

When the input mode has been detected, the LED will show continuously and the auto detect message will be displayed, for example:

If the input mode cannot be detected, the LED will continue to flash, to show that the input is still selected. However, the following message will be displayed:

Mode library and mode history

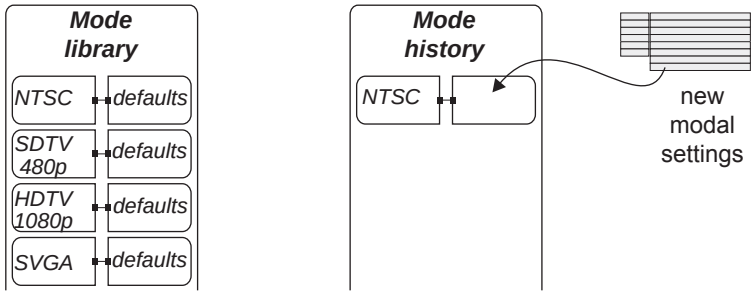
Once an input mode has been successfully determined for the first time, a set of default modal settings (picture, geometry and colour), will be copied from the **mode library** to the **mode history**.



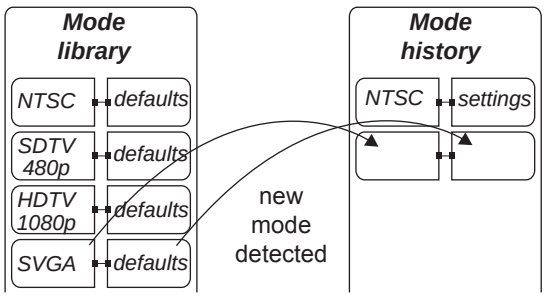
Notes

For a full list of supported input modes, see **Input modes supported**, *in* **section 7. Appendix**.

Any subsequent changes that you make to the modal settings will be saved in the mode history, with the input mode.



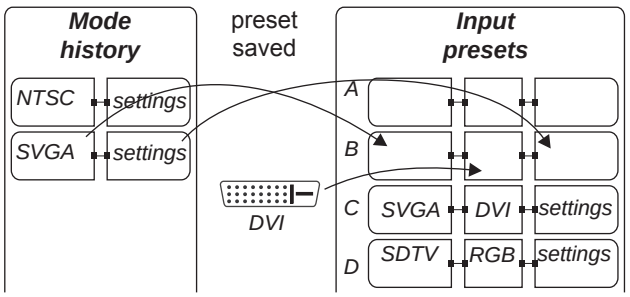
If a new signal is detected, the mode history for the previous signal will be saved in the mode history, and the new mode added, along with a new set of default settings. Thus the projector builds up a history of input modes, and the required settings for each mode, depending on actual useage.



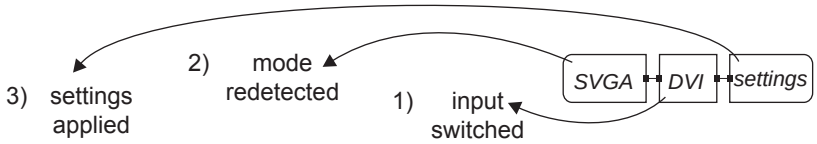
Input presets

It may be the case that you need to save more than one set of modal settings for the same input mode. For example you may have more than one video player or a selection of films with different characteristics.

In that case, the current input source and modal settings can be saved to any one of 16 **input presets**, for recall when the same input source is used again.



When you recell a preset, the projector switches to the saved input source, and redetects the input mode before applying the saved modal settings.



Notes

In normal use, there should be adequate memory to record all likely modal settings in the mode history.

However, in exceptional circumstances, the least used settings will be deleted, to allow a new mode to be added.

Input 8

The **mode library** *and* **mode history** *described here do not apply to Input 8.*

A single set of parameters (input mode, picture, colour, but not geometry) are stored for Input 8, and these will be recalled whenever Input 8 is selected.

For more information about presets, see **Input Menu**, *later in this section.*

Input 8

For more information about presets, see **Input Menu**, *later in this section.*

A preset can be applied only to the same mode for which it was created. If the detected input mode does not match, then settings from the mode history or mode library will be applied.

Special considerations when using Input 8

Notes

Input 8

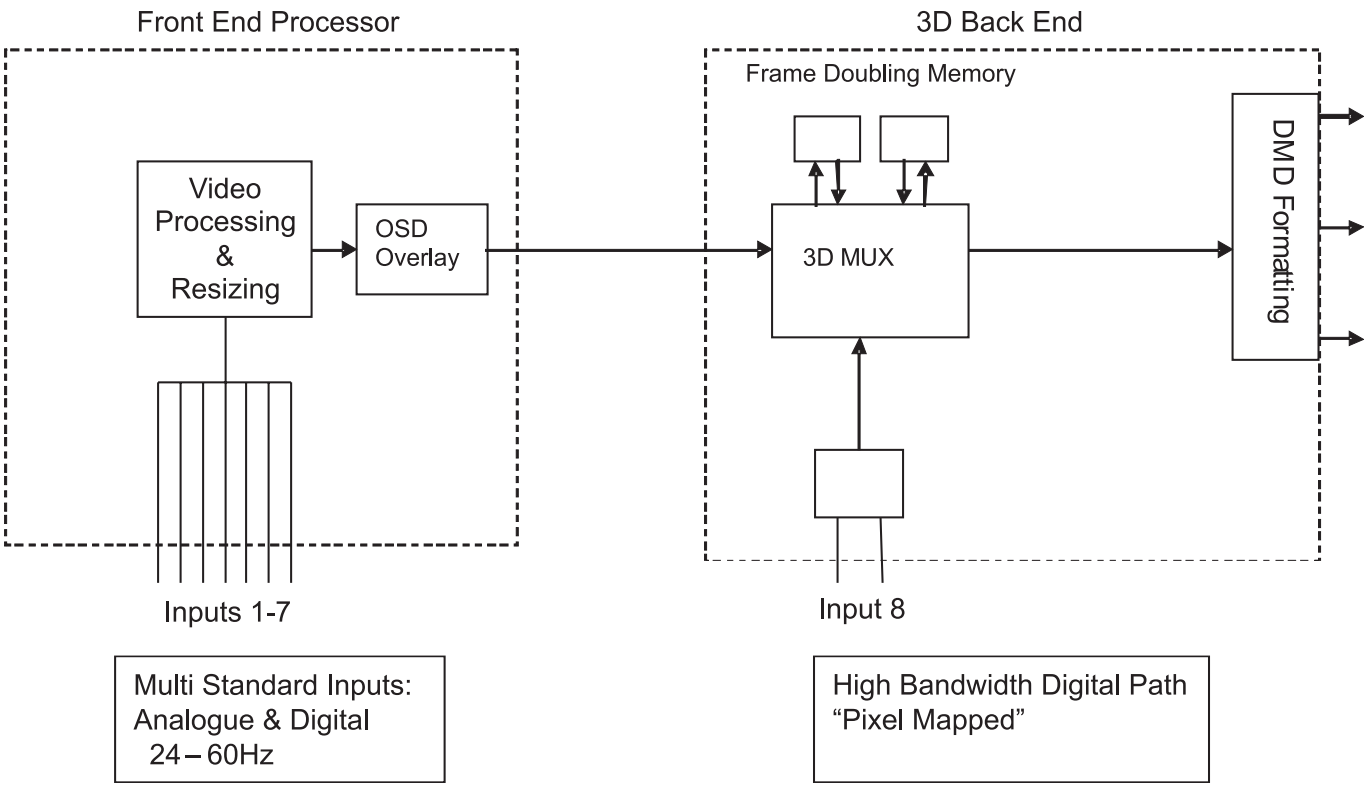
For important information about how Input 8 is used, see notes like this one in the Notes column, marked **INPUT 8**.

Differences between Input 8 and Inputs 1-7

Input 8 has been designed to offer the user access to a very high bandwidth digital video path, free of the limitations inherent to standard image processing techniques. As such, the image is pixel-mapped directly to the DMDs, so only a subset of the Image Controls applicable to Inputs 1-7 apply to Input 8.

Projector level controls, such as input selection, lens and lamp control are all applicable to Input 8, but modal settings are not. The menus affected are described below.

Input and processing architecture



Menu considerations when using Input 8

The following menus are limited:

Input menu: Input Presets are limited to the lens mount settings.

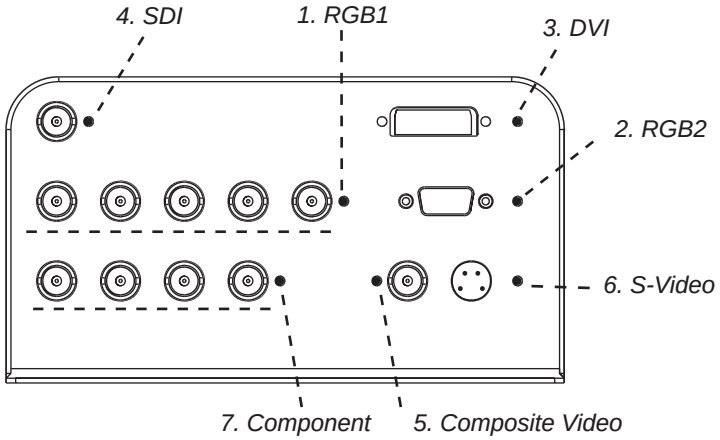
Picture menu: Aspect Ratio setting is NOT available.

Geometry menu: As the image is pixel-mapped directly to the DMDs, NONE of the geometry settings are available.

Projector Setup menu: Keystone adjustment is NOT available; Test Pattern is limited to **100% Field (Corrected White)**.

Indicators

Input status indicators

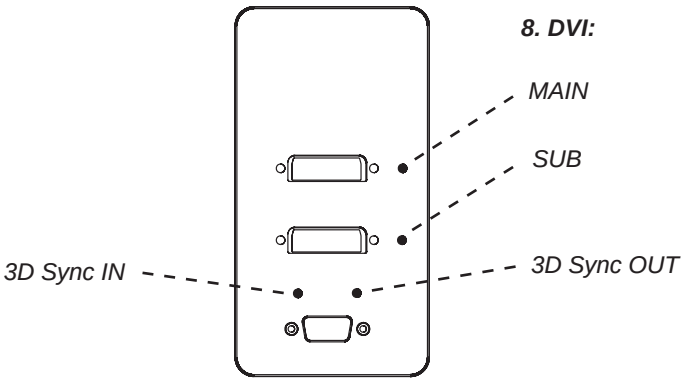


The indicator next to each input connector on the rear input panel will light as follows:

off = input not selected

green = input selected, signal detected and in range

flashing green = input selected, but signal **not** detected or out of range



The indicator next to each input connector on the front input panel will light as follows:

off = input not selected

green = input selected, signal detected and in range

flashing green = input selected, but signal **not** detected or out of range

Notes

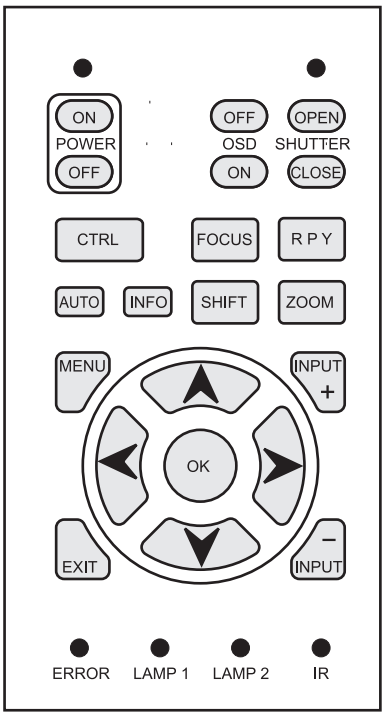
There are more indicators on the Control panel, and these are described on the next page.

Input 8 and 3D may not be present on some models

The control panel

Keypad layout

The controls on the keypad are identical to those at the top of the remote control, and are described on the following pages.



Projector status indicators

The indicators on the control panel are as follows:

Power *off* = NO POWER

green = normal RUNNING mode *amber* = STANDBY mode

Shutter *amber* = CLOSED *green* = OPEN

Error *off* = NO ERROR

flashing = ERROR (temperature) *steady* = ERROR (voltage)

IR *blue flash* = Remote control command received

Lamp 1 *off* = OFF

flashing red = LAMP ERROR *green* = ON (100%) *amber* = (80 - 99%)

flashing green = LAMP WARM-UP *flashing amber* = COOL-DOWN

Lamp 2 *off* = OFF

flashing red = LAMP ERROR *green* = ON (100%) *amber* = (80 - 99%)

flashing green = LAMP WARM-UP *flashing amber* = COOL-DOWN

Notes

Many features are controlled from the menus using the **menu navigation keys** *on the remote control or keypad.*

For more information about using the menus, see later in this section, **Using the menus**.

Some of the menu features, for example brightness, contrast and input preset operations, can be accessed directly using the ***control keys*** *at the bottom of the remote control.*

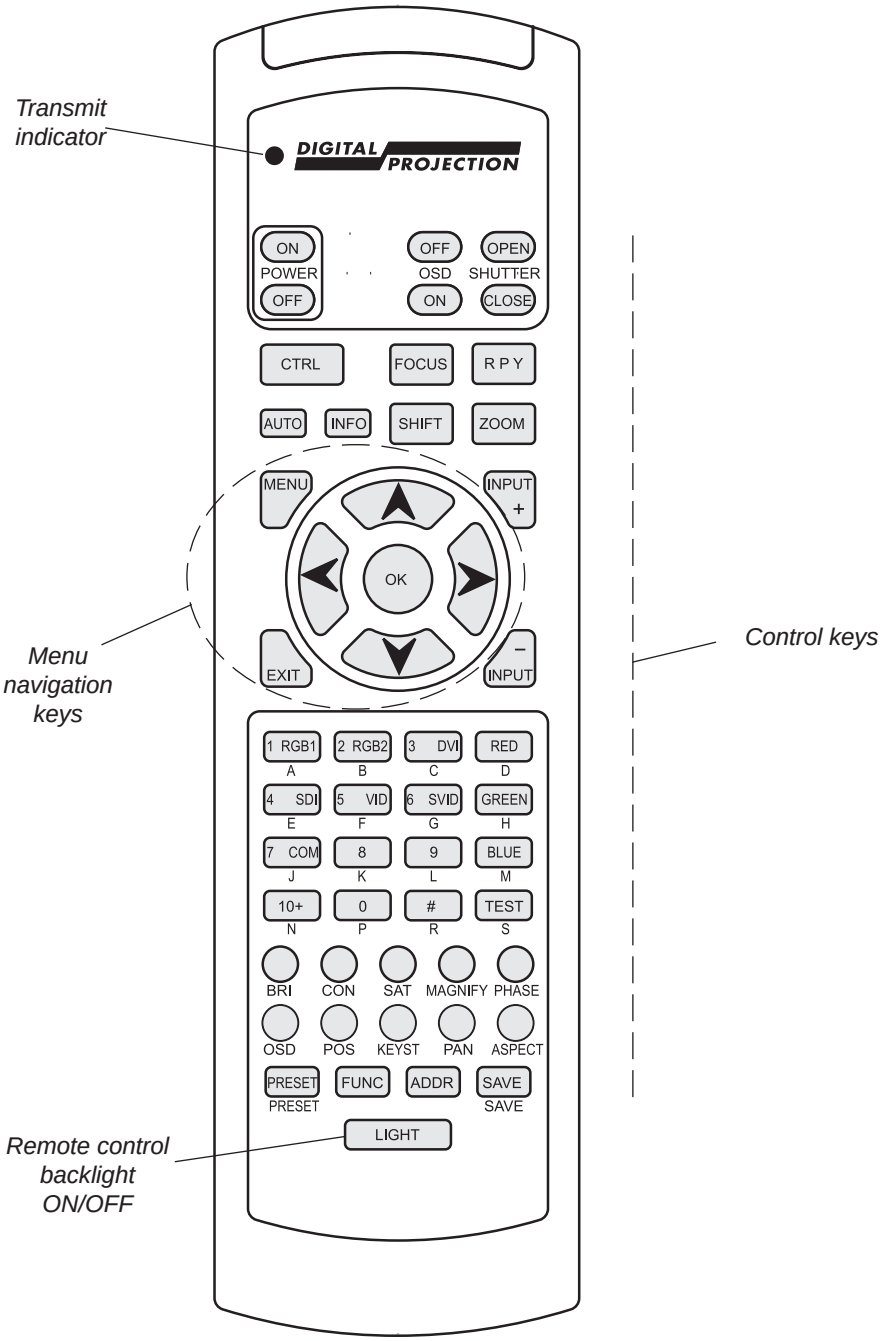
Other features, eg zoom and focus, are controlled using the **control keys** *at the top of the remote control and keypad.*

For more information about using the control keys, see later in this section, **Using the control keys**.

The **Lamp 2** *indicator applies only to Titan Dual models.*

The remote control

Layout



Timeout

There is a 10 second timeout for the three Lens adjustment keys (see note on next page).

There is a separate, adjustable timeout for the On Screen Menus (see **On Screen Display**, in **Setup Menu**, later in this section).

Notes

Many features are controlled from the menus using the **menu navigation keys** *on the remote control or keypad.*

For more information about using the menus, see later in this section, **Using the menus**.

Some of the menu features, for example brightness, contrast and input preset operations, can be accessed directly using the ***control keys*** *at the bottom of the remote control.*

Other features, eg zoom and focus, are controlled using the **control keys** *at the top of the remote control and keypad.*

For more information about using the control keys, see later in this section, **Using the control keys**.

The following keys are **NOT** *used on this projector:*

CTRL
FUNC
10+ *(but N is used)*
*(but R is used)*

There are two infra-red windows - see **Getting to know the projector**, *in* **section 1. Introduction**.

Note that plugging in the remote control cable will disable the infra-red.

Using the control keys

Power

- Press POWER (ON) and hold for 3 seconds, to switch the projector ON.
- Press POWER (OFF) and hold for 3 seconds, to switch the projector OFF.

Shutter

- Press SHUTTER (OPEN) to OPEN the shutter.
- Press SHUTTER (CLOSE) to CLOSE the shutter.

On-Screen-Display

- Press OSD (OFF) to switch the On-Screen-Display OFF.

  This includes ALL menus, controls and on-screen messages.
- Press OSD (ON) to switch the On-Screen-Display ON.

Focus

- Press [FOCUS] followed by ▲ and ▼ to adjust the focus.

  When adjustment is finished, press [EXIT].

Zoom

- Press [ZOOM] followed by ▲ and ▼ to adjust the zoom.

  When adjustment is finished, press [EXIT].

Shift

- Press [SHIFT] followed by ▲, ▼, ◀ or ▶ to shift the lens up, down, left or right.

  When adjustment is finished, press [EXIT].

Notes

Closing the shutter produces a better black than simply removing the signal, as the light source will be completely blocked by the shutter blade.

When the OSD is OFF:

- all menu navigation keys are disabled.

*- keys such as ◯ **BRI** (brightness) will still function, but the slider bars will not be visible on screen.*

When any of the three Lens adjustment keys is pressed, the blue Transmit indicator on the remote control will light for 10 seconds:

- after 10 seconds, if no adjustment has been made, the indicator will go out and the Lens adjustment key must be pressed again to resume adjustment.

- to end the adjustment before 10 seconds has elapsed, press the [EXIT] key.

- all other adjustments will be locked out until the Lens adjustment is ended.

For more information about the amount of lens shift available, see **section 2. Installation**.

Calibrate Focus

- Press RPY followed by ◀ to calibrate the lens focus mechanism.

Calibrate Zoom

- Press RPY followed by ▶ to calibrate the lens zoom mechanism.

Auto-detect input mode

- Press AUTO to force the projector to re-detect the input mode and apply the default modal settings.
  (see **Input modes and settings**, earlier in this section).

Source information

- Press INFO to display the source information screen.

Input

- Press INPUT + or – INPUT to change to the next input up or down the following list:

  1. RGB1

  2. RGB2

  3. DVI (Single)

  4. SDI

  5. Composite Video

  6. S-Video

  7. Component

  8. DVI (Single/Dual/Twin pixel-mapped)

- Or press the numbered keys 1–8 to change directly to the input:

  1 RGB1 2 RGB2 3 DVI

  4 SDI 5 VID 6 SVID

  7 COM 8

Notes

Each time a new lens is fitted to the projector, the calibration procedure must be carried out. See Setup menu, in Section 4. Controlling the projector.

For more information about input mode detection, see earlier in this section, **Input modes and settings**.

For more information about the input connections, see **section 2. Installation**, *and* **section 7. Appendix**.

Input 8 and 3D may not be present on some models

3D signals will be displayed in 3D, only if **3D Enable** *is set to on: see later in this section,* **Setup Menu, 3D**.

WUXGA models only:
3D images are possible only on Input 8.

When an input has been selected, the projector will automatically detect input mode settings such as line rate and resolution etc.

To force the projector to re-detect the input mode settings, press AUTO.

Input Presets

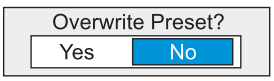
Recall

- To recall a set of modal and lens settings that have been saved, press and hold PRESET, whilst pressing the lettered key A – S.
- The projector will switch to the saved input source, and redetect the input mode before applying the saved modal and lens settings.

Save

- To save the current input source, modal and lens settings, press and hold SAVE, whilst pressing the lettered key A – S.

  If this Preset has been used before, and the Input source has been changed, then the following message will be displayed.



