

FILM-TECH

THE INFORMATION CONTAINED IN THIS ADOBE ACROBAT PDF FILE IS PROVIDED AT YOUR OWN RISK AND GOOD JUDGMENT.

THESE MANUALS ARE DESIGNED TO FACILITATE THE EXCHANGE OF INFORMATION RELATED TO CINEMA PROJECTION AND FILM HANDLING, WITH NO WARRANTIES NOR OBLIGATIONS FROM THE AUTHORS, FOR QUALIFIED FIELD SERVICE ENGINEERS.

IF YOU ARE NOT A QUALIFIED TECHNICIAN, PLEASE MAKE NO ADJUSTMENTS TO ANYTHING YOU MAY READ ABOUT IN THESE ADOBE MANUAL DOWNLOADS.

WWW.FILM-TECH.COM

NEC

DLP Cinema™ Projector

Installation Manual



NEC Viewtechnology, Ltd.

Introduction

DLP Cinema™ Projector Installation and Adjustment NEC Viewtechnology, Ltd. Manual (This document) describes the procedures to install, adjust and maintain the projector and peripheral devices.

For safe and correct installation, adjustment and use of the projector, carefully read this document before installation. Refer to the operation manuals of the applicable products for basic operation and remarks of the projector. This document expects the readers who have basic knowledge about projector installation.

*This document consists of three sections as follows:

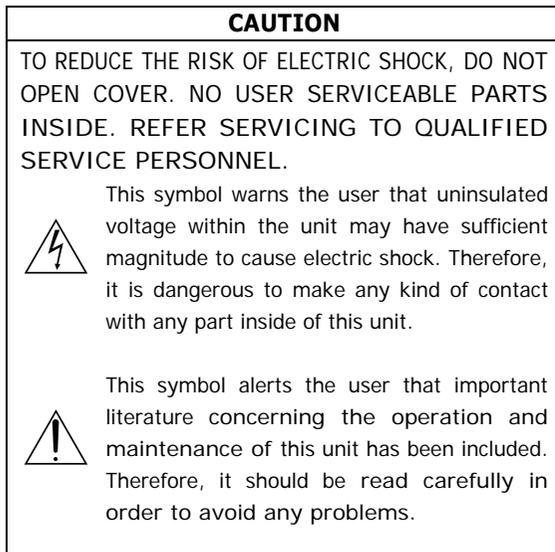
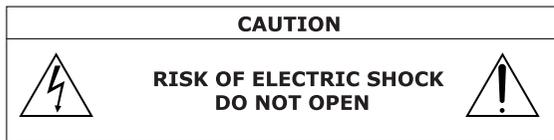
- NC2500S : This section explains about NC2500S projector.
- Touch Panel : This section explains about the touch panel controller (NC-TP6401).
- MMS : This section explains about the multimedia switcher (MM2000B or MMS1000). [T.B.D]

DLP Cinema™ Projector Installation manual

NC2500S

WARNING

TO PREVENT FIRE OR SHOCK HAZARDS, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE. ALSO DO NOT USE THIS UNIT'S POLARIZED PLUG WITH AN EXTENSION CORD RECEPTACLE OR OTHER OUTLETS, UNLESS THE PRONGS CAN BE FULLY INSERTED. REFRAIN FROM OPENING THE CABINET AS THERE ARE HIGH-VOLTAGE COMPONENTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



Precautions: Please read this prior to setup to use your **NC2500S** safely. To use this projector safely, always observe the following precautions when setting up the projector and lamp power supply. There is the possibility of serious accidents that can lead to death or serious injuries if the projector is handled improperly because these precautions were ignored. Handle this projector only after you completely understand these precautions.

DOC compliance Notice

This Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

WARNING

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

CAUTION

- In order to reduce any interference with radio and television reception use a signal cable with ferrite core attached.
Use of signal cables without a ferrite core attached may cause interference with radio and television reception.
- This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to 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 installation manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Important Safeguards

These safety instructions are to ensure the long life of your projector and to prevent fire and shock. Please read them carefully and heed all warnings.

Warning

Lamp power supply setup conditions

- The location where you setup the lamp power supply should have plenty of space in front of the air inlet and air outlet to prevent the inside of that unit from becoming excessively hot. Ensure that air can flow inside the unit to allow the inside to be cooled. As a guide, there should be at least 20 cm of free space in front of the air inlet and at least 50 cm in front of the air outlet.
- Particularly, if storing the lamp power supply in a rack or case, see section “Lamp power supply unit installation conditions” to ensure that there is plenty of opening area on the portions facing the lamp power supply air inlet and air outlet. Also, a duct structure should be configured to lead to the air outlet on the rack or case so that the exhaust air from the lamp power supply can be discharged. This is to ensure that the air does not circulate only inside the rack or case.

Always connect to a ground prior to connecting to the AC power supply.

- A very high, leaked current will flow to the projector and lamp power supply frame. Therefore, always connect to a ground prior to connecting to the AC power supply.

Connecting the lamp power supply and AC power supply

- AC power from the building's AC 3 phase power facility supplied to the lamp power supply should be connected via a breaker having a maximum rating of 40A.
- The cable connecting the building's AC 3 phase power facility and lamp power supply should have a core wire thicker than 8AWG and the core wire material should be copper.
- The connector for connecting the lamp power supply and AC power supply should be UL and CSA certified. It should be correctly mounted as described in this manual.

Connect the projector to exhaust equipment.

- Use a duct, etc., to connect the projector's air outlet to exhaust equipment that can handle flow amounts of at least 16 m³/min. See section “Exhaust equipment specifications” in this manual to mount it correctly.

Installation

1. Place the projector on a flat, level surface in a dry area away from dust and moisture. Tilting the front of the projector up or down from level could reduce lamp life. Do not put the projector on its side when the lamp is on. Doing so may cause damage to the projector.
2. Do not place the projector in direct sunlight, near heaters or heat radiating appliances.
3. Exposure to direct sunlight, smoke or steam could harm internal components.
4. Handle your projector carefully. Dropping or jarring your projector could damage internal components.
5. To carry the projector, a minimum of five persons are required. Do not hold the lens part and the three anamorphic lens shafts with your hand. Otherwise the projector may tumble or drop, causing personal injury.
6. Do not place heavy objects on top of the projector.
7. If you wish to have the projector installed on the ceiling:
 - a Do not attempt to install the projector yourself.
 - b The projector must be installed by qualified technicians in order to ensure proper operation and reduce the risk of bodily injury.
 - c In addition, the ceiling must be strong enough to support the projector and the installation must be in accordance with any local building codes.

- d Please consult your dealer for more information. Do not attempt to stack projectors on the ceiling.

Power Supply

1. The projector is so designed that it operates with the power supply voltage described below.

- Projection Head:
0.95kW AC200-240V 50/60Hz
Single-phase
- Lamp Power Supply Unit:
8.0kW 28A AC200-230V 50/60Hz
Three-phase (Star connection),
8.0kW 16A AC380-415V 50/60Hz
Three-phase (Star connection)

Ensure that your power supply fits this requirement before attempting to use your projector.

2. Consult your dealer for installing the power cord to the projector. DO NOT install the power cord by yourself. Doing so may cause a fire or electric shock.
3. Handle the power cord carefully and avoid excessive bending. Do not place any heavy objects on the power cord. A damaged cord can cause electric shock or fire.
4. If the projector will not be used for an extended period of time, shut down AC power.
5. Placing the power cord and the signal cable closely to each other can cause beat noise. If this happens, keep the two separated so that beat noise is not generated. Beat noise is corruption of the picture often seen as a rolling band moving through the image.
6. Do not touch the projector during a thunder storm. Doing so can cause electrical shock or fire.

Cleaning

1. Shut down AC power to the projection head and the lamp power supply unit before cleaning.
2. Clean the cabinet periodically with a damp cloth. If heavily soiled, use a mild detergent. Never use strong detergents or solvents such as alcohol or thinner.

3. Use a blower or lens paper to clean the lens, and be careful not to scratch or mar the lens.

Fire and Shock Precautions

1. Ensure that there is sufficient ventilation and that vents are unobstructed to prevent potentially dangerous concentrations of ozone and the build-up of heat inside your projector. Allow at least 8 inches (20cm) of space between your projector and a wall. Allow at least 20 inches (50 cm) of space between the ventilation outlet of the lamp power supply unit and an object. Connect the projector exhaust outlet with the exhaust equipment having a capacity of 16m³/min or more.
2. Prevent foreign objects such as paper clips and bits of paper from falling into your projector. Do not attempt to retrieve any objects that might fall into your projector. Do not insert any metal objects such as a wire or screwdriver into your projector. If something should fall into your projector, disconnect it immediately and have the object removed by a qualified service person.
3. Do not place any liquids on top of your projector. Refer servicing to qualified service personnel if liquid has been spilled.
4. Keep any items such as magnifying glass out of the light path of the projector. The light being projected from the lens is extensive, therefore any kind of abnormal objects that can redirect light coming out of the lens, can cause unpredictable outcome such as fire or injury to the eyes.
5. Do not cover the lens with the supplied lens cap or equivalent while the projector is on. Doing so can lead to melting of the cap and possibly burning your hands due to the heat emitted from the light output.
6. When using a LAN cable: For safety, do not connect to the connector for peripheral device wiring that might have excessive Voltage.

CAUTION: High Pressure Lamp May Explode if Improperly Handled. Refer Servicing to Qualified Service Personnel.

Lamp Caution: Please read before operation

Due to the lamp being sealed in a pressurized environment, there is a small risk of explosion, if not operated correctly. There is minimal risk involved, if the unit is in proper working order, but if damaged or operated beyond the recommended hours, the risk of explosion increases. Please note that there is a warning system built in, that displays following message when you reach a preset operating time "Lamp Warning". When you see this message please contact your dealer for a replacement. If the lamp does explode, smoke will be discharged from the vents located on the back of the unit. Do not stand in front of the vents during the operation. This smoke is comprised of glass in particulate form and Xenon gas, and will not cause harm if kept out of your eyes. If your eyes have been exposed to this gas, please flush your eyes out with water immediately and seek immediate medical attention. Do not rub your eyes! This could cause serious injury.

WARNING:

1. Do not look into the lens while the projector is on. Serious damage to your eyes could result.
2. When main body is damaged, cooling fluids may come out of internal part. DO NOT touch and drink the cooling fluid. When the cooling fluids are swallowed or contacted with your eyes, please consult with doctors immediately.

CAUTION

Never unplug the projection head power plug from the outlet or disconnect the breaker connected to the AC power cord of the lamp power supply unit under the following conditions. Doing so can cause damage to the projector:

- While projecting image
- While cooling after the lamp has been turned off. (The POWER indicator blinks in orange while the fan is rotating, and the LCD screen is displaying "cooling...").



Disposing of your used product EU-wide legislation as implemented in each Member State requires that used electrical and electronic products carrying the mark (left) must be disposed of separately from normal household waste. This includes projectors and their electrical accessories or lamps. When you dispose of such products, please follow the guidance of your local authority and/or ask the shop where you purchased the product. After collecting the used products, they are reused and recycled in a proper way. This effort will help us reduce the wastes as well as the negative impact to the human health and the environment at the minimum level. The mark on the electrical and electronic products only applies to the current European Union Member States.

Table of Contents

Important Information A-2

Table of Contents A-6 1

1. Before Setting Up Your Projector A-8

1.1 Lamp power supply unit installation conditions A-8

1.2 Power supply construction speciCautions A-10

1.3 Exhaust equipment speciCautions A-12

1.4 Selecting Primary/Anamorphic Lenses for Your Projector A-13

 1.4.1 Screen Type A-13

 1.4.2 Selection of Anamorphic Lens A-13

 1.4.3 Selection of Primary Lens A-14

1.5 Removing the projector covers A-16

 1.5.1 Top rear cover removal procedure A-17

 1.5.2 Top cover mounting procedure A-18

 1.5.3 Side cover removal & mounting A-18 2

2. Setting Up Your Projector A-19

2.1 Setup procedure A-19

2.2 Projector installation A-20

 2.2.1 Mounting a lamp power supply unit to the pedestal A-20

2.3 Connecting the power cord A-22

 2.3.1 Removing the covers of the projector and LPSU A-23

 2.3.2 Connecting the 3-phase AC power cord to the LPSU A-24

 2.3.3 Connecting the power cord of the projector A-27

2.4 Mounting the primary lens A-29

2.5 Mounting the anamorphic lens motorized turret A-31

 2.5.1 List of accessories attached to turret A-31

 2.5.2 Descriptions of the parts in turret A-31

 2.5.3 Mount the turret A-32

2.6 Installation of Small Iris (Information for Service Personnel) A-33

2.7 Mounting the exhaust equipment A-35

2.8 Mounting the lamp bulb A-35

3. Projector Adjustment and Connecting A-36

3.1 Flow of Adjustment and Connecting A-36

3.2 Turning your projector on A-37

3.3 Setting the projector projection method A-38

3.4 Adjusting the primary lens A-39

- 3.4.1 Display the test pattern A-39
- 3.4.2 Adjusting the screen ratio A-39
- 3.5 Mounting and adjusting the anamorphic A-41**
 - 3.5.1 Mounting the anamorphic A-41
 - 3.5.2 Adjusting the anamorphic lens position A-42
 - 3.5.3 Adjusting the anamorphic lens inclination A-43
- 3.6 Connecting the image input A-44**
- 3.7 Connecting the various control terminal A-45**
- 3.8 Controlling Your Projector Using a Wireless LAN Card A-46**

4. LCD Menu A-47

- 4.1 List of menu A-47**
 - 4.1.1 When you use the service personnel menu A-48
- 4.2 Title Select A-49**
 - 4.2.1 Title select (Title Memory) A-49
 - 4.2.2 Test Pattern A-49
- 4.3 Configuration A-50**
 - 4.3.1 Lamp Setup A-50
 - 4.3.2 Setup A-50
 - 4.3.3 Installation A-52
 - 4.3.4 Memory A-56
- 4.4 Title Setup A-57**
 - 4.4.1 Macro Key A-57
- 4.5 Information A-58**
 - 4.5.1 Lamp A-58
 - 4.5.2 Macro Key A-59
 - 4.5.3 Usage A-59
 - 4.5.4 Error Code A-59
 - 4.5.5 Version A-60
 - 4.5.6 IP Address A-61
 - 4.5.7 MMS Status A-61

5. Appendix A-62

- 5.1 Trouble shooting A-62**
 - 5.1.1 List of Error code A-62
- 5.2 List of registered titles (when shipped from the factory) A-62**
- 5.3 Index A-63**

1.

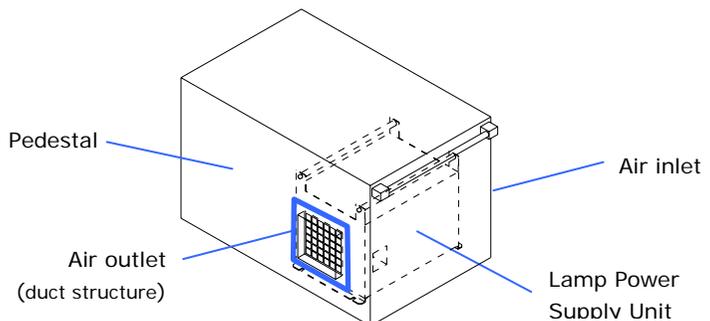
Before Setting Up Your Projector

1.1 Lamp power supply unit installation conditions

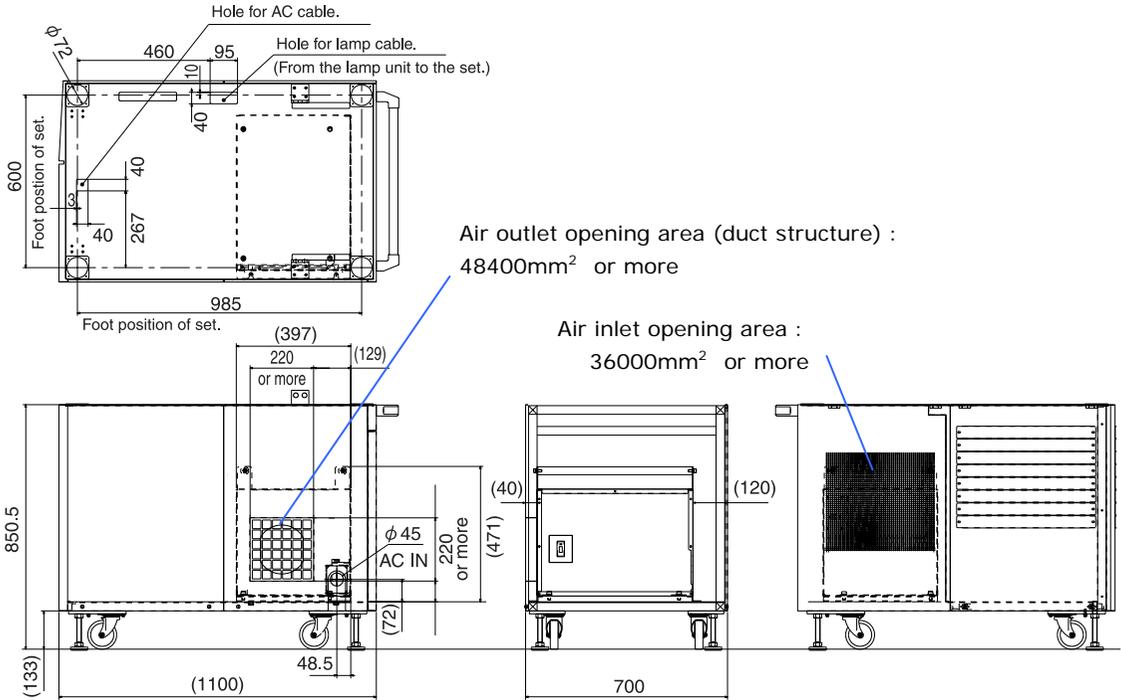
The location where you install the lamp power supply unit must have a plenty of space in front of the air inlet and air outlet to prevent the inside of that unit from becoming excessively hot. Ensure that air can flow inside the unit to allow the inside to be cooled. Be careful of the following points when setting up the lamp power supply unit.

When the lamp power supply unit is not stored in a rack or case:	Lay out the lamp power supply unit so that a sufficient space is assured around it. <ul style="list-style-type: none">- Space in front of the air inlet (guide): 20 cm at least- Space in front of the air outlet (guide): 50cm at least
When the lamp power supply unit is stored in a rack or case:	Ensure a plenty of case opening area on the portions facing the air inlet and the air outlet of the lamp power supply unit. <ul style="list-style-type: none">- Air inlet opening area: 36000 mm² at least- Air outlet opening area: 48400 mm² at least, duct structure
	A duct structure should be configured to lead to the air outlet on the rack or case so that the exhaust from the lamp power supply unit can be exhausted. This is to ensure that the air does not circulate only inside the rack or case.
	Lay out the rack or case storing the lamp power supply unit so that a sufficient space is assured around them. <ul style="list-style-type: none">- Space in front of the air inlet (guide): 20 cm at least- Space in front of the air outlet (guide): 50cm at least

Shown below is an example where the lamp power supply unit is installed to the pedestal (NC-PD01).



Example where the lamp power supply unit is installed to the Pedestal (NC-PD01)



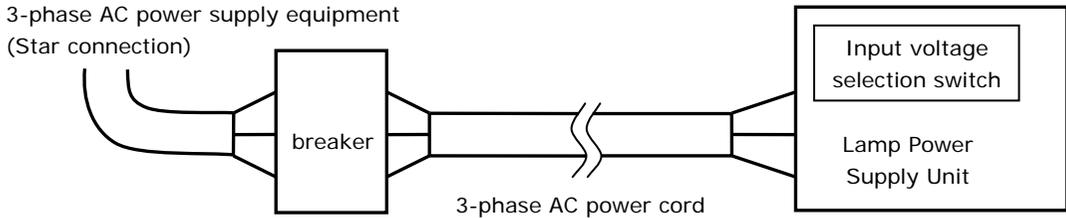
Unit ; mm

For installation procedure, refer to "2.2.1 Mounting a lamp power supply unit to the pedestal" (Page A-20).

1.2 Power supply construction specifications

Make sure to observe the contents described in this section.

* Entrust a specialist to carry out the power supply work from the power supply equipment of the building to the place of projector installation.



3-phase AC power supply equipment

- Do not use any voltage other than those shown below for the AC power supply connected to the lamp power supply unit.

200 Vac to 230 V	AC 3 phase power of 50/60 Hz or
380 Vac to 415 V	AC 3 phase power of 50/60 Hz

- 3-phase AC power should be supplied from the power supply equipment with star connection to the lamp power supply unit.

Note that it is not necessary to connect neutral lines in this machine

Breaker

- Connect the AC power supply from the 3-phase power supply equipment of the building to the lamp power supply unit via a breaker. Determine the breaker capacity depending on the voltage of the AC power supply used.

The breaker capacity will be as follows depending on the power supply voltage.

AC power supply voltage used	Breaker current capacity
200V-230V	40A or more
380V-415V	20A or more

3-phase AC power supply cord

- Use a cord having a thickness of 8AWG or 6AWG and with a core wire made of copper.
 - Use a round type UL-listed solderless terminal for the section connected to the lamp power supply unit.

In addition, when clamping this terminal with the cable, use an UL listed tool.

- Cut the outer coating of the power cable for 300 mm from the solderless terminal section to have separated wires.

Input voltage selection switch

- Set the input voltage selection switch for the lamp power supply corresponding to the voltage of the AC power supply used. Set it as follows:

AC power supply voltage used	Switch setting
200V-230V	200V
380V-415V	400V

Mounting terminals

The specifications of the cable mounting terminals of the lamp power supply unit are as follows:

Power terminal (Gray)

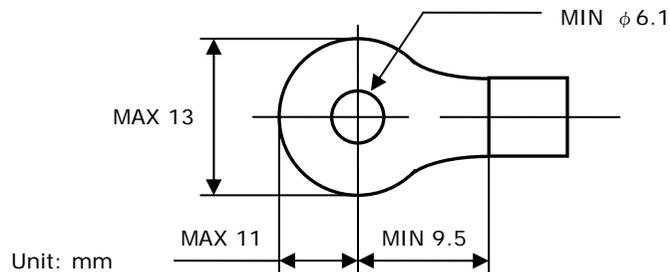
	JIS	IEC/EN	UL	CSA
Complying wire (using solderless terminal)	14mm ²	14mm ²	AWG6 or AWG8	AWG6 or AWG8
Terminal screw	M6x15			
Tightening torque	2.5 ~ 3.5Nm			

Grounding terminal (Green/yellow)

	JIS	IEC/EN	UL	CSA
Complying wire (using solderless terminal)	14mm ²	14mm ²	AWG6 or AWG8	AWG6 or AWG8
Terminal screw	M6x15			
Tightening torque	2.5 ~ 3.5Nm			

Solderless terminal

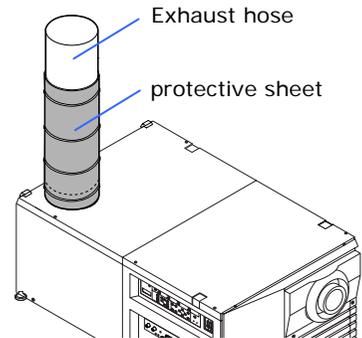
Size of the solderless terminal compatible with the AC power cable mounting section of the lamp power supply unit is as follows:



1.3 Exhaust equipment specifications

It is necessary to connect the air outlet of the projector to the exhaust equipment. The accessory protective sheet should also be mounted because the area around the air outlet can become very hot. For Exhaust equipment Installation, see "2.7. Mounting the exhaust equipment" (Page A-35).

Exhaust	16m ³ /min. or more
Air outlet size (external diameter)	about 200mm



1.4 Selecting Primary/Anamorphic Lenses for Your Projector

This section provides guideline information on how to select a screen size and projector mounting position appropriate for your presentation purposes and about selection of types of lenses as well. Select primary/anamorphic lenses for your projector according to the environment in which it is installed.

Note that all descriptions given in this manual suppose that the angle of projection is zero degree. Therefore, you need to calculate the projector tilt/pan angle so that it can be minimized during projection when you project slides downward or from a side.

1.4.1 Screen Type

The following two types of screen masks can be used for the DLP Cinema Projector. Check the screen mask for your projector for its type before selecting lenses because types of primary/anamorphic lenses to be used on the projector and its settings depend upon the type of screen mask you use.

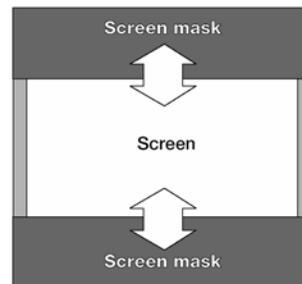
Horizontal moving screen mask

Screen masks move horizontally to adjust the screen.



Vertical moving screen mask

Screen masks move vertically to adjust the screen.



1.4.2 Selection of Anamorphic Lens

An anamorphic lens is required when you use a wide screen for projection. Because a different type of anamorphic lens should be used according to the type of projector and screen, determine an appropriate anamorphic lens in consultation with the end user, considering its application purpose. See the table below for available anamorphic lenses.

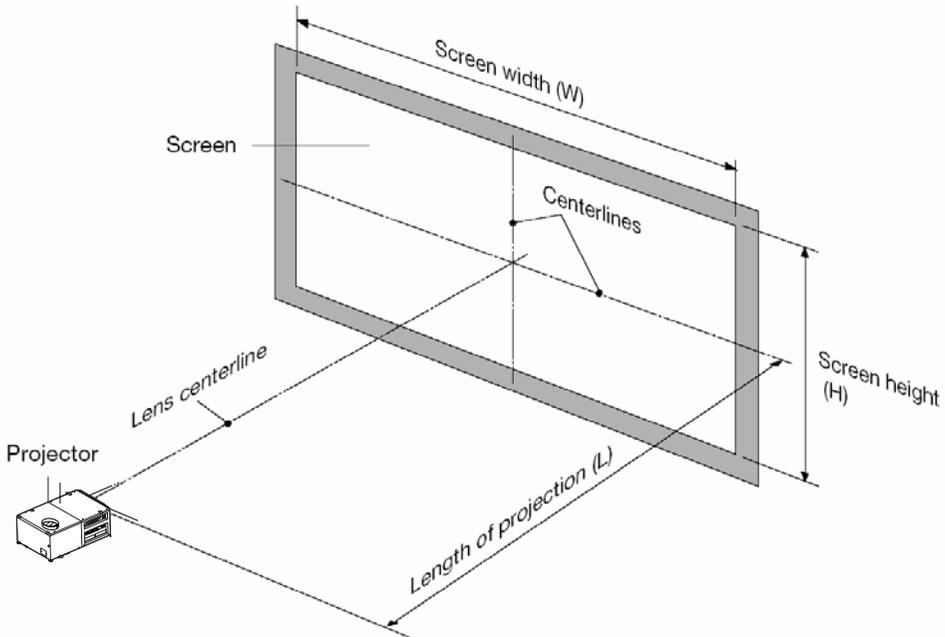
Available Anamorphic Lenses

Screen mask type	Screen Type	Anamorphic lens	Remarks
Horizontal moving	SCOPE	×1.25	
	VISTA	—	
	HDTV	—	
Vertical moving	SCOPE	×1.25 or None	No anamorphic lens should be used if the zooming power of the primary lens is insufficient.
	VISTA	—	
	HDTV	—	

Memo

- Some settings for screen presentation may be required when vertical moving screen masks.

1.4.3 Selection of Primary Lens

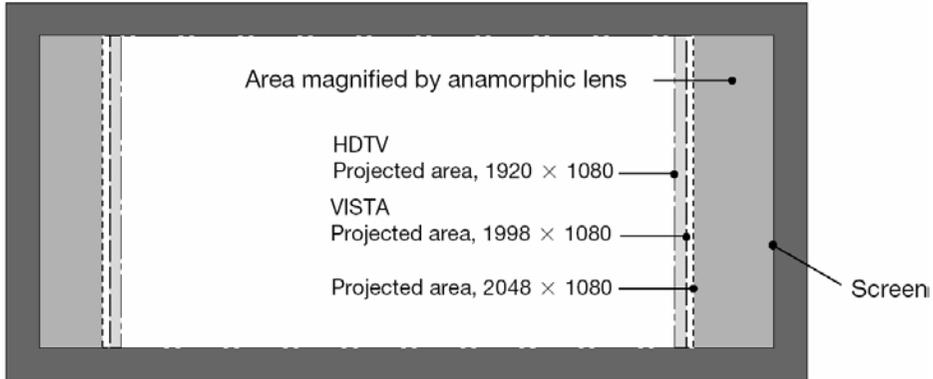


Option lenses

MODEL	Magnifying
L2K-14ZM	1.45 - 1.8
L2K-18ZM	1.8 - 2.4
L2K-22ZM	2.2 - 3.0
L2K-30ZM	3.0 - 4.3

Projected Images

The anamorphic lens works to magnify projected images horizontally when you use a wide screen for projection (SCOPE).



How to Calculate the Magnification of Primary Lens

SCOPE projection:

$$\text{Primary lens magnification} = \frac{\text{Length of projection (L)}}{\text{Screen width (W)} \div \text{Anamorphic lens magnification}}$$

Use 1x for anamorphic lens magnification if this lens is not in use.

VISTA/HDTV projection:

$$\text{Primary lens magnification} = \frac{\text{Length of projection (L)}}{\text{Screen width (W)} \div (2048 \div \text{Number of pixels per horizontal line})}$$

* Number of pixels per horizontal line: 1998 for VISTA; 1920 for HDTV

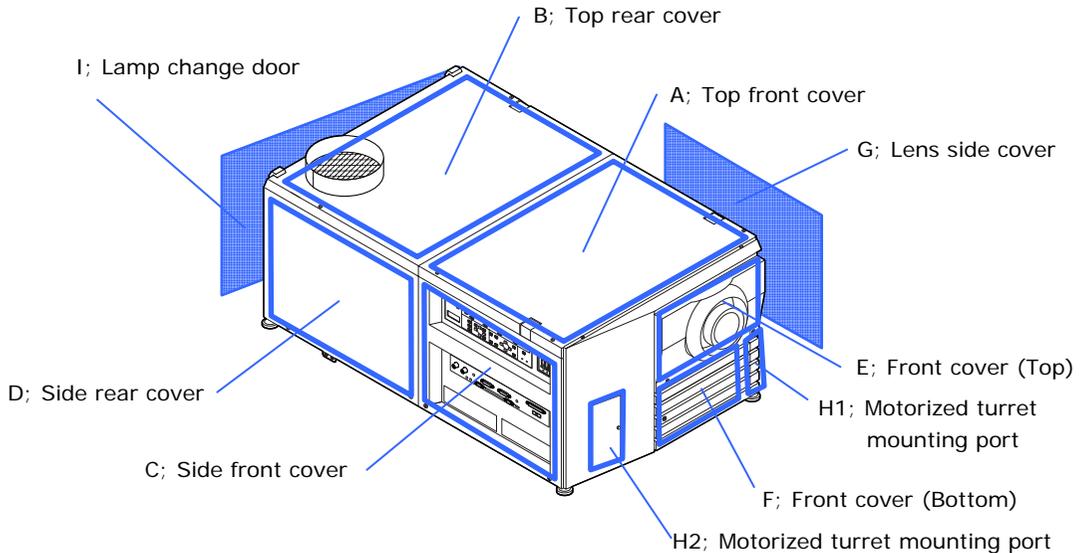
* Select a lens that meets the magnification requirement for both SCOPE and VISTA/HDTV screen types.

1.5 Removing the projector covers

You can remove covers of the projector by opening hexagonal fasteners.

As shown below, a projector has 9 covers:

Name of the cover



Remarks for cover mounting and removal

- You cannot remove the top rear cover (B) without removing the top front cover (A) first.
- To the top rear cover (B), the cables for rear status indicator are connected. When removing the top rear cover, it is necessary to remove the cables for rear status indicator, too. Refer to "1.5.1. Top rear cover removal procedure (Page.A-17)" for the procedure.
- When mounting the top front cover (A) and the top rear cover (B), connect the cables for rear status indicator and then mount the top rear cover (B) first. Refer to "1.5.2. Top cover mounting procedure (Page.A-18)" for the procedure.

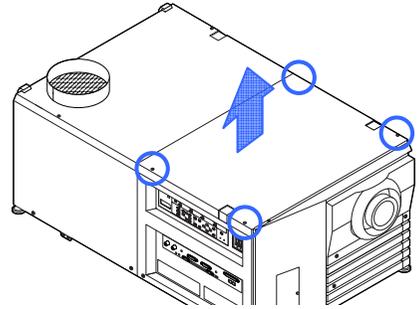
The table below shows the covers which need to be removed at each step.

Step	Covers (*:the covers which need to be removed at each step)									
	A	B	C	D	E	F	G	H1	H2	
Connecting the Lamp power cord	*	*		*						
Connecting the Lamp control cable						*				
Connecting the AC power cord						*				
Connecting the Touch Panel (optional)	*	*								
Mounting the Primary lens					*					
Mounting the Turret								*	*	
Mounting the Small iris							*			
Mounting the MMS (optional)	*		*							
Mounting the Exhaust equipment										

1.5.1 Top rear cover removal procedure

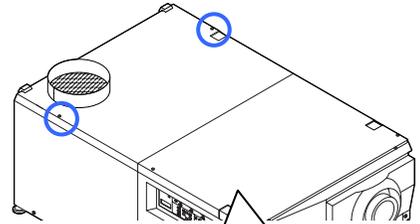
[1] Remove the top front cover of the projector.

Remove the hexagonal fasteners at the top (at 4 places) and remove the front (lens side) cover.



[2] Open the top rear cover of the projector and place it on the top of the projector once.

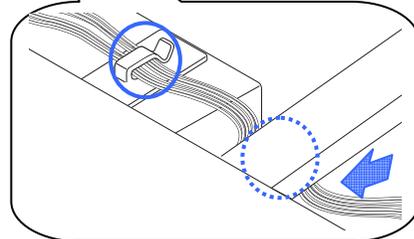
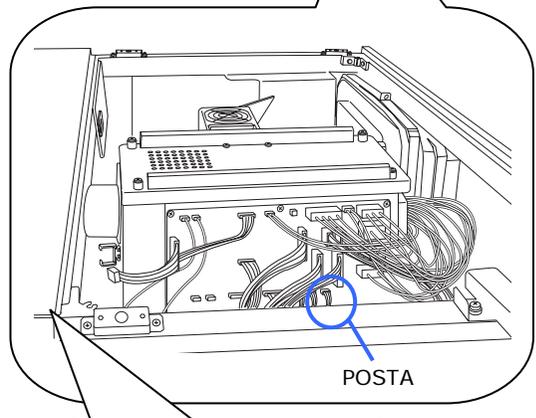
Remove the hexagonal fasteners (2 places) on the top.



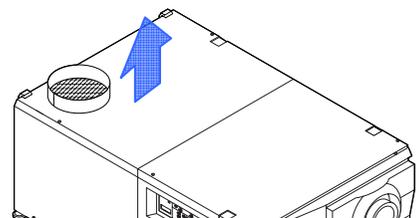
[3] Remove the cables for rear status indicator.

To the top rear cover, the cables from rear status indicators are connected (2 places). Before removing the cover, remove the cables as follows:

- <1> Remove the cables from the board (Connector name: POSTA).
- <2> Lift up the cover for about 5 cm.
- <3> Remove the cables from the clamp in front of you.



[4] Remove the top rear cover.



1.5.2 Top cover mounting procedure

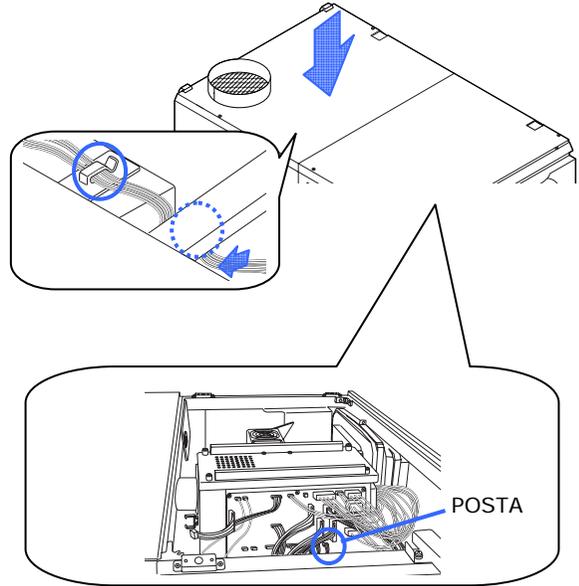
- [1]** Place the top rear cover of the projector once on the top of the projector.

Place it at a position where the cables from rear status indicators can be connected.

- [2]** Connect the cables for rear status indicator.

Before mounting the top rear cover, it is necessary to connect the cables.

- <1> Pass the cables through the clamp of the projector.
- <2> Connect the cables to the connector of the board (Connector name: POSTA).

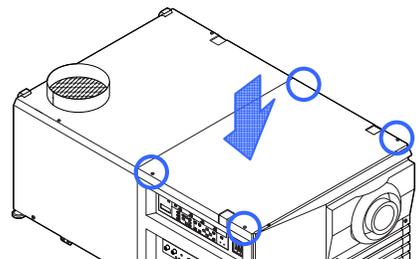
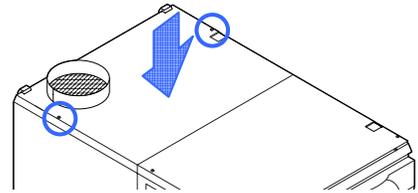


- [3]** Mount the top front cover of the projector.

Mount the top rear cover using the hexagonal fasteners at the top (2 places).

- [4]** Mount the top rear cover.

Mount the top front cover using the hexagonal fasteners at the top (4 places).



1.5.3 Side cover removal & mounting

Side cover removal procedure

Remove the side covers (side front cover, side rear cover and lens side cover) by removing the hexagonal fasteners (2 places) at the bottom of covers and pulling down the covers.

Side cover mounting procedure

Insert the covers to the top of the cover mounting positions and mount them using hexagonal fasteners (2 places) at the bottom of covers.

2.

Setting Up Your Projector

2.1 Setup procedure

Set up the projector according to the procedure below. This chapter describes the installation procedure until turning on of the power.

-Step1

Projector installation (See page A-20)

-Step2

Connecting the power cord (See page A-22)

-STEP3

Mounting the primary lens (See page A-29)

- STEP4

Mounting the anamorphic lens motorized turret (See page A-31)

- STEP5

Installation of Small Iris (Information for Service Personnel) (See page A-33)

- STEP6

Mounting Exhaust equipment (See page A-35)

- STEP7

Mounting the lamp bulb (See page A-35)

- STEPS8

Mount the following optional parts as required.

Install a touch panel (See "Touch Panel Section").

Install a multimedia switcher (See "MM2000B Section")

2.2 Projector installation

Move the projector to the projection position and install it corresponding to the screen and projection conditions.

By mounting an exclusive pedestal (NC-PD01 separately sold) and tilt feet, you can adjust the tilting angle. For adjustment of the tilting angle, refer to the pedestal (NC-PD01) manual. To correct the inclination to the right or left of the projector, use the level adjusters at 4 positions. You can extend the level adjuster to 10mm at the maximum (Rotate it counterclockwise for extension).

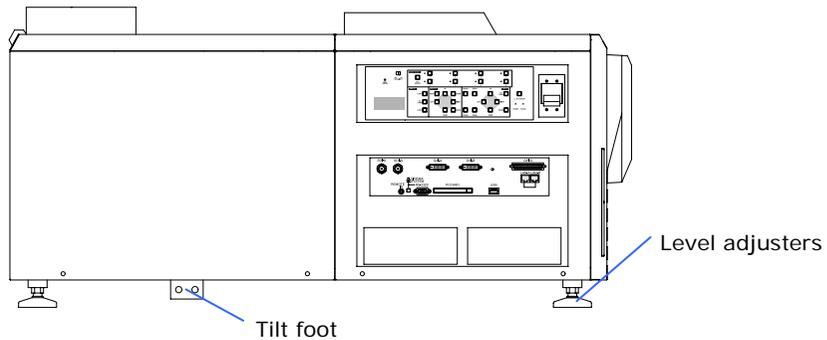
Memo

- If you use the pedestal (NC-PD01), the projector is fixed to the pedestal. In this case, correct the inclination to the right or left of the projector using the level adjusters on the pedestal side.



Caution

To adjust the level adjusters of the projector, extend the two level adjusters at the front and the back at the same time so that the weight is imposed to them equally. If you adjust only one adjuster, the weight is not imposed equally, which may result in level adjuster failure.



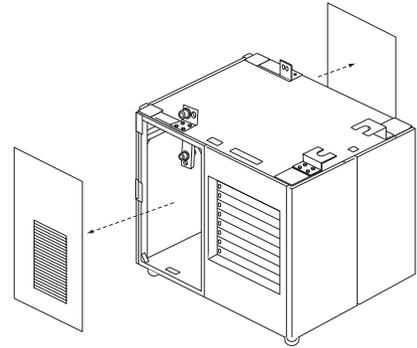
2.2.1 Mounting a lamp power supply unit to the pedestal

This section describes the procedure to mount the lamp power supply unit to the pedestal (NC-PD01). If you do not use an installation base, proceed to "2-3. Connecting the power cord" (Page A-22).

Execute the work below with referring to the NC-PD01 installation manual.

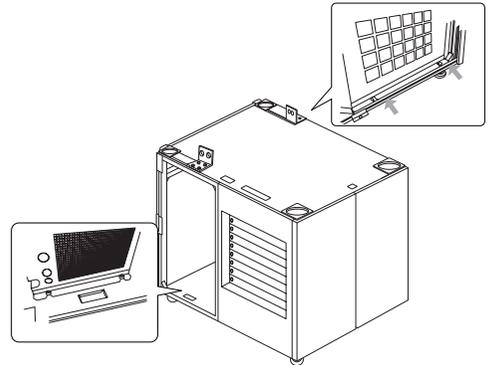
- [1]** Remove the covers at the back and side back of the pedestal.

- [2]** Remove two M10x20 screws fastening the bottom of the back on the pedestal.



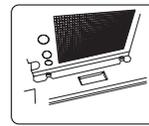
- [3]** Put the lamp power supply unit into the back of the pedestal.

This work should be executed by two or more workers.



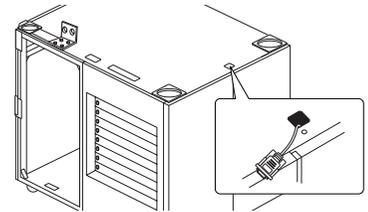
- [4]** Fix the lamp power supply unit.

Fix the lamp power supply unit using the screws removed at Step 2 with aligning it with the guide on the bottom plate of the pedestal.



- [5]** Connect the exclusive interface cable to the lamp power supply unit.

Remove the cover at the front side of the pedestal. Pass the exclusive interface cable through the hole of the pedestal partition, put it toward the front side and pull it out of the hole at the top on the front side of the pedestal.



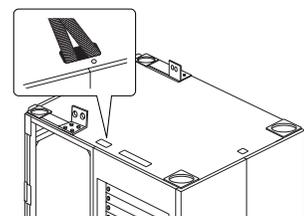
- [6]** Connect the exclusive interface cable to the projector.

For connection procedure, refer to 2-3-3.

Bundle any excessive cables in connection of exclusive interface cable at the back of the pedestal.

- [7]** Connect the lamp power cable to the projector.

For connection procedure, refer to 2-3-3.



2.3 Connecting the power cord

Connect the power cords of the lamp power supply unit and the projector.



Warning

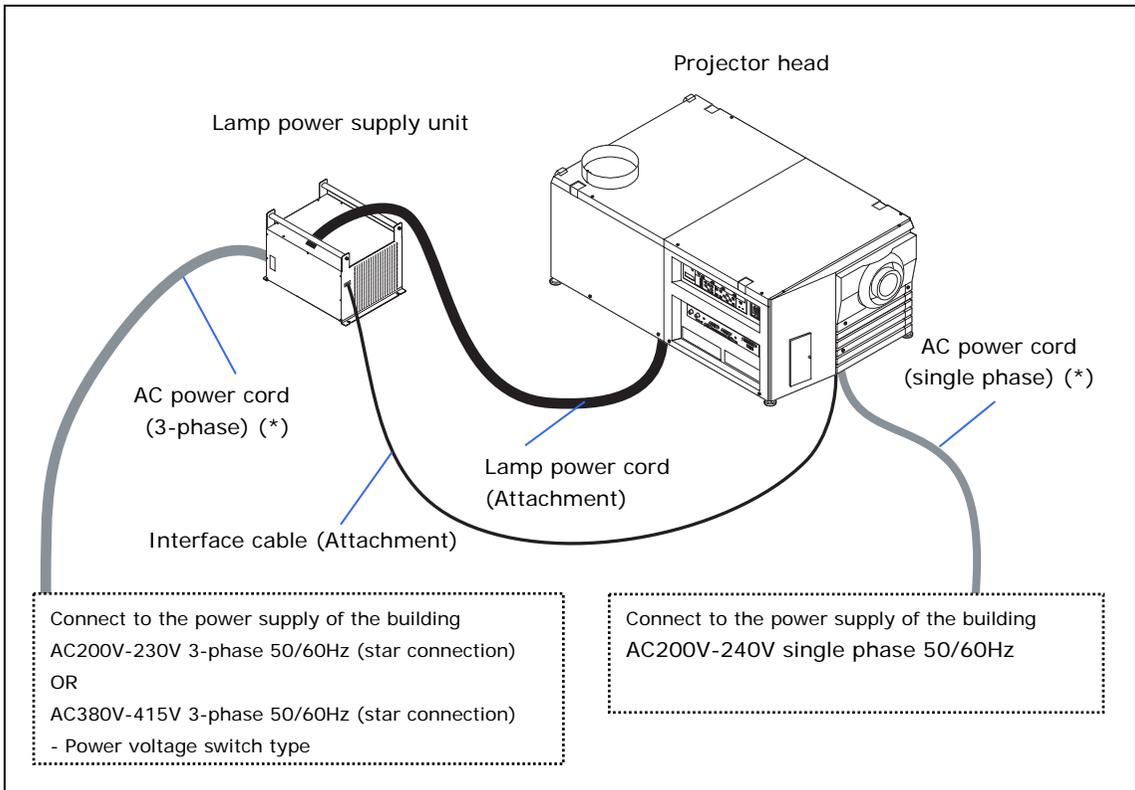
- Carefully read the contents described in this section before connection and connect the cords according to the proper procedure. Inappropriate handling may cause fatal, serious or other bodily injuries due to fire or electric shock.