- Press ◀ and ▶ to select either OK or Cancel.
- Press OK to confirm your selection.
- The settings will be saved to the selected preset, and the following message will be displayed.

Red, Green and Blue

- Press RED, GREEN or BLUE to switch the red, green or blue components OFF or ON.

Test pattern

- Press TEST to select a test pattern.

Notes

For more information about input modes and input presets, see earlier in this section, **Input modes and settings**.

See also **Input menu**, *later in this section.*

A preset can be applied only to the same mode for which it was created. If the detected input mode does not match, then settings from the mode history or mode library will be applied.

For more information about input modes, see **Input modes and settings**. *earlier in this section.*

The lens settings, ie Focus position, Zoom position and Shift, are included only for the first ten presets.

Input 8

The lens settings are the only settings saved for Input 8.

The red, green and blue keys are disabled when the OSD is switched OFF.

For more information about test patterns, see Setup menu, later in this section.

Picture settings

- Press a ◯ key, followed by ◀ and ▶ to adjust these picture settings:

Brightness	◯ **BRI**
Contrast	◯ **CON**
Saturation	◯ **SAT**
Phase	◯ **PHASE**
Aspect ratio	◯ **ASPECT**

Geometry settings

Keystone adjustment is used to correct for distortion caused by the projector being mounted higher or lower than the screen.

- Press Keystone ◯ KEYST,

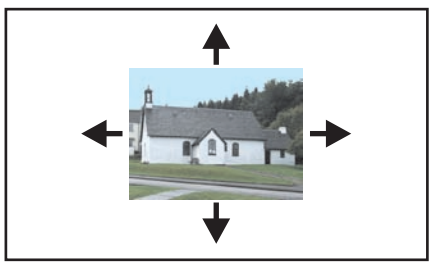
  followed by ◀ and ▶ to adjust the keystone correction:

Position adjustment is used for images smaller than the DMD.

- Press Position ◯ POS,

  followed by ▲ and ▼ to select the horizontal or vertical slider,

  then ◀ and ▶ to adjust the picture position:



Notes

The **Saturation** *control is available for Composite, S-Video and Component inputs only.*

The **Phase** *control is available for RGB inputs only.*

Input 8

The **Geometry** *settings are NOT available for Input 8.*

For all adjustments on this page that require more than one key to be pressed:

- after 10 seconds, if no adjustment has been made, the ◯ key must be pressed again to resume adjustment.

- to end the adjustment before 10 seconds has elapsed, press a different adjustment key, or press the EXIT key.

When the OSD is OFF:

- the ◯ keys will still function, but the controls will not be visible on screen.

Magnify and pan

- Press Magnify ◯ MAGNIFY

  followed by ➤ and ➤ to adjust the size of the picture.

- Press Pan ◯ PAN

  followed by ➤, ➤, ▲ and ▼ to adjust the position of the magnified image.

On-screen-display size

- Press OSD ◯ OSD

  to switch the size of the OSD between large and small.

Remote control address

The projector and the remote control need to be set to matching addresses. Read the note to the right on this page, and follow the instructions in the order shown below:

1 Set the projector address as shown in **Setup menu**, later in this section.

2 Set the remote control address:

- Press and hold ADDR

  whilst pressing two numbered keys ▭ 0 – 9

  to set the remote control address to any number between 00 and 99.
  (leading zeros must be used for numbers less than 10)

Remote control backlight

- Press LIGHT to switch the backlight on and off.

Notes

The magnify feature utilises a digital zoom. Used with the pan control, this can be used to:

- enlarge a section of the image

- enable the use of multiple projectors to construct a large image from tiles.

The pan control is available only when the image has been magnified.

Input 8

The **Magnify and pan** *controls are NOT available for Input 8.*

If the OSD moves off screen due to a change in image size, then pressing the size key will restore its readability.

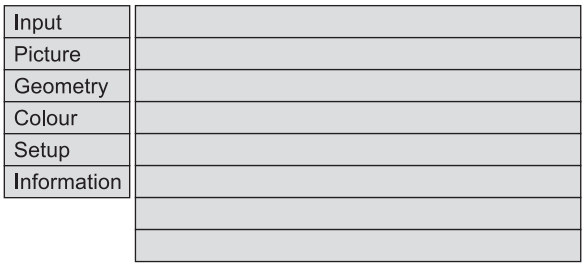
When fresh batteries are inserted in the remote control it will default to address **00**. *Remote control* **00** *is a* **master** *control, able to control all projectors.*

If two or more projectors are set to the same address, they can be controlled from one remote control, provided they are connected by cable or in range of the infra red.

Using the menus

Navigating menus and submenus

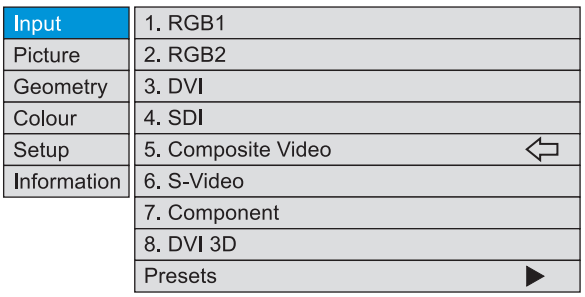
When the menus are in use and the OSD is ON, the **top level menu headings** are always visible to the left of the screen.



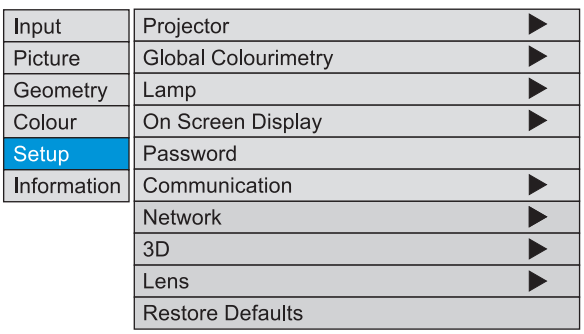
Each **menu** item can lead to a number of **submenus**, which are displayed in the column to the right . The ▶ symbol indicates that a submenu is available.

Each **submenu** can lead to further submenus, up to a maximum of three levels.

- To display the menus, press MENU on the remote control or the keypad.
- The menus will always open at the same point they were last viewed. The example below shows the first menu display following power on – the item that is currently selected (the Input menu) is highlighted in blue.



- To select a menu, press ▲ and ▼, for example the Setup menu:



Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When the OSD is OFF, all menu navigation keys will be disabled.

When the OSD is switched back ON, the menus will remain OFF until the MENU *key is pressed again. The menus will then reopen at the same point they were last viewed.*

If a menu is opened, and no other key is pressed within the period set in the **OSD Timeout** *menu, then the menus will disappear. When the* MENU *key is pressed again, the menus will reopen at the same point they were last viewed.*

(see **On Screen Display**, *in* **Setup Menu**, *later in this section).)*

Main menu: Input

Main menu: Setup

- Press ➤ to open the menu. The blue highlight moves to the first item in the menu, which may be submenu, for example the Projector Setup submenu.

Input	Projector ▶
Picture	Global Colourimetry ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password
Information	Communication ▶
	Network ▶
	3D ▶
	Lens ▶
	Restore Defaults

- To select a submenu, press ▲ and ▼, for example the Lamp submenu. Press ➤ to open the submenu. The submenu opens, with the title at the top.

Input	LAMP
Picture	Current Setting [100%] Lamp1
Geometry	Change Setting ▶
Colour	
Setup	
Information	

- To close the submenu and return to the previous level, press EXIT.

Input	Projector ▶
Picture	Global Colourimetry ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password
Information	Communication ▶
	Network ▶
	3D ▶
	Lens ▶
	Restore Defaults

- There may be up to three levels of submenu, so to return to the top level, you may have to press EXIT up to three times.
- To close the menu display completely, press MENU.

Notes

Setup menu

Setup menu
Lamp

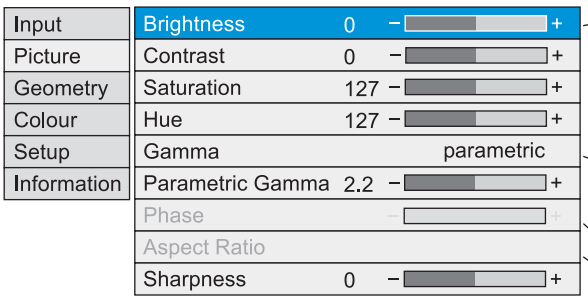
Setup menu

Menu controls

Some menus have controls, as shown in the examples below.

Notes

Some menus items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.



Slider bar

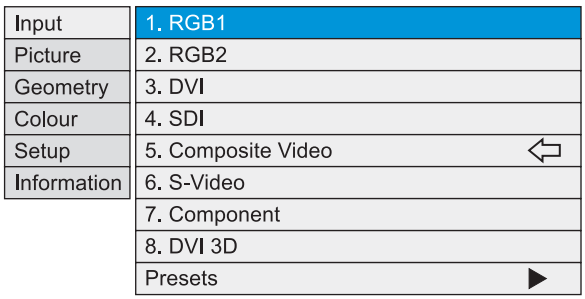
The highlighted slider bar shows which control is active currently.

To adjust the slider press ◀ and ▶.

Parameter selection

To select from a number of parameters, (shown one at a time to the right), press ◀ and ▶.

These two items are greyed out and the values are blank, showing that they are not available, due to the effect of settings made in other menus, or due to the type of input signal.



Parameter list

To select from a list of parameters, press ▲ and ▼.

Input menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until Input is highlighted.

  Press ➤ to open the Input menu. The blue highlight moves to the first item in the menu. The ⇦ symbol shows which input is currently selected.

Input	1. RGB1
Picture	2. RGB2
Geometry	3. DVI
Colour	4. SDI
Setup	5. Composite Video ⇦
Information	6. S-Video
	7. Component
	8. DVI 3D
	Presets ▶

Input Source

- Press ▲ and ▼ to select from:

  1. RGB1

  2. RGB2

  3. DVI (Single)

  4. SDI

  5. Composite Video

  6. S-Video

  7. Component

  8. DVI (Single/Dual/Twin pixel-mapped)

- Press OK to confirm your selection.

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Input Menu

For more information about the input connections, see **section 2. Installation**, *and* **section 7. Appendix**.

Input 8 and 3D may not be present on some models

3D signals will be displayed in 3D, only if **3D Enable** *is set to on: see later in this section,* **Setup Menu, 3D**.

WUXGA models only:
3D images are possible only on Input 8.

When an input has been selected, the projector will automatically detect input mode settings such as line rate and resolution etc.

To force the projector to re-detect the input mode settings, press AUTO.

Input menu continued

Presets

Sixteen sets of parameters can be saved and recalled *(A – S)*. The parameters saved for each **Preset** are:

all settings from the Picture menu,

all settings from the Input menu

all settings from the Geometry menu, except Keystone

all settings from the Colour menu, except the Global settings

all lens position, focus and zoom settings

- Press ▲ and ▼ to select Presets.

  Press ➤ to open the Presets submenu.

Input	PRESETS
Picture	Recall Preset ▶
Geometry	Save Preset ▶
Colour	Delete Preset ▶
Setup	
Information	

Recall Presets

- Press ▲ and ▼ to select Recall Preset.

  Press ➤ to open the Recal Presets A ~ H submenu. Any presets that have been saved are indicated by their description, for example D: in this example.

Input	RECALL PRESET A ~ H
Picture	A:
Geometry	B:
Colour	C:
Setup	D: VID PAL50/4.43 Fill
Information	E:
	F:
	G:
	H:
	Recall Preset J ~ S ▶

- To recall a set of parameters that has been saved, press ▲ and ▼ to select one of the Presets.

  For Presets J to S, select Recall Preset J ~ S then press ➤ to open the J~S submenu. Press ▲ and ▼ to select the Preset.

- Press OK to confirm your selection.

  The Preset parameters will be loaded.

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

For more information about input modes and input presets, see earlier in this section, **Input modes and settings**.

Input 8

The lens settings are the only settings saved for Input 8.

Input Menu
Presets

Input Menu
Presets
Recall Presets A ~ H

The lens settings, ie Focus position, Zoom position and Shift, are included only for the first ten presets.

Input 8

The lens settings are the only settings recalled for Input 8.

Input menu continued

Save Presets

- Press ▲ and ▼ to select Save Preset.

  Press ➤ to open the Save Presets A ~ H submenu.

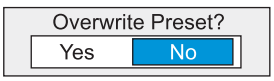
Input	SAVE PRESET A ~ H
Picture	Save Preset A
Geometry	Save Preset B
Colour	Save Preset C
Setup	Save Preset D
Information	Save Preset E
	Save Preset F
	Save Preset G
	Save Preset H
	Save Preset J ~ S ▶

- To save the current set of parameters, press ▲ and ▼ to select one of the Presets.

  For Presets J to S, select Save Preset J ~ S then press ➤ to open the J~S submenu. Press ▲ and ▼ to select the Preset.

  Press OK to confirm your selection.

  If this Preset has been used before, but only if the Input source has been changed, then the following message will be displayed.



  Press ◄ and ➤ to select either OK or Cancel.

  Press OK to confirm your selection.

  The parameters will be saved to the selected preset, and the following message will be displayed.

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

Input Menu
Presets
Save Presets A ~ H

The lens settings, ie Focus position, Zoom position and Shift, are included only for the first ten presets.

Input 8

The lens settings are the only settings saved for Input 8.

Input menu continued

Delete Presets

- Press ▲ and ▼ to select Delete Preset.

  Press ➤ to open the Delete Presets A ~ H submenu.

Input	DELETE PRESET A ~ H
Picture	A:
Geometry	B:
Colour	C:
Setup	D: VID PAL50/4.43 Fill
Information	E:
	F:
	G:
	H:
	Delete Preset J ~ S ▶

- To delete a saved set of parameters, press ▲ and ▼ to select one of the Presets.

  For Presets J to S, select Delete Preset J ~ S then press ➤ to open the J~S submenu. Press ▲ and ▼ to select the Preset.

  Press (OK) to confirm your selection.

  The following message will be displayed.

Delete Preset?	
Yes	No

  Press ◀ and ➤ to select either OK or Cancel.

  Press (OK) to confirm your selection.

  The preset will be deleted, and the following message will be displayed.

Preset Deleted

Notes

Input Menu
Presets
Delete Presets A ~ H

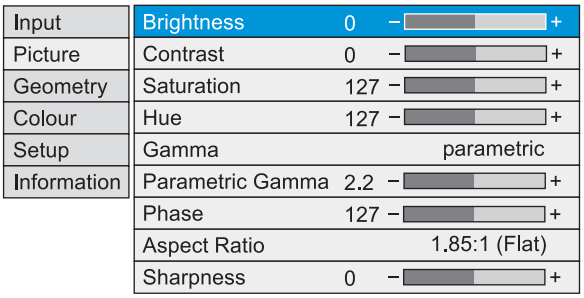
Picture menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until Picture is highlighted.

  Press ➤ to open the Picture menu. The blue highlight moves to the first item in the menu.



Brightness

- Press ▲ and ▼ to select Brightness.

  Press ◄ and ➤ to adjust the slider (-128 to +127).

Contrast

- Press ▲ and ▼ to select Contrast.

  Press ◄ and ➤ to adjust the slider (-128 to +127).

Saturation

Adjusts the saturation at white peak levels.

- Press ▲ and ▼ to select Saturation.

  Press ◄ and ➤ to adjust the slider (0 to 255).

Hue

Adjusts the color balance from green to blue, using the red level as a reference.

- Press ▲ and ▼ to select Hue.

  Press ◄ and ➤ to adjust the slider (0 to 255).

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Picture Menu

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

The **Saturation** *slider is available for Composite, S-Video and Component inputs only.*

The **Hue** *slider is available for NTSC inputs only.*

Picture menu continued

Gamma Correction

Video recordings are often supplied with a gamma adjustment applied. The projector's gamma adjustment can be used to correct for this.

- Press ▲ and ▼ to select Gamma.

  Press ◀ and ▶ to select from:

Parametric	Enables the gamma slider
User download	Applies the gamma settings made externally using the DP Userware on a personal computer. (default gamma of 2.2)
2.2 Limited DVI	Expands DVI signal to use full dynamic range with gamma 2.2
2.4 Limited DVI	Expands DVI signal to use full dynamic range with gamma 2.4
Graphics	Enhanced highlights and contrast
NTSC	NTSC colour space, with a gamma of 2.2
PAL	PAL colour space, with a gamma of 2.2
Linear	gamma of 1.0
Punch	Enhanced brightness and increased colour saturation for high ambient environments.

Parametric Gamma

- Press ▲ and ▼ to select Parametric Gamma.

  Press ◀ and ▶ to adjust the slider (1.0 to 3.0 in 0.1 steps).

Phase

Phase should be set automatically by the projector, but can be adjusted manually to correct for shimmering or poor quality definition on, for example, fine text.

- Press ▲ and ▼ to select Phase.

  Press ◀ and ▶ to adjust the slider (0 to 31).

Notes

For more information about User gamma settings, see **section 5. Userware**.

Parametric Gamma *adjustment is available only when* **Parametric** *is selected in* **Gamma** *selection, above.*

Phase *adjustment can be found in both the* **Picture** *and* **Geometry** *menus, and is available for RGB1 and RGB2 inputs only.*

Input 8

The **Phase** *adjustment is NOT available for Input 8.*

Picture menu continued

Aspect Ratio

- Press ▲ and ▼ to select Aspect Ratio.

  Press ◄ and ► to select from:

  Fill *This will best fit the incoming source to fill either the height or width without changing the aspect ratio of the source.*

  User Aspect

  1.33:1 (4:3)

  1.6:1 (16:10)

  1.78:1 (16:9)

  2.35:1 (Scope)

  1.66:1 (Vista)

  1.85 (Flat)

  Theaterscope *Use with the TheaterScope Anamorphic System only. The 2.35:1 source image is displayed using the full area of the 16:9 DMD. This is then stretched to 2.35:1 by the lens.*

  Native *The image will be displayed pixel for pixel. The image will be centred, with a black border if smaller than full resolution or cropped if larger.*

Sharpness

- Press ▲ and ▼ to select Sharpness.

  Press ◄ and ► to adjust the slider.

Notes

Aspect Ratio *selection can be found in both the Picture and Geometry menus.*

When **User Aspect** *is selected, the Aspect Ratio settings are taken from the* **User H Aspect** *and* **V Aspect** *settings made in the* **Geometry** *menu.*

Input 8

Aspect Ratio *selection is NOT available for Input 8.*

WUXGA models only:
The full height of the DMD can be used only by WUXGA and UXGA images.

For more information, see **Screen requirements** *in* **section 2. Installation**.

The **Sharpness** *slider is available for Composite, S-Video and Component SD inputs only.*

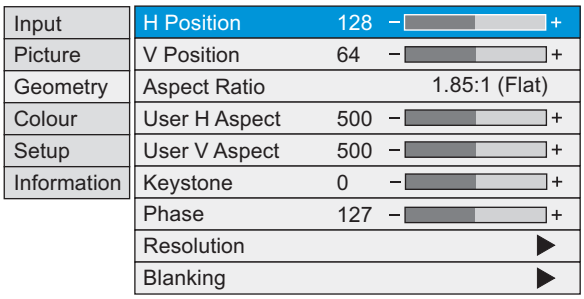
Geometry menu

To return to the ***main menu****, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until Geometry is highlighted.

  Press ➤ to open the Geometry menu. The blue highlight moves to the first item in the menu.



Horizontal Position

- Press ▲ and ▼ to select H Position.

  Press ◀ and ➤ to adjust the slider.

Vertical Position

- Press ▲ and ▼ to select V Position.

  Press ◀ and ➤ to adjust the slider.

Aspect Ratio

- Press ◀ and ➤ to select from:

Fill *This will best fit the incoming source to fill either the height or width without changing the aspect ratio of the source.*

User Aspect

1.33:1 (4:3)

1.6:1 (16:10)

1.78:1 (16:9)

2.35:1 (Scope)

1.66:1 (Vista)

1.85 (Flat)

Theaterscope *Use with the TheaterScope Anamorphic System only. The 2.35:1 source image is displayed using the full area of the 16:9 DMD. This is then stretched to 2.35:1 by the lens.*

Native *The image will be displayed pixel for pixel. The image will be centred, with a black border if smaller than full resolution or cropped if larger.*

Notes

Some menu controls can be accessed directly using the **control keys** *(see earlier in this section).*

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Geometry Menu

Input 8

None of the **Geometry** *controls are available for Input 8.*

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

Aspect Ratio *selection can be found in both the Picture and Geometry menus.*

When **User Aspect** *is selected, the Aspect Ratio settings are taken from the* **User H Aspect** *and* **V Aspect** *settings (see next page).*

WUXGA models only:
The full height of the DMD can be used only by WUXGA and UXGA images.

For more information, see **Screen requirements** *in* **section 2. Installation**.

Geometry menu continued

User Horizontal Aspect Ratio

- Press ▲ and ▼ to select User H Aspect.

  Press ◀ and ▶ to adjust the slider (internal number – adjust to fit).

User Vertical Aspect Ratio

- Press ▲ and ▼ to select User V Aspect.

  Press ◀ and ▶ to adjust the slider (internal number – adjust to fit).

Keystone

Used to correct for distortion caused by the projector being mounted higher or lower than the screen.

- Press ▲ and ▼ to select Keystone.

  Press ◀ and ▶ to adjust the slider.

Phase

Phase should be set automatically by the projector, but can be adjusted manually to correct for shimmering or poor quality definition on, for example, fine text.

- Press ▲ and ▼ to select Phase.

  Press ◀ and ▶ to adjust the slider (0 to 32).

Notes

Input 8

None of the **Geometry** *controls are available for Input 8.*

Horizontal and Vertical Aspect Ratio *adjustments are available only when* **User** *is selected in* **Aspect Ratio**, *(see previous page).*

WUXGA models only:
The full height of the DMD can be used only by WUXGA and UXGA images.

For more information, see **Screen requirements** *in* **section 2. Installation**.

Keystone *adjustment can be found in both the Geometry and Projector Setup menus.*

The range of adjustment will be dependent on the input resolution.

Phase *adjustment can be found in both the Picture and Geometry menus, and is available for graphics based RGB sources only.*

Geometry menu continued

Resolution

- Press ▲ and ▼ to select Resolution.

  Press ➤ to open the Resolution submenu.

Input	INPUT RESOLUTION	
Picture	Input Detection	Automatic
Geometry	Input Standard	
Colour	Total H Samples	
Setup	Active H Samples	
Information	Active V Samples	
	V Offset	

Input Detection

- Press ◄ and ➤ to select from:

Automatic	*Allows the projector to automatically detect an appropriate input mode for the signal.*
Manual	*Allows the user to select an appropriate input mode from a list of common standards.*
Custom	*Allows the user to completely customise the settings to suit the incoming video signal.*

When Input Detection is set to Manual:

- Press ▲ and ▼ to select Input Standard.
- Press ◄ and ➤ to select from:

720p
XGA
XGA+
SXGA-
SXGA
SXGA+
1080p
UXGA
WUXGA
VGA
NTSC
PAL
SVGA

Notes

Input 8

None of the **Geometry** *controls are available for Input 8.*

Geometry Menu
Resolution

Input Detection *should normally be set to* **Automatic**. *However, if the incoming video signal is non-standard, the projector may not be able to select an appropriate input mode.*

In this case, **Input Detection** *should be set to* **Manual** *or* **Custom**.

Input Standard *is available only if Input Detection is set to Manual***.**

WUXGA models only:
The full height of the DMD can be used only by WUXGA and UXGA images.

For more information, see **Screen requirements** *in* **section 2. Installation**.

Geometry menu continued

When Input Detection is set to Custom:

- Press ▲ and ▼ to select one of the adjustment sliders.

  Press ◀ and ▶ to adjust the slider to match the resolution of the incoming video signal.

Input	INPUT RESOLUTION	
Picture	Input Detection	Custom
Geometry	Input Standard	
Colour	Total H Samples	1300
Setup	Active H Samples	1280
Information	Active V Samples	720
	V Offset	31

Blanking

Blanking curtains can be applied to each edge of the picture.

- Press ▲ and ▼ to select Blanking.

  Press ▶ to open the Blanking submenu.

Input	BLANKING	
Picture	Blanking	On
Geometry	Top	100
Colour	Bottom	100
Setup	Left	100
Information	Right	100

Blanking On/Off

- Press ◀ and ▶ to select from:

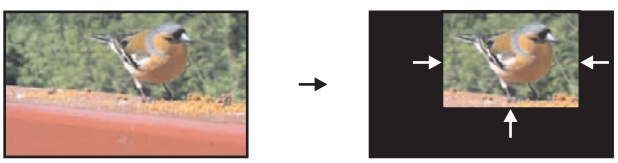
  On

  Off

Blanking adjust

- Press ▲ and ▼ to select the edge to be blanked.

  Press ◀ and ▶ to adjust the slider (0 to 200).



Notes

Input 8

None of the **Geometry** *controls are available for Input 8.*

The adjustment sliders are available only if Input Detection is set to Custom.

Total H Samples *is available for RGB1 and RGB2 inputs only.*

V Offset *is available for DVI input only.*

WUXGA models only:
The full height of the DMD can be used only by WUXGA and UXGA images.

For more information, see **Screen requirements** *in* **section 2. Installation**.

Geometry Menu
Blanking

The blanking curtains will not applied until **Blanking** *is turned* **On**.

The **On Screen Display** *will move to the centre of the DMD when* **Blanking** *is turned* **On**.

Set to zero for no blanking, eg the top edge in this example.

Colour menu

To return to the ***main menu****, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until Colour is highlighted.

  Press ➤ to open the Colour menu. The blue highlight moves to the first item in the menu.

Input	Colour Mode		User
Picture	Temperature	6000K	− +
Geometry	Red Lift	0	− +
Colour	Green Lift	0	− +
Setup	Blue Lift	0	− +
Information	Red Gain	0	− +
	Green Gain	0	− +
	Blue Gain	0	− +
	Component Type		RGB
	Trim		▶

Notes on Colour and Global Colourimetry

Global Colourimetry menu *(see later in this section, in* **Setup** *menu)*

After a calibration check on the projector or venue, a set of Global colour settings can be made in the **Global Colourimetry** menu. These settings are then available to be copied at any time using the **Colour Mode** setting in the **Colour** menu, or used as a starting point using the **Trim** feature in the **Colour** menu.

Colour menu *(see this section).*

The settings made in the **Colour** menu will be automatically saved in the **Mode History**, or can be manually saved to one of the **Input Presets** (see Input modes and settings earlier in this section).

The selections available in **Colour Mode** in the **Colour** menu are:

Global	Copies the settings made in the Global Colourimetry menu
Temperature	Set the colour temperature using the slider
User	Set the Red, Green and Blue Lift and Gain using the sliders
Peak	Preset high brightness setting
Video, Film, Graphic	Applies the factory set P7 settings
ColorMAX User	Applies the User gamma settings made externally using the DP Userware on a personal computer

Notes

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Colour Menu

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

Read these notes on Colour and Global Colourimetry before making any settings in the Colour menus.

Note that any changes made in the **Global Colourimetry menu** *(see Setup Menu, later in this section) will affect ALL inputs, modes and presets for which* **Global Mode** *has been selected in the* **Colour menu**.

Colour menu continued

Colour Mode

- Press ▲ and ▼ to select Colour Mode.

  Press ◄ and ► to select from:

  Global

  Temperature

  User

  Peak

  Video

  Film

  Graphic

  ColorMAX User 1

  ColorMAX User 2

Colour Temperature

- Press ▲ and ▼ to select Temperature.

  Press ◄ and ► to adjust the slider (3,000K to 10,000K. in 100 steps).

RGB Lift

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◄ and ► to adjust the slider.

RGB Gain

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◄ and ► to adjust the slider.

Component Type

- Press ▲ and ▼ to select Component Type.

  Press ◄ and ► to select from:

  RGB

  YPrPb

Notes

Read the notes on Colour and Global Colourimetry earlier in this section before making any settings in the Colour menus.

Note that any changes made in the **Global Colourimetry menu** *(see Setup Menu, later in this section) will affect ALL inputs, modes and presets for which* **Global Mode** *has been selected in the* **Colour menu**.

The **Colour Temperature** *slider is available only if* **Temperature** *Mode is selected.*

The **RGB Lift and Gain** *sliders are available only if* **User** *Mode is selected.*

The **Component Type** *selection is available for RGB1 and Component inputs only.*

Colour menu continued

Trim

- Press ▲ and ▼ to select Trim.

  Press ➤ to open the Trim submenu.

Trim RGB Lift and Gain

Input	TRIM		
Picture	Red Lift	0	− +
Geometry	Green Lift	0	− +
Colour	Blue Lift	0	− +
Setup	Red Gain	0	− +
Information	Green Gain	0	− +
	Blue Gain	0	− +
	Global Colourimetry		▶

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◀ and ➤ to adjust the slider (-128 to +127).

Global Colourimetry

- This is a shortcut to the Global Colourimetry submenu, described later in this section, in Setup Menu.

  Press ▲ and ▼ to select Global Colourimetry.

  Press ➤ to open the Global Colourimetry submenu.

Notes

The **Trim** *submenu is available only if* **Global Colour Mode** *is selected.*

Colour Menu
Trim

Read the notes on Colour and Global Colourimetry earlier in this section before making any settings in the Colour menus.

Setup menu

*To return to the **main menu**, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until Setup is highlighted.

  Press ➤ to open the Setup menu. The blue highlight moves to the first item in the menu.

Input	Projector ▶
Picture	Global Colourimetry ▶
Geometry	Lamp ▶
Colour	On Screen Display ▶
Setup	Password
Information	Communication ▶
	Network ▶
	3D ▶
	Lens ▶
	Restore Defaults

Notes

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Setup Menu

Setup menu, continued

Projector Setup

- Press ▲ and ▼ to select Projector.

  Press ➤ to open the Projector submenu.

Input	PROJECTOR SETUP	
Picture	Orientation	Desktop Front
Geometry	Backlight	On
Colour	Keystone 0	− +
Setup	DVI EDID Extension Block	Enable
Information	Test Patterns	▶
	FastFrame	▶
	Edge Blend	▶

Orientation

- Press ▲ and ▼ to select Orientation.

  Press ◀ and ➤ to select from:

  Desktop Front

  Desktop Rear

  Ceiling Front

  Ceiling Rear

Control Panel Backlight

- Press ▲ and ▼ to select Backlight.

  Press ◀ and ➤ to select from:

  On

  Off

Notes

Setup Menu
Projector Setup

A Component Video Sync setting was available in earlier models, but for the Component input only.

In later models, the sync type is detected automatically.

Setup menu, Projector Setup continued

Keystone

Used to correct for distortion caused by the projector being mounted higher or lower than the screen.

- Press ▲ and ▼ to select Keystone.

Press ◄ and ► to adjust the slider.

DVI EDID Extension Block

- Press ▲ and ▼ to select DVI EDID Extension Block.

Press ◄ and ► to select from:

Enable

Disable

Notes

Keystone adjustment can be found in both the Geometry and Projector Setup menus.

Input 8

The **Keystone** *adjustment is NOT available for Input 8.*

The range of adjustment will be dependent on the input resolution.

Some computer graphics cards do not recognise the EDID Extension block.

If you are having problems booting a computer connected to the projector:

- *turn the computer OFF*
- *set* **DVI EDID Extension Block** *to* **Disable**
- *turn the computer back ON again*

Setup menu, Projector Setup continued

Test Patterns

- Press ▲ and ▼ to select Test Patterns.

  Press ➤ to open the Test Patterns submenu.

Input	TEST PATTERNS
Picture	Off
Geometry	Alignment Grid
Colour	Screen Layout
Setup	Chequerboard
Information	Colour Bars
	0% Field
	ColorMAXCalibration
	100% Field (Corrected White)
	100% Field (Peak White)

Press ▲ and ▼ to select from:

Off

Alignment Grid

Screen Layout (shows outlines of various aspect ratios)

Chequerboard

Colour Bars

0% Field (black)

ColorMAX Calibration

100% Field (Corrected White) (white, affected by colour settings)

100% Field (Peak White) (white, unaffected by colour settings)

Press OK to display the test pattern.

Notes

Setup Menu
Projector Setup
Test Pattern

Input 8

The only test pattern available for Input 8 is:

100% Field (Corrected White).

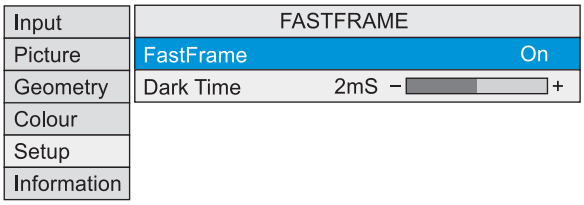
WUXGA models only:
Only the Corrected White test pattern on Input 8 will fill the full height of the DMD, using all 1200 pixels. All other patterns will be 1080 pixels high.

Setup menu, Projector Setup continued

FastFrame

Used to reduce the artifacts and image blur typically associated with rapidly moving images, by increasing the time the display is blanked between frames (dark time).

- From the Projector Setup menu, press ▲ and ▼ to select FastFrame.
- Press ➤ to open the FastFrame submenu.



FastFrame On/Off

- Press ▲ and ▼ to select Fastfame.

  Press ◄ and ➤ to select from:

  On

  Off

Dark Time

- Press ▲ and ▼ to select Dark Time.

  Press ◄ and ➤ to adjust the slider.

Notes

Setup Menu
Projector Setup
FastFrame

If **FastFrame** *is turned on, then turning on* **3D Enable** *will turn it off.*

When **3D Enable** *is on, it is not possible to turn on* **FastFrame**.

The optimum dark time setting for a 60Hz frame rate is approximately 8 to 10mS.

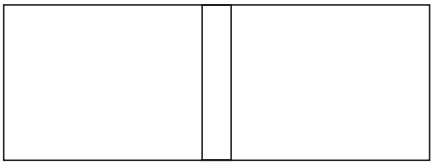
Setup menu, Projector Setup continued

Edge Blend

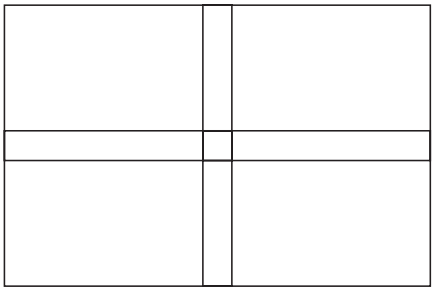
Used to improve the appearance of multi-projector displays, by blending overlapping edges to present a seamless image.

Examples

Two projectors, one active edge each



Four projectors, two active edges each



- From the Projector Setup menu, press ▲ and ▼ to select Edge Blend
- Press ➤ to open the Edge Blend Setup submenu.

Input	EDGE BLEND SETUP		
Picture	Active Edges		▶
Geometry	Overlap Markers		Off
Colour	Top Overlap	137	– +
Setup	Bottom Overlap	137	– +
Information	Left Overlap	137	– +
	Right Overlap	137	– +
	Input 8 DVI 3D Resolution		Automatic
	Black Level Uplift		▶

Active Edges

- Press ▲ and ▼ to select Active Edges.

  Press ➤ to open the Active Edges submenu.

- Press ▲ and ▼ to select the edges to be blended.

Input	EDGE BLEND ACTIVE EDGES	
Picture	Top	On
Geometry	Bottom	Off
Colour	Left	On
Setup	Right	Off
Information		

For each edge, press ◀ and ➤ to select from:

On

Off

Notes

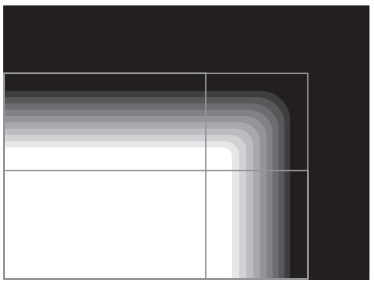
Setup Menu
Projector Setup
Edge Blend

Setup Menu
Projector Setup
Edge Blend
Active Edges

Setup menu, Projector Setup, Edge Blend continued

Overlap markers

The markers show the extent of the overlap, and can be used as an alignment guide when adjusting the position of the images.



- Press ▲ and ▼ to select Overlap Markers.
- Press ◀ and ▶ to select from:

  On

  Off

Overlap adjust

Used to determine the size of the overlap.

- Press ▲ and ▼ to select the edge to be blended.

  For each edge, press ◀ and ▶ to adjust the slider (0 to 511).

Input 8 DVI 3D Resolution

- Press ▲ and ▼ to select Input 8 DVI 3D Resolution.

  Press ◀ and ▶ to select from:

  Automatic

HD2	1280 x 720
SXGA	1280 x 1024
SX+	1400 x 1050
1080p	1920 x 1080
UXGA	1600 x 1200
WUXGA	1920 x 1200

Notes

The actual blend will be smoother than that shown here.

Edges that have not been selected as Active, will be greyed out.

To see the effect of the adjustment, turn the Overlap Markers ON..

Input 8

Input 8 is pixel-mapped directly to the DMDs, so the image may be smaller than full-screen.

Input 8 DVI 3D Resolution *should normally be set to* **Automatic**. *However, if the incoming video signal is non-standard, the projector may not be able to select an appropriate input size.*

In this case, set the resolution to one of the settings provided. (Settings larger than the DMD will not available, depending on model.)

This setting will have no effect on Inputs 1–7.

Setup menu, Projector Setup, Edge Blend continued

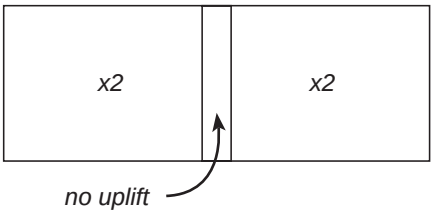
Black Level Uplift

As it is not possible for any projector to produce an absolute black, any 'black' areas in the overlapped edges may appear slightly less dark than those in the rest of the image.

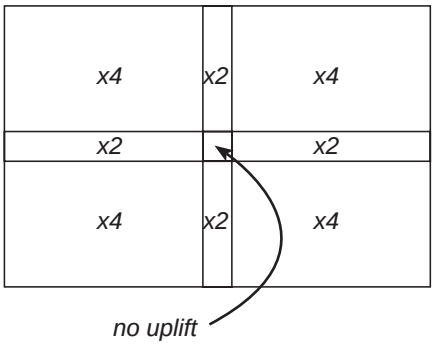
Black Level Uplift can be used to counteract this effect, by raising the black level of the rest of the image. The amount of uplift required will be either x2 or x4, depending on how many images are overlapped, as shown in the examples below.

Examples

Two projectors, with two x2 uplift regions



Four projectors, with four x2 uplift regions and four x4 uplift regions



- From the Edge Blend menu, press ▲ and ▼ to select Black Level Uplift.
- Press ➤ to open the Black Level Uplift Setup submenu.

Input	BLACK LEVEL UPLIFT SETUP		
Picture	x2 Region Uplift	140	− +
Geometry	x4 Region Uplift	140	− +
Colour	Non-Addressable Border		Manual
Setup	Top	10	− +
Information	Bottom	12	− +
	Left	10	− +
	Right	12	− +

Uplift Adjustment

Used to determine the amount of uplift.

- Press ▲ and ▼ to select x2 Region Uplift or x4 Region Uplift.

  For each region, press ◀ and ➤ to adjust the slider (0 to 340).

Notes

Setup Menu
Projector Setup
Edge Blend
Black Level Uplift Setup

This adjustment affects the amount of Black Level Uplift, not the size of the region.

Setup menu, Projector Setup, Edge Blend continued

Non-Addressable Border

Around the edge of the DMD is a border of non-addressable 'always off' pixels. Although 'always off', a small amount of stray light from these pixels can cause a faint border around the projector image.

A small black level adjustment can be applied to remove this border.

- Press ▲ and ▼ to select Non-Addressable Border.

  Press ◀ and ▶ to select from:

  Automatic (recommended)

  Manual

Border Adjustment

- Press ▲ and ▼ to select the edge that is to be adjusted.

  For each edge, press ◀ and ▶ to adjust the slider (0 to 255).

Notes

To adjust Manually:

Working on one projector at a time, display a test pattern of **0% Field (black)**, *set all four border adjustments to zero, then increase the size of each, until the border disappears.*

Setup menu continued

Global Colourimetry

- Press ▲ and ▼ to select Global Colourimetry.
- Press ➤ to open the Global Colourimetry submenu.

Input	GLOBAL COLOURIMETRY		
Picture	Mode		Temperature
Geometry	Temperature	6000K	− +
Colour	Red Lift	0	− +
Setup	Green Lift	0	− +
Information	Blue Lift	0	− +
	Red Gain	0	− +
	Green Gain	0	− +
	Blue Gain	0	− +

Notes on Colour and Global Colourimetry

Global Colourimetry menu *(see this section)*

After a calibration check on the projector or venue, a set of Global colour settings can be made in the **Global Colourimetry** menu. These settings are then available to be copied at any time using the **Colour Mode** setting in the **Colour** menu, or used as a starting point using the **Trim** feature in the **Colour** menu.

Colour menu *(see earlier in this section).*

The settings made in the **Colour** menu will be automatically saved in the **Mode History**, or can be manually saved to one of the **Input Presets** (see Input modes and settings earlier in this section).

The selections available in **Colour Mode** in the **Colour** menu are:

Global	Copies the settings made in the Global Colourimetry menu
Temperature	Set the colour temperature using the slider
User	Set the Red, Green and Blue Lift and Gain using the sliders
Peak	Preset high brightness setting
Video, Film, Graphic	Applies the factory set P7 settings
ColorMAX User	Applies the User gamma settings made externally using the DP Userware on a personal computer

Notes

Setup Menu
Global Colourimetry

Some menu items may be greyed out - unavailable due to the effect of settings made in other menus, or due to the type of input signal.

Read these notes on Colour and Global Colourimetry before making any settings in the Colour menus.

Note that any changes made in the **Global Colourimetry menu** *will affect ALL inputs, modes and presets for which* **Global Mode** *has been selected in the* **Colour menu** *(see Colour Menu, earlier in this section).*

Setup menu, Global Colourimetry continued

Colour Mode

- Press ▲ and ▼ to select Colour Mode.

  Press ◄ and ► to select from:

  Temperature

  User

  Peak

  Video

  Film

  Graphic

  ColorMAX User 1

  ColorMAX User 2

Colour Temperature

- Press ▲ and ▼ to select Temperature.

  Press ◄ and ► to adjust the slider (3,000K to 10,000K. in 100 steps).

RGB Lift

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◄ and ► to adjust the slider.

RGB Gain

- Press ▲ and ▼ to select the parameter to be adjusted.

  Press ◄ and ► to adjust the slider.

Notes

Read the notes on Colour and Global Colourimetry earlier in this section before making any settings in the Colour menus.