Caution

- Before connecting the power cords, check that the main power switches of the projector and the lamp power supply unit are turned off. Implement the connection with AC power shut off.
- Entrust a specialist to carry out the power supply work from the power supply equipment of the building to the place of projector installation.

Schematic diagram of connection



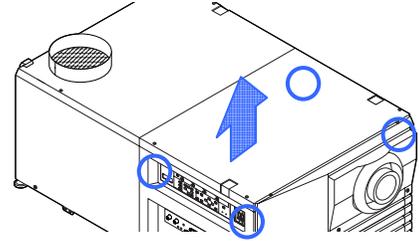
- (*) The AC power cord is not attached as an accessory.
Consult with your dealer/distributor for the cord.

2.3.1 Removing the covers of the projector and LPSU

To connect the power cord, remove the covers of the projector and the lamp power supply unit (LPSU).

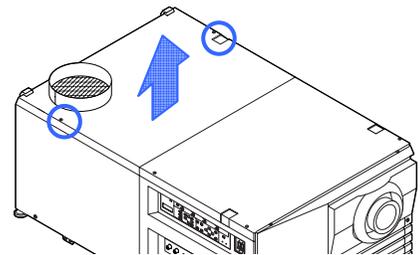
[1] Remove the top front cover of the projector.

Remove the hexagonal fasteners at the top (at 4 places) and remove the front (lens side) cover.



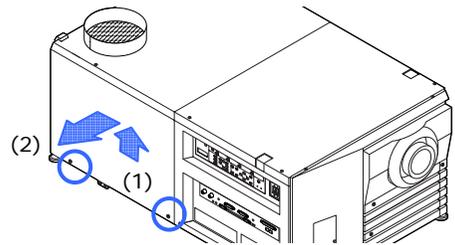
[2] Remove the top rear cover of the projector.

Remove the hexagonal fasteners (2 places) at the top. Before removing the top rear cover, it is necessary to remove the cables of the rear status indicator. For details, refer to "1.5.1. Top rear cover removal procedure" (page A-17).



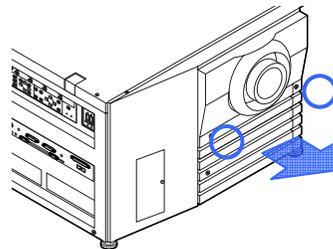
[3] Remove the side front cover of the projector.

Remove the hexagonal fasteners (2 places) on the side and remove the cover with lifting it a little.



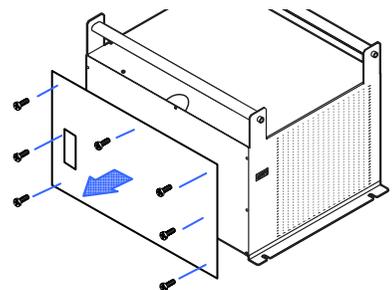
[4] Remove the front cover (bottom) of the projector.

Remove the hexagonal fasteners (2 places).



[5] Remove the cover of the lamp power supply unit.

Cover mounting screws are used at 7 places.

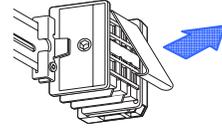


2.3.2 Connecting the 3-phase AC power cord to the LPSU

Entrust a specialist to carry out the AC power supply work from the power supply equipment of the building to the place of projector installation.

This document describes the connection procedure for the lamp power supply unit (LPSU) assuming that the AC power supply construction has been completed.

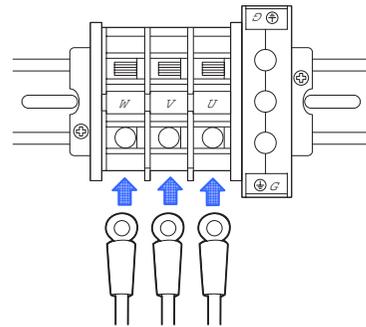
- [1]** Remove the terminal cover at the top of the AC power supply connecting terminal of the lamp power supply unit.



- [2]** Insert three live wires of the AC power cord into the connection terminal and fix them with screws.

Insert the solderless terminal into the fixing hole of the connecting terminal and tighten the screw with a Phillips-head type screwdriver.

If the neutral phase is wired from the power supply equipment, wrap the cable end with insulation tape or the like so that it does not contact the live section. It is not necessary to connect the neutral phase because this phase is not used in this machine.

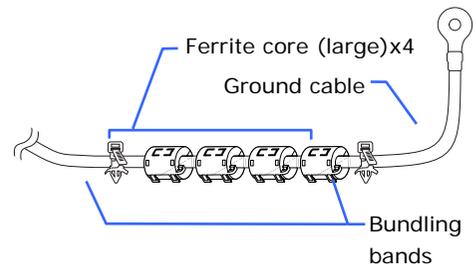


- [3]** Mount the terminal cover to the AC power supply connection terminal.

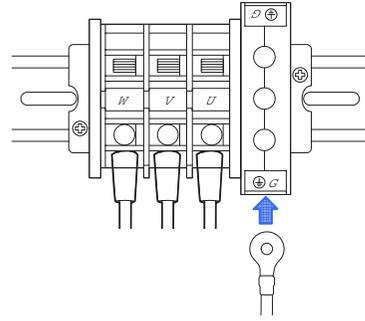


- [4]** Mount 4 pieces of ferrite core (large) attached to the projector to the grounding cable.

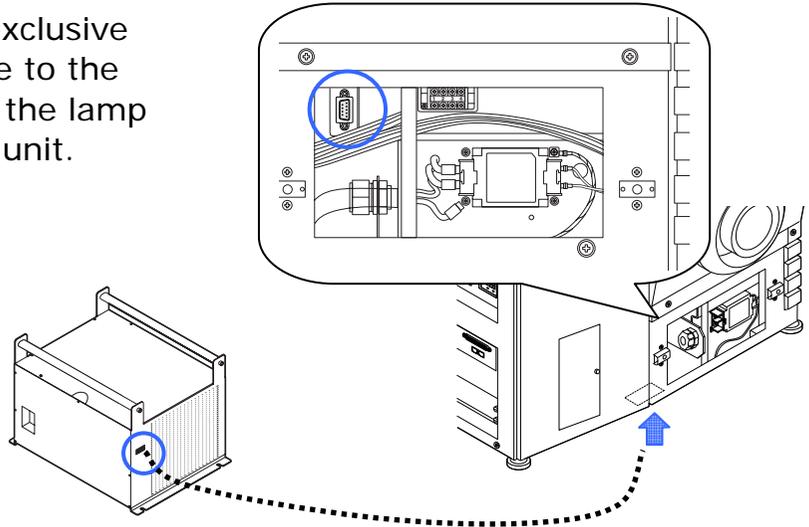
Mount them to the end near the lamp power supply unit of the grounding cable. In addition, fix the grounding cable to the lamp power supply unit with bundling bands at right and left ends of the ferrite core.



- [5]** Insert the grounding cable into the connection terminal and fix it with screws.



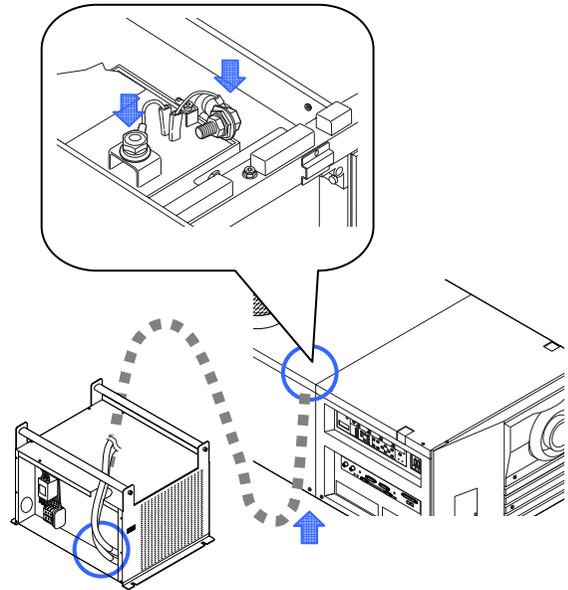
- [6]** Connect the exclusive interface cable to the projector and the lamp power supply unit.



- [7]** Connect the lamp power supply cord to the LPSU and the projector.

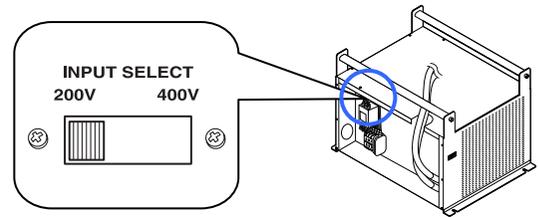
Connect the lamp power supply cord attached to the igniter of the projector. Connect the + end of the cord to the + terminal of the igniter and – end to the – terminal of the igniter.

In case the pedestal (NC-PD01) is used, the cord inlets (cord inlets on installation base side and on the projector side) may be shifted depending on the tilting angle. Pay attention to the wiring.



[8] Check the setting of the input power selection switch.

Check that the switch is properly set to the voltage of the AC power supply used.

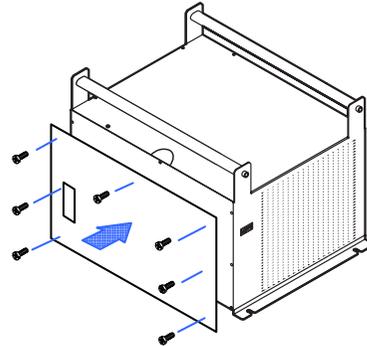


Caution

- Make sure to check that the input power supply selection switch of the lamp power supply unit is set properly. Improper setting would cause a failure of the lamp power supply unit.

[9] Mount the cover of the lamp power supply unit.

Cover mounting screws are used at 7 places.

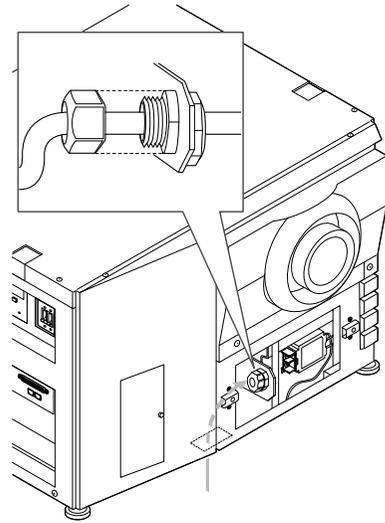


This completes the connection of the lamp power supply cord. Next, connect the power supply cord of the projector (here, keep the covers of the projector removed).

2.3.3 Connecting the power cord of the projector

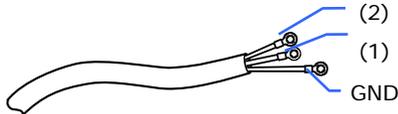
- [1]** Insert the power cord (1 ϕ) of the projector main unit into the power cord inlet.

Any power cord (single-phase) for the main unit is not attached as accessory. Use a cord suitable to the user environment.

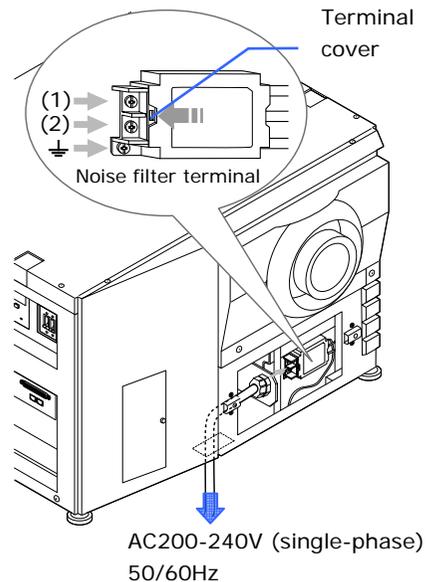


- [2]** Connect the main unit power cord (1 ϕ) to the noise filter terminal.

Any power cord (1 ϕ) for the main unit is not attached as accessory. Use a cord suitable to the user environment.



(1) Japan; black, Euro/USA; Brown
 (2) Japan; White, Euro/USA; Blue
 GND; Green/Yellow



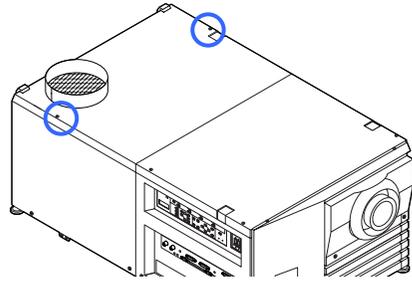
Upon connection completion, close the terminal cover of the noise filter terminal.

Memo

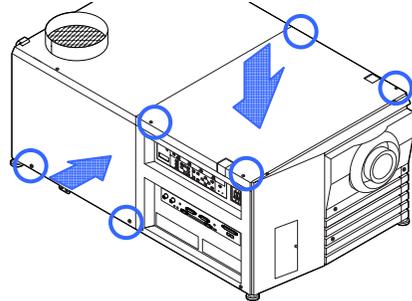
- Mount the touch panel controller (separately sold), before mounting the cover of the projector head. Refer to "touch panel" section about a procedure.

[3] Mount the top rear cover of the projector.

Mount the hexagonal fasteners (2 places) at the top. Before mounting the top rear cover, it is necessary to connect the cables of the rear status indicator. For details, refer to "1.5.2. Top cover mounting procedure" (page A-18).



[4] Mount the top front cover and the side rear cover of the projector.



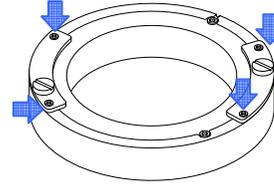
This completes the connection of the power cord. Next, mount a primary lens (Keep the front cover (bottom) of the projector removed here).

2.4 Mounting the primary lens

Mount the attached lens holder (NC-PH01) before mounting the primary lens to the projector.

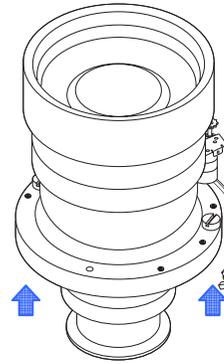
- [1]** Remove the lens holder mounting screws (4 pieces).

The lens holder is separated into two parts.



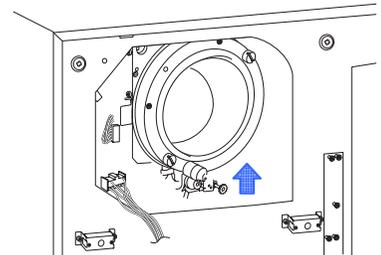
- [2]** Mount the lower part of the lens holder along the lens insertion guide.

- [3]** Mount the lens holder insertion guide (slit) according to the lens insertion guide notch.



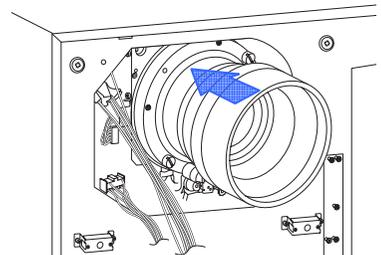
- [4]** Mount the upper part of the lens holder and fix it with mounting screws (4 screws).

- [5]** Remove the front cover (top) of the projector.



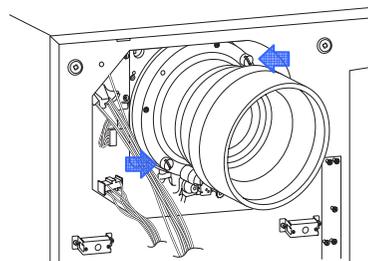
- [6]** Hold the primary lens unit with its guide notch faced upward and insert it into the projector until it cannot go further.

Insert the holder into the fixing hole of the lens ring and mount it with rotating it clockwise.

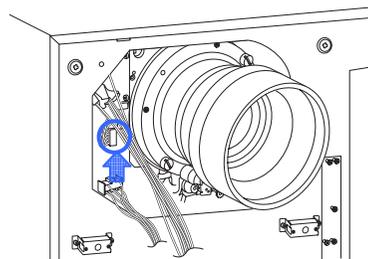


- [7]** Tighten the fixing screws (2 screws) for the lens holder.

The lens is fixed.

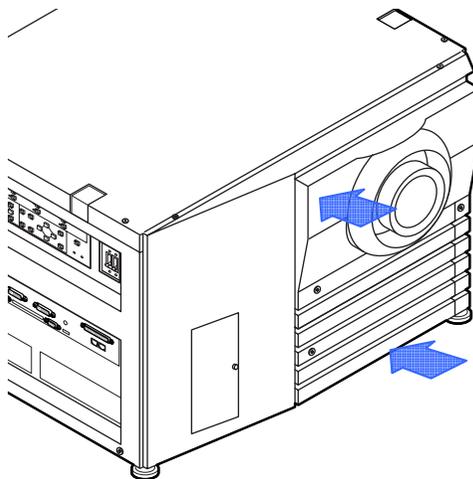


- [8]** Connect the control signal cable.



- [9]** Mount the front covers (top and bottom) of the projector.

Mount the sponge attached to the lens after screen ratio adjustment.

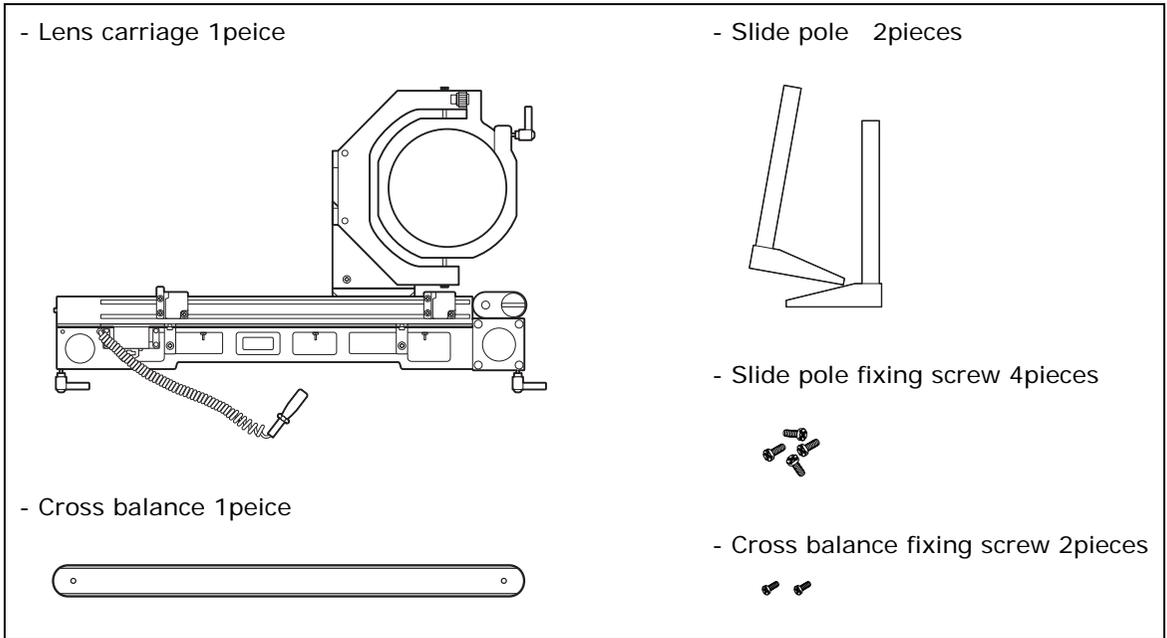


2.5 Mounting the anamorphic lens motorized turret

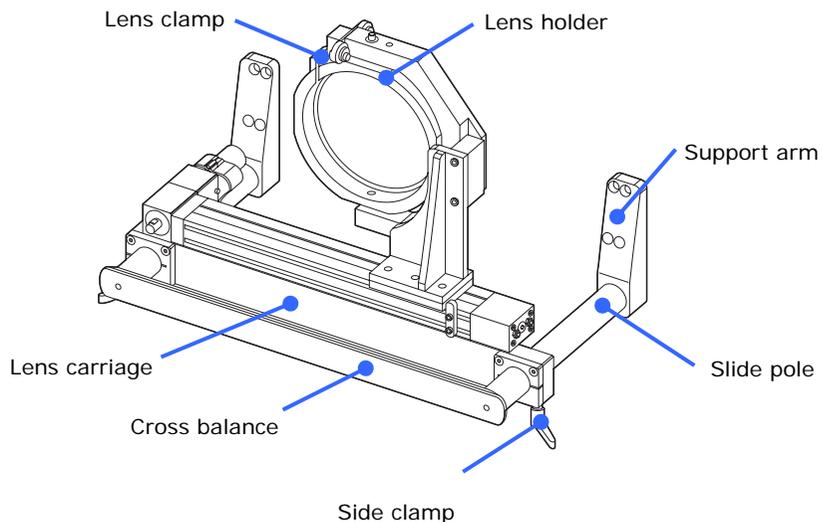
Use an optional anamorphic lens for projection of cinemascope size.

Anamorphic lens motorized turret (separately sold: NC-AT01) is required for mounting of the anamorphic lens.

2.5.1 List of accessories attached to turret



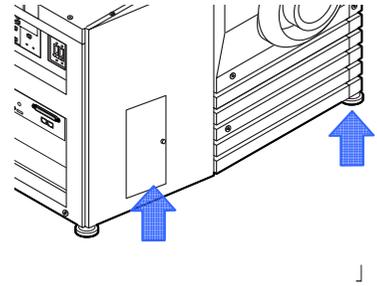
2.5.2 Descriptions of the parts in turret



2.5.3 Mount the turret

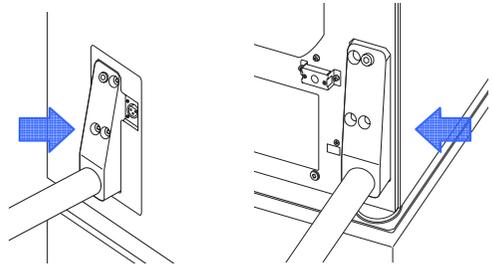
- [1]** Remove the anamorphic lens mounting covers (2 places) of the projector.

You will find fixing holes on the right and left of the front cover (bottom). On the opposite side of the lens, you will see a socket for the control cable.



- [2]** Mount the slide poles for the anamorphic lens motorized turret.

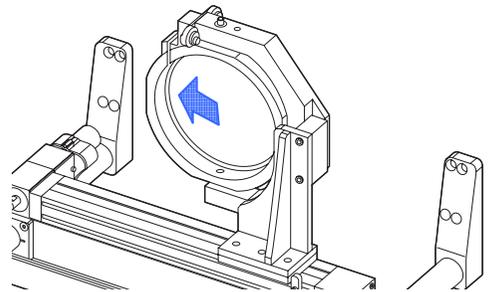
As shown in the figure, fix the slide poles with two screws using two of four screw holes. In addition, arrange the slide poles on the right and left so that they are horizontal.