Note that any changes made in the **Global Colourimetry menu** *will affect ALL inputs, modes and presets for which* **Global Mode** *has been selected in the* **Colour menu** *(see Colour Menu, earlier in this section).*

The **Colour Temperature** *slider is available only if* **Temperature** *Mode is selected.*

The **RGB Lift and Gain** *sliders are available only if* **User** *Mode is selected.*

Setup menu, continued

Lamp Setup

- Press ▲ and ▼ to select Lamp.

  Press ➤ to open the Lamp submenu.

The middle row shows the current lamp setting.

Input	LAMP
Picture	Current Setting [100%] Lamp1
Geometry	Change Setting ▶
Colour	
Setup	
Information	

Change Lamp Setting

- Press ▲ and ▼ to select Change Lamp Setting.

  Press ➤ to open the Lamp Setting control box.

single lamp models

Change Lamp Setting			
80%	OK	Cancel	

dual lamp models

Change Lamp Setting			
80%	Lamp 1	OK	Cancel

continued

Notes

Setup Menu
Lamp

Lightning projectors have only one lamp.

Titan projectors may have one or two lamps.

Setup menu, Lamp Setup continued

Lamp Power

- Press ◄ and ► to select the Lamp Power setting.

  Press ▲ and ▼ to adjust the Lamp Power from:

  80 to 100% in 1% steps

Lamp Mode

- Press ◄ and ► to select Lamp Mode.

  Press ▲ and ▼ to select from:

  single lamp modes

  Lamp 1 lamp 1 only

  Lamp 2 lamp 2 only

  Alternate on power up, selects the lamp with the least hours used

  dual lamp mode

  Lamps 1 and 2 both lamps

- After setting the Power and Mode, press ◄ and ► to select from

  OK

  Press OK to apply the new settings.

or **Cancel**

Press OK or EXIT to exit without applying the new settings.

The indicators on the control panel will show as follows:

Lamp 1 *off* = OFF

flashing red = LAMP ERROR *green* = ON (100%) *amber* = (80 - 99%)

flashing green = LAMP WARM-UP *flashing amber* = COOL-DOWN

Lamp 2 *off* = OFF

flashing red = LAMP ERROR *green* = ON (100%) *amber* = (80 - 99%)

flashing green = LAMP WARM-UP *flashing amber* = COOL-DOWN

Notes

Lamp Mode applies to Titan projectors only:

For Dual lamp models in single lamp mode:

- if the running lamp fails, the other lamp will automatically be switched on.

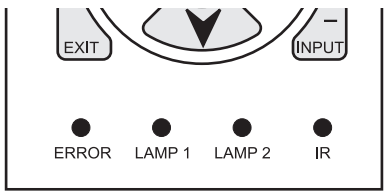
The **Lamp 2** *and* **Alternate** *settings apply to Dual lamp models only.*

The selected lamp mode:

- will not be applied until **OK** *is selected*

- will be applied gradually over a period of 30 seconds

- will not be applied until the end of any warm-up or cool-down period that has already started.



The **Lamp 2** *indicator applies only to Titan Dual models.*

Lightning projectors have only one lamp.

Setup menu continued

On Screen Display

- Press ▲ and ▼ to select On Screen Display.

  Press ➤ to open the On Screen Display submenu.

Input	ON SCREEN DISPLAY	
Picture	OSD Position	Lower Centre
Geometry	OSD Size	Large
Colour	Timeout	30 seconds
Setup		
Information		

OSD Position

- Press ▲ and ▼ to select OSD Position

  Press ◄ and ➤ to select from:

  Upper Left

  Upper Centre

  Upper Right

  Middle Left

  Middle Centre

  Middle Right

  Lower Left

  Lower Centre

  Lower Right

OSD Size

- Press ▲ and ▼ to select OSD Size.

  Press ◄ and ➤ to select from:

  Large

  Small

OSD Timeout

- Press ▲ and ▼ to select the length of the On Screen Display Timeout.

  Press ◄ and ➤ to select from:

  0 to 255 in 1 second steps *(when set to zero, the OSD never times out)*

Notes

Setup Menu
On Screen Display

The **On Screen Display** *will move to the centre of the DMD when* **Blanking** *is turned* **On**.

(see **Geometry menu**, *earlier in this section).*

If a menu is opened, and no other key is pressed within the period set in the **OSD Timeout** *menu, then the menus will disappear. When the* MENU *key is pressed again, the menus will reopen at the same point they were last viewed.*

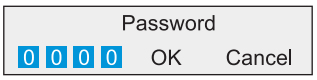
Setup menu continued

Password

Entry to the password protected area is available to authorised service personel only.

- Press ▲ and ▼ to select Password.

  Press ➤ to open the Password control box.



- Press ▲ and ▼ to select each digit in turn.

  Press ◄ and ➤ to adjust the digit from:

  0 to 9

  then move to the next digit.

  Use ◄ and ➤ to select from

  OK

  Press OK to enter the password controlled area.

or Cancel

Press OK or EXIT to exit without applying the password.

Notes

Setup menu continued

Communication Setup

- Press ▲ and ▼ to select Comunication.

  Press ➤ to open the Comunication submenu.

Input	COMMUNICATION SETUP	
Picture	Serial Port Baud Rate	19200
Geometry	Projector Address	▶
Colour		
Setup		
Information		

Serial Port Baud Rate

- Press ▲ and ▼ to select Serial Port Baud Rate

  Press ◀ and ➤ to select from:

  19200

  9600

Projector Address

The projector and the remote control need to be set to matching addresses. Read the note to the right on this page, and follow the instructions in the order shown below:

1 Set the projector address:

Press ➤ to open the Projector Address control box.

Projector Address		
00	Apply	Cancel

Press ◀ and ➤ to select the address setting.

Press ▲ and ▼ to adjust the address from:

00 to 99

Use ◀ and ➤ to select from

Apply

Press OK to apply the new Projector Address.

or Cancel

Press OK or EXIT to exit without making the change.

2 Set the remote control address as shown in **Using the control keys**, earlier in this section.

Notes

Setup Menu
Comunication

When fresh batteries are inserted in the remote control, it will default to address **00**. *Remote control* **00** *is a* **master** *control, able to control all projectors.*

If two or more projectors are set to the same address, they can be controlled from one remote control, provided they are connected by cable or in range of the infra red.

Setup menu continued

Network Setup

- Press ▲ and ▼ to select Network.

  Press ➤ to open the Network submenu.

Input	NETWORK SETUP	
Picture	MAC Address	[31-FE-A5-81-20-83]
Geometry	Connection	[Wired]
Colour	DHCP	[Off]
Setup	IP Address	[192.168.3.6]
Information	Subnet	[Automatic]
	Gateway	[0. 0. 0. 0]
	Wifi Channel	0
	SSID	[TITAN]

LAN MAC Address

- Projector's unique ID - for information only - cannot be changed.

Connection

- Press ▲ and ▼ to select Connection

  Press ➤ to open the Connection control box.

Connection		
Wired	Wireless	Cancel

Press ◄ and ➤ to select from:

Wired

Wireless

Press OK to apply the new Connection setting.

or Cancel

Press OK or EXIT to exit without making the change.

Notes

Setup Menu
Network

Some items may be greyed out or not editable, due to the effect of other settings made in the Network submenu.

For example, if a **Wired Connection** *is selected:*

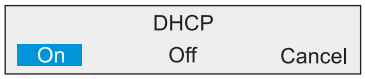
Wifi, Channel and SSID will be unavailable.

Setup menu, Network continued

DHCP

- Press ▲ and ▼ to select DHCP

  Press ➤ to open the DHCP control box.



  Press ◄ and ➤ to select from:

  On

  Off

  Press OK to apply the new DHCP setting.

or Cancel

  Press OK or EXIT to exit without making the change.

IP Address

- Press ▲ and ▼ to select IP Address

  Press ➤ to open the IP Address control box.

  Use ◄ and ➤ to select each number in turn.

  Use ▲ and ▼ to adjust the number

  then move to the next number.

  Use ◄ and ➤ to select from

  Apply

  Press OK to apply the new IP Address.

or Cancel

  Press OK or EXIT to exit without making the change.

Notes

IP Address *cannot be changed if* **DHCP** *is set to* **ON**.

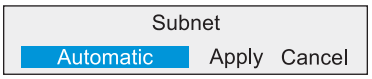
DHCP will set the the address, which will be displayed for information only.

Setup menu, Network continued

Subnet Mask

- Press ▲ and ▼ to select Subnet

  Press ➤ to open the Subnet control box.



  Press ◀ and ➤ to select from:

  Automatic

  or one of the following:

  Class C Masks

  255.255.255.254
  255.255.255.252
  255.255.255.248
  255.255.255.240
  255.255.255.224
  255.255.255.192
  255.255.255.128
  255.255.255.0 (selected when setting is Automatic and IP class is C)

  Class B Masks

  255.255.254.0
  255.255.252.0
  255.255.248.0
  255.255.240.0
  255.255.224.0
  255.255.192.0
  255.255.128.0
  255.255.0.0 (selected when setting is Automatic and IP class is B)

  Class A Masks

  255.254.0.0
  255.252.0.0
  255.248.0.0
  255.240.0.0
  255.224.0.0
  255.192.0.0
  255.128.0.0
  255.0.0.0 (selected when setting is Automatic and IP class is A)

  Use ◀ and ➤ to select from

  Apply

  Press OK to apply the new Subnet Mask.

or Cancel

  Press OK or EXIT to exit without making the change.

Notes

IP Subnet *cannot be changed if* **DHCP** *is set to* **ON**.

DHCP will set the the subnet mask, which will be displayed for information only.

Setup menu, Network continued

Gateway Mask

- Press ▲ and ▼ to select **Gateway**

  Press ➤ to open the **IP Address** control box.

  Use ◄ and ➤ to select each number in turn.

  Use ▲ and ▼ to adjust the number

  then move to the next number.

  Use ◄ and ➤ to select from

  Apply

  Press OK to apply the new IP Address.

or Cancel

  Press OK or EXIT to exit without making the change.

Wifi Channel

- Press ▲ and ▼ to select Wifi Channel.

  Press ➤ to open the Wifi Channel control box.

  Press ◄ and ➤ to select the channel number.

  Use ▲ and ▼ to adjust the channel number from:

  0 to 14

  Use ◄ and ➤ to select from

  Apply

  Press OK to apply the new Wifi Channel number.

or Cancel

  Press OK or EXIT to exit without making the change.

SSID

- *Projector's ID - for information only.*

Notes

IP Gateway *cannot be changed if* **DHCP** *is set to* **ON**.

DHCP will set the the gateway mask, which will be displayed for information only.

The **Wifi Channel** *setting is not available if* **Connection** *is set to* **Wired**.

Setup menu, continued

3D Setup

- Press ▲ and ▼ to select 3D.

  Press ➤ to open the 3D submenu.

Input	3D SETUP	
Picture	3D Mode	Professional
Geometry	3D Input Assign	8. DVI 3D
Colour	3D Format	Sequential
Setup	Dark Time	120uS − +
Information	Frame Dominance	Left
	3D Sync Delay	-40uS − +
	3D Sync Source	External
	3D Sync Output Polarity	Positive
	Output Shuttering	x1

3D Mode

- Press ▲ and ▼ to select 3D Mode.

  Press ◄ and ➤ to select from:

  Off

  Professional all options will be available for adjustment

  Consumer 3D Input Assign, 3D Format and Output Shuttering will be unavailable

  In **Consumer** mode, the projector will automatically detect the following common 3D standards:

  Input 8 Frame Packing: 1080p 24, 720p 50, 720p 60

  Input 3 Frame Packing: 1080p 24
  Side by Side: 1080i 60

3D Input Assign

- Press ▲ and ▼ to select 3D Input Assign.

  Press ◄ and ➤ to select from:

  1. RGB1

  2. RGB2

  3. DVI (Single)

  4. SDI

  5. Composite Video

  6. S-Video

  7. Component

  8. DVI 3D

Notes

3D may not be present on some models

Setup Menu
3D

If **FastFrame** *is turned on, then setting* **3D Mode** *to Consumer or Professional will turn it off.*

When **3D Enable** *is on, it is not possible to turn on* **FastFrame**.

It is important that **3D Input Assign** *is set correctly, so that the sync signal for the glasses or Z-screen is assigned to the correct input signal.*

WUXGA models only:
3D images are possible only on Input 8.

Setup menu, 3D Setup continued

3D Format

- Press ▲ and ▼ to select 3D Format.

  Press ◀ and ▶ to select from:

  Sequential

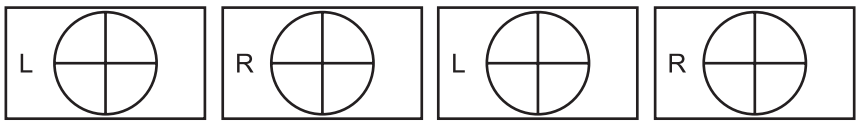
  Dual Pipe

  Frame Packing

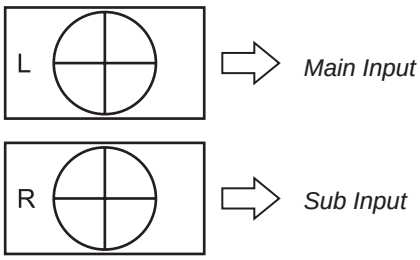
  Top-And-Bottom

  Side-By-Side (Half)

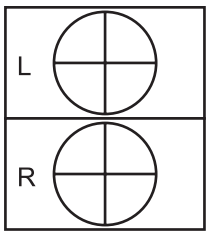
Sequential



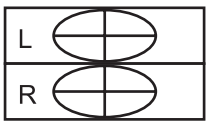
Dual Pipe



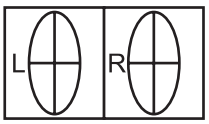
Frame Packing



Top and Bottom



Side by Side (Half)



Notes

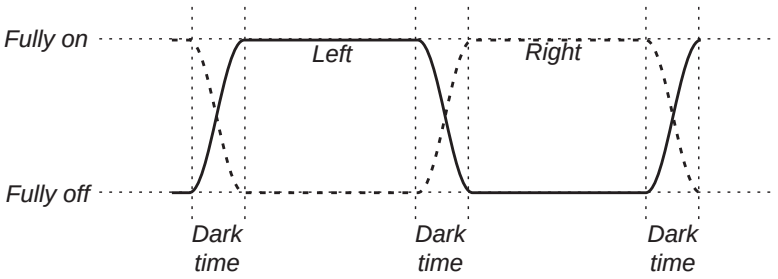
3D may not be present on some models

None of the 3D options are avialable unless **3D Mode** *is set to Consumer or Professional.*

Setup menu, 3D Setup continued

Dark Time

Ghosting can be caused by the left and right images overlapping during the time that the Z screen or 3D glasses are switching.



- Press ▲ and ▼ to select Dark Time.

  Press ◀ and ▶ to adjust the slider (0 to 6000 µS).

Frame Dominance

The outgoing 3D frames are in pairs - the dominant frame being presented first.

Dominance Left

LEFT 1	*RIGHT 1*	*LEFT 2*	*RIGHT 2*	*LEFT 3*	*RIGHT 3*

Dominance Right

RIGHT 1	*LEFT 1*	*RIGHT 2*	*LEFT 2*	*RIGHT 3*	*LEFT 3*

- Press ▲ and ▼ to select Frame Dominance

  Press ◀ and ▶ to select from:

  Left

  Right

Notes

3D may not be present on some models

None of the 3D options are avialable unless **3D Mode** *is set to Consumer or Professional.*

In order to achieve maximum light output and a smooth greyscale, whilst eliminating ghosting, the following procedure is recommended:

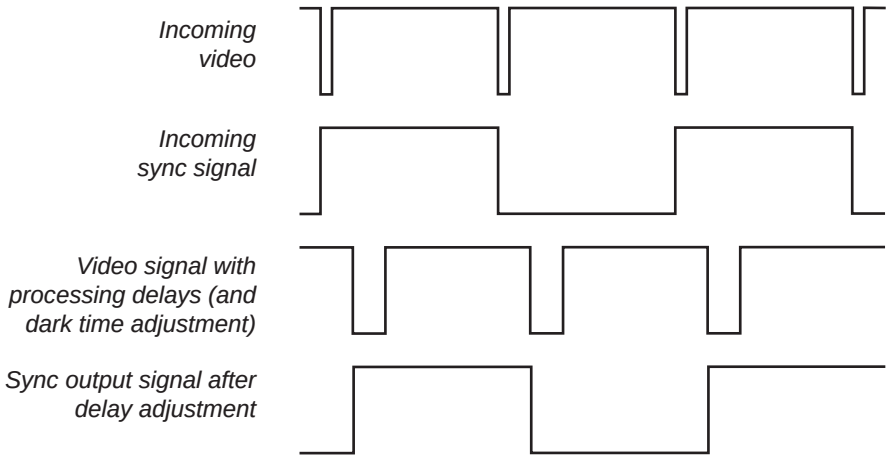
1. *Set the* **Dark Time** *to a value appropriate to the glasses or Z-screen, say 1000* µS.
2. *Adjust the* **Sync Delay** *time (see next page) to eliminate ghosting and achieve a smooth greyscale.*
3. *Repeat steps 1 and 2 until the best result is obtained.*

Set the frame dominance to match the incoming 3D video frame sequence.

Setup menu, 3D Setup continued

3D Sync Delay

The sync signal from the 3D server will be in phase with the frames generated by its graphics card. However, to compensate for processing delays in the projector, this control is provided to introduce a delay to the sync output signal sent to the Z screen or 3D glasses.



- Press ▲ and ▼ to select Sync Delay.

  Press ◀ and ▶ to adjust the slider (-1500 to +1500 µS).

3D Sync Source

- Press ▲ and ▼ to select 3D Sync Source.

  Press ◀ and ▶ to select from:

  External

  Internal

3D Sync Output Polarity

- Press ▲ and ▼ to select 3D Sync Output Polarity.

  Press ◀ and ▶ to select from:

  Positive

  Negative

Notes

3D may not be present on some models

None of the 3D options are avialable unless **3D Mode** *is set to Consumer or Professional.*

In order to achieve maximum light output and a smooth greyscale, whilst eliminating ghosting, the following procedure is recommended:

1. *Set the* **Dark Time** *(see previous page) to a value appropriate to the glasses or Z-screen, say 1000* µS.
2. *Adjust the* **Sync Delay** *time to eliminate ghosting and achieve a smooth greyscale.*
3. *Repeat steps 1 and 2 until the best result is obtained.*

Use this if the left and right images appear to be swapped.

Setup menu, 3D Setup continued

Output Shuttering (Frame Rate Multiplication)

If the 3D video is available only at low frame rates, it will be necessary to multiply the frame rate to obtain a flicker-free image. For example, a 60Hz frame rate can be doubled to 120Hz, or a 48Hz frame rate could be tripled to 144Hz.

- Press ▲ and ▼ to select Output Shuttering.

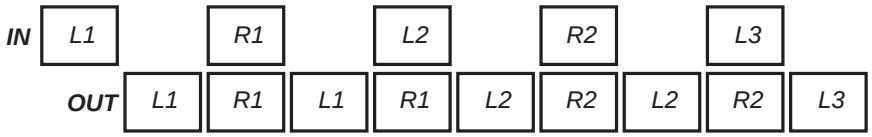
  Press ◀ and ▶ to select from:

  x1

  x2

  x3

x2 Example



Notes

3D may not be present on some models

None of the 3D options are avialable unless **3D Mode** *is set to Consumer or Professional.*

WUXGA models only:
The maximum Frame Rate Multiplication available for WUXGA and UXGA images is x2.

Setup menu, continued

Lens Setup

- Press ▲ and ▼ to select Lens.

  Press ➤ to open the Lens submenu.

Input	LENS SETUP
Picture	Centre Lens
Geometry	Calibrate Focus (shortcut RPY ◁)
Colour	Calibrate Zoom (shortcut RPY ▷)
Setup	
Information	

Centre Lens

- Press ▲ and ▼ to select **Centre Lens**.

  Press ➤ to centre the lens.

Calibrate Focus

- Press ▲ and ▼ to select Calibrate Focus.

  Press ➤.

  The focus mechanism will operate for about a minute, whilst the minimum and maximum travel distances are determined.

Calibrate Zoom

- Press ▲ and ▼ to select Calibrate Zoom.

  Press ➤.

  The zoom mechanism will operate for about a minute, whilst the minimum and maximum travel distances are determined.

Notes

⚠ **Each time a new lens is fitted to the projector, the calibration procedure must be carried out.**

Note that two shortcuts are available using the remote control:

Calibrate Focus: RPY ◁

Calibrate Zoom: RPY ➤

Setup menu, continued

Restore Defaults

- Press ▲ and ▼ to select Restore Defaults.

  Press ➤.

  The following message will be displayed.

  Press ◄ and ➤ to select from:

  Yes

  Press OK to confirm your that you really wish to restore all default settings.

- All settings will be restored to factory defaults.

or No

  Press OK or EXIT to exit without making the change.

Notes

Restore Defaults will restore all settings to factory defaults. All ISF settings will be lost (see next page).

If you are not sure this is what you want to do, then either:

make a record of all settings first

or

select **No**, then press OK.

Following a restore to factory defaults, the projector will perform a self-test and enter Standby mode.

This process will take up to 10 seconds. During this time the projector will not respond to any commands.

When complete, all settings will be restored to factory condition and all user settings will be removed except for downloaded colour and gamma parameters.

Information menu

To return to the ***main menu****, press* EXIT *up to three times.*

From the main menu:

- Press ▲ and ▼ until Information is highlighted.

  Press ➤ to open the Information menu. The blue highlight moves to the first item in the menu.

Input	Projector ▷
Picture	Source ▶
Geometry	Digital Projection ▶
Colour	Distributed By ▶
Setup	
Information	

Projector Information

- Press ▲ and ▼ to select Projector Information.

  Press ➤ to open the Projector Information submenu.

Input	PROJECTOR INFORMATION
Picture	Power On Time 11h:55m
Geometry	Lamp 1 Time 5h:11m Strikes 25
Colour	Lamp 2 Time 12h:43m Strikes 36
Setup	Electronics Version: m102684ai (F8)
Information	Software Version: 3.00 19-may-2009
	Projector Address: 00
	Projector Model: Titan 3D
	Projector Serial Number: DP01234
	Configuration: 02~2.0~OC~DD~1E~10

Source Information

- Press ▲ and ▼ to select Source Information.

  Press ➤ to open the Source Information submenu.

Input	SOURCE INFORMATION
Picture	Input: DVI
Geometry	Standard: 720p 60
Colour	Frequency V: 60Hz H: 45.0KHz
Setup	
Information	

Notes

When using the menus, press **OSD** OFF *or* ON *to hide or reveal the On-Screen-Display.*

Information Menu

If **Distributed By** *is visible, then the installer is* **ISF Certified**, *and the* **Save** *and* **Delete Preset** *options will not be available. Contact the installer for more information.*

Information Menu
Projector Information

Lightning projectors have only one lamp.

Titan projectors may have one or two lamps.

Information Menu
Source Information

Information menu continued

Digital Projection Information

- Press ▲ and ▼ to select Digital Projection.

  Press ➤ to see the DP Information screen.

Input	DIGITAL PROJECTION
Picture	
Geometry	precision displays for every venue
Colour	
Setup	www.digitalprojection.com
Information	

Notes

When using the menus, press **OSD** (OFF) *or* (ON) *to hide or reveal the On-Screen-Display.*

Information Menu
DP Contact Information

5. Userware
Contents

continued

continued

Introduction

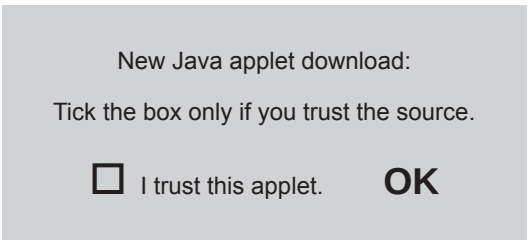
The **Titan Userware** provides an intuitive interface to enable control of many of the features of the projector from a personal computer, via a LAN connection.

There are two versions of the Userware: the **Applet** version, stored on the projector and the **Standalone** version, supplied on disk or from the Digital Projection website.

Applet version

- To activate the Userware, simply point the browser at the projector by typing its **LAN IP Address** into the address bar, then press the **Enter** key.

  The Applet version does not require installation on the personal computer, as it is in the form of a Java applet, downloaded automatically from the projector by the browser. The first time the applet is downloaded, you may see the following message:



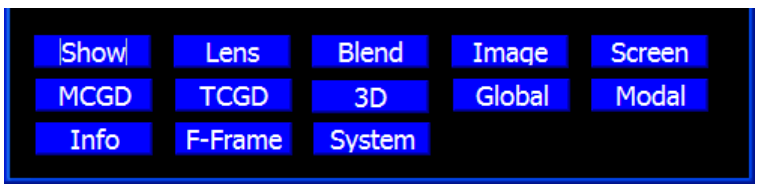
- Tick the box and click **OK**. In future, the Userware will load immediately.

The Userware interface is organised into a number of pages, as listed below:

Show	**Lens**	**Blend**	**Image**	**Screen**
MCGD	**TCGD**	**3D**	**Global**	**Modal**
info	**FastFrame**	**System**		

Each page is described in full later in this section.

When the Userware is started, the **Show page** will display immediately. The **Page** buttons are always visible at the bottom of the display:



Disconnect

- Navigate away from the projector to disconnect.

Reconnect

- To reconnect re-type the **IP Address** in the browser address box then press **Return**.

Notes

To use the **Titan Userware** *the* **Java Runtime Environment** *software must be installed on your browser. This software can be downloaded, free of charge from www.java.com.*

The **LAN IP Address** *of the projector can be found in the Network submenu of the* **Setup menu**, *as described in section* **4. Controlling the projector**.

Whenever the projector is connected to mains power, whether in **Running** *mode or* **Standby** *mode, the* **Applet** *version of the Userware will be available.*

The **Applet** *version of the Userware can be used only to control the projector from which it was downloaded.*

The Userware can be used to control only one projector at a time, and only one instance can be running at one time.

More than one computer can be used to control more than one projector on the same network.

Standalone version

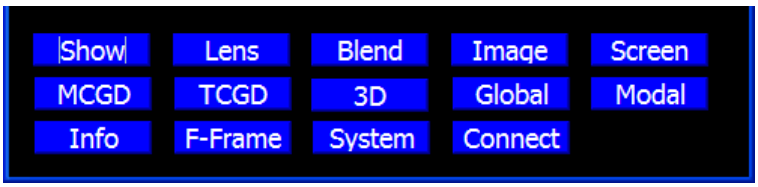
- To install the Userware, simply copy the file (from the CD, or downloaded from the Digital Projection website), to a folder on the computer.
- Double click on the filename to start the software.

The Userware interface is organised into a number of pages, as listed below:

Show	**Lens**	**Blend**	**Image**	**Screen**
MCGD	**TCGD**	**3D**	**Global**	**Modal**
info	**FastFrame**	**System**	**Connect**	

Each page is described in full later in this section.

When the Userware is started, the **Show page** will display immediately. The **Page** buttons are always visible at the bottom of the display:



Disconnect

- To disconnect from the projector, go to the **Connect page and** click on **Disconnect**.

Reconnect

- To reconnect, go to the **Connect page** and click on **Connect**.

Notes

To use the **Titan Userware** *the* **Java Runtime Environment** *software must be installed on your computer. This software can be downloaded, free of charge from www.java.com.*

The Userware can be used to control only one projector at a time, and only one instance can be running at one time.

The **Connect** *page can be used to switch control between multiple projectors.*
(see later in this section)

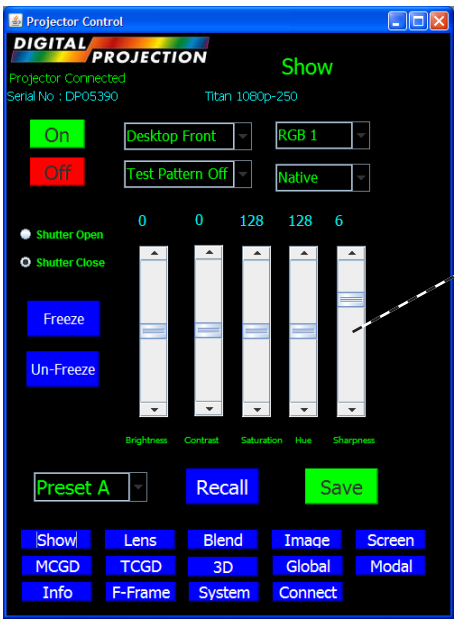
More than one computer can be used to control more than one projector on the same network.

The **Connect** *page is described in more detail later in this section.*

Show page

The Show page is the first to display when the browser connects to the projector.

- To return to the **Show page** at any time, click on **Show**.



On / Off

- Click **On** to switch the projector On.
- Click **Off** to switch the projector into Standby mode.

Shutter Open / Closed

- Click on **Shutter Open** to open the shutter.
- Click on **Shutter Close** to close the shutter.

Freeze / Un-Freeze

- Click on **Freeze** to freeze the display on the current frame.
- Click on **Un-Freeze** to un-freeze the display.

Picture sliders

- Use the sliders to adjust the **Brightness**, **Contrast**, **Saturation**, **Hue** and **Sharpness** of the display.
- Click on the number above the slider to return to the default value.

Notes

Input 8

The **Freeze** *function is NOT available for Input 8.*

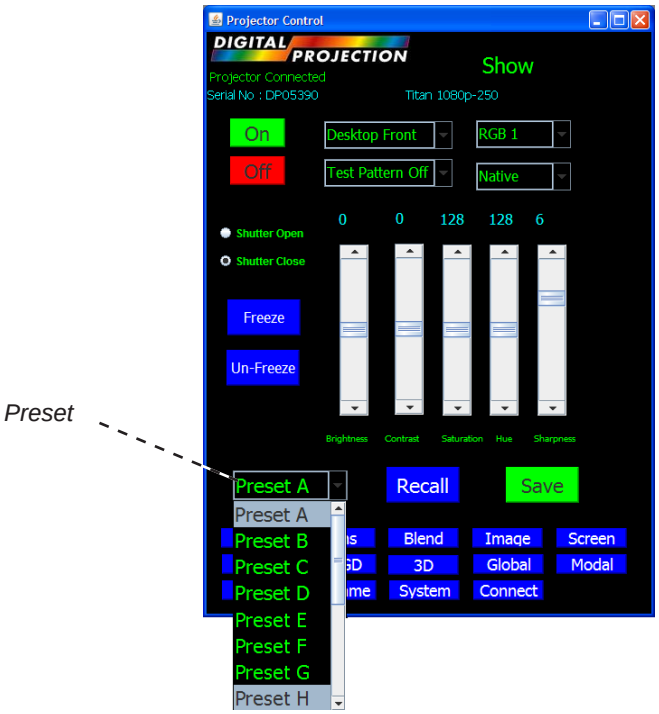
Show page continued

Input Presets

Recall

To recall a set of modal and lens* settings that have been saved:

- Click on **Preset**, and select one of the Presets **A - S**, from the drop down menu.



- Click on **Recall**.

  The projector will switch to the saved input source, and redetect the input mode before applying the saved modal and lens* settings.

Save

To save the current input source, mode, modal and lens* settings:

- Click on **Preset**, and select one of the Presets **A - S**, from the drop down menu.
- Click on **Save**.

  The settings will be saved to the selected preset.

Notes

For more information about input modes and input presets, see **Overview**, *in section* **4. Controlling the Projector**.

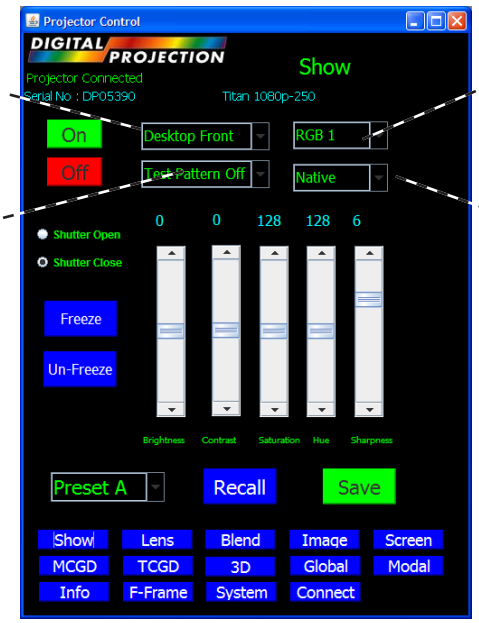
A preset can be applied only to the same mode for which it was created. If the detected input mode does not match, then settings from the mode history or mode library will be applied instead.

For more information about input modes, see **Overview**, *in section* **4. Controlling the Projector**.

The lens settings, ie Focus position, Zoom position and Shift, are included only for the first ten presets.

Presets can also be deleted: see **Input menu**, *in section* **4. Controlling the Projector**.

Show page continued



Orientation

- Click on **Orientation** to select from the drop down menu.

Input

- Click on **Input** to select from the drop down menu.

Test Pattern

- Click on **Test Pattern** to select from the drop down menu.

Aspect Ratio

- Click on **Aspect Ratio** to select from the drop down menu.

Notes

For more information about input modes, see **Overview**, *in section* **4. Controlling the Projector.**

Input 8 and 3D may not be present on some models

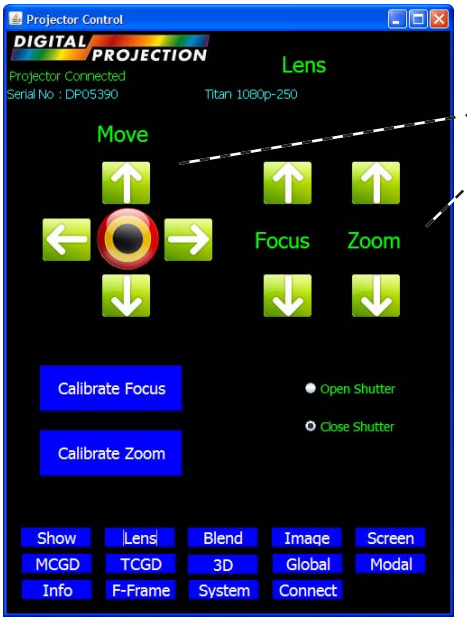
The signal from input 8 will be displayed in 3D, only if **3D Enable** *is set to on: see* **3D Menu,** *later in this section.*

For more information about test patterns, see **Setup menu**, *in section* **4. Controlling the Projector**.

For more information about aspect ratios, see **Picture menu** *and* **Geometry menu**, *in section* **4. Controlling the Projector**.

Lens page

- To see the **Lens page**, click on **Lens**.



Lens controls

- Click on the buttons to **Move**, **Focus** and **Zoom** the lens.
- Click on  to centre the lens.

Shutter Open / Closed

- Click on **Open Shutter** to open the shutter.
- Click on **Close Shutter** to close the shutter.

Calibrate Focus

- Click on **Calibrate Focus** to calibrate the lens focus mechanism.

Calibrate Zoom

- Click on **Calibrate Zoom** to calibrate the lens zoom mechanism.

Notes

Each time a new lens is fitted to the projector, the calibration procedure must be carried out. See Setup menu, in Section 4. Controlling the projector.

Edge Blend page

- To see the **Edge Blend page**, click on **Blend**.

Markers On / Off

- Click on **Markers On** to display the overlap markers.
- Click on **Markers Off** to remove the overlap markers.

Active Edges

- Click on **Top, Bottom, Left or Right** to enable or disable the blend for each edge.

Input 8 DVI 3D Resolution

- Click on **Input 8 DVI 3D Resolution** to select from the drop down menu.

Overlap Width

- Use the sliders to adjust the **Overlap width** for each edge.

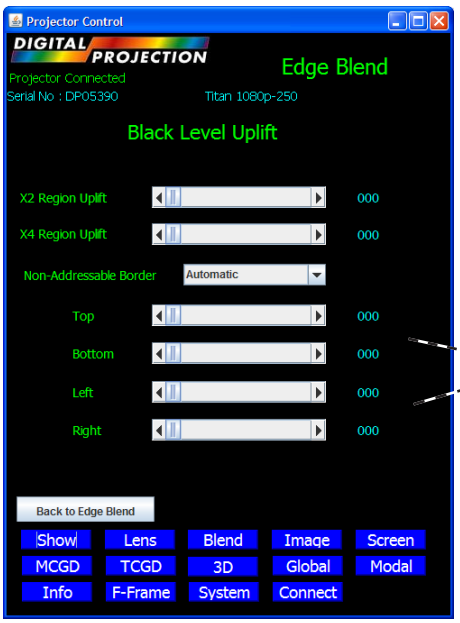
Notes

For more information about Edge Blend, see **Setup menu,** *in* **Section 4. Controlling the projector.**

Edge Blend page continued

Black Level Uplift page

- To see this page, click on **Black Level Uplift** on the **Edge Blend page**.



Border controls

x2, x4 Region Uplift

- Use the sliders to adjust the amount of **Uplift** for each region.

Non-Addressable Border

- Click on **Non-Addressable Border** to select from the drop down menu.
- Use the sliders to adjust the size of the **Non-Addressable Border** for each edge.

Back to Edge Blend

- Click on **Back to Edge Blend** to return to the **Edge Blend** page.

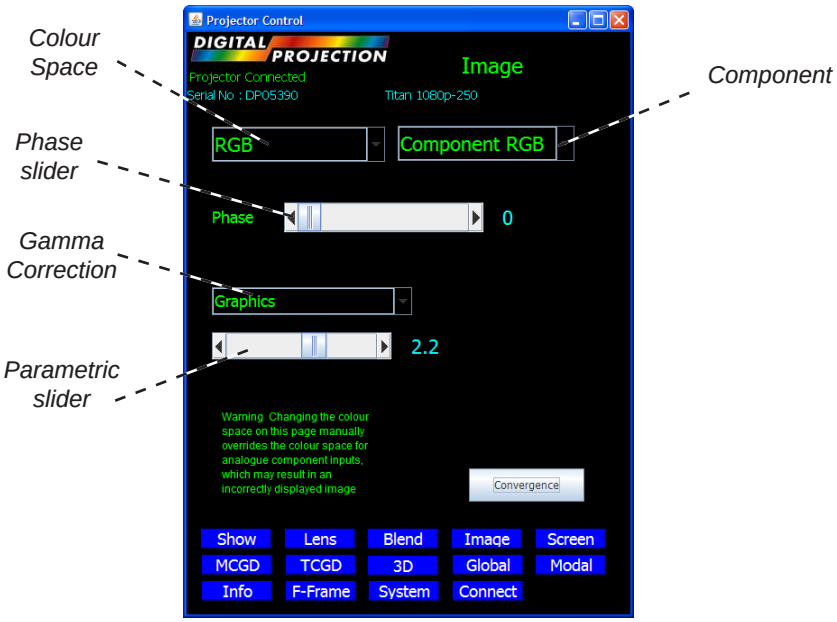
Notes

For more information about Black Level Uplift, see **Setup menu,** *in* **Section 4. Controlling the projector.**

Non-Addressable Border *should always be set to* **Manual**.

Image page

- To see the **Image page**, click on **Image**.



Colour Space

- Click on **Colour Space** to select from the drop down menu.

Component

- Click on **Component** to select from the drop down menu.

Phase slider

- Use the slider to adjust the **Phase**.

Gamma

- Click on **Gamma Correction** to select from the drop down menu:

Parametric slider

- Use the slider to adjust the **Gamma** manually.

Notes

Changing the Colour Space on this page manually overrides the colour space for analogue component inputs, which may result in an incorrectly displayed image.

The **Component** *selection is available for the Component input only.*

For more information about phase, see **Picture menu** *and* **Geometry menu**, *in section* **4. Controlling the Projector**.

The **Phase** *slider is available for RGB1 and RGB2 inputs only.*

For more information about Gamma, see **Picture menu**, *in section* **4. Controlling the Projector**.

User download of Gamma correction tables is not yet available.

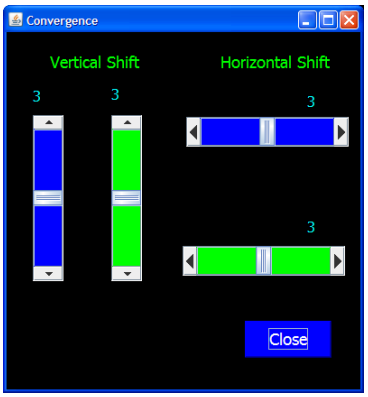
The **Parametric** *slider is available only when* **Parametric** *is selected in* **Gamma Correction**.

Image page continued

Convergence controls

- To see these controls, click on **Convergence** on the **Image page**.

  The **Convergence controls** open in a new window.



Horizontal Convergence

- Use the sliders to adjust the position of the **Blue** and **Green** components of the image relative to the Red component.

Vertical Convergence

- Use the sliders to adjust the position of the **Blue** and **Green** components of the image relative to the Red component.

Close

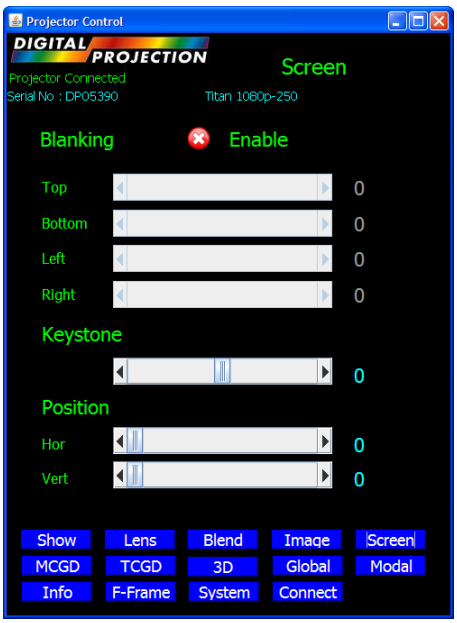
- Click on **Close** to close the **Convergence controls** window.

Notes

The **Convergence controls** *open in a new window, to allow you to visit the* **Show page**, *in order to display a* **Test Pattern**.

Screen page

- To see the **Screen page**, click on **Screen**.



Blanking On / Off

- Click on **Enable** to turn the blanking On or Off .

Blanking adjust

- Use the sliders to adjust the **Top**, **Bottom**, **Left** and **Right** blanking curtains.

Keystone adjust

- Use the slider to adjust the **Keystone** setting.

Position adjust

- Use the sliders to adjust the **Horizontal** and **Vertical** position of the image.

Notes

The blanking curtains will not applied until **Blanking** *is turned* **On**.

For more information about blanking, see **Geometry menu**, *in section* **4. Controlling the Projector**.

For more information about keystone adjustment, see **Geometry menu**, *in section* **4. Controlling the Projector**.