- [3]** Mount the lens carriage.

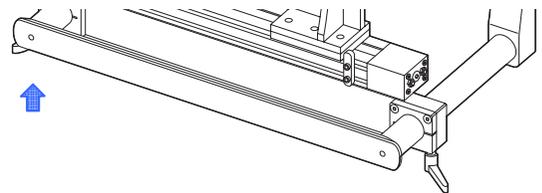
Move the lens holder to the opposite side of the primary lens before mounting the lens carriage to the slide poles.

Insert the lens carriage to a position where the slide poles get out of the carriage. Pay attention so that the lens holder does not contact the primary lens. It may damage the lens.



- [4]** Mount the cross balance.

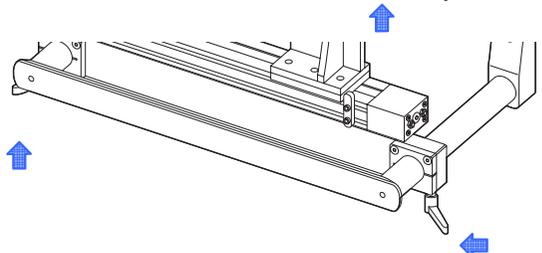
Mount a cross balance with screws (2 screws).



- [5]** Fix the slide clamp.

Until the primary lens adjustment is completed, fix the slide clamp at a position where the lens holder does not contact the primary lens.

Connect the control cable in the screen ratio adjustment of the anamorphic lens.



This completes the mounting of the anamorphic lens motorized turret. Mount the anamorphic lens after completion of the primary lens adjustment.

2.6 Installation of Small Iris (Information for Service Personnel)

If it is requested by the customer to reduce the projector's lamp luminance because it is too bright even when set to the minimum level, you may reduce it as follows. This operation will also improve the contrast ratio.

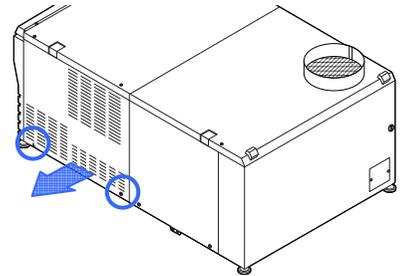
Preparatory operation:

- Make sure that the main power switch of the customer's projector is turned off.
- Get the supplied small iris ready. (Included in the standard set of accessories)

Installation step

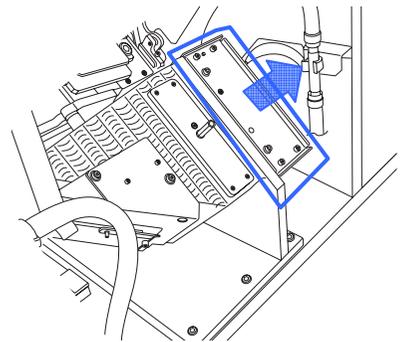
[1] Remove the lens side cover.

Remove the hexagonal fasteners (2 places) on the side and remove the cover with lifting it a little.



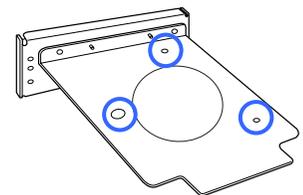
[2] Remove the iris plate of the engine block.

Untighten the four clamping screws to remove the iris plate.



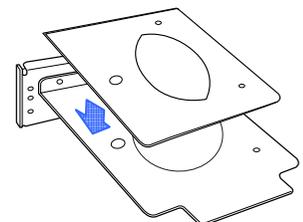
[3] Remove the iris screws.

Iris plate is provided with a default iris. Remove 3 screws from the iris.



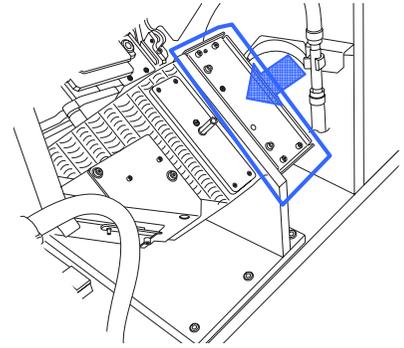
[4] Mount the small iris.

Use 3 screws you have removed at Step [3] to mount the small iris among accessories with overlapping it over the iris.

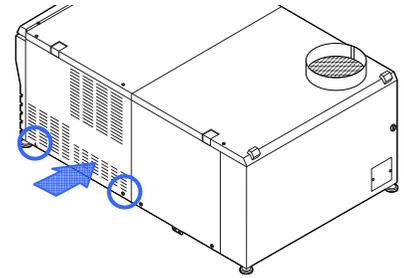


- [5]** Remount the iris plate now attached with the small iris to the engine block.

Use 4 screws you have removed at Step 2 to mount the iris plate.



- [6]** Mount the lens side cover to the projector.

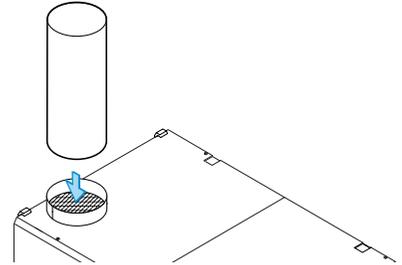


2.7 Mounting the exhaust equipment

It is necessary to connect the air outlet of the projector to the exhaust equipment. The accessory protective sheet should also be mounted because the area around the air outlet can become very hot.

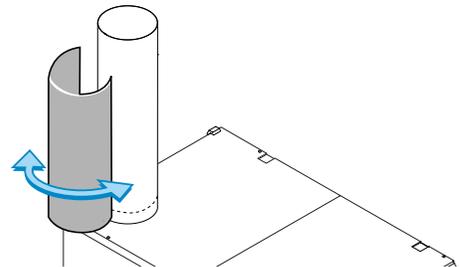
[1] Mount an exhaust hose to the air outlet.

Mount the hose for connection to the exhaust equipment to the air outlet.

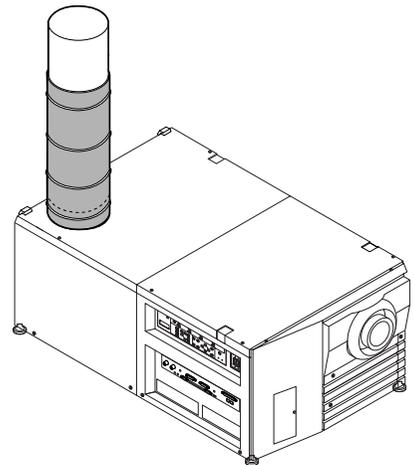


[2] Wrap the protective sheet around the exhaust hose.

Wrap the protective sheet to cover the connection of the air outlet and hose.



[3] Use the accessory protective sheet bands (4 bands) to fasten the protective sheet.



2.8 Mounting the lamp bulb

Mount the lamp bulb to the projector here.

Ask a service personnel to mount the lamp bulb.



Caution

- It is concerned that the lamp bulb would burst under shock or vibration. Make sure to move the projector to the installation position before mounting the bulb. In addition, make sure to remove the lamp bulb before moving the projector to another place.

3.

Projector Adjustment and Connecting

3.1 Flow of Adjustment and Connecting

Adjustment and Connecting of the projector accord to the procedure below.

- STEP1

Turning your projector on. (See page A-37)

- STEP2

Setting the projector projection method (See page A-38)

- STEP3

Adjusting the primary lens (See page A-39)

Display the test pattern to adjust the screen size, screen ratio and focus.

- STEP4

Mounting and adjusting the anamorphic (See page A-41)

- STEP5

Connecting the image input (See page A-44)

- STEP6

Connecting the various control terminal (See page A-45)

Steps 1 to 6 complete the adjustment and connection of the projector. Next, set up the projector from the touch panel. Refer to the "Touch Panel Section" for the procedure.

3.2 Turning your projector on

The power to this projector is separated to the power to the projector head and power to the lamp. To project an image, it is necessary for both power supplies to be on.

Note

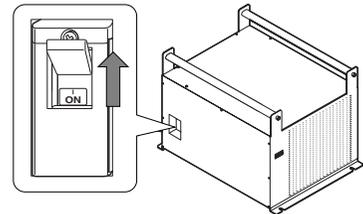
- While your projector is on, be sure to have the lens cap removed from the lens. Otherwise, the lens cap may get deformed due to a heat buildup.
- In the following instances, the power to your projector cannot be turned on even if you press the POWER button.
 - When the inside temperature is abnormally high. The protective function prevents power from turning on. Wait some time (until the projector inside cools down) and then turn on the power.
 - When the STATUS indicator is blinking without the lamp lighting up after power-on. Your projector may be in trouble. Check the error display on the LCD screen and contact your dealer/distributor for instructions.
- Note that the image may sometimes flicker until the lamp has stabilized (5 to 10 minutes) after power-on. This is due to the characteristics of the lamp and is not trouble of your projector.

Preparation: Supply AC power to the projector head and to the lamp power supply unit.

[1] Remove the lens cap.

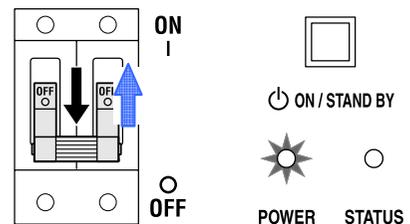
[2] Turn the main power switch on the lamp power supply unit to on.

The lamp power unit fan will begin rotating.



[3] Turn the main power switch on the side of your projector head to on.

A buzzer will ring on the projector. The POWER indicator and rear STATUS indicator light up orange (standby state)

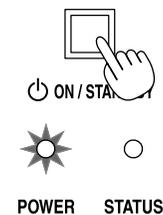


[4] Press the POWER button on the control panel of your projector three seconds or longer.

Your projector is turn on, and the screen glows light about 30 seconds later. The POWER indicator of the projector lights up green.

When controlling with the remote control, press the POWER ON button three seconds or longer.

When the power to the projector head turns on, an error will occur (lamp power error: LPSU Fail) if the power to the lamp power supply unit is OFF. Turn the power on to the lamp power supply unit prior to turning on the power to the projector head.



3.3 Setting the projector projection method

When the projector is shipped from the factory, the projection method is set to the front mode (projection from the front of the screen with the projector installed on the pedestal).

It is necessary to use the remote controller for change of the projection method. Refer to the operation manual for remote controller operation

- [1]** Press the "TEST" button while holding down the "CTL" button on the remote control panel.

The Passcode input screen appears on the LC display located on the projector's side panel.

- [2]** Enter your passcode* using the numeric character keys of the remote control.

After authentication of your passcode, the Configuration menu will become active.

* Contact your dealer for your specific passcode.

- [3]** Use the arrow buttons "< / >" to select "Configuration".

- [4]** Use the arrow buttons "< / >" to select "Installation".

- [5]** Check that "Image Orient" is selected and press the ▼ button.

If "Image Orient" is not selected, press the < / > buttons to select it

- [6]** Press the "< / >" buttons to select the projection method (Image Orientation).

When shipped from the factory, it is set to [Normal-F].

- Normal-F Front projection. With the projector installed on the pedestal, projection is executed from the front of the screen.

- Normal-R Rear projection. With the projector installed on the pedestal, projection is executed from the back of the screen.

- [7]** Press the "ENTER" button several times

An (*) will be put on the selected projection method (Image Orientation).

- [8]** Press the "EXIT" button several times.

The projector exits the menu and goes back to the regular screen.

3.4 Adjusting the primary lens

Display the test pattern and adjust the screen size, focus and screen position with the primary lens.

3.4.1 Display the test pattern

[1] Press the MENU button of the remote controller.

"TITLE SELECT" is displayed on the LCD screen at the projector side.

[2] Press ▼ button.

[3] Press the < / > buttons to select "TEST PATTERN".

[4] Press the < / > buttons to select "Cross Hatch".

[5] Press ▼ button.

[6] Press "ENTER" button.

An (*) will be put on the selected test pattern.

3.4.2 Adjusting the screen ratio

Adjust the screen ratio of the primary lens here. Adjust the screen ratio of the anamorphic lens after adjusting the primary lens screen ratio and mounting the anamorphic lens (See A-41).

When an anamorphic lens is used, distortions will be produced on the projection screen. To prevent the image from being cut off due to these distortions, the image size should be made larger than the screen size beforehand.

To minimize potential distortions of the anamorphic lens, it is recommended that the lens shift not be used as much as you can and that projection be kept at lens center.

Memo

- How to Call the Lens Center

[1] Press the "MENU" button on the remote control panel.

"Title SELECT" appears on the projector's LC display.

[2] the Configuration menu using the arrow buttons "< / >".

[3] Press the "▼" button.

[4] Select "Installation" using the "</>" buttons.

[5] Press the "▼" button.

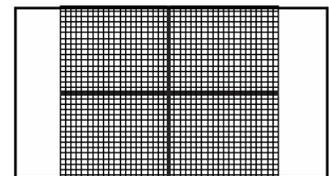
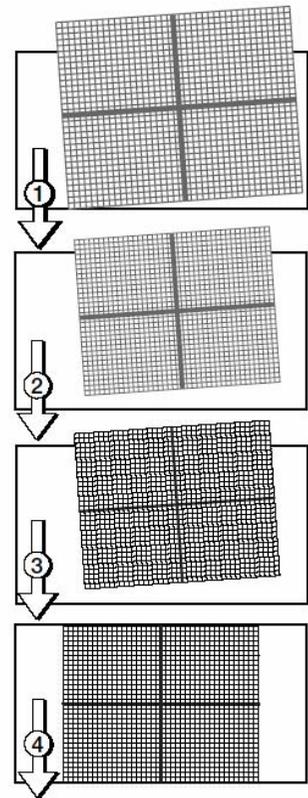
[6] Select "Lens Center" using the "</>" buttons.

[7] Press the "▼" button.

[8] When "Move" appears on the display, press the "ENTER" button.

The lens will begin to move.

- [1]** Press the "ZOOM+/-" buttons on the remote control panel or of the projector to roughly adjust the screen size so that the screen height and the image height are the same.
- [2]** Press the "FOCUS+/-" buttons of the remote control or the projector to roughly adjust the focus.
- [3]** Adjust the surface on which the projector is set up and the tilt foot of the projector to adjust the setup position, height, and tilt (front-back and left right) of the projector so that the projected image is level at the screen center.
- [4]** Use the "ZOOM+/-" buttons again to adjust the screen size so that the projected image is kept 0.5 to 1 crosshatch cell portions higher than the top edge of the screen.
- [5]** Finally adjust the focus using the "FOCUS+/-" buttons either of the remote control or the projector.


Note

- If you use the lens memory for adjustment of the focus, first move the ▼ key (Focus Down) almost to the limit and then make adjustments so that you can finish the adjustment on the ▲ (Focus Up) side.

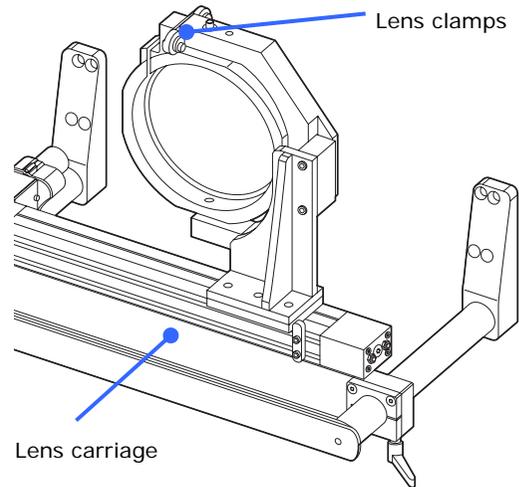
3.5 Mounting and adjusting the anamorphic

Mount the anamorphic lens to the anamorphic lens, adjust the anamorphic lens position.

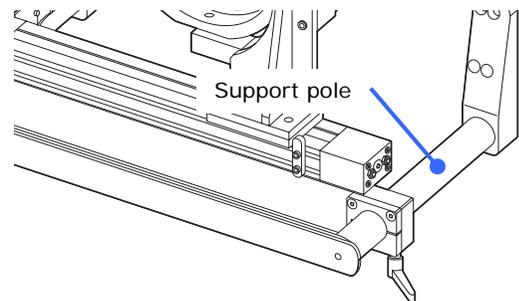
3.5.1 Mounting the anamorphic

Mount the anamorphic lens to the anamorphic lens motorized turret mounted in 2-5.

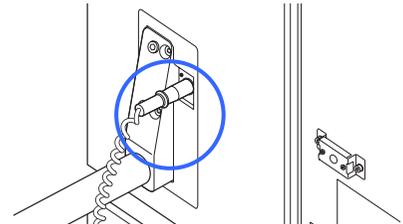
- [1]** Loosen the lens clamps (2 places) and slide the lens carriage on the slide poles.
Adjust the lens carriage position.



- [2]** Mount the cross balance to the end of the support pole.



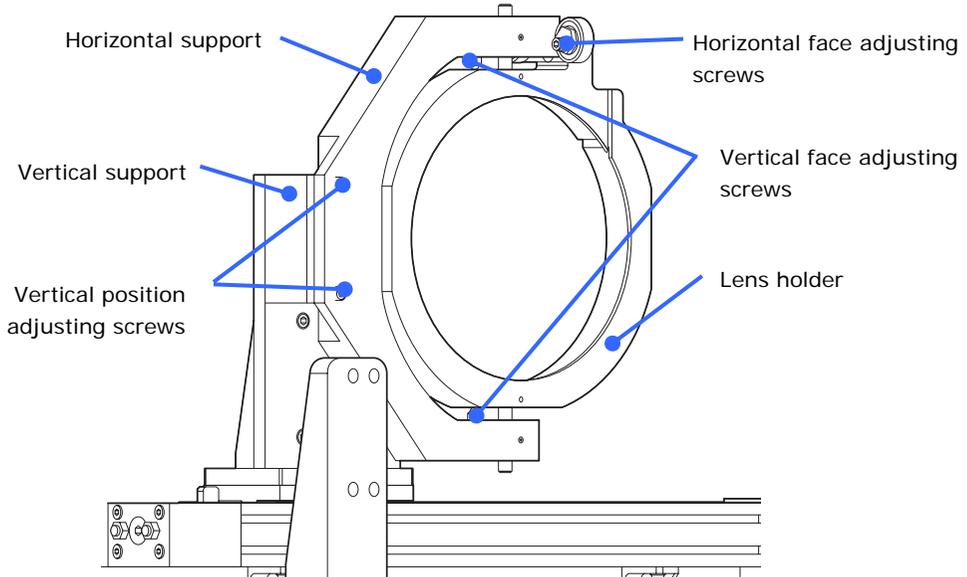
- [3]** Connect the control cable for the anamorphic lens motorized turret.



- [4]** Mount the anamorphic lens to the lens holder and loosely fix it with lens clamp screws (2 places).

3.5.2 Adjusting the anamorphic lens position

Adjust the anamorphic lens position so that it becomes parallel with the primary lens in horizontal and vertical directions. In addition, rotate the lens to adjust it so that the enlarged projection screen becomes horizontal.



[1] Adjust the vertical face.

Use the vertical face adjusting screws (2 places) to adjust the face so that it contacts with the vertical support.

[2] Adjust the horizontal face.

Loosen the horizontal face adjusting lock screws and rotate two bearings so that both of them contact the horizontal support.

[3] Adjust the vertical position.

Use the vertical position adjusting screws (2 places) to adjust the position so that both screws are connected with the lens holder.

[4] Adjust the horizontal position.

Use two micro switches at the ends of the lens carriage to move the lens to the position nearest to the projector. When the lens moves to the predetermined position, the bracket at the center determines the horizontal position of the lens. Adjust the position of the micro switch bracket at the center.

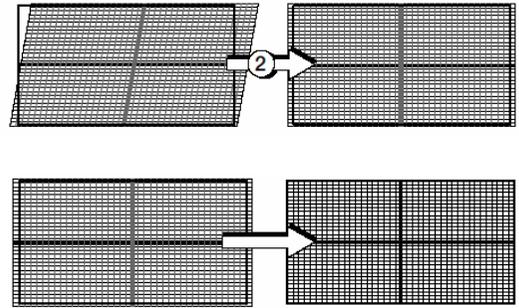
3.5.3 Adjusting the anamorphic lens inclination

- [1]** Rotate the lens to set the projection screen horizontally and vertically.

Loosen the lens clamp and rotate the lens in the lens holder so that the vertical and horizontal lines at the center of the projection screen become horizontal and vertical respectively.

Loosen the lens clamp after the adjustment and check that the projection image is substantially at the center of the anamorphic lens and that the 4 corners are not rejected within the anamorphic lens.

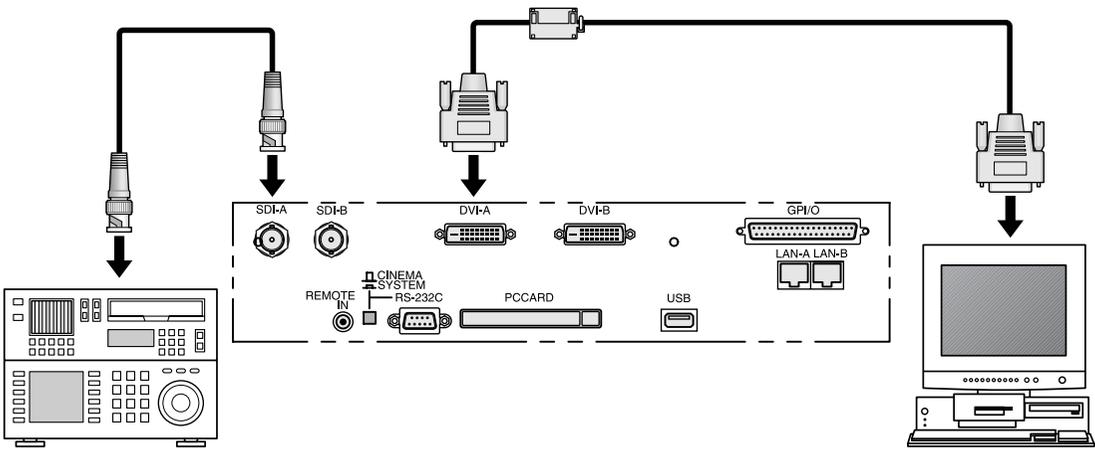
If rejected, repeat Steps [1] to [4] for adjustment.



3.6 Connecting the image input

Your projector has four image input terminals, namely, the HDS/SDI A input terminal, the HDS/SDI B input terminal, the DVI-D A input terminal, and the DVI-D B input terminal.

HDS/SDI A/B input terminal (SDI A/SDI B)	Inputs serial digital images from a Video Server or Video source.
DVI-D A/B input terminal (DVI A/DVI B)	Inputs digital RGB signals from a PC.



Information for Reducing Radiation of Electromagnetic Waves

To reduce unnecessary radiation of electromagnetic waves, use the supplied ferrite clamp core.

Mounting the ferrite clamp core

- [1]** Open the accessory ferrite clamp core and attach it to the DVI-D signal cable.