MCGD page

MCGD - Measured Colour Gamut Data - can be used to correct for a number of environmental variables, for example:

two or more different projectors

lamp age

different lenses

ambient light

screen characteristics

The MCGD measurement procedure

1 On the **Show** page, select the **ColorMAX** test pattern.

2 Using a photo-spectrometer, measure the following values:

White x y

3 On the System page, switch off the Green and Blue DMDs.

4 Using a photo-spectrometer, measure the following values:

Red x y

5 Repeat for the Green and Blue x and y values.

6 Enter all the values into the **MCGD page**, as described on the next page.

Notes on MCGD, TCGD and ColorMAX User settings

TCGD *(see the next section)*

The parameters entered on the **TCGD** page establish the target settings that the projector needs to aim for, in order to give a specified colour gamut.

MCGD *(see this section)*

The parameters entered on the **MCGD** page establish the starting settings, from which the projector will calculate what adjustments are necessary to achieve the color gamut specified on the **TCGD** page.

Only one set of **MCGD** data can be stored on the projector, but many more can be stored on a computer, and retrieved using the **MCGD page** controls.

ColorMAX User settings

Only two sets of color gamut parameters can be stored on the projector - **ColorMAX User 1** and **ColorMAX User 2** - but many more can be stored on a computer, and retrieved using the **TCGD page** controls.

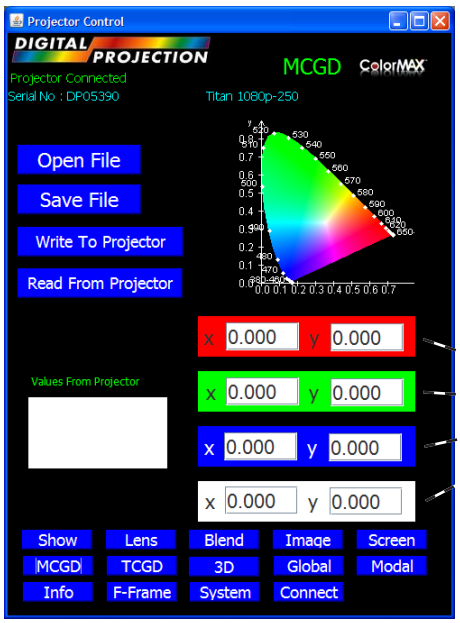
Notes

Read the notes on MCGD, TCGD and ColorMAX below, before making any MCGD settings.

MCGD page continued

- To see the **MCGD page**, click on **MCGD** .

  On first entering the **MCGD** *screen, the MCGD values will show those currently loaded into the projector.*



MCGD edit boxes

- Click on each box in turn, and enter the measured **x** and **y** values for each colour.

Write to Projector

- Click on **Write to Projector** to save the values in the edit boxes to the projector.

Read from Projector

- Click on **Read from Projector** to copy the values from the projector into the edit boxes.

  As the MCGD values are edited, the values in the white box remain unaltered.

Save File

- Click on **Save** to save the values in the edit boxes to an **MCGD file** on the computer.

  When prompted, enter a filename or browse to an existing file that is to be overwritten.

Open File

- To retrieve a set of saved MCGD values from the computer, click on **Open**.

  When prompted, enter a filename or browse to the file that is to be opened.

Notes

Read the notes on MCGD, TCGD and ColorMAX earlier in this section before making any MCGD settings.

1. New **MCGD** *values will not be downloaded to the projector until the* **Write to Projector** *button is pressed.*

2. The values will not be used until the **ColorMAX User 1** *or* **ColorMAX User 2** *is chosen in the* **Colour** *or* **Global Colourimetry** *menus.*

3. If one of the User settings is already in use, then it will be necessary to re-apply it before any change is seen.

These values establish the starting settings, from which the projector will calculate what adjustments are necessary to achieve the color gamut specified on the TCGD page.

MCGD *files are named filename.mcgd.*

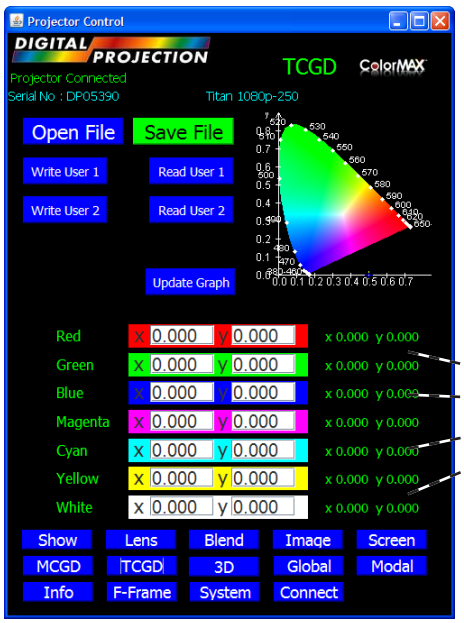
TCGD page

TCGD - Target Colour Gamut Data - can be used to match the display to a pre-defined colour gamut, for example:

to match the MCGD values from another projector

to match a specification from the film maker

- To see the **TCGD page**, click on **TCGD**.

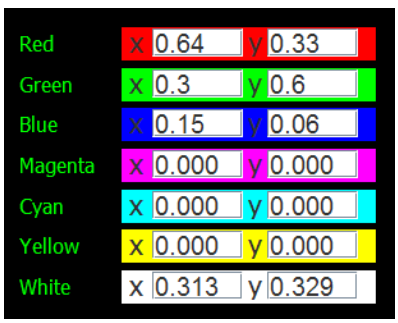


TCGD values

- To enter **TCGD** values manually, click on each box in turn, and enter the **x** and **y** values for each colour.

x and **y** are the colour coordinates. The system will automatically calculate the most efficient value of **gain** to maximise the projector's light output.

The example below shows what is required to set the projectors colour gamut to Rec 709:



Notes

Read the notes on MCGD, TCGD and ColorMAX earlier in this section before making any TCGD settings.

1. New **TCGD** *values will not be applied to the projector until one of the two* **Write** *buttons is pressed.*

2. The values will not be used until the **ColorMAX User 1** *or* **ColorMAX User 2** *is chosen in the* **Colour** *or* **Global Colourimetry** *menus.*

3. If one of the **User** *settings is already in use, then it will be necessary to re-apply it before any change is seen.*

TCGD page continued

Update Graph

- Click on **Update Graph** to show the effects of the new color gamut graphically.

Save File

- Click on **Save** to save the values on screen to a **TCGD file** on the computer.

  When prompted, enter a filename or browse to an existing file that is to be overwritten.

Open File

- To retrieve a set of saved TCGD values, click on Open .

  When prompted, enter a filename or browse to the file that is to be opened.

Write User 1, User 2

- Click on **Download User 1** or **Download User 2** to save the values on screen to one of the two ColorMAX User settings on the projector.

Read User 1, User 2

- Click on **Read User 1** or **Read User 2** to replace the values on screen with one of the two ColorMAX User settings on the projector.

Notes

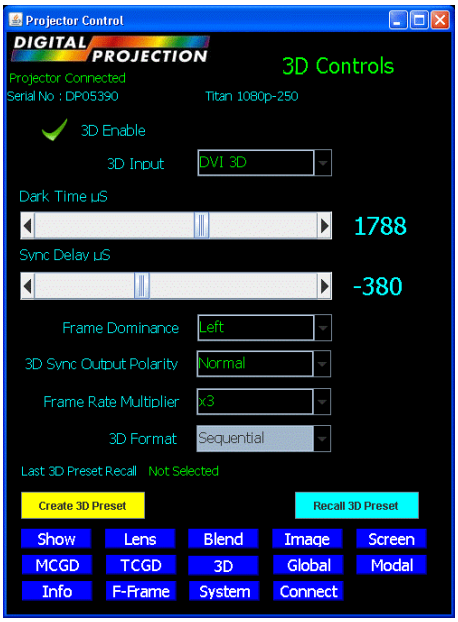
Read the notes on MCGD, TCGD and ColorMAX earlier in this section before making any MCGD settings.

TCGD *files are named filename.tcgd.*

The projector uses the values entered on the MCGD page, as the starting settings from which to calculate what adjustments are necessary to achieve the color gamut specified on the TCGD page.

3D page

- To see the **3D page**, click on **3D**.



3D Enable

- Click on **3D Enable** to turn **3D mode** On or Off .

3D Input

- Click on **3D Input** to select from the drop down menu.

Dark Time

- Use the slider to adjust the **Dark Time**.

Sync Delay

- Use the slider to adjust the **Sync Delay**.

Frame Dominance

- Click on **Frame Dominance** to select from the drop down menu.

3D Sync Output Polarity

- Click on **3D Output Polarity** to select from the drop down menu.

Notes

3D may not be present on some models

For more information about the 3D settings, see **Setup menu**, *in section* **4. Controlling the projector**.

3D page continued

Frame Rate Multiplier

- Click on **Frame Rate Multiplier** to select from the drop down menu.

3D Format

- Click on **3D Format** to select from the drop down menu.

Create 3D Preset

- Click on **Create 3D Preset** to save the current 3D settings to a **3D file** on the computer.

  When prompted, enter a filename or browse to an existing file that is to be overwritten.

Recall 3D Preset

- To recall a set of saved 3D settings, click on **Recall 3D Preset**

  When prompted, enter a filename or browse to the file that is to be opened.

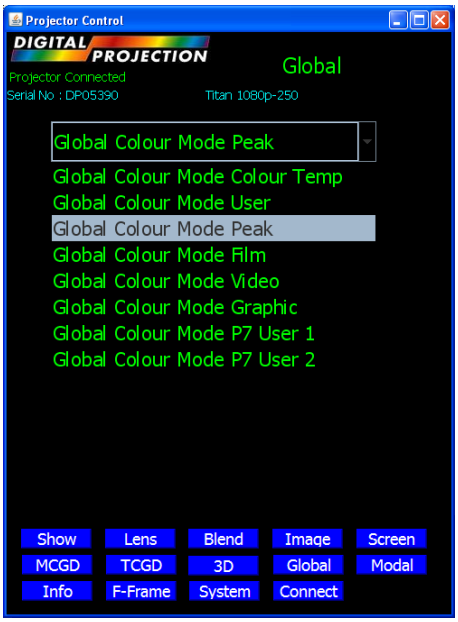
  The name of the last 3D file opened will be displayed against **Last 3D Preset Recall**.

Notes

3D *files are named filename.ps3d.*

Global Colour page

- To see the **Global page**, click on **Global**.



Global Colour Mode

- Click on **Global Colour Mode** to select from the drop down menu.

Notes

The **Global page** *will not be available unless* **Global** *is selected in* **Modal Colour Mode** *(see next page).*

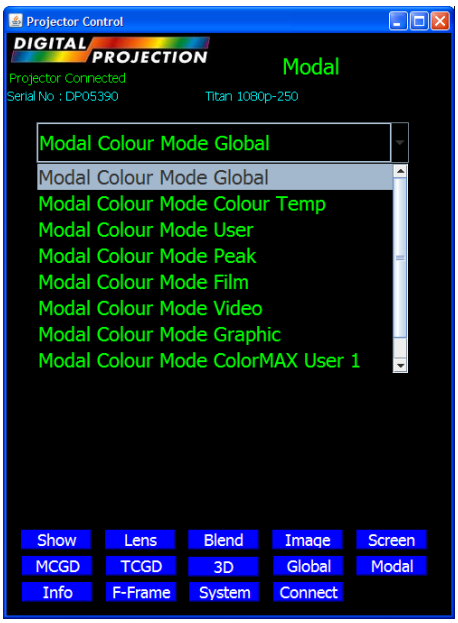
For more information about colour mode, see **Colour menu** *and* **Setup menu**, *in section* **4. Controlling the projector**.

Select **ColorMAX User 1** *or* **ColorMAX User 2**, *to use the TCGD values set up on the* **TCGD** *page.*

For more information about **ColorMAX** *, read the notes on MCGD, TCGD and ColorMAX earlier in this section*

Modal Colour page

- To see the Modal Colour page, click on Modal.



Modal Colour Mode

- Click on **Modal Colour Mode** to select from the drop down menu.

Notes

For more information about colour mode, see **Colour menu** *and* **Setup menu**, *in section* **4. Controlling the projector**.

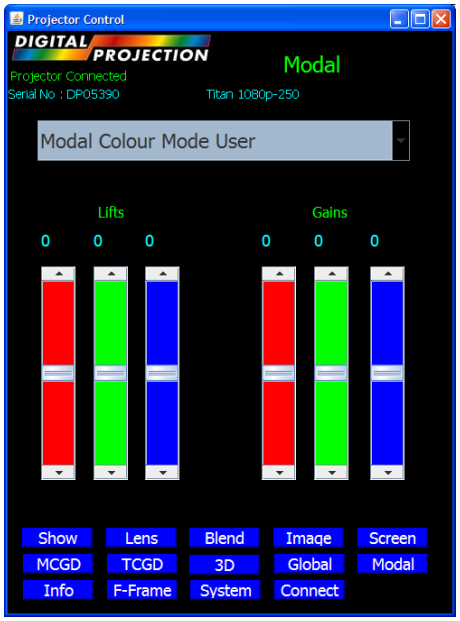
Select **ColorMAX User 1** *or* **ColorMAX User 2**, *to use the TCGD values set up on the* **TCGD** *page.*

For more information about **ColorMAX** *, read the notes on MCGD, TCGD and ColorMAX earlier in this section*

Modal Colour page continued

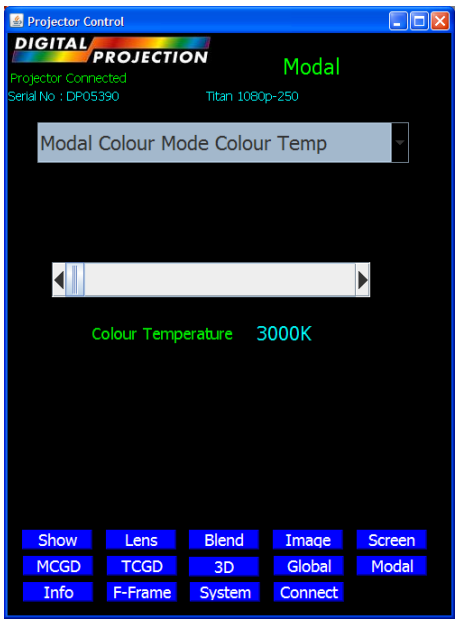
Lift and Gain sliders

- Use the sliders to adjust the **Lift** and **Gain** for **Red**, **Green** and **Blue** individually.



Temperature slider

- Use the slider to adjust the **Colour Temperature** between 3,000K and 10,000K.



Notes

For more information about colour mode, see **Colour menu**, *and* **Setup menu**, *in section* **4. Controlling the projector**.

The **Lift** *and* **Gain** *sliders are available only when* **User** *is selected in* **Modal Colour Mode**.

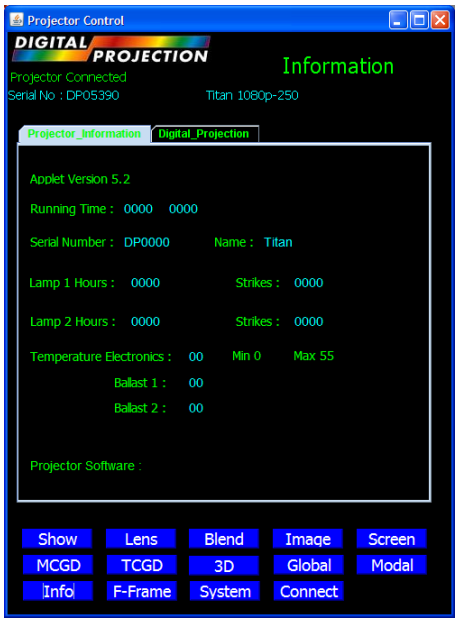
The **Temperature** *slider is available only when* **Colour Temperature** *is selected in* **Modal Colour Mode**.

Information page

- To see the **Information page**, click on **Info.**

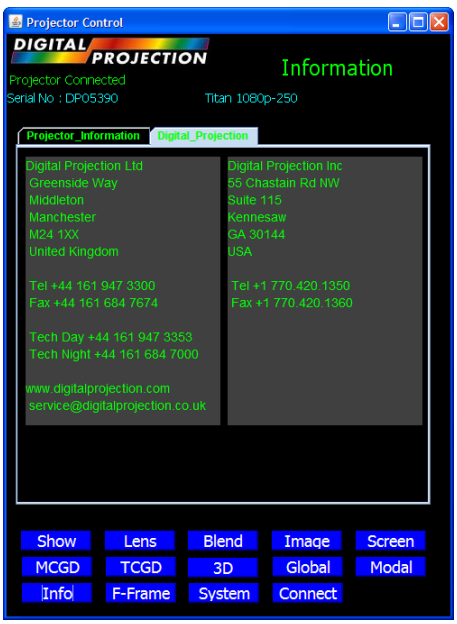
Projector Information

- Click on **Projector Information** to see the following information about the projector and the Userware:



Digital Projection

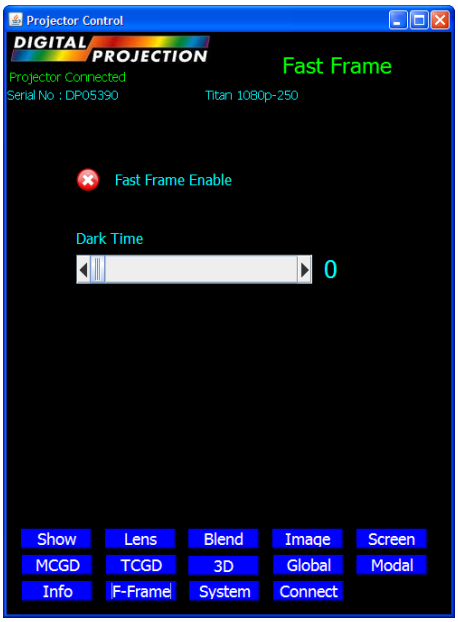
- Click on **Digital Projection** to see the following contact information:



Notes

FastFrame page

- To see the **FastFrame page**, click on **F-Frame**.



FastFrame Enable

- Click on **FastFrame Enable** to turn **FastFrame mode** On or Off .

Dark Time

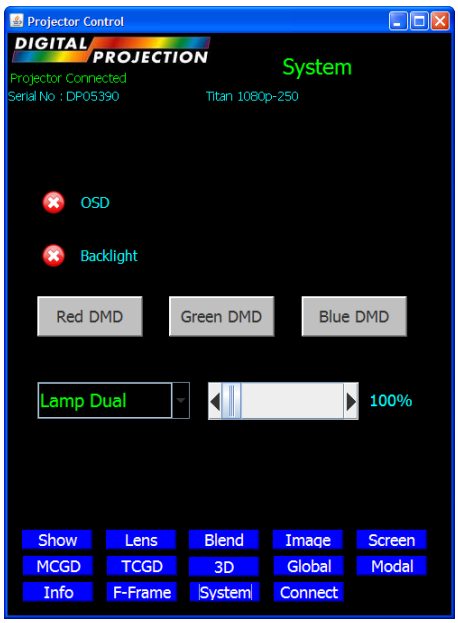
- Use the slider to adjust the **Dark Time**.

Notes

For more information about the FastFrame settings, see **Setup menu**, *in section* **4. Controlling the projector**.

System page

- To see the **System page**, click on **System**.



OSD

- Click on **OSD** to turn the on-screen display On or Off .

Backlight

- Click on **Backlight** to turn the control panel backlight On or Off .

DMD controls

- Click on the **DMD** buttons to turn each DMD **On** or **Off**.

Lamp mode

- Click on **Lamp mode** to select from the drop down menu.

Lamp Power slider

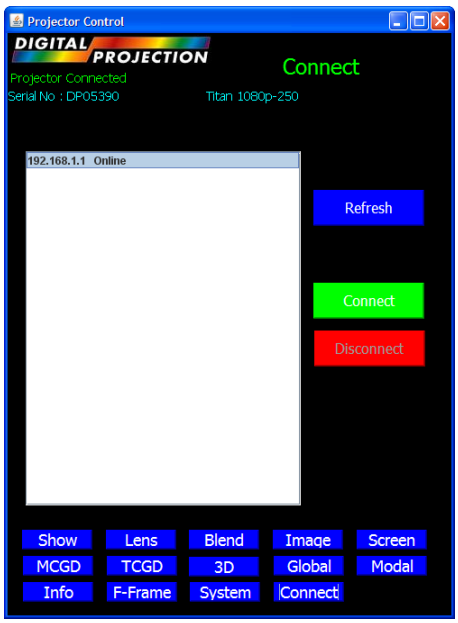
- Use the slider to adjust the lamp power from 80% to 100%.

Notes

For more information about lamp mode, see **Setup menu**, *in section* **4. Controlling the projector**.

Connect page

- To see the **Connect page**, click on **Connect**.



Refresh

- Click on **Refresh** to search the network for projectors.

  Any projectors previously connected, that are now no longer online, will be marked **Unreachable**.

Connect

- To connect to a projector, click on one of the **LAN IP address**es in the list, then click on **Connect**.

or Double click on a **LAN IP address**.

Any projector previously connected will be disconnected, and the Userware will connect to the new projector.

The **LAN IP address** of the projector that is connected will be highlighted.

Projector Connected will be shown at the top left of all pages, together with the projector's **Serial No** and **Model**.

Disconnect

- To disconnect from the projector, click on **Disconnect**

  Projector Disconnected will be shown at the top left.

Notes

The **Connect page** *is available only on the* **Standalone** *version of the Userware.*

The Userware can be used to control only one projector at a time, and only one instance can be running at one time.

The **Connect page** *can be used to switch control between multiple projectors.*

More than one computer can be used to control more than one projector on the same network.

6. Maintenance
Contents

Changing the lamp module

- The lamp module should be changed only by qualified and authorised service personnel.
- Contact your Digital Projection Dealer.

Changing the air filters

- The air filters should be changed only by qualified and authorised service personnel.
- Contact your Digital Projection Dealer.

Notes

The lamp and filters in this projector should be changed ONLY by authorised and qualified service personnel.

Always allow the lamp to cool for 5 minutes before:
- disconnecting the power
- moving the projector.

At the end of life, the lamp will not strike, and the Lamp Indicator on the control panel will show red. (Typical lamp life is 2000 hours)

Do not use the lamp for more than 2000 hours, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

HID lamps produce high intensity light. Do not look directly at the light coming from the lamp housing or the lens.

The filters should be changed at the same time as the lamp is changed.

The air filters should be changed regularly:

- In a clean environment such as an office, change after 2000 hours, at the same time as the lamp is changed.

- In a dusty or smoky environment such as a theatre or public area, more frequent changes may be necessary.

Cleaning

Turn the projector off before cleaning.

Projector

Clean the cabinet periodically with a damp cloth. If heavily soiled, use a mild detergent.

Lens

Use a blower or lens paper to clean the lens, taking care not to scratch the glass.

Notes

Always allow the lamp to cool for 5 minutes before:

- disconnecting the power
- moving the projector.

Never use strong detergents or solvents such as alcohol or thinners to clean the projector and lens.

7. Appendix
Contents

Troubleshooting

Problem	*Possible solutions*
The projector will not power up.	Check that the mains plug is plugged in and that the mains supply is switched on. Check any external fuses or breakers.
The projector shuts down after it has been in use for some time.	The projector may be overheating. Check that the air inlets and outlets are clear of any obstruction. Check that the air filter is clean, and if it is dirty, fit a new one. See **section 1. Introduction, Getting to know the projector**
No image is displayed.	Check the lamp indicators on the control panel. If both indicators are red, then both lamps are faulty. See **section 5. Maintenance, Changing the lamp** Check that the input source is switched on and connected to the projector correctly. Check that the correct image source is selected. See **section 4. Controlling the projector, Using the control keys and Input menu** Check that the brightness and contrast settings are set correctly. See **section 4. Controlling the projector, Picture menu** The projector may be overheating. Check that the air inlets and outlets are clear of any obstruction. Check that the air filter is clean, and if it is dirty, fit a new one.
The image does not fit the screen correctly.	Check that the correct lens is being used for the combination of screen size and projection distance, and that the zoom is adjusted correctly. See **section 2. Installation, Choosing a lens** Check the image size settings. See **section 4. Controlling the projector, Picture or Geometry menus**
Uneven image quality.	Check that the projector is parallel to the screen. Check that the screen is flat, and securely mounted.
Low image brightness.	Check that the FastFrame Dark Time is not set too high. See **section 4. Controlling the projector, Setup menu**
Poor colour depth reproduction.	Colour depth is 8 bits using Single or Dual DVI inputs. If using Twin DVI inputs for greater colour depth, check that both source cables are connected correctly. If using 3D mode, check the settings of the Dark Time and Sync Delay controls. See **section 4. Controlling the projector, Setup menu**

Problem	*Possible solutions*
Severe flicker or motion artifacts	If not using a 3D signal, check that 3D Enable is turned Off, See **section 4. Controlling the projector, Setup menu**
3D images swapped	Check that Left/Right swap is selected correctly in the 3D server. Check the Frame Dominance and Sync Delay settings in the 3D menu. Check the Sync Source setting in the 3D menu. See **Section 4. Controlling the projector, Setup menu**.
3D image ghosting	Check the Dark Time and Sync Delay settings in the 3D menu. See **Section 4. Controlling the projector, Setup menu**.
No OSD (on-screen-display) visible	Check the OSD On button on the remote control or keypad has been pressed. The OSD does not work when Input 8 is selected. See **Section 4. Controlling the projector, Controlling the projector when Input 8 is being used**.
Projector does not respond to control commands from a computer.	Check that the LAN or serial cable is connected correctly. See **this section 7. Appendix, Connections** If using a LAN, check that the address setting is made correctly. See **section 4. Controlling the projector, Network menu** If using a serial cable, check that the baud rate is set correctly. See **this section 7. Appendix, Connections** Check that the correct control codes are being used. See **Serial communications protocol** (available from Digital Projection)
Projector does not respond to control commands from the remote control.	If you **are** using a cable, check that the cable is connected properly at both ends, that the cable is not damaged and that the cable is no longer than 50m (150ft). If you are **not** using a cable, check that the infra red windows at the front and rear of the projector are not obstructed. Check that the cable is disconnected from the projector, as this disables the infra red. Check that the batteries are in good condition. Check that the address setting on the remote control is set either to zero, or to the same as the projector. See **section 4. Controlling the projector, Communication menu**
	In the event that this troubleshooting guide has not solved the problem, then contact your Digital Projection dealer or service centre.

Specifications

Part numbers

Projector	Standard	Ultra Contrast
WUXGA 3D, Side Lamp	110-404	110-658
WUXGA 3D, Rear Lamp	109-662	109-663
WUXGA Dual 3D	109-664	109-665
WUXGA 330, Side Lamp	111-012	111-013
WUXGA 330, Rear Lamp	110-916	110-956
WUXGA 660	111-014	111-015
Rigging frame	107-956	
Power cable 10A, Europe	102-163	
Power cable 13A, North America	102-165	
Power cable 10A, United Kingdom	102-180	
Remote control	105-023	
4x AAA batteries	105-922	
3D Sync cable	109-697	
Lens clamp	111-256	
User manual on CD	105-923	
Important Information	108-467	

Lenses	High Brightness	High Contrast
0.67 : 1 fixed lens	105-607	107-195
1.12 : 1 fixed lens (3 - 15m)	105-608	105-608
1.12 : 1 fixed lens (1.2 - 2m)	105-609	105-609
1.16 - 1.49 : 1 zoom lens	109 236	109-359
1.39 - 1.87 : 1 zoom lens	105-610	107-196
1.87 - 2.56 : 1 zoom lens	105-611	107-197
2.56 - 4.16 : 1 zoom lens	105-612	107-198
4.16 - 6.96 : 1 zoom lens	105-613	107-199
6.92 - 10.36 : 1 zoom lens	109-235	109-358

Optical

Digital Light Processor	3 x 0.96” Texas Instruments DMD™, resolution 1920 x 1200 pixels
Pixel fill factor	87%
Lamp life (typical)	2000 hours per lamp
Colour temperature	Native: 7500K (±1000K), White balance adjustment: 3000K - 10000K

Electrical

Inputs	RGB1, RGB2, DVI-Single, SDI, Composite Video, S-Video, Component DVI-Single/Dual/Twin
Pixel clock	up to 165MHz
Control inputs	1 x 3D 1 x LAN 1 x wifi LAN 1 x RS232 serial: 19200 baud, 8 bits, 1 stop bit, no parity 1 x remote control
Indicators	Input, 3D sync, Power, Shutter, Error, IR, Lamp 1, Lamp 2
Mains supply	
Single	600W, 100-240VAC ±10%, 48-62Hz (single phase)
Dual	1000W, 100-240VAC ±10%, 48-62Hz (single phase)
International Regulations	Meets FCC Class A requirements Meets EMC Directives (EN 55022, EN 55024, EN 55103) Meets Low Voltage Directive (EN60950)

Physical

Operating Temperature	0 to 35°C
Storage Temperature	-10 to 50°C
Thermal Dissipation	
Single	1770 BTU/hr
Dual	2777 BTU/hr
Operating Humidity	20% to 80% non-condensing
Weight	approximately 31 kg (68 lbs)

FCC WIFI ID
R68WIPORT

Specifications are subject to change without notice.

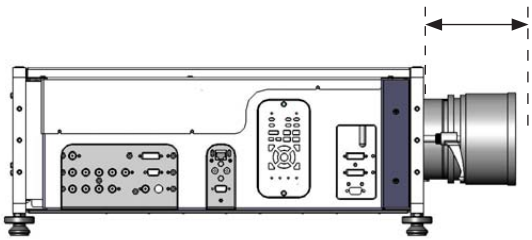
Lens Data

Optical	105-607 ~ 107-195	105-608	105-609	109-236 ~ 109-359	105-610 ~ 107-196
throw ratio	**0.67 : 1 fixed**	**1.12 : 1 fixed**	**1.12 : 1 fixed**	**1.16 - 1.49 :1 zoom**	**1.39 - 1.87 : 1 zoom**
full DMD image width	***0.67 : 1*** 1.64 - 4.78m (5.4 - 15.7ft)	***1.12 : 1*** 2.68 - 13.39m (8.8 - 43.9ft)	***1.12 : 1*** 1.07 - 1.79m (3.5 - 5.9ft)	***1.16 : 1*** 2.59 - 12.93m (8.5 - 42.4ft) ***1.49 : 1*** 2.01 - 10.07m (6.6 - 33ft)	***1.39 : 1*** 2.88 - 17.27m (9.4 - 56.7ft) ***1.87 : 1*** 2.14 - 12.83m (7 - 42.1ft)
throw distance	***0.67 : 1*** 1.1 - 3.2m (3.6 - 10.5ft)	***1.12 : 1*** 3 - 15m (9.8 - 49.2ft)	***1.12 : 1*** 1.2 - 2m (3.9 - 6.6ft)	***1.16 : 1*** 3 - 15m (9.8 - 49.2ft) ***1.49 : 1*** 3 - 15m (9.8 - 49.2ft)	***1.39 : 1*** 4 - 24m (13.1 - 78.7ft) ***1.87 : 1*** 4 - 24m (13.1 - 78.7ft)
*lens shift vertical ** *pixels (vs DMD height)*	± 108 (± 0.09H)	+ 756, - 540 (+ 0.63, 0.45H)	+ 756, - 540 (+ 0.63, 0.45H)	± 540 (± 0.45H)	+ 756, - 540 (+ 0.63, - 0.45H)
*lens shift horizontal ** *pixels (vs DMD width)*	± 192 (± 0.1W)	± 345 (± 0.18W)	± 345 (± 0.18W)	± 345 (± 0.18W)	± 345 (± 0.18W)
Aperture	F/2.5	F/2.5	F/2.5	F/2.5	F/2.5
Max object field size	26.1mm (1.03”)	34.6mm (1.36”)	34.6mm (1.36”)	31.4 mm (1.24”)	34.6 mm (1.36”)
Effective focal length	14.6mm (0.58”)	23.55mm (0.93”)	23.55mm (0.93”)	24.18 - 31.06 mm (0.95 - 1.22 in)	28.94 - 38.95mm (1.14 - 1.53 in)
Distortion	<0.3%	<0.5%	<0.5%	<0.5%	<0.5%
Transmission	>85%	>88%	>88%	>88%	>88%
Mechanical					
*Lens extension*** *(±2%)*	204 mm (8.0 in)	268 mm (10.6 in)	268 mm (10.6 in)	226 mm (8.9 in)	194 mm (7.6 in)
Length	361 mm (14.2 in)	422 mm (16.6 in)	422 mm (16.6 in)	378 mm (14.9 in)	345 mm (13.6 in)
Maximum diameter	163 (6.4 in)	169 mm (6.7 in)	169 mm (6.7 in)	139 mm (5.5 in)	139 mm (5.5 in)
Weight *±0.05 kg (±0.1lb)*	5.40 kg (11.9 lb)	5.85 kg (12.9 lb)	5.85 kg (12.9 lb)	to be confirmed	6.10 kg (13.4 lb)

* Actual available lens shift is reduced when the lens is to be shifted in two directions combined (see **Shifting the image**, in **section 2. Installation**).

** Lens extension is the distance from the outer end of the lens to the front of the projector. It is important for calculating throw distance accurately (see **Useful lens calculations,** in **section 2. Installation**).

lens extension, measured from front of corner post

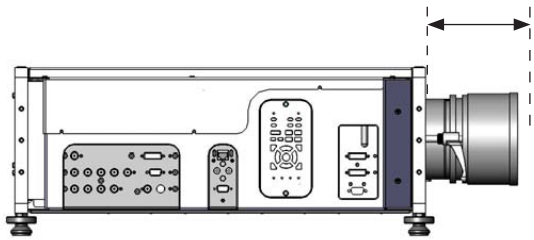


Optical	**105-611 ~ 107-197**	**105-612 ~ 107-198**	**105-613 ~ 107-199**	**109-235 ~ 109-358**
throw ratio	**1.87 - 2.56 : 1 zoom**	**2.56 - 4.16 : 1 zoom**	**4.16 - 6.96 : 1 zoom**	**6.92 - 10.36 : 1 zoom**
full DMD image width	***1.87 : 1*** 2.14 - 12.83m (7 - 42.1ft) ***2.56 : 1*** 1.56 - 9.38m (5.1 - 30.8ft)	***2.56 : 1*** 3.55 - 17.58m (11.6 - 57.7ft) ***4.16 : 1*** 2.19 - 10.82m (7.2 - 35.5ft)	***4.16 : 1*** 2.88 - 19.23m (9.4 - 63.1ft) ***6.96 : 1*** 1.72 - 11.49m (5.6 - 37.7ft)	***6.92 : 1*** 1.73 - 11.56m (5.7 - 37.9ft) ***10.36 : 1*** 1.16 - 7.72m (3.8 - 25.3ft)
throw distance	***1.87 : 1*** 4 - 24m (13.1 - 78.7ft) ***2.56 : 1*** 4 - 24m (13.1 - 78.7ft))	***2.56 : 1*** 9.1 - 45m (29.9 - 147.6ft) ***4.16 : 1*** 9.1 - 45m (29.9 - 147.6ft)	***4.16 : 1*** 12 - 80m (39.4 - 262.5ft) ***6.96 : 1*** 12 - 80m (39.4 - 262.5ft)	***6.92 : 1*** 12 - 80m (39.4 - 262.5ft) ***10.36 : 1*** 12 - 80m (39.4 - 262.5ft)
*lens shift vertical ** *pixels (vs DMD height)*	+ 756, - 540 (+ 0.63, - 0.45H)	+ 756, - 540 (+ 0.63, - 0.45H)	+ 756, - 540 (+ 0.63, - 0.45H)	+ 756, - 540 (+ 0.63, - 0.45H)
*lens shift horizontal ** *pixels (vs DMD width)*	± 345 (± 0.18W)	± 345 (± 0.18W)	± 345 (± 0.18W)	± 345 (± 0.18W)
Aperture	F/2.5	F/2.5	F/2.5	F/2.5
Max object field size	34.6 mm (1.36”)	34.6 mm (1.36”)	34.6 mm (1.36”)	34.6 mm (1.36”)
Effective focal length	39.0 - 53.43mm (1.54 - 2.1 in)	52.4 - 85.3mm (2.06 - 3.36 in)	84.86 - 142.03mm (3.34 - 5.59 in)	141.2 - 211.4 (5.56 - 8.32 in)
Distortion	<0.5%	<0.5%	<0.5%	<0.5%
Transmission	> 88 %	> 88 %	> 88 %	>88%
Mechanical				
*Lens extension*** *(±2%)*	159 mm (6.3 in)	145 mm (5.7 in)	129 mm (5.1 in)	179 mm (7.0 in)
Length	311 mm (12.2 in)	304 mm (12.0 in)	271 mm (10.7 in)	340 mm (13.4 in)
Maximum diameter	139 mm (5.5 in)	139 mm (5.5 in)	139 mm (5.5 in)	139 mm (5.5 in)
Weight	5.15 kg (11.3 lb)	5.25 kg (11.6 lb)	4.70 kg (10.3 lb)	to be confirmed

* Actual available lens shift is reduced when the lens is to be shifted in two directions combined (see **Shifting the image**, in **section 2. Installation**).

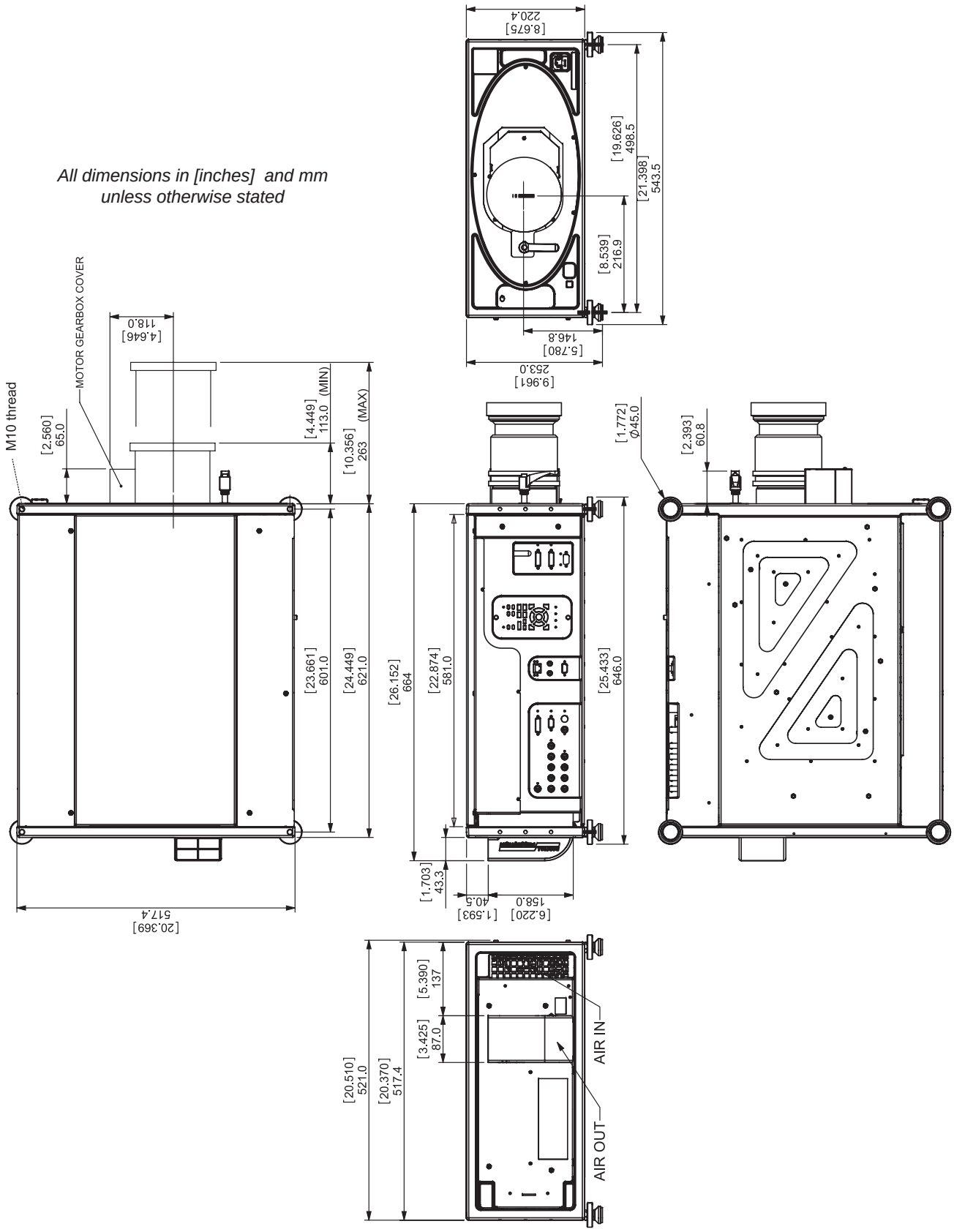
** Lens extension is the distance from the outer end of the lens to the front of the projector. It is important for calculating throw distance accurately (see **Useful lens calculations,** in **section 2. Installation**).

lens extension, measured from front of corner post



Dimensions

All dimensions in [inches] and mm unless otherwise stated



Input modes supported by inputs 1-7

See also Screen Requirements in section 2.