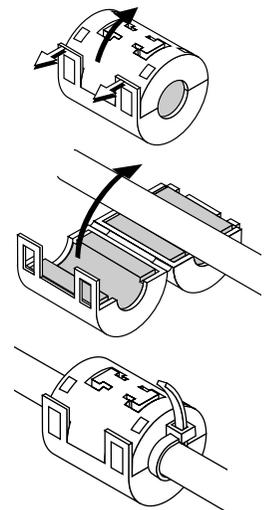
When doing so, attach this as close as possible to the end that goes to the projector.

* Push the catch to open the ferrite clamp core.

- [2]** Close the ferrite clamp core tightly.

- [3]** Fix the supplied band to the signal cable as a stopper.

* Pull the end of the band to tighten it. Cut off the surplus of the band.



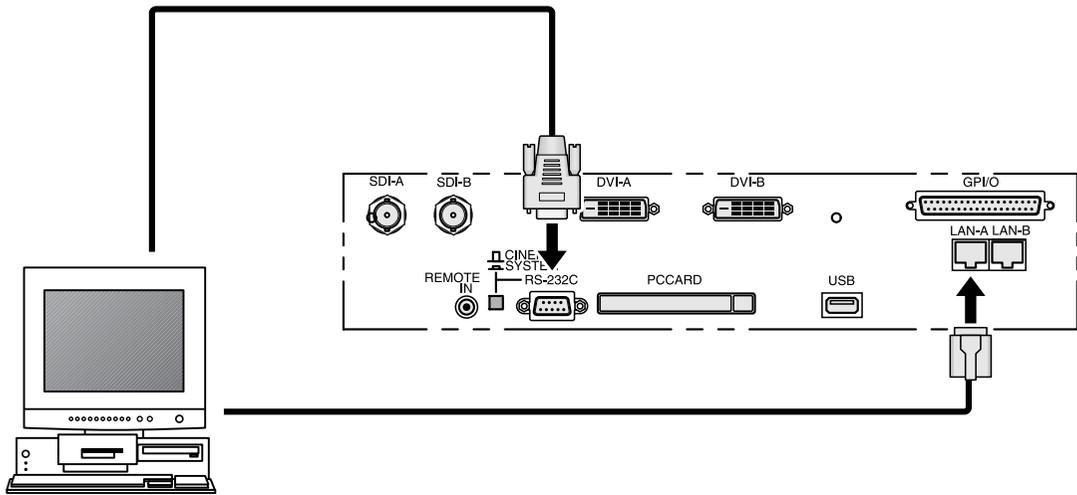
Note

- Be sure to use the ferrite clamp core at the end of the DVI-D signal cable.

3.7 Connecting the various control terminal

For control, your projector comes with such ports as the PC control terminal and the Ethernet port (RJ-45).

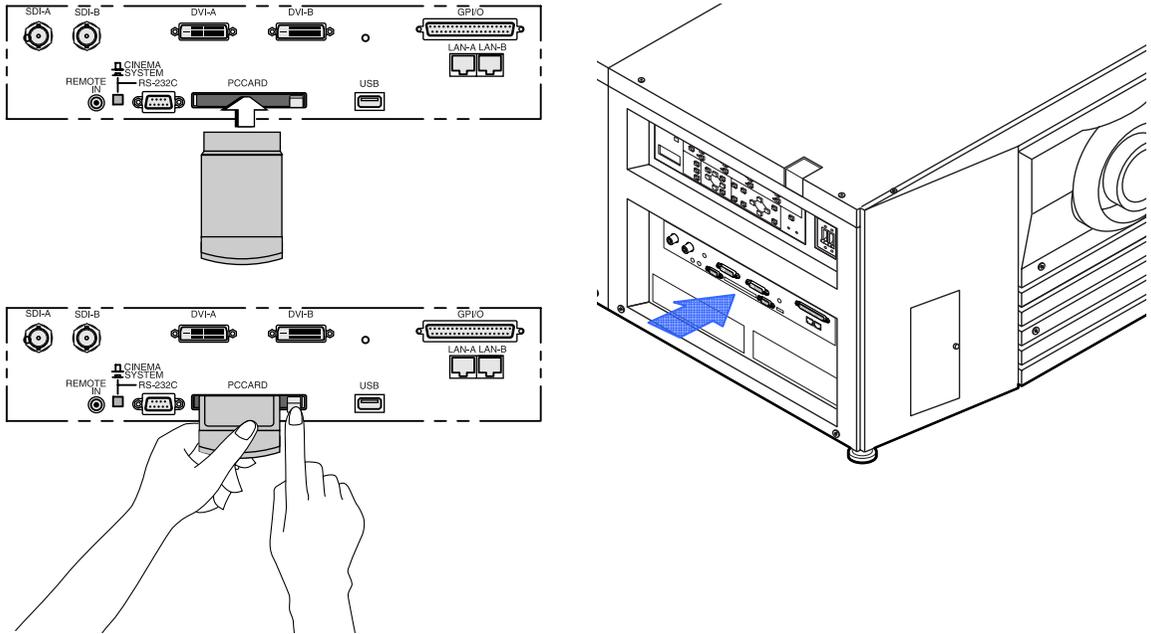
PC control terminal (PC CONTROL)	Use this terminal when controlling the projector in serial connection from a PC.
Ethernet port (LAN-A/LAN-B)	Use this port when controlling the projector in LAN connection from a PC.



This completes the adjustment and connection of the projector. Next, set up the projector from the touch panel. Refer to the "Touch Panel Section" for the procedure.

3.8 Controlling Your Projector Using a Wireless LAN Card

When using a wireless LAN to control the projector, please insert a wireless LAN card (available separately) into the Connection terminal PC Card slot located at the projector side.



Note

- Although the built-in Ethernet ports (LAN-A/LAN-B) cannot be used to control your projector Model iS10 when a wireless LAN card is set, you can access the “NC2500S” through these ports even when a wireless LAN card is set.
- Be sure to set or remove your wireless LAN card only when the power to your projector is off. Insertion or removal of a wireless LAN card when power to your projector is on may result in a destruction of the wireless LAN card.

4.

LCD Menu

This chapter describes the menus displayed in the LCD screen on the projector's control panel and their functions. For basic operations of menus, refer to the operation manual.

4.1 List of menu

Menus in parentheses are menus for our service personnel. Normally, these menus cannot be used.

Main menu	Submenu	Description	Ref. page	
Title Select	"Title Memory name"	Selects the title of the signal to be projected.	A-49	
	TEST Pattern	Selects the test pattern to be projected.	A-49	
Configuration	Lamp Setup	Adjust	Adjusts lamp brightness.	A-50
		Feedback	Sets the lamp brightness constant mode that uses a brightness sensor.	
	(Setup)	Douser Mode	Selects whether to use the douser (screen mute) when switching signals.	A-50
		Turret	Controls the turret mounted with an anamorphic lens.	
		Ext. MMS Link	Sets whether to connect an external multi-media switcher (MMS).	
		Panel Key Lock	Locks the buttons on the projector's control panel so that they cannot be operated.	
		GPIO Port	Selects the target of GPIO port control.	
		FactoryDefault	Returns the settings to their default values (only macro keys and titles, or all settings).	
	(Installation)	Image Orient	Selects the projection method (front/rear).	A-52
		Lens Center	Moves the lens shift position to the center.	
		MMS Select	Selects the multi-media switcher (MMS) to connect.	
		Baudrate	Sets the PC control connector (RS-232C) data transmission speed (bps).	
		Date/Time	Sets the date and time on the projector.	
		New Bulb	Resets the lamp bulb usage time and selects or edits new entries (only when the projector is in standby mode).	

		Bulb Warning	Sets the lamp bulb warning time (only when the projector is in standby mode).	
		New Lamp House	Resets the lamp house usage time, and makes settings or selects modes (only when the projector is in standby mode).	
		Bulb Alignment	Sets the lamp bulb alignment.	
	(Memory)	Lamp	Saves the current lamp setting.	A-56
		Lens	Saves the current lens setting.	
(Title Setup)	Macro Key	Macro Key No.1-8	Sets the titles to be assigned to the macro keys of 1 to 8.	A-57
Information	Lamp	Output	Displays the lamp output setting.	A-58
		Bulb Type [A]	Displays the registered name and the maximum/minimum current setting of the currently used lamp bulb.	
		Bulb Type [W]	Displays the registered name and the lamp rated output (kW) of the currently used lamp bulb.	
		Bulb Type [H]	Displays the registered name and the lamp bulb warning time (Bulb Warning Time) setting of the currently used lamp bulb.	
	Macro Key	Macro Key No.1-8	Displays the titles assigned to the macro keys of 1 to 8.	A-59
	Usage		Displays the usage times of the projector, lamp bulb, lamp house and bulb warning.	A-59
	Error Code		Displays the currently occurring error.	A-59
	Version	System	Displays the version of the projector head. (BIOS, Firmware, Data, and Serial No.)	A-60
		MMS (Built-in)	Displays the version of the built-in multi-media switcher (MMS). (BIOS, Firmware, Data, FPGA, and Serial No.)	A-61
	IP Address	System	Displays the SYSTEM IP address.	A-61
Cinema		Displays the CINEMA IP address.		
System (Unwire)		Display the IP address for wireless LAN (when wireless LAN card is inserted).		
MMS Status		Displays the status information of the connected multi-media switcher (MMS).	A-61	

4.1.1 When you use the service personnel menu

To use the menu for service personnel, you need to input the pass code from the remote controller. Contact your dealer/distributor for the pass code.

- [1]** Press the TEST button while holding down the CTL button of the remote controller.

The pass code input screen will be displayed on the LCD screen at the projector's control panel.

- [2]** Enter your pass code (See Note) using the numeric character keys of the remote controller.

After authentication of your pass code, the service personnel menu will become active.

4.2 Title Select

4.2.1 Title select (Title Memory)

Select the title of the signal to be projected.

You can register up to 99 titles. You can also assign registered titles to the macro keys 1 to 8 on the projector's control panel and call them up directly using those buttons.



← Displays the currently selected item with asterisk (*).

← Selects the title to be projected.

4.2.2 Test Pattern

Selects the test pattern to be projected.



← Displays the currently selected item with asterisk (*).

← Selects the test pattern to be projected.

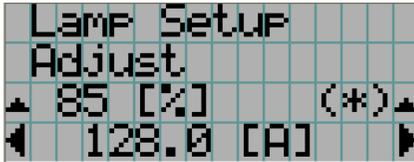
OFF, Alignment, Cross Hatch, Convergence, Red, Green, Blue, White, Black, 50% White[IRF], H-Ramp, Logo

4.3 Configuration

4.3.1 Lamp Setup

Adjust

Adjusts the lamp output (brightness). Control the current at 0.1A increments.



← Displays the lamp output (%) with regard to the setting.

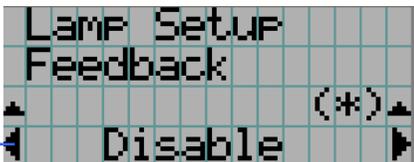
← Adjusts the lamp brightness.

Note

- Lamp output below 70% will cause an error. Arrange the setting so that the lamp output becomes 70% at least.

Feedback

Sets the lamp brightness constant mode that uses a brightness sensor.



← Displays the currently selected item with asterisk (*).

← Displays the setting.

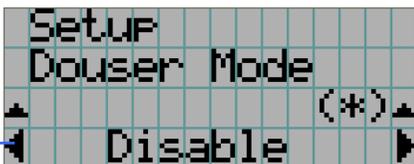
Disable	Disables the lamp brightness constant mode.
Enable	Enables the lamp brightness constant mode.

4.3.2 Setup

This menu is for service personnel. For the procedure to use it, refer to "4-1-1 When you use the service personnel menu" (page A-Error! **Bookmark not defined.**).

Douser Mode

The douser function will be activated when signals are switched. Request your dealer/distributor to perform the setting.



← Displays the currently selected item with asterisk (*).

← Displays the setting

Disable	Disables the douser mode.
Enable	Enables the douser mode.

Turret

Controls the turret on which the anamorphic lens is mounted.

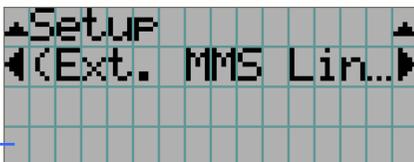


- ← Displays the control item
- ← Displays the currently selected item with asterisk (*).
- ← Displays the setting

Manual	Manually control the turret. - Without Anomo: Disables anamorphic lens. - With Anamo: Enables anamorphic lens.
Auto	The anamorphic lens selected at Title switches automatically when the title is switched. - Disable : Lens switching does not take place in conjunction with the title. - Enable : Lens switching takes place in conjunction with the title.
Ref.Select	Specify whether to enable or disable the anamorphic lens for the selected title. - Without Anomo: Disables anamorphic lens. - With Anamo: Enables anamorphic lens.

Ext. MMS Link

Connect an external multimedia switcher (MMS) to control the input signal. If an MMS is incorporated, this menu item is not displayed.



- ← Displays the currently selected item with asterisk (*).
- ← Displays the setting

Connect	To enable connection with external MMS
Disconnect	To disable connection with external MMS

Panel Key Lock

The control buttons on your projector are locked to be inoperative.



- ← Displays the currently selected item with asterisk (*).
- ← Displays the setting

Lock	Enable a lock on the control buttons on your projector.
Unlock	Disable the lock on the control buttons.

Note

- Even if the buttons on the projector's control panel are locked, remote controller buttons are available.
- When the buttons on the projector's control panel are locked, press the CANCEL button on the projector for about 10 sec. to unlock them (The key lock setting on the projector becomes Unlock).

GPIO Port

When controlling the projector from the external control terminal (GPI/O), select the subject of GPI/O port control. With the control subject set to "Cinema Only", the projector does not accept commands issued using the control panel buttons, remote controller or personal computer.



← Displays the currently selected item with asterisk (*).
 ← Displays the setting

Cinema Only	To restrict the subject of control from the external control terminal (GPI/O) to the Cinema board only
System/Cinema	To restrict the subject of control from the external control terminal (GPI/O) to the System board and the Cinema board

FactoryDefault

Used to select factory default values for the projector settings.



← Select the item to be reset.
 ← Press the ENTER button to execute resetting.

M Key & Title	Titles are set to factory default ones. (Titles you have created are deleted, but files are not.)
All	All the settings of your projector are set to factory default values except for files.

Note

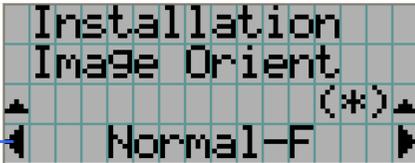
- Files previously deleted or rewritten cannot be restored.

4.3.3 Installation

Image Orient

Make a selection according to the setup position of your projector and screen.

 Warning	Consult with your dealer/distributor for setup of this projector. Never carry out the setup by yourself. A fall or other accidents may occur and cause injury.
--	--

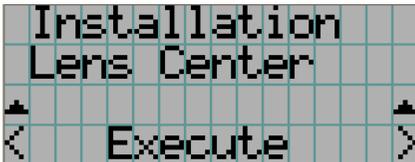


← Displays the currently selected item with asterisk (*).
 ← Displays the setting

Normal-F	Projection is made from front of the screen.
Normal-R	Projection is made from behind the screen

Lens Center

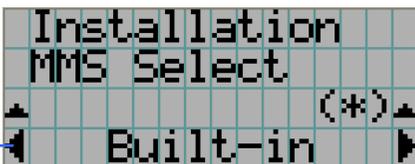
To move the lens shift to the center position. The center position may slightly shift depending upon mounting conditions of the lens.



← Press the ENTER button to execute moving.

MMS Select

Select the MMS for operation when you use a multimedia switcher (MMS) separately sold. You can connect only one MMS.



← Displays the currently selected item with asterisk (*).
 ← Displays the setting

Built-in	To use the incorporated MMS (optional)
External	To use the externally connected MMS (optional)
Not Use	Not to use MMS

Baudrate

To select the transmission speed (bps) for your projector (SYSTEM) and a PC when they are connected by a commercially available RS-232C straight cable. Select one from 4800, 9600, 19200 and 38400. Select the transfer speed corresponding to the speed of the connected devices.



← Displays the currently selected item with asterisk (*).

← Displays the setting

Date/Time

Use this to set the date and time on the projector.



← Select the item to be set

← Input numeric values

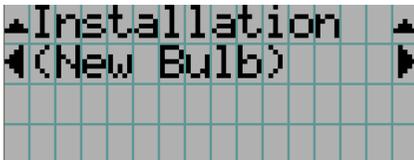
Use the remote controller to input numeric values. For the procedure to input alphanumeric characters, refer to "Users Manual".

Use the SELECT <Left/Right> buttons to move the cursor (under bar).

Date	Set the date here (Year, month, day).
Time	Set the time here (Hour, minute, second).

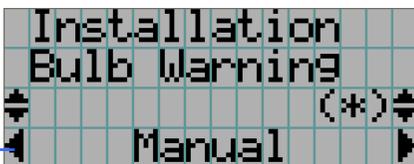
New Bulb

When the lamp bulb is replaced, reset the lamp time and select the lamp bulb type. This menu is active in standby mode only.



Bulb Warning

To set the time for display of lamp bulb warning. This menu is active in standby mode only.



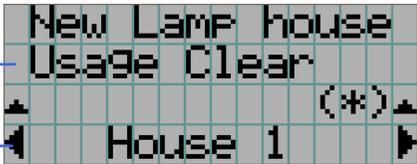
← Displays the currently selected item with asterisk (*).

← Displays the setting

Manual	Manually specify the warning time (H). Press the SELECT ▲ key to display the numeric input line (input the value using the remote controller).
Use Bulb Entry	Warning time set by BulbEntry is used.

New Lamp house

When the lamp house is replaced, reset the lamp house time and select the lamp house. This menu is active in standby mode only.



- ← Displays the currently selected item with asterisk (*).
- ← Displays the setting
- ←Select the items for which the usage times are cleared.



- ← Displays the currently selected item with asterisk (*).
- ← Displays the setting
- ←Select the mode for lamp house usage time.

Single	To set the mode in which lamp house is not replaced (Single mode)
Multi	To set the mode in which the lamp houses are alternately replaced for use (Multi-mode). - Lamp house 1: To use the lamp house 1 - Lamp house 2: To use the lamp house 2

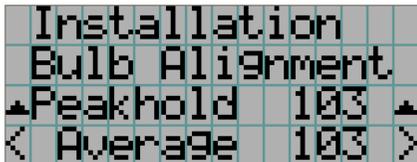
House	To set the mode in which lamp house is not replaced (Single mode)
House1	When multi-mode lamp 1 is used
House2	When multi-mode lamp 2 is used

Usage Clear	Reset the lamp house usage time.
Usage Mode	Set the mode for lamp house usage time.

Bulb Alignment

Use this for lamp bulb alignment adjustment.

Press [LAMP-] in [LAMP CTL] to clear the maximum value of Peakhold.



- ←Display the maximum value of the lamp light quantity input.
- ←Display the current input for lamp light quantity.

4.3.4 Memory

This menu is the service personnel menu. For the using service personnel menu, refer to "4.1.1. When you use the service personnel menu" (Page A-48).

Save the current status of lamp and lens to the memory in the projector (lens memory function and lamp memory function).

The saved contents are assigned to the titles for use.



← Select the saving item

← Display the registered memory name

Press the ENTER button to display the confirmation message asking you whether this memory can be overwritten or not.

Lamp	To save the current lamp status
Lens	To save the current lens status

4.4 Title Setup

This menu is the service personnel menu. For the using service personnel menu, refer to "4.1.1. When you use the service personnel menu" (Page A-48).

4.4.1 Macro Key

Use this key to set the titles to be assigned to the macro keys.

You cannot assign the same title to several macro keys. If you want to assign any title to another number, cancel the assignment once and then set it to any key again.



← Select the macro key number (1 to 8)

← Display the selected number of the title

← Select the titles to be assigned to the macro keys

Select the titles from those registered in advance.

To clear assignment to macro keys, select "---".

4.5 Information

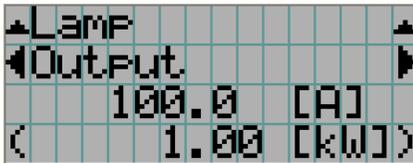
Displays the hours of lamp bulb use, the version information and error codes.

4.5.1 Lamp

Displays information relating to the lamp. (Such as lamp output and the type of lamp bulb.)

Output

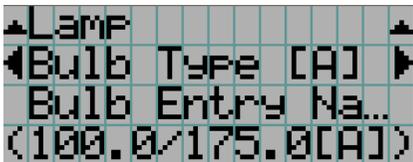
Displays the lamp brightness (output) setting.



- ← Displays the set current (A).
- ← Displays the power consumption (kW).

Bulb Type [A]

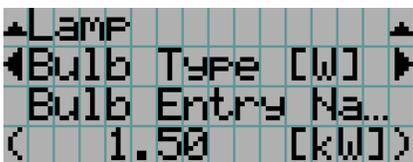
Displays the hours of lamp bulb use, the version information and error codes.



- ← Displays Bulb Entry registered name.
- ← Displays Bulb Entry maximum/minimum currents (A).

Bulb Type [W]

Displays the registered name and the lamp rated output (kW) of the currently used lamp bulb.



- ← Displays Bulb Entry registered name.
- ← Displays Bulb Entry lamp rated output (kW).

Bulb Type [H]

Displays the registered name and the lamp bulb warning time (Bulb Warning Time) and setting of the currently used lamp bulb.



- ← Displays Bulb Entry registered name.
- ← Displays Bulb Warning Time setting (H).

4.5.2 Macro Key

Displays the titles assigned to the macro keys of 1 to 8 on the projector's control panel.



- ←Selects the macro key whose contents you want to display.
- ←Displays the assigned title numbers.
- ←Displays the registered names of the assigned titles.

4.5.3 Usage

Displays the hours of projector head, lamp, and lamp house usage, and warning display time of the lamp bulb.

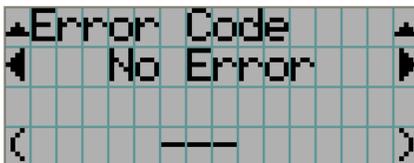


- ←Selects the item to display.
- ←Displays the hours of use (H).

Projector	Displays the hours of projector head use.
Bulb	Displays the hours of use of the current lamp bulb.
Lamphouse	Displays the hours of use of the current lamp house.
BulbWarning	Displays the currently enabled warning time. The following is displayed depending on the item set by the Bulb Warning setting. - When Use Bulb Entry is enabled: Displays the Bulb Entry value. - When in Manual setting: Displays the value set using Manual.

4.5.4 Error Code

Displays the error code when an error occurs. See the "Error Code List" in the Appendix for details on error codes.



- ←Displays the code of the error currently occurring.
- ←Displays the name of the error currently occurring.

When multiple errors occur, you can display them by pressing the [MENU CTL] LEFT/RIGHT buttons.

4.5.5 Version

Displays the versions of the projector head, and the multi-media switcher (MMS) (optional).

System

Displays the version information of the projector head.



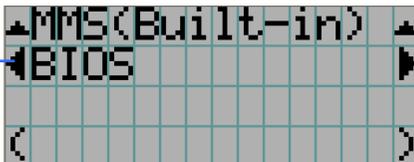
←Selects the item to display.

←Displays the version information.

BIOS	Displays the BIOS version of the projector head.
Firmware	Displays the firmware version of the projector head.
Data	Displays the data version of the projector head.
Serial No.	Displays the serial number of the projector head.

MMS (Built-in)

Displays the version of the multi-media switcher (MMS) connected to the projector head.



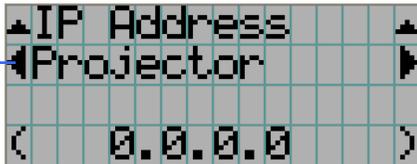
←Selects the item to display.

←Displays the version information.

BIOS	Displays the BIOS version of the built-in MMS.
Firmware	Displays the firmware version of the built-in MMS.
Data	Displays the data version of the built-in MMS.
FPGA	Displays the FPGA version of the built-in MMS.
Serial No.	Displays the serial number of the built-in MMS.

4.5.6 IP Address

Displays the IP address set in the projector head.



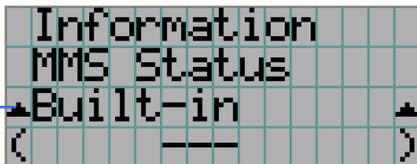
←Selects the item to display the IP address.

←Displays the IP address.

System	Displays the IP address set for the projector head (System).
Cinema	Displays the IP address set for the projector head (Cinema).

4.5.7 MMS Status

Indicates the status of the multi-media switcher (MMS) connected to your projector.



←Displays the status information of MMS linked operations.

←Displays the IP address of MMS.

Built-in	Built-in multi-media switcher (MMS) is linked.
External	External multi-media switcher (MMS) is linked.
Not Use	There is no link established.

5.

Appendix

5.1 Trouble shooting

[T.B.D]

5.1.1 List of Error code

[T.B.D]

5.2 List of registered titles (when shipped from the factory)

The data listed below have been cataloged in your projector before shipping from our factory. When projecting an image source covered by these data, you do not need to change the settings of your projector.

List of default Titles

Macro Key No.	TITLE	Input	FILES		source		TCGD	Anamorphic Lens
			PCF	SCREEN	active	aspect		
1	CS-SCOPE 1920	SDI-A	CS-SCOPE 1920x1080	Anamo1.25 SCOPE	1920x1080	2.35	P7v2 theatre	1.25
2	VV-FLAT 1920	SDI-B	VV-FLAT 1920x1080	DC2K VISTA	1920x1080	1.85	P7v2 theatre	none
3	HDTV	SDI-A	HDTV 1920x1080	DC2K HDTV	1920x1080	0	Rec 709	none
4	SDI-DUAL-RGB	SDI-A,B	SDI DUAL RGB 1920x1080	2048x1080 No Crop	1920x1080	0	P7v2 theatre	none
5	DVI-A	DVI-A	DVI 2048x1080	DC2K DVI	2048x1080	0	P7v2 theatre	none
6	DVI-B	DVI-B	DVI 2048x1080	DC2K DVI	2048x1080	0	P7v2 theatre	none
7	DVI-TWIN	DVI-A,B	DVI 2048x1080	DC2K DVI	2048x1080	0	P7v2 theatre	none

5.3 Index

A		
Adjust	A-50	
B		
Baudrate	A-53	
Breaker	A-10	
Bulb Alignment	A-55	
Bulb Type [A]	A-58	
Bulb Type [H]	A-58	
Bulb Type [W]	A-58	
Bulb Warning	A-54	
C		
Configuration	A-50	
Cross balance	A-31	
Cross balance fixing screw	A-31	
D		
Date/Time	A-54	
Dowser Mode	A-50	
E		
Error Code	A-59	
Ext. MMS Link	A-51	
F		
FactoryDefault	A-52	
Feedback	A-50	
G		
GPIO Port	A-52	
H		
Horizontal moving screen mask	A-13	
How to Calculate the Magnification of Primary Lens	A-15	
I		
Image Orient	A-52	
Information	A-58	
Input voltage selection switch	A-10	
Installation	A-52	
IP Address	A-61	
L		
Lamp	A-58	
Lamp Setup	A-50	
Lens carriage	A-31	
Lens Center	A-53	
List of default Titles	A-62	
M		
Macro Key	A-57, 59	
Memory	A-56	
MMS Select	A-53	
MMS Status	A-61	
MMS(Built-in)	A-60	
Mounting terminals	A-11	
N		
New Bulb	A-54	
New Lamp house	A-55	
O		
Option lenses	A-14	
Output	A-58	
P		
Panel Key Lock	A-51	
Pedestal	A-8, 20	
Projected Images	A-15	
S		
Setup	A-50	
Slide pole	A-31	
Slide pole fixing screw	A-31	
System	A-60	
T		
Test Pattern	A-49	
Title Memory	A-49	
Title Select	A-49	
Title Setup	A-57	
Turret	A-51	
U		
Usage	A-59	
V		
Version	A-60	
Vertical moving screen mask	A-13	
Symbol		
3-phase AC power supply cord	A-10	
3-phase AC power supply equipment	A-10	

DLP Cinema™ Projector Installation manual

Touch Panel

Precautions

Please read this manual carefully before using your NC-TP6401 Touch panel Controller and keep the manual handy for future reference.

CAUTION	
	To turn off main power, be sure to remove the plug from power outlet. The power outlet socket should be installed as near to the equipment as possible, and should be easily accessible.

CAUTION	
	TO PREVENT SHOCK, DO NOT OPEN THE CABINET. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.

	This symbol warns the user that uninsulated voltage within the unit may be sufficient to cause electrical shock. Therefore, it is dangerous to make any kind of contact with any part inside of the unit.
---	---

	This symbol alerts the user that important information concerning the operation and maintenance of this unit has been provided. The information should be read carefully to avoid problems.
---	---

WARNING

TO PREVENT FIRE OR SHOCK, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE.
DO NOT USE THIS UNIT'S GROUNDED PLUG WITH AN EXTENSION CORD OR IN AN OUTLET UNLESS ALL THREE PRONGS CAN BE FULLY INSERTED.
DO NOT OPEN THE CABINET. THERE ARE HIGH-VOLTAGE COMPONENTS INSIDE. ALL SERVICING MUST BE DONE BY QUALIFIED SERVICE PERSONNEL.

DOC Compliance Notice

This Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

3. GSGV Acoustic Noise Information Ordinance:

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

In UK, a BS approved power cable with moulded plug has a Black (five Amps) fuse installed for use with this equipment. If a power cable is not supplied with this equipment please contact your supplier.

- DLP™ (Digital Light Processing™), DLP Cinema™ are trademarks of Texas Instruments.
- IBM is a registered trademark of International Business Machines Corporation.
- Other product and company names mentioned in this user's manual may be the trademarks of their respective holders.

RF Interference**WARNING**

This is a Class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

CAUTION

- In order to reduce any interference with radio and television reception use a signal cable with ferrite core attached.
Use of signal cables without a ferrite core attached may cause interference with radio and television reception.
- This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to 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 installation manual, may cause harmful interference to radio communications.
Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Important Safeguards

These safety instructions are to ensure the long life of your Touch panel Controller and to prevent fire and shock. Please read them carefully and heed all warnings.

Installation

1. Do not place your Touch panel in direct sunlight, near heaters or heat radiating appliances.
2. Exposure to direct sunlight, smoke or steam can harm internal components.
3. Handle your Touch panel carefully. Dropping or jarring can damage internal components.
4. Do not place heavy objects on top of your Touch panel.

Power Supply

1. The Touch panel is designed to operate on a power supply of 19V DC. Ensure that your power supply fits this requirement before attempting to use your Touch panel.
2. Handle the power cable carefully and avoid excessive bending. A damaged cord can cause electric shock or fire.
3. If the Touch panel is not to be used for an extended period of time, disconnect the plug from the power outlet.
4. Do not touch the power plug with wet hand. Doing so can cause electrical shock or fire.
5. Do not touch the power plug during a thunder storm. Doing so can cause electrical shock or fire.

Cleaning

1. Before cleaning the touch panel controller, turn off the power.
2. Wipe it with a soft lint-free cloth. In doing so, do not strain the liquid crystal panel; it may cause a damage.
3. When the panel is badly stained, soak a cloth in neutral detergent deluted with water, wring it out, and wipe the stain off. As a finishing touch, wipe the panel with a dry cloth.
When using a chemical dustcloth, follow its instructions.

CAUTION

- Do not have the liquid crystal panel touched with a sharp-pointed tool such as a mechanical pencil or a screwdriver. Do not press firmly the surface of the liquid crystal panel or the frame of the touch panel; they may be scratched or break down.
- Should the liquid crystal panel be damaged, do not put the internal liquid into your mouth or touch it. If the liquid gets in your mouth, gargle at once. If the liquid comes in contact with your skin or it gets in your eye, first rinse your skin or eye with running water for more than 15 minutes and then see the doctor immediately.
- This machine is designed to monitor and control the projector. Do not use the machine for other than intended use. Particularly, never use this machine to make a device which may affect people's lives (such as an emergency stop switch).

Disposing of your used product

EU-wide legislation as implemented in each Member State requires that used electrical and electronic products carrying the mark (left) must be disposed of separately from normal household waste.

This includes projectors and their electrical accessories or lamps. When you dispose of such products, please follow the guidance of your local authority and/or ask the shop where you purchased the product.

After collecting the used products, they are reused and recycled in a proper way. This effort will help us reduce the wastes as well as the negative impact to the human health and the environment at the minimum level.

The mark on the electrical and electronic products only applies to the current European Union Member States.

Fire and Shock Precautions

1. Prevent foreign objects such as paper clips and bits of paper from falling into your Touch panel. Do not attempt to retrieve any objects that might fall into your Touch panel. Do not insert any metal objects such as a wire or screwdriver into your Touch panel. If something should fall into your Touch panel, disconnect it immediately and have the object removed by a qualified service personnel.
2. When using a LAN cable:

For safety, do not connect to the connector for peripheral device wiring that might have excessive Voltage.

Table of Contents

Important Information	B-2
------------------------------------	------------

Table of Contents.....	B-4
-------------------------------	------------

1. Before Setting Up Your Projector... B-6

1.1 What's in the Box?	B-6
1.2 Description of the Touch Panel Sections.....	B-7
1.3 Checking Mounting Position	B-8

2. Setting Up & Connections B-9

2.1 Installing the Holder Arm to the Projector Head	B-9
2.2 Connecting the Power Cord and LAN Cable	B-11

3. Setting Up Your Projector..... B-14

3.1 Starting/Exiting the Software	B-14
3.2 Following Setup	B-14
3.3 Adjusting Colors.....	B-15
3.3.1 Changing the Control Mode to Installation Mode.....	B-15
3.3.2 Creating "MCGD" Data	B-16
3.3.3 Projecting Red, Green, Blue, and White Colors	B-19
3.4 Adjusting the Lens Setup and Lamp Brightness.....	B-20
3.4.1 Adjusting the Lens.....	B-20
3.4.2 Adjusting the Brightness of the Lamp	B-21
3.5 Registering Titles	B-22
3.5.1 Information on Default Titles	B-22
3.5.2 Overview of Titles	B-23
3.5.3 Displaying TITLE Screen.....	B-24
3.5.4 Creating New Titles	B-25
3.5.5 Editing a Title	B-29
3.5.6 Deleting a Title	B-30
3.5.7 Registering a Test Pattern for a Title	B-30
3.6 Creating a PCF File	B-32
3.6.1 Overview of PCF File.....	B-32
3.6.2 Creating a New PCF File	B-32
3.7 Creating a SCREEN File.....	B-37
3.7.1 Overview of SCREEN files	B-37
3.7.2 Creating a New SCREEN File	B-37

4. Menu Descriptions&Functions B-41

4.1 List of Menu Items	B-42
4.2 Description of the Sections in the Menu Screen.....	B-43
4.2.1 Status bar	B-43
4.3 START Screen.....	B-45
4.4 MAIN Screen	B-46

4.5	LENS Screen	B-48
4.6	LAMP Screen	B-50
4.6.1	LAMP Screen (Adjust)	B-50
4.6.2	LAMP Screen(Information)	B-51
4.7	STATUS Screen	B-52
4.8	TITLE Screen	B-53
4.8.1	Title Advanced Screen	B-54
4.8.2	PCF Setting Screen	B-55
4.8.3	3D Controls Screen	B-56
4.9	INFO Screen	B-57
4.10	SETUP Screen	B-59
4.10.1	SETUP Screen(Page1)	B-59
4.10.2	SETUP Screen(Page2)	B-61
4.10.3	SETUP Screen(Color Setting)	B-62
4.11	LAN Screen	B-63
4.11.1	LAN Screen(IP Address)	B-63

5. Appendix **B-65**

5.1	Trouble Shooting	B-65
5.2	Index	B-66

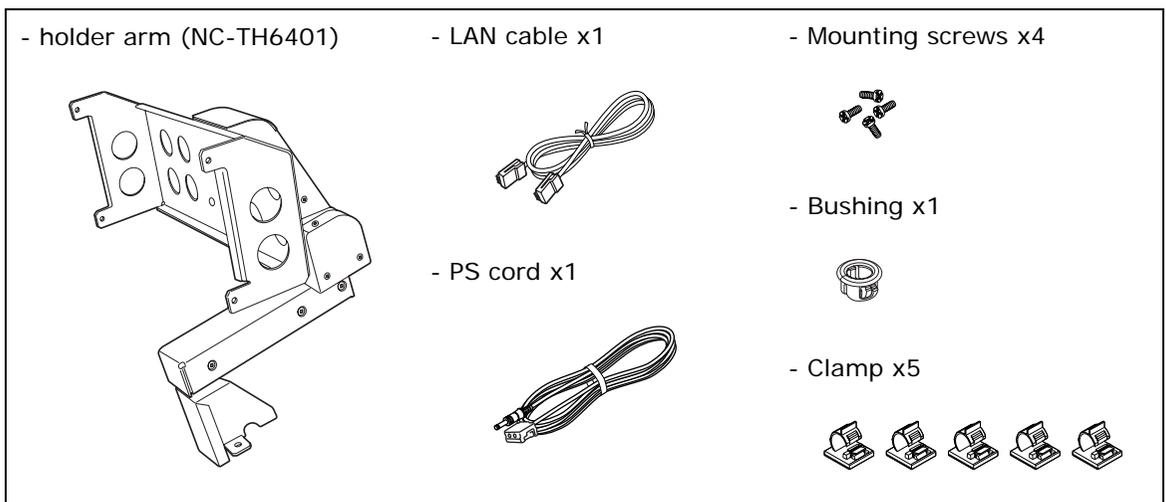
1.

Before Setting Up Your Projector

1.1 What's in the Box?

To install the touch panel (NC-TP6401) to the projector, you need a holder arm (optional: NC-TH6401). This section describes how to install the touch panel to your projector using the holder arm.

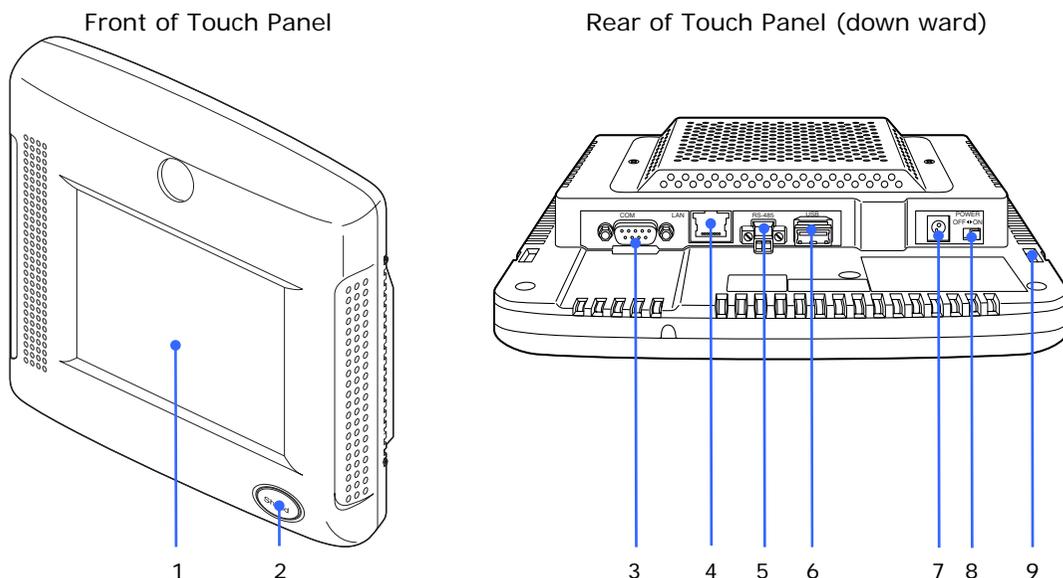
Before installing NC-TH6401 holder arm, be sure the shipping box includes the following items.



Note

- The Clamp (5 pieces) is only for the holder arm. Do not use it in the projector.

1.2 Description of the Touch Panel Sections



1 LCD panel

A touch panel screen.

2 Shield button

Button that temporarily disables operations from the touch panel screen, Press again to enable operations.

3 External control terminal (RS-232C)

This is not used with this Controller.

4 LAN port (LAN) (RJ-45)

Use a LAN cable (Ethernet cable) to connect the controller with the projector.

5 External control terminal (RS-232C) (Bayonet-locking)

This is not used with this Controller.

6 USB port (Type A)

This is not used with this controller.

7 DC IN terminal (DC power input terminal)

A power terminal. Ask the service personnel to connect the power cord.

8 Power ON/OFF switch

The main power switch of this controller. The power of the controller is linked with the power for the projector.

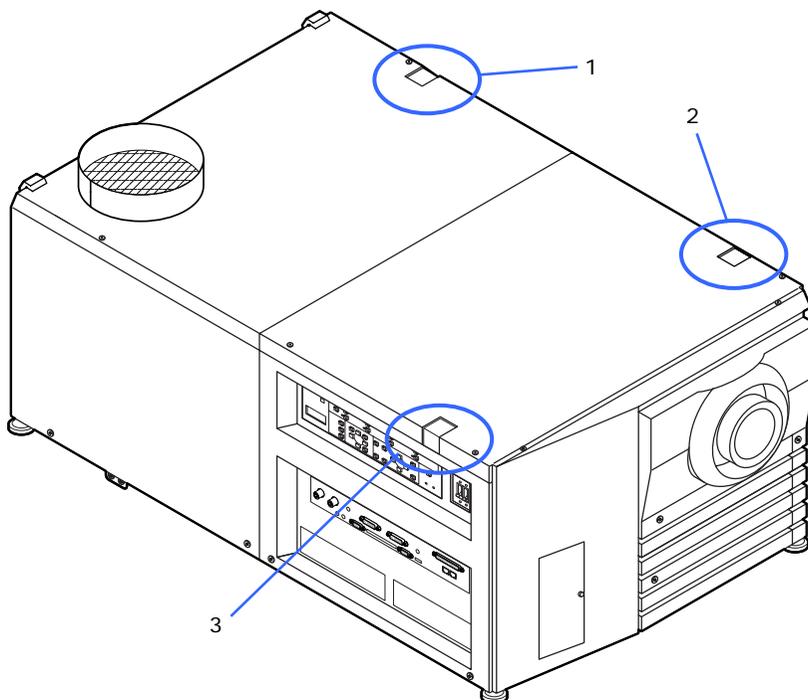
9 Holder arm mounting hole

Mount the controller to the projector using a bracket and these holes.

1.3 Checking Mounting Position

There are three possible mounting positions for the touch panel on the top of the projector. Select the desired location for the touch panel.

- On the rear of the projector/lens
- On the front of the projector/lens
- On the projector's front control panel



2.

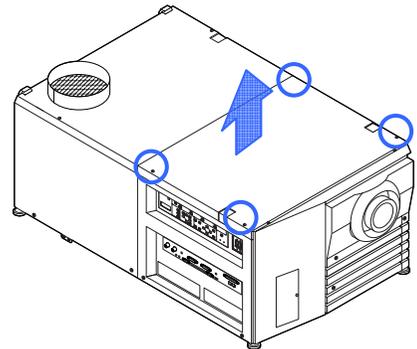
Setting Up & Connections

This section describes how to set up the touch panel and how to connect it to the DLP Cinema Projector.

2.1 Installing the Holder Arm to the Projector Head

- [1]** Remove the top front cover from the projector head.

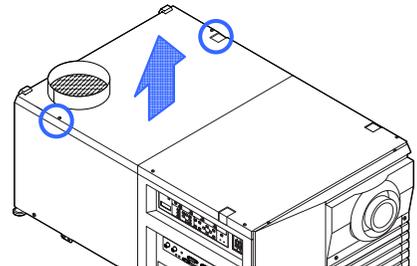
Remove four hexagonal fasteners from the top to remove the front cover (lens side).



- [2]** To install the touch panel to the rear of the Projector / lens, remove the top rear cover from the projector head.

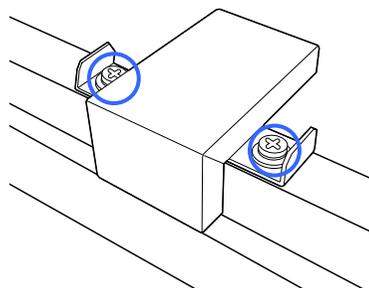
Remove the two hexagonal fasteners from the top of the projector.

When removing the top rear cover, the cable must be disconnected from the rear status indicator. Refer to the Projector Installation Manual "NC2500S" for further information.



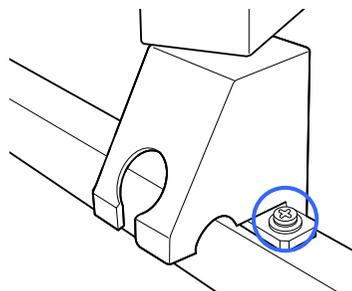
[3] Remove the touch panel mounting bracket from the projector head.

Remove the two Phillips head screws securing the touch panel to the bracket using a Phillips-head screwdriver. These screws will be used to install the holder arm.



[4] Mount the holder arm to the projector head.

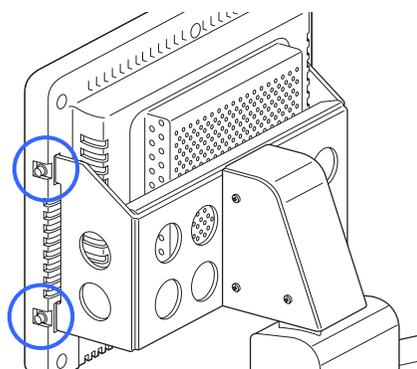
Using the two screws removed in Step [3], install the holder arm.



[5] Attach the touch panel to the holder arm.

Using the four mounting screws supplied with the touch panel, attach the panel to the holder arm.

Take care not to drop the touch panel when installing it to the arm.



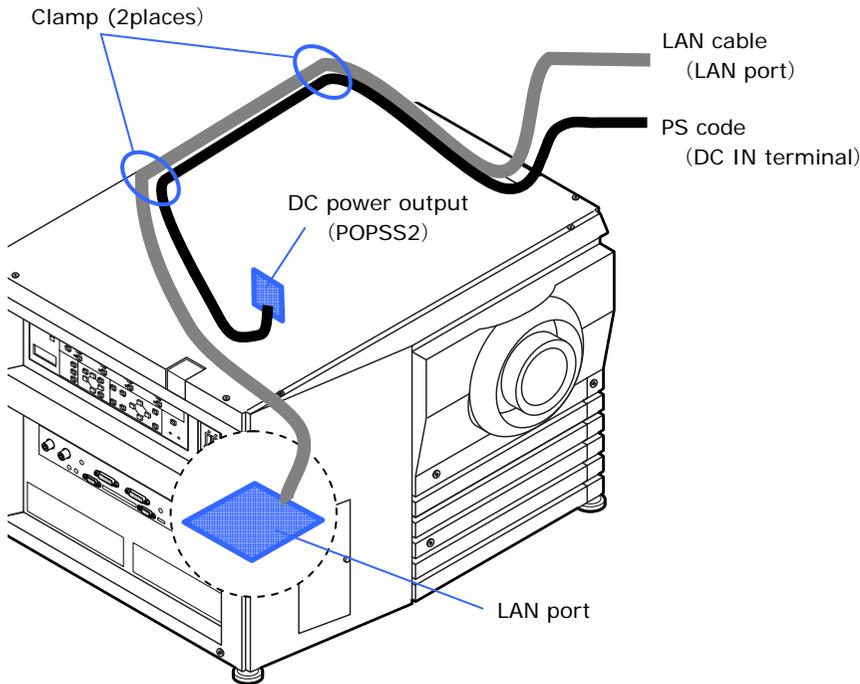
Now, you are ready to connect the power cord and LAN cable.

2.2 Connecting the Power Cord and LAN Cable

Connect the power cord and LAN cable to the projector head.

Outline

It is an example for the installation on the front of the projector/lens.

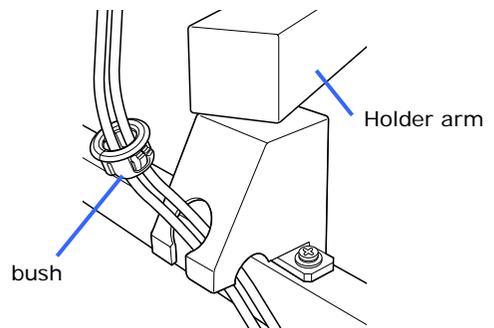


Using the bushing supplied with the holder arm, pass the power cord and LAN cable through the hole in the holder arm to the projector head.

Route the cable to the projector by passing it through the clamp and frame in the projector, taking care not to let the cable come into contact with the PC boards and lens mechanism.

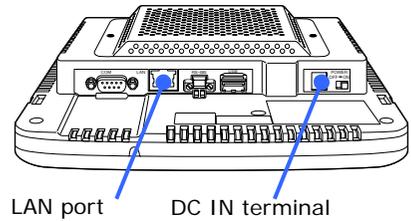
Steps for connecting the LAN cable and power cord to the projector are given below.

- [1]** Pass the power cord and LAN cable through the cable hole in the holder arm and then install the supplied bushing.

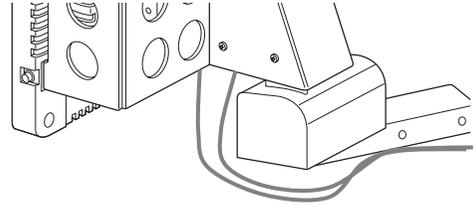


[2] Connect the cord.

Connect the power cord to the DC IN jack on the back of the touch panel and connect the LAN cable to the LAN jack on the back of the touch panel.

**[3]** Attach the cable.

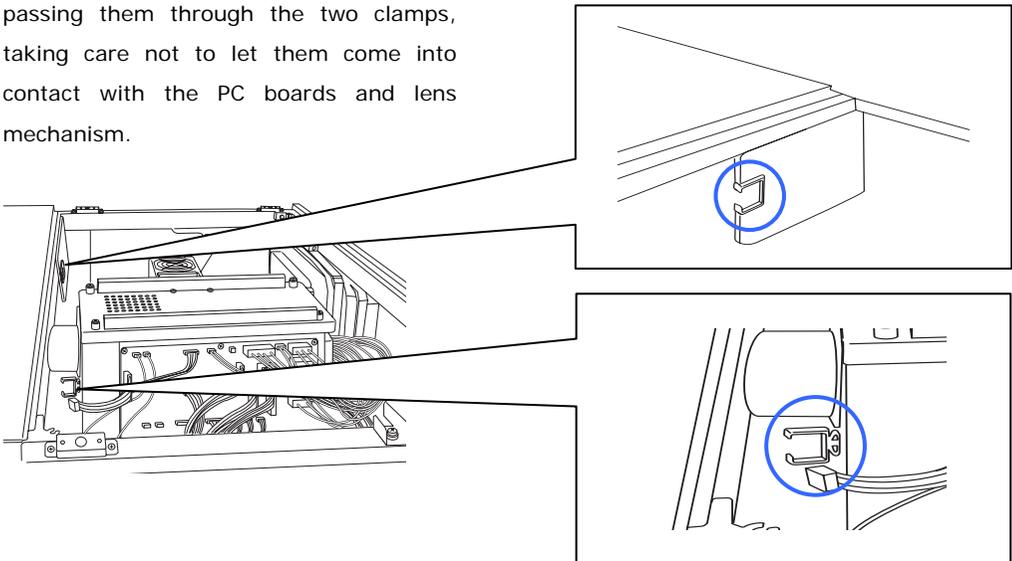
Fit the cable to the arm of the holder arm and secure it with the two clamps, taking the movement of holder arm into consideration. Ensure that the cable is not accidentally caught up.

**NOTE**

- The Clamp (5 pieces) is only for the holder arm. Do not use it in the projector.

[4] To install the holder arm to the rear or the front lens, fit the power cord and LAN cable to the frame in the projector.

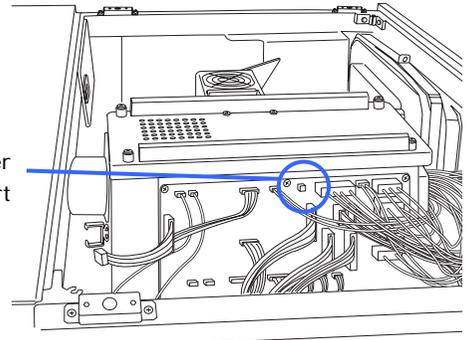
Route the cables to the projector by passing them through the two clamps, taking care not to let them come into contact with the PC boards and lens mechanism.



[5] Connect the Power cord to the projector.

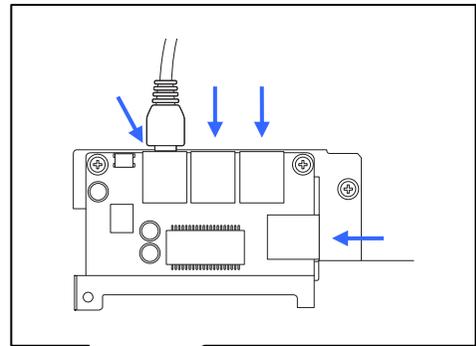
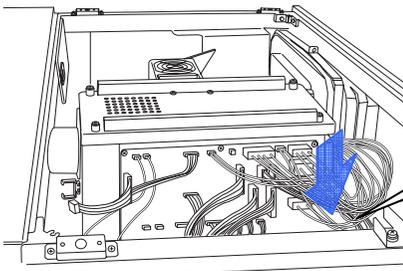
Attach the power cord connector to the power port (POPSS2) on the project

DC Power
port
(POPSS2)



[6] Connect the LAN cable to the projector.

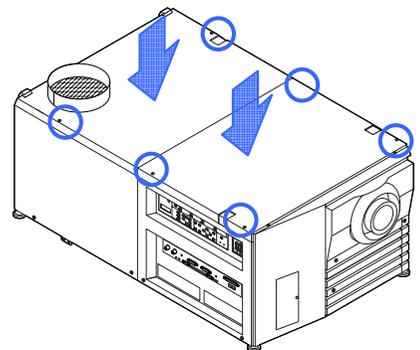
Plug the LAN cable into one of the four LAN ports on the projector. These four LAN ports provide the same function (a switching hub).



[7] Bundle an extra length of the cable to the PC board.

[8] Attach the projector cover.

For details on how to attach the cover , see "NC2500 section" in Installation manual.



Installation of the touch panel is now complete.

3.

Setting Up Your Projector

This chapter describes how to initialize the projector using the Digital Cinema Communicator (DCC) for the touch panel.

MEMO

See "4.1. List of Menu Items" (Page.42) Using the menu (Menu Descriptions & Functions)" for information about the various functions.

3.1 Starting/Exiting the Software

The touch panel power works together with the projector. When you turn on the main power to your projector, it enters standby mode and the software automatically starts. Turning off the main power to the projector causes the software to automatically exit.

3.2 Following Setup

● **STEP1**

Adjusting Colors

● **STEP2**

Creating "MCGD" Data

● **STEP3**

Adjusting the Lens and the Brightness of the Lamp

● **STEP4**

Creating New Titles

3.3 Adjusting Colors

This corrects the chromaticity of the colors of the image projected on the screen by means of a color meter and performs the setting of target colors (TCGD) during test pattern projections. You can also project an image in target colors (TCGD file) with red, green, blue and white colors selected.

MEMO

This projector measures the value of each native color (color before corrections) and saves it in a file (MCGD) to allow the user to faithfully reproduce the specified color (i.e., target color or TCGD).

Initial Preparation

- Use a colorimeter to make preparations so that the value of the screen center can be measured.
- Display the "Cross Hatch" test pattern to adjust the screen center.
- Set the brightness of the room to projection conditions (i.e., turn off all illumination).
- Use of a PR-650 manufactured by PHOTO RESEARCH is recommended in measurement of the chromaticity level.
- Adjust the alignment of the valve prior to measuring the MCGD.
- Wait at least 15 minutes for the projector to warm up and the brightness becomes constant before adjusting alignments.

To perform advanced adjustments, entry of the passcode is required.

The value of MCGD will change with the projection environment; therefore, when the setup location or illumination conditions change, the value should be measured again.

3.3.1 Changing the Control Mode to Installation Mode

To perform advanced adjustments, you need to select the Installation (or Service) mode. Color adjustment is not available in the User mode.

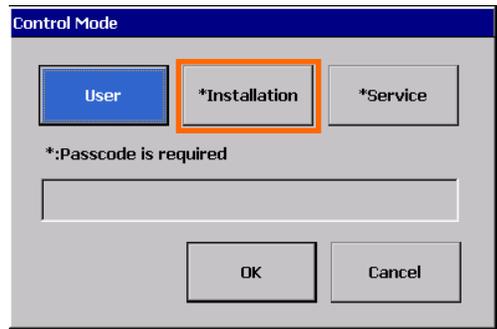
- [1]** Press the "MODE" button on the menu bar.

The "Control Mode" screen appears.



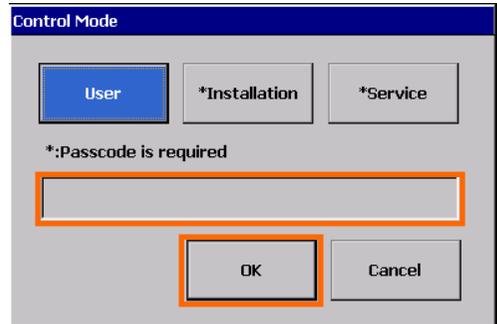
- [2]** Press the "Installation" button.

This section describes the steps for performing color adjustments in the Installation mode. You can also perform color adjustments in the Service mode.



- [3]** Enter your passcode and press the "OK" button.

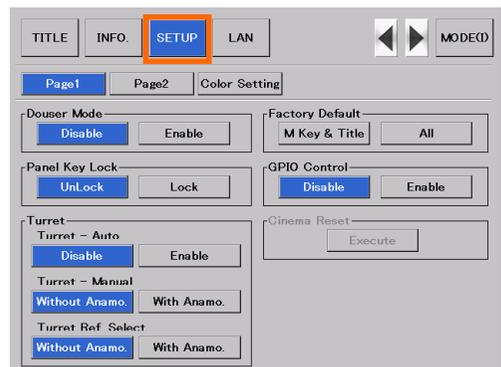
The "MODE" button on the menu bar changes to "MODE(I)". The projector then enters the Installation mode.



3.3.2 Creating "MCGD" Data

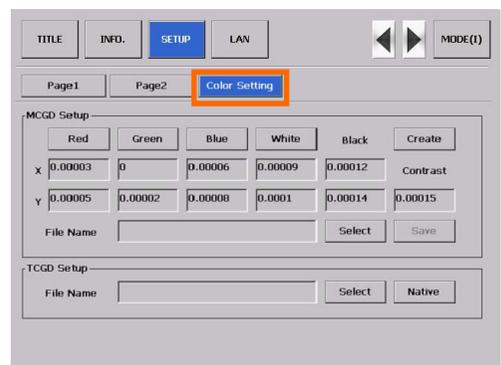
- [1]** Press the "SETUP" button on the menu bar.

The "SETUP" screen appears. If the "SETUP" button is not visible, press the ">" button on the menu bar and then scroll the menu bar.



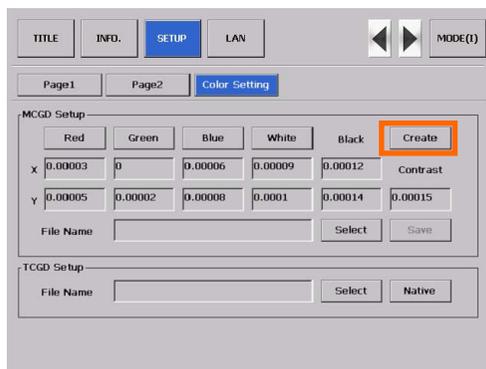
- [2]** Press the "Color Setting" button.

The "Color Setting" page appears.



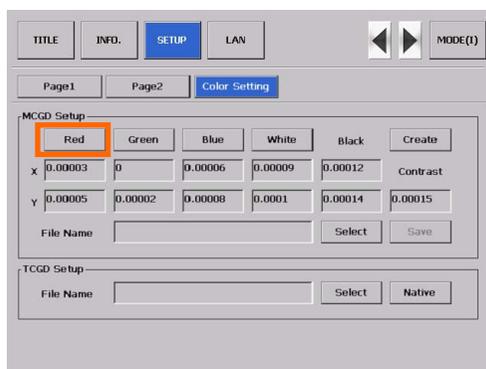
- [3]** Press the "Create" button in the "MCGD Setup".

The "Red", "Green", "Blue", and "White" buttons within MCGD Setup will become valid.

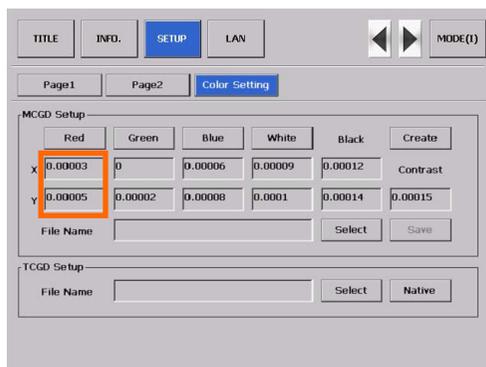


- [4]** Press "Red" button.

There will be projection to the screen in the native color (red) of the projector.

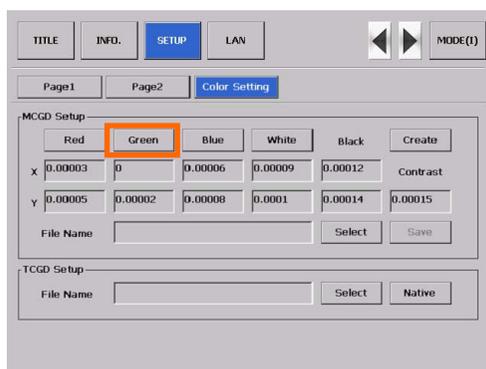


- [5]** Measure the chromaticity [x, y] of the screen center, then enter the measured value into the [x] section and the [y] section located under [Red].



- [6]** Press "Green" button.

There will be projection to the screen in the native color (Green) of the projector.



- [7]** Measure the chromaticity [x, y] of the screen center, then enter the measured value into the [x] section and the [y] section located under [Green].

	Red	Green	Blue	White	Black	Contrast
X	0.00003	0	0.00006	0.00009	0.00012	0.00015
Y	0.00005	0.00002	0.00008	0.0001	0.00014	0.00015

- [8]** Press "Blue" button.
There will be projection to the screen in the native color (Blue) of the projector.

	Red	Green	Blue	White	Black	Contrast
X	0.00003	0	0.00006	0.00009	0.00012	0.00015
Y	0.00005	0.00002	0.00008	0.0001	0.00014	0.00015

- [9]** Measure the chromaticity [x, y] of the screen center, then enter the measured value into the [x] section and the [y] section located under [Blue].

	Red	Green	Blue	White	Black	Contrast
X	0.00003	0	0.00006	0.00009	0.00012	0.00015
Y	0.00005	0.00002	0.00008	0.0001	0.00014	0.00015

- [10]** Press "White" button.
There will be projection to the screen in the native color (White) of the projector.

	Red	Green	Blue	White	Black	Contrast
X	0.00003	0	0.00006	0.00009	0.00012	0.00015
Y	0.00005	0.00002	0.00008	0.0001	0.00014	0.00015

- [11]** Measure the chromaticity [x, y] of the screen center, then enter the measured value into the [x] section and the [y] section located under [White].

	Red	Green	Blue	White	Black	Contrast
X	0.00003	0	0.00006	0.00009	0.00012	
Y	0.00005	0.00002	0.00008	0.0001	0.00014	0.00015

- [12]** Save the settings.

Press the "Save" button to display the file name entry screen. To overwrite an existing file, check that the file you are editing is selected before pressing the "OK" button.

Memo

- It is recommended that you use name "M10I" since it is used for the default file for all of signal source.
- When you save your file using filename "M10I", projector will use this data for default ("M10I" will be applied to all signal sources).

3.3.3 Projecting Red, Green, Blue, and White Colors

By pressing the "Red", "Green", "Blue", and "White" buttons in the "MCGD Setup", you can project an image in colors, respectively.

To select a target color (TCGD file), press the "SELECT" button in the "TCGD Setup".

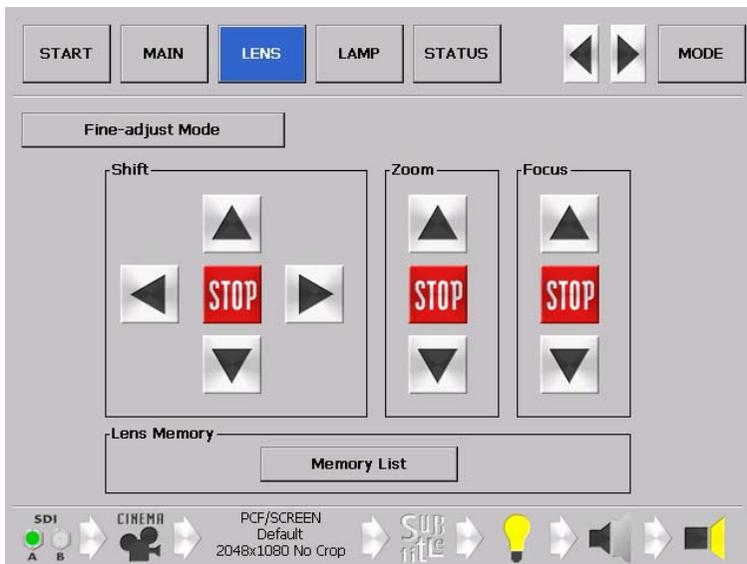
You can also select a native color of the projector with the "Native" button.

3.4 Adjusting the Lens Setup and Lamp Brightness

You can register adjusted lens settings (lens memory function) or adjusted brightness of the lamp (lamp memory function). Assign registered settings to titles to call them up later. For information on the lens and lamp memory functions, refer to the NC-TP6401 Touch Panel Controller User's Guide.

3.4.1 Adjusting the Lens

The projector zoom, focus and projected screen (lens shift) are adjusted with the "LENS" screen for information on how to adjust them, refer to the NC-TP6401 Touch Panel Controller User's Guide.



3.4.2 Adjusting the Brightness of the Lamp

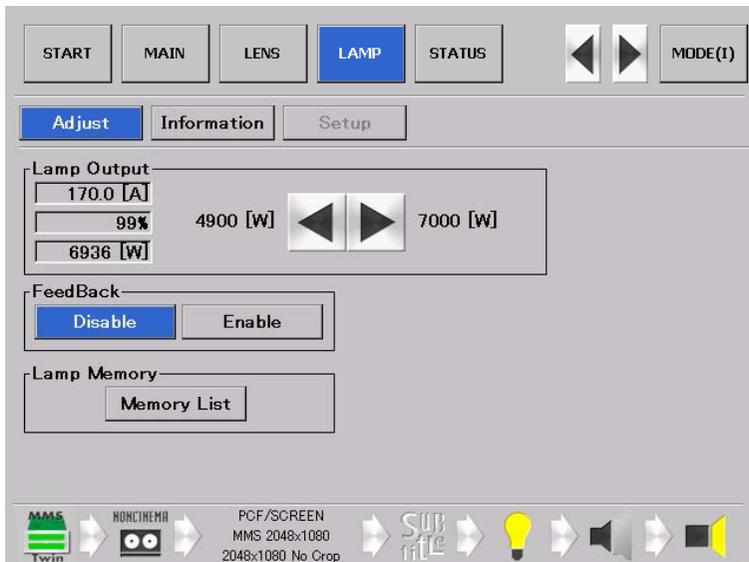
The brightness of the lamp is adjusted using the LAMP screen. For information on how to adjust it, refer to the NC-TP6401 Touch Panel Controller User's Guide.

Setting FeedBack to "Enable" allows the set brightness to be maintained automatically.

In the case of movies, adjust the brightness of your DLP Cinema Projector to approximately 12 or 14 (ftl).

Note

- The set value will be invalidated after replacement of the lamp, therefore, you must set lamp brightness once again.
- If you set 100% of the lamp output, automatic brightness adjustment (FeedBack mode) will be disabled.



3.5 Registering Titles

3.5.1 Information on Default Titles

The data listed below have been cataloged in your projector before shipping from our factory.

When projecting an image source covered by these data, you do not need to change the settings of your projector. When projecting an image source other than those mentioned above (data listed below), follow the procedures given in Section, "3.5.4. Creating New Titles" (Page.B-25) Title Creation and Editing" and subsequent sections.

List of Default Titles

Macro Key No.	TITLE	Input	FILES		source		TCGD	Anamorphic Lens
			PCF	SCREEN	active	aspect		
1	CS-SCOPE 1920	SDI-A	CS-SCOPE 1920x1080	Anamo1.25 SCOPE	1920x1080	2.35	P7v2 theatre	1.25
2	VV-FLAT 1920	SDI-B	VV-FLAT 1920x1080	DC2K VISTA	1920x1080	1.85	P7v2 theatre	none
3	HDTV	SDI-A	HDTV 1920x1080	DC2K HDTV	1920x1080	0	Rec 709	none
4	SDI-DUAL- RGB	SDI-A,B	SDI DUAL RGB 1920x1080	2048x1080 No Crop	1920x1080	0	P7v2 theatre	none
5	DVI-A	DVI-A	DVI 2048x1080	DC2K DVI	2048x1080	0	P7v2 theatre	none
6	DVI-B	DVI-B	DVI 2048x1080	DC2K DVI	2048x1080	0	P7v2 theatre	none
7	DVI-TWIN	DVI-A,B	DVI 2048x1080	DC2K DVI	2048x1080	0	P7v2 theatre	none

List of Default PCF files

PCF FILE NAME	source		LUT-DG	CSC	TCGD
	active	aspect	[gamma]		
CS-SCOPE 1280x1024 Post.PCF	1280x1024	2.35	Gamma 2.6	YCbCr 240M	P7v2 telecine
CS-SCOPE 1280x1024.PCF	1280x1024	2.35	Gamma 2.6	YCbCr 240M	P7v2 theatre
CS-SCOPE 1920x1024 Post.PCF	1920x1024	2.35	Gamma 2.6	YCbCr 240M	P7v2 telecine
CS-SCOPE 1920x1024.PCF	1920x1024	2.35	Gamma 2.6	YCbCr 240M	P7v2 theatre
CS-SCOPE 1920x1080 Post.PCF	1920x1080	2.35	Gamma 2.6	YCbCr 240M	P7v2 telecine
CS-SCOPE 1920x1080.PCF	1920x1080	2.35	Gamma 2.6	YCbCr 240M	P7v2 theatre
Default Post.PCF	0x0	0	Gamma 2.6	YCbCr 240M	P7v2 telecine
DVI 1920x1080 Post.PCF	1920x1080	0	Gamma 2.6	Unity RGB	P7v2 telecine
DVI 1920x1080.PCF	1920x1080	0	Gamma 2.6	Unity RGB	P7v2 theatre
DVI 2048x1080 Post.PCF	2048x1080	0	Gamma 2.6	Unity RGB	P7v2 telecine
DVI 2048x1080.PCF	2048x1080	0	Gamma 2.6	Unity RGB	P7v2 theatre
HDTV 1920x1080 Post.PCF	1920x1080	0	2.2	YCbCr 709	Rec 709
HDTV 1920x1080.PCF	1920x1080	0	2.2	YCbCr 709	Rec 709
MMS 1920x1080 125.PCF	1920x1080	1.25	2.2	Unity RGB	Rec 709
MMS 1920x1080 133.PCF	1920x1080	1.33	2.2	Unity RGB	Rec 709
MMS 1920x1080 178.PCF	1920x1080	1.78	2.2	Unity RGB	Rec 709
MMS 1920x1080 185.PCF	1920x1080	1.85	2.2	Unity RGB	Rec 709
MMS 1920x1080 235.PCF	1920x1080	2.35	2.2	Unity RGB	Rec 709
MMS 1920x1080.PCF	1920x1080	0	2.2	Unity RGB	Rec 709
MMS 2048x1080 125.PCF	2048x1080	1.25	2.2	Unity RGB	Rec 709
MMS 2048x1080 133.PCF	2048x1080	1.33	2.2	Unity RGB	Rec 709
MMS 2048x1080 178.PCF	2048x1080	1.78	2.2	Unity RGB	Rec 709
MMS 2048x1080 185.PCF	2048x1080	1.85	2.2	Unity RGB	Rec 709
MMS 2048x1080 235.PCF	2048x1080	2.35	2.2	Unity RGB	Rec 709
MMS 2048x1080.PCF	2048x1080	0	2.2	Unity RGB	Rec 709
SDI DUAL RGB 1920x1080 Post.PCF	1920x1080	0	Gamma 2.6	YCbCr 240M	P7v2 telecine
SDI DUAL RGB 1920x1080.PCF	1920x1080	0	Gamma 2.6	YCbCr 240M	P7v2 theatre
VV-FLAT 1280x1024 Post.PCF	1280x1024	1.85	Gamma 2.6	YCbCr 240M	P7v2 telecine
VV-FLAT 1280x1024.PCF	1280x1024	1.85	Gamma 2.6	YCbCr 240M	P7v2 theatre

PCF FILE NAME	source		LUT-DG	CSC	TCGD
	active	aspect	[gamma]		
VV-FLAT 1920x1024 Post.PCF	1920x1024	1.85	Gamma 2.6	YCbCr 240M	P7v2 telecine
VV-FLAT 1920x1024.PCF	1920x1024	1.85	Gamma 2.6	YCbCr 240M	P7v2 theatre
VV-FLAT 1920x1080 Post.PCF	1920x1080	1.85	Gamma 2.6	YCbCr 240M	P7v2 telecine
VV-FLAT 1920x1080.PCF	1920x1080	1.85	Gamma 2.6	YCbCr 240M	P7v2 theatre

List of Default SCREENS

SCREEN FILE NAME	anamorphic factor	screen presentation
Anamo125 SCOPE.SCREEN	1.25	2048x1080
DC2K SCOPE.SCREEN	1	2048x1080
DC2K DUAL.SCREEN	1	2048x1080
DC2K DVI.SCREEN	1	2048x1080
DC2K HDTV AREA.SCREEN	1	1920x1080
DC2K HDTV.SCREEN	1	2048x1080
DC2K SXGA AREA.SCREEN	1	1280x1024
DC2K VISTA AREA.SCREEN	1	1998x1080
DC2K VISTA.SCREEN	1	2048x1080
1280x1024 No Crop.SCREEN	1	1280x1024
1400x1050 No Crop.SCREEN	1	1400x1050
2048x1080 No Crop.SCREEN	1	2048x1080

List of Default SOURCES

SOURCE FILE NAME	source	
	active	aspect
1280x1024 SCOPE.SOURCE	1280x1024	2.35
1920x817 SCOPE.SOURCE	1920x817	0
1920x1024 SCOPE.SOURCE	1920x1024	2.35
1920x1080 SCOPE.SOURCE	1920x1080	2.35
2048x1080 SCOPE.SOURCE	2048x1080	2.35
1280x1024 VISTA.SOURCE	1280x1024	1.85
1920x1024 VISTA.SOURCE	1920x1024	1.85
1920x1038 VISTA.SOURCE	1920x1038	0
1920x1080 VISTA.SOURCE	1920x1080	1.85
2048x1080 VISTA.SOURCE	2048x1080	1.85
1280x1024 HDTV.SOURCE	1280x1024	1.778
1920x1024 HDTV.SOURCE	1920x1024	1.778
1920x1080 HDTV.SOURCE	1920x1080	0
2048x1080 HDTV.SOURCE	2048x1080	1.778

3.5.2 Overview of Titles

A total of 100 titles (01-99) can be set for the projector. You can preset the followings for each title.

- Select Signal (selection of input signal and signal type)
- Lens memory
- Lamp memory
- Setup of anamorphic lens motorized turret
- PCF files
- MCGD files
- SCREEN files

Calling up a preset title facilitates switching of input signals. You can also assign titles to the Macro keys on the projector's control panel and call them up directly using these keys.

3.5.3 Displaying TITLE Screen

To create or edit a title, you need to change the Control Mode to Installation (or Service) mode. Titles cannot be created or edited in the User mode.

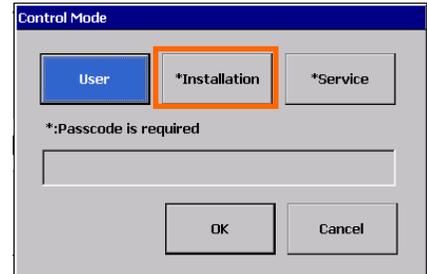
- [1]** Press "MODE" button on the menu bar.

The "Control Mode" Screen will appear.

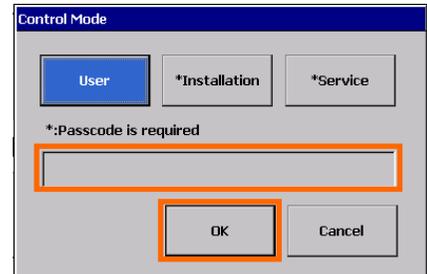
If the "TITLE" button is not visible, press the ">" button on the menu bar and then scroll the menu bar.



- [2]** Press "Installation" button



- [3]** Enter the passcode and press "OK" button.



- [4]** Press the "TITLE" button on the menu bar.

The "TITLE" screen will appear.

If the "TITLE" button is not visible, press the ">" button on the menu bar and then scroll the menu bar.



3.5.4 Creating New Titles

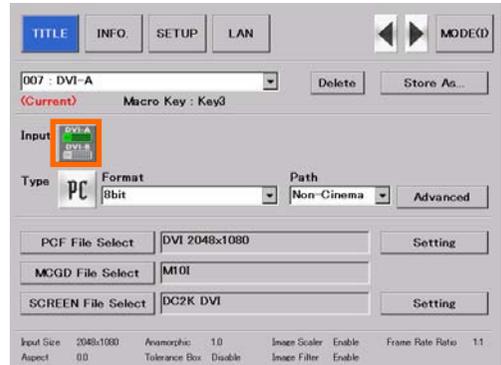
This section describes how to create a new title that is associated with a video signal input. For the steps for registering a test pattern for a title, see 3-5-6, Registering a Test Pattern for a Title (Page B-32). For the steps for editing a registered title, see 3-5-5, editing a Title (Page B-31).

Preparation:

Open the "TITLE" screen. For details, see 3-5-3, Displaying TITLE Screen (Page B-25).

[1] Press the "Input" icon.

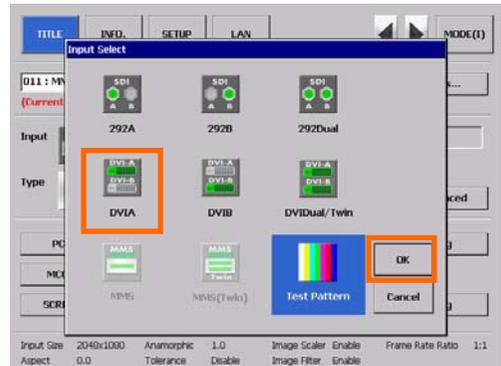
The "Input Select" screen appears.



[2] Select the desired input signal and then press the "OK" button.

The selected icon is displayed as a blue cursor. Press the "OK" button to return to the "TITLE" screen.

The "Type Select" screen appears.



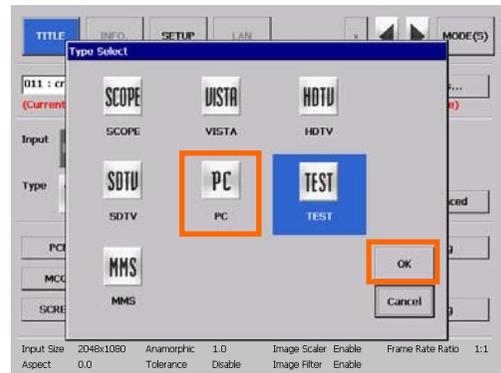
[3] Press the "Type" icon.

The "Type Select" screen appears.



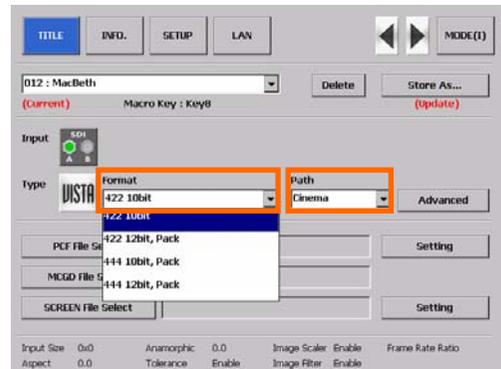
- [4]** Select the type of input signal and then press the “OK” button.

The selected icon is displayed as a blue cursor. Press the “OK” button to return to the “TITLE” screen.



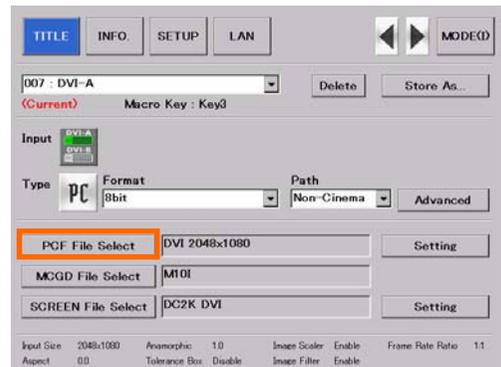
- [5]** Select the Format, Path.

From the pull-down list, selects the format of the input signal and the path (Cinema/Non-Cinema).



- [6]** Press the “PCF File Select” button.

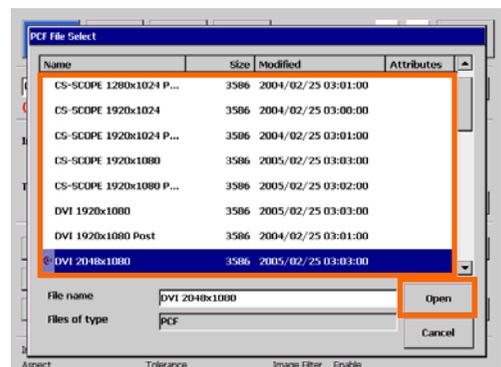
The “PCF File Select” screen appears.



- [7]** Select a PCF file that is associated with the signal and press the “Open” button.

Press the “Open” button to return to the “TITLE” screen.

To create a new PCF file, press the “Setting” button to create the file. For details on how to set a new PCF file, see 3-6, Creating a PCF File.



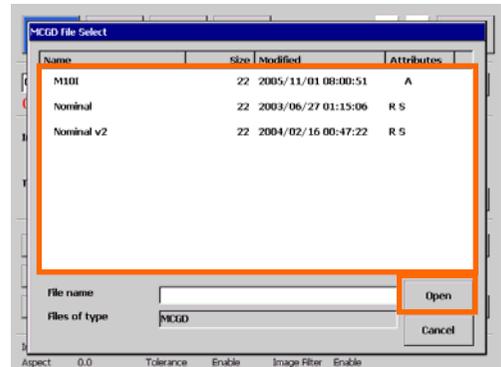
- [8]** Press the “MCGD File Select” button.

The “MCGD File Select” screen appears.



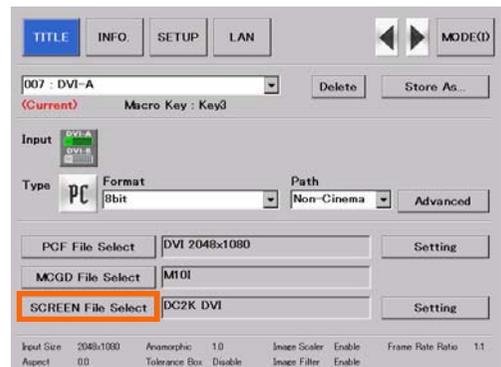
- [9]** Select an MCGD file that is associated with the signal and press the “Open” button.

Press the “Open” button to return to the “TITLE” screen.



- [10]** Press the “SCREEN File Select” button.

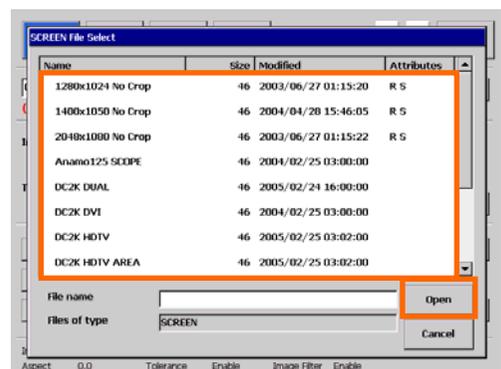
The “SCREEN File Select” screen appears.



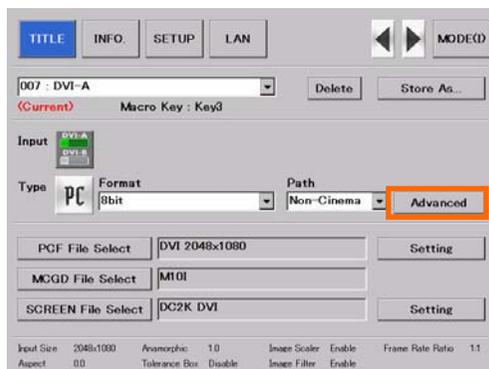
- [11]** Select a SCREEN file that is associated with the signal and press the “Open” button.

Press the “Open” button to return to the “TITLE” screen.

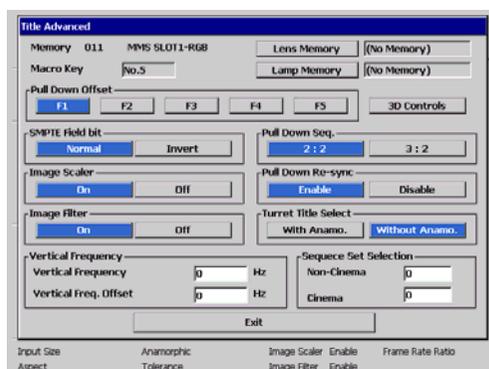
To create a new SCREEN file, press the “Setting” button to create the file. For details on how to set a new SCREEN file, see 3-7, Creating a SCREEN File.



[12] Press the "Advanced" button.
 The "Title Advanced" screen will appear.



[13] Configure the advanced settings depending on the input signal and press the "Exit" button.



For details of the settings, see "List of Settings Items on Title Advanced"(page. B-54) in 4.8.1.

Press the "Exit" button to return to the "TITLE" screen.

[14] Press the "Store As ..." button.

Save the settings. Press the "Store As ..." button to display the "Title List" screen.



Select the title number you want to register with the projector and press the "OK" button. If you select a title number that has been registered (its title name is displayed), it is saved.

3.5.5 Editing a Title

Preparation:

Open the "TITLE" screen. For details, see 3-5-3, Displaying TITLE Screen (Page B-25).

- [1]** From the pull-down menu, select a desired title.

Press the pull-down menu, select a title from the list that appears.

When you select a memory number to which a macro key has been assigned, its key number appears in the "Macro Key: " column.

- [2]** Edit the settings.

Edit the settings as described in 3-5-4, Creating New Titles (See, Page B-25).

- [3]** Press the "Store As ..." button.

Save the settings. Press the "Store As ..." button to display the "Title List" screen.

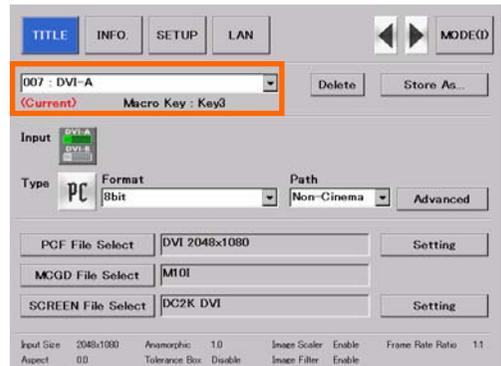
To overwrite an edited title, check that the title number you are editing is selected before pressing the "OK" button.

To register an edited title as a new title, select a number for which no title has been selected (no title name is displayed) and press the "OK" button.



3.5.6 Deleting a Title

- [1]** From the pull-down menu, select a desired title.
Press the pull-down menu, select a title from the list that appears.



- [2]** Press the "Delete" button.
When a confirmation message appears, press the "Yes" button.



3.5.7 Registering a Test Pattern for a Title

Preparation:

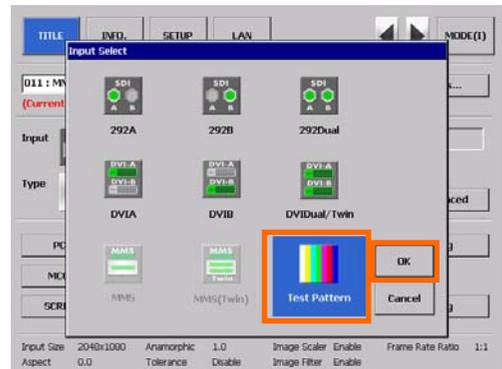
Open the "TITLE" screen. For details, see 3-5-3, Displaying TITLE Screen (Page B-25).

- [1]** Press the "Input" icon.
The "Input Select" screen appears.



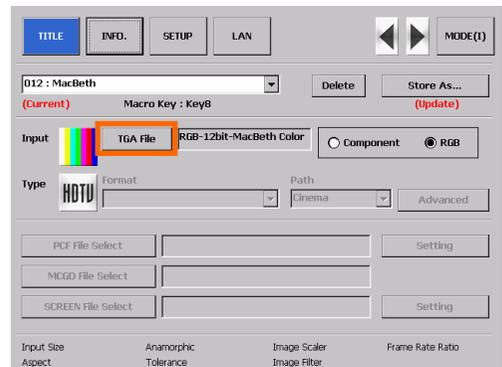
- [2]** Select the "Test Pattern" icon and press the "OK" button.

The selected icon is displayed as a blue cursor. Press the "OK" button to return to the "TITLE" screen.

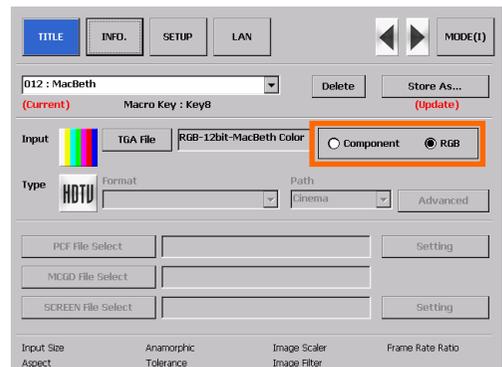


- [3]** Press the "TGA File" button to select the test pattern you want to register.

When you press the "TGA File" button, the "TGA File" screen appears. Select the test pattern you want to register and press the "OK" button.



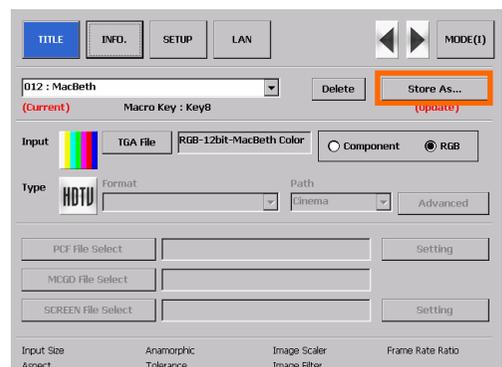
- [4]** Select "Component" or "RGB" for the type of test pattern signal.



- [5]** Press the "Store As ..." button.

Save the settings. Press the "Store As ..." button to display the "Title List" screen.

Select the title number you want to register with the projector and press the "OK" button. If you select a title number that has been registered (its title name is displayed), it is saved.



3.6 Creating a PCF File

3.6.1 Overview of PCF File

The PCF file (Projector Configuration File) includes the items mentioned below, which are the setting information of the projector.

- Input signal information (Resolution, aspect ratio, etc.)
- Color Space information
- Gamma information
- Native color information (MCGD)
- Target color information (TCGD)

To create a PCF file, use the "Setting" button on the "TITLE" screen. One creation method is to call an existing file, make changes, and then save the file, and another method is to create a new file; however