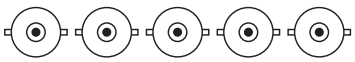
** RGB colourspace only*

Signal		Resolution	Refresh Rate (Hz)	Total number of lines	Horizontal Frequency (kHz)	COMPOSITE	S-VIDEO	COMPONENT	RGB1 RGB2	DVI	SDI **
SDTV	480i	720 x 480	60	525	15.73	✓	✓	✓			✓
	576i	720 x 576	50	625	15.63	✓	✓	✓			✓
HDTV	480p	720 x 480	60	525	31.51				✓	✓	
	576p	720 x 576	50	625	31.25				✓	✓	
	720p50	1280 x 720	50	750	37.51				✓	✓	✓
	720p60	1280 x 720	60	750	45.00				✓	✓	✓
	1080psf24	1920 x 1080	48	1125	27.00				✓	✓	✓
	1080p24	1920 x 1080	24	1125	27.00				✓	✓	✓
	1080i50	1920 x 1080	50	1125	28.13				✓	✓	✓
	1080p25	1920 x 1080	25	1125	28.13				✓	✓	✓
	1080i60	1920 x 1080	60	1125	33.75				✓	✓	✓
	1080p30	1920 x 1080	30	1125	33.75				✓	✓	✓
	1080p50	1920 x 1080	50	1125	56.24				✓ *	✓ *	
	1080p60	1920 x 1080	60	1125	67.48				✓ *	✓ *	
COMPUTER	480p	640 x 480	60	525	31.51				✓	✓	
	VGA72	640 x 480	72	520	37.86				✓	✓	
	VGA75	640 x 480	75	500	37.51				✓	✓	
	VGA85	640 x 480	85	509	43.27				✓	✓	
	WVGA60	848 x 480	60	517	31.02				✓	✓	
	SVGA56	800 x 600	56	625	35.16				✓	✓	
	SVGA60	800 x 600	60	628	37.89				✓	✓	
	SVGA72	800 x 600	72	666	48.08				✓	✓	
	SVGA75	800 x 600	75	625	46.88				✓	✓	
	SVGA85	800 x 600	85	631	53.68				✓	✓	
	XGA60	1024 x 768	60	806	48.38				✓	✓	
	XGA70	1024 x 768	70	806	56.50				✓	✓	
	XGA75	1024 x 768	75	800	60.02				✓	✓	
	XGA85	1024 x 768	85	808	68.68				✓	✓	
	XGA+75	1152 x 864	75	900	67.52				✓	✓	
	WXGA60	1280 x 768	60	798	47.78				✓	✓	
	WXGA60	1280 x 800	60	831	49.70				✓	✓	
	WXGA60	1280 x 960	60	831	49.70				✓	✓	
	WXGA60	1360 x 768	60	798	47.72				✓	✓	
	WXGA+60	1440 x 900	60	934	55.94				✓	✓	
	SXGA-60	1280 x 960	60	1000	60.02				✓	✓	
	SXGA-85	1280 x 960	85	1011	85.98				✓	✓	
	SXGA60	1280 x 1024	60	1066	64.02				✓	✓	
	SXGA75	1280 x 1024	75	1072	80.32				✓	✓	
	SXGA85	1280 x 1024	85	1072	91.16				✓	✓	
	SXGA+60	1400 x 1050	60	1089	65.32				✓	✓	
	SXGA+75	1400 x 1050	75	1099	82.30				✓	✓	
	SXGA+85	1400 x 1050	85	1105	93.90				✓	✓	
	UXGA60	1600 x 1200	60	125	75.02				✓	✓	
	VESA1080p	1920 x 1080	60	1120	67.16				✓ *	✓ *	
	WUXGA60	1920 x 1200	60	1235	74.04				✓	✓	

Input connections

1. RGB1 input

5 x 75 ohm BNC

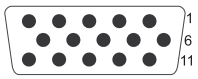


Used for computer, progressive video and analog HD video.

RGsB	RGBS	RGBHV	YPrPb
R	R	R	Pr/Cr
G + Sync	G	G	Y
B	B	B	Pb/Cb
	Sync	H Sync	
		V Sync	

2. RGB2 input

15 way D-type connector



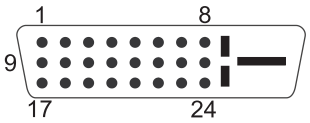
pin view of female connector

1	R
2	G
3	B
4	unused
5	Digital Ground (H Sync)
6	R Ground
7	B Ground
8	G Ground
9	+5v
10	Digital Ground (V Sync/DDC)
11	unused
12	SDA
13	H Sync
14	V Sync
15	SCL

Notes

To select the sync format for RGB signals, see Setup Menu, in 4.Controlling the Projector.

3. DVI-D Single input



pin view of female connector

24 way D-type connector

1 TMDS Data 2-
2 TMDS Data 2+
3 TMDS Data 2 Shield
4 unused
5 unused
6 DDC Clock
7 DDC Data
8 unused
9 TMDS Data 1-
10 TMDS Data 1+
11 TMDS Data 1 Shield
12 unused
13 unused
14 +5 V Power
15 Ground
16 Hot Plug Detect*
17 TMDS Data 0-
18 TMDS Data 0+
19 TMDS Data 0 Shield
20 unused
21 unused
22 TMDS Clock Shield
23 TMDS Clock+
24 TMDS Clock-

* Hot plug detect (HPD) is fully DVI compliant. DVI sources detect the presence of a display device by providing +5V on pin 14 and looking for +5V on pin 16. Whenever the projector is operational, and 5V is present on pin 14, pin 16 will be held at +5V.

EDID is available even when the projector is switched off.

Operational means that the projector is powered up. Non operational states are powered down and some self test and reprogramming modes.

High Definition Content Protection (HDCP) is supported on this input.

Notes

4. SDI input

1 x 75 ohm BNC

SMPTE 292 / HD-SDI signals are very high speed digital signals which require better quality coaxial cable than conventional analogue video. The data rate is 1.5 Gigabits per second.

In choosing cable length and connectors for any installation the frequency response loss in decibels should be proportional to 1Öf, from 1MHz, to 1.5GHz. The following or similar cable specification should be used to ensure fault free communication between source and projector:

Belden 8281 cable or equivalent

5. Composite video input

1 x 75 ohm BNC

PAL or NTSC video

6. S-Video input

4 pin mini-DIN

pin view of female connector

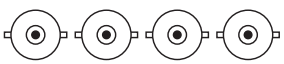
1 Y Ground

2 C Ground

3 Luminance (Y)

4 Chrominance (C)

7. Component video input



4 x 75 ohm BNC

Used for standard definition interlaced signals only

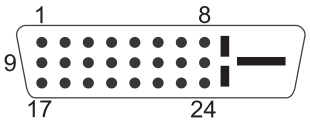
RGsB	**RGBS**	**YPrPb**
R	R	Pr/Cr
G + Sync	G	Y + Sync
B	B	Pb/Cb
	Sync	

Notes

To select the sync format for RGB signals, see Setup Menu, in 4.Controlling the Projector.

To select between RGB and YPrPb signals, see Colour Menu, in 4.Controlling the Projector.

8. DVI-D Single/Dual/Twin input



pin view of female connector

24 way D-type connector

1 TMDS Data 2-
2 TMDS Data 2+
3 TMDS Data 2/4 Shield
4 TMDS Data 4-
5 TMDS Data 4+
6 DDC Clock
7 DDC Data
8 unused
9 TMDS Data 1-
10 TMDS Data 1+
11 TMDS Data 1/3 Shield
12 TMDS Data 3-
13 TMDS Data 3+
14 +5 V Power
15 Ground
16 Hot Plug Detect*
17 TMDS Data 0-
18 TMDS Data 0+
19 TMDS Data 0/5 Shield
20 TMDS Data 5 -
21 TMDS Data 5+
22 TMDS Clock Shield
23 TMDS Clock+
23 TMDS Clock-

* Hot plug detect (HPD) is fully DVI compliant. DVI sources detect the presence of a display device by providing +5V on pin 14 and looking for +5V on pin 16. Whenever the projector is operational, and 5V is present on pin 14, pin 16 will be held at +5V.

EDID is available even when the projector is switched off.

Operational means that the projector is powered up. Non operational states are powered down and some self test and reprogramming modes.

High Definition Content Protection (HDCP) is supported on this input.

Notes

Input 8

For important information about how Input 8 is used, see **INPUT 8** *in the Notes column, and also* **Section 4, Overview**.

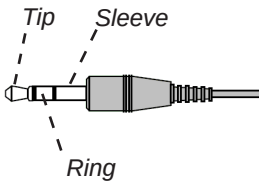
Input 8 may not be present on some models

Control connections

Wired Remote control connection

3.5mm mini jack

Tip	Power
Ring	Signal
Sleeve	Ground



LAN connection

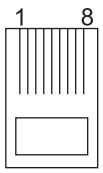
TCP Port number
10001

Wireless
802.11b/g

10BaseT Unshielded Twisted Pair cable

The standard wire colours as as follows:

1 White / Orange stripe
2 Orange
3 White / Green stripe
4 Blue
5 White / Blue stripe
6 Green
7 White / Brown stripe
8 Brown



top view of cable connector (clip is underneath)

Crossed cable

(used to connect directly to a computer with no hub or network.)
(Note that only the green and orange pairs are crossed)

1	White / Orange stripe	White / Green stripe	1
2	Orange	Green	2
3	White / Green stripe	White / Orange stripe	3
4	Blue	Blue	4
5	White / Blue stripe	White / Blue stripe	5
6	Green	Orange	6
7	White / Brown stripe	White / Brown stripe	7
8	Brown	Brown	8

Notes

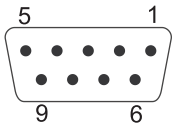
Note that plugging in the remote control cable will disable the infra-red.

Use:

- *a straight cable to connect to a hub or network, or*
- *a crossed cable as shown here to connect ONLY to a computer directly.*

Only one remote connection (RS232, LAN or Wireless LAN) should be used at any one time.

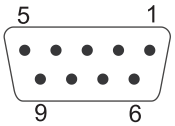
3D sync



pin view of female connector

1 unused
2 Sync OUT
3 GND
4 GND
5 GND
6 unused
7 unused
8 unused
9 Sync IN

Serial control input



pin view of female connector

1 unused
2 Received Data (RX)
3 Transmitted Data (TX)
4 unused
5 Signal Ground
6 unused
7 unused
8 unused
9 unused

Null-modem cable

(used to connect the projector to a computer)

RX	2	---	3	TX
TX	3	---	2	RX
GND	5	---	5	GND

Serial port settings

- Baud rate 19,200 bps
- Data length 8 bits
- Stop bits one
- Parity none
- Flow control none

Notes

3D Sync OUT is switched between 0V and 3.3V

3D may not be present on some models

The projector is a DTE, so use:

- *a straight cable to connect to a modem, or*
- *a null-modem cable as shown here to connect to another DTE such as a computer.*

Only one remote connection (RS232, LAN or Wireless LAN) should be used at any one time.

Remote communications protocol

Version: Revision L 12/10/10

Introduction

This protocol document covers all projectors in the Titan series and also the Lightning integrated series.

Only one remote connection (RS232, LAN or Wireless LAN) should be used at any one time.

Following the transmission of a command, the control system must wait to receive the complete reply before sending a new command.

It should be noted that this protocol is a point to point protocol, and any addressing commands relate to the projector's hand held remote control only.

Message Structure

The data type for all data is raw hexadecimal, and all data larger than 1 byte is formatted little endian i.e. LSB first. There are currently two supported message types:

Operation Messages (message type 03h)
normal projector operations, fixed length message

Enhanced Messages (message type 10h)
projector special functions, variable length message

Responses to all commands start with 1Eh

Notes

Details of how to connect to the projector, using the serial control input or via a LAN, can be found earlier in this section.

The following pages contain an overview of the message structure and examples of some basic Operation commands.

For full details of all the Operation commands and Enhanced commands, contact Digital Projection at one of the addresses printed near the front of this manual, and ask for a copy of the **Titan and Lightning i Series Projector External Control Protocol***.*

Operation Messages

Operation messages are constructed using the following format:

	Header		Type	Size		CRC		Oper'n type	Operation		Reserved	
	2 bytes		*1 byte*	*2 bytes*		*2 bytes*		*1 byte*	*2 bytes*		*2 bytes*	
Data	BE	EF	03	19	00	58	58	00	00	00	00	00
Byte #	1	2	3	4	5	6	7	8	9	10	11	12

	Operation Target				Operation Value				Reserved			
	4 bytes				*4 bytes*				*4 bytes*			
Data	00	00	00	00	00	00	00	00	00	00	00	00
Byte #	13	14	15	16	17	18	19	20	21	22	23	24

	Reserved				Reserved			
	4 bytes				*4 bytes*			
Data	00	00	00	00	00	00	00	00
Byte #	25	26	27	28	29	30	31	32

Header is always EFBEh (byte 1 = BEh and byte 2 = EFh)

Type is always 03h for Operation Messages

Size is always 0019h (byte 4 = 19h and byte 5 = 00h) i.e. 25 bytes after CRC

CRC can be set to 5858h if you want the CRC to be ignored. However, the CRC should ideally be calculated, as described in the **Titan Projector Series External Control Protocol**.

Operation type is one of the following:

Set	01h
Get	02h
Increment	03h
Decrement	04h
Execute	05h

Set writes a value to the projector.

Get reads a value from the projector.

Increment and **decrement** increase or decrease a value by one unit.

Execute executes the current operation (specific commands only).

Spaces in the example messages are for visual clarity and should not be sent as part of the message.

Notes

The following pages contain examples of some basic Operation commands.

For full details of all the For full details of all the Operation commands and Enhanced commands, contact Digital Projection and ask for a copy of the **Titan Projector Series External Control Protocol.**

Enhanced Messages

Enhanced messages are constructed using the following format:

	Header *2 bytes*		**Type** *1 byte*	**Size** *2 bytes*		**CRC** *2 bytes*		**Data type** *2 bytes*		**Data length** *(n)* *2 bytes*	
Data	BE	EF	10	XX	XX	58	58	00	00	00	00
Byte #	1	2	3	4	5	6	7	8	9	10	11

	Data *n bytes*		
Data	Data bytes ...	...	...
Byte #	12	...	... 11 + n

Header is always EFBEh (byte 0 = BEh and byte 1 = EFh)

Type is always 10h for Enhanced Messages

CRC can be set to 5858h if you want the CRC to be ignored. However, the CRC should ideally be calculated, as described in the **Titan Projector Series External Control Protocol**.

Size is always Data Length + 4 (4 bytes after CRC and before data)

Notes

The following pages contain examples of some basic Operation commands.

For full details of all the For full details of all the Operation commands and Enhanced commands, contact Digital Projection and ask for a copy of the **Titan Projector Series External Control Protocol.**

Operation Command examples

All operation commands are located at bytes 9 &10.

All values are located at bytes 17 & 18 unless otherwise indicated

Power (0102***)***

Projector On or Standby

	Value
On	00h
Standby	04h

Notes

Spaces in example messages are for visual clarity and should not be sent as part of the message.

In the example messages the CRC is set to 5858h. This value will be ignored. However, the CRC should ideally be calculated, as described in the Titan Projector Series External Control Protocol.

Examples

Set Projector (On)

BEEF 03 1900 5858 01 0102 0000 00000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 0102 0000 00000000 00000000 00000000 00000000 00000000

Set Projector (Standby)

BEEF 03 1900 5858 01 0102 0000 00000000 04000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 0102 0000 00000000 04000000 00000000 00000000 00000000

Get Projector Power

BEEF 03 1900 5858 02 0102 0000 00000000 00000000 00000000 00000000 00000000

Response (Projector in Standby)

1E BEEF 03 1900 5858 02 0102 0000 00000000 04000000 00000000 00000000 00000000

Source (3702***)***

Projector source select

	Value	
Input 1.RGB1	00h	
Input 2. RGB2	01h	
Input 3. DVI	02h	
Input 4. SDI	03h	(supported models only)
Input 5. Composite	04h	
Input 6. SVideo	05h	
Input 7. Component	06h	
Input 8. DVI	07h	(supported models only)

Notes

Spaces in example messages are for visual clarity and should not be sent as part of the message.

In the example messages the CRC is set to 5858h. This value will be ignored. However, the CRC should ideally be calculated, as described in the Titan Projector Series External Control Protocol.

Examples

Set Source (DVI)

BEEF 03 1900 5858 01 3702 0000 00000000 02000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 3702 0000 00000000 02000000 00000000 00000000 00000000

Set Source (SVideo)

BEEF 03 1900 5858 01 3702 0000 00000000 05000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 3702 0000 00000000 05000000 00000000 00000000 00000000

Get Source

BEEF 03 1900 5858 02 3702 0000 00000000 00000000 00000000 00000000 00000000

Response (SVideo)

1E BEEF 03 1900 5858 02 3702 0000 00000000 05000000 00000000 00000000 00000000

Brightness (*E502*)

Adjusts Brightness

Range: -128 — +127 (00h - FFh)

Centre (0): 128 (80h)

For information about Brightness, Presets and Input 8: see **Section 4, Overview**.

Notes

Spaces in example messages are for visual clarity and should not be sent as part of the message.

In the example messages the CRC is set to 5858h. This value will be ignored. However, the CRC should ideally be calculated, as described in the Titan Projector Series External Control Protocol.

Examples

Set Brightness 97 (128 + 97 = 225 = E1h)

BEEF 03 1900 5858 01 E502 0000 00000000 E1000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 E502 0000 00000000 E1000000 00000000 00000000 00000000

Get Brightness

BEEF 03 1900 5858 02 E502 0000 00000000 00000000 00000000 00000000 00000000

Response (97)

1E BEEF 03 1900 5858 02 E502 0000 00000000 E1000000 00000000 00000000 00000000

Increment Brightness

BEEF 03 1900 5858 03 E502 0000 00000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 03 E502 0000 00000000 00000000 00000000 00000000 00000000

Decrement Brightness

BEEF 03 1900 5858 04 E502 0000 00000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 04 E502 0000 00000000 00000000 00000000 00000000 00000000

*Contrast (*E602*)*

Adjusts Contrast

Range: -128 — +127 (00h - FFh)

Centre (0): 128 (80h)

For information about Contrast, Presets and Input 8: see **Section 4, Overview**.

Notes

Spaces in example messages are for visual clarity and should not be sent as part of the message.

In the example messages the CRC is set to 5858h. This value will be ignored. However, the CRC should ideally be calculated, as described in the Titan Projector Series External Control Protocol.

Examples

Set Contrast 97 (128 + 97 = 225 = E1*h)*

BEEF 03 1900 5858 01 E602 0000 00000000 E1000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 E602 0000 00000000 E1000000 00000000 00000000 00000000

Get Contrast

BEEF 03 1900 5858 02 E602 0000 00000000 00000000 00000000 00000000 00000000

Response (97)

1E BEEF 03 1900 5858 02 E602 0000 00000000 E1000000 00000000 00000000 00000000

Increment Contrast

BEEF 03 1900 5858 03 E602 0000 00000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 03 E602 0000 00000000 00000000 00000000 00000000 00000000

Decrement Contrast

BEEF 03 1900 5858 04 E602 0000 00000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 04 E602 0000 00000000 00000000 00000000 00000000 00000000

Shutter (CF02***)***

Closes and opens shutter

	Target (Set)	Value (Get)
Shutter Close	00h	01h
Shutter Open	01h	00h

Notes

Spaces in example messages are for visual clarity and should not be sent as part of the message.

In the example messages the CRC is set to 5858h. This value will be ignored. However, the CRC should ideally be calculated, as described in the Titan Projector Series External Control Protocol.

Examples

Set Shutter (Close)

BEEF 03 1900 5858 01 CF02 0000 00000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 CF02 0000 00000000 00000000 00000000 00000000 00000000

Set Shutter (Open)

BEEF 03 1900 5858 01 CF02 0000 01000000 00000000 00000000 00000000 00000000

Response

1E BEEF 03 1900 5858 01 CF02 0000 01000000 00000000 00000000 00000000 00000000

Caution: The Set and Get parameters are different:

Get Shutter

BEEF 03 1900 5858 02 CF02 0000 00000000 00000000 00000000 00000000 00000000

Response (Closed)

1E BEEF 03 1900 5858 02 CF02 0000 00000000 01000000 00000000 00000000 00000000

Response (Open)

1E BEEF 03 1900 5858 02 CF02 0000 00000000 00000000 00000000 00000000 00000000

COMMAND	HEX DATA (MESSAGE LENGTH = 32 BYTES)	COMMENTS
Switch Projector On	BE EF 03 19 00 58 58 01 01 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Switch Projector to Standby	BE EF 03 19 00 58 58 01 01 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 1.RGB1	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 2. RGB2	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 3. DVI	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 4. SDI	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	SDI not present on earlier models
Select Input 5. Composite	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 04 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 6. SVideo	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 05 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 7. Component	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select Input 8. DVI	BE EF 03 19 00 58 58 01 37 02 00 00 00 00 00 00 00 07 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to Native	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to Fill	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to USER	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 10 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to 1.33:1	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 14 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to 1.78:1	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 16 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to 2.35:1	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 17 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to 1.66:1	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 18 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set aspect ratio to 1.85:1	BE EF 03 19 00 58 58 01 7A 02 00 00 00 00 00 00 00 19 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select 0% field test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 06 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select 20% field test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 07 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select 80% field test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 08 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select 100% field test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 09 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select chequerboard test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 0C 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select colour bars test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select grid test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 0E 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Select screen layout test pattern	BE EF 03 19 00 58 58 01 7D 02 00 00 00 00 00 00 00 0F 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Turn test patterns off	BE EF 03 19 00 58 58 05 8F 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set Brightness	BE EF 03 19 00 58 58 01 E5 02 00 00 00 00 00 00 00 XX 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	XX = required brightness. 00h = -128, 80h = 0, FFh = +127
Increment Brightness	BE EF 03 19 00 58 58 03 E5 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Decrement Brightness	BE EF 03 19 00 58 58 04 E5 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set Contrast	BE EF 03 19 00 58 58 01 E6 02 00 00 00 00 00 00 00 XX 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	XX = required contrast. 00h = -128, 80h = 0, FFh = +127
Increment Contrast	BE EF 03 19 00 58 58 03 E6 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Decrement Contrast	BE EF 03 19 00 58 58 04 E6 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Shutter close	BE EF 03 19 00 58 58 01 CF 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	Closes optical shutter
Shutter open	BE EF 03 19 00 58 58 01 CF 02 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	Opens optical shutter
Set lamp mode to Dual	BE EF 03 19 00 58 58 01 C5 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set lamp mode to Alternate	BE EF 03 19 00 58 58 01 C5 02 00 00 00 00 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set lamp mode to Single 1	BE EF 03 19 00 58 58 01 C5 02 00 00 00 00 00 00 00 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Set lamp mode to Single 2	BE EF 03 19 00 58 58 01 C5 02 00 00 00 00 00 00 00 03 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	
Auto Image Setup	BE EF 03 19 00 58 58 05 62 02 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00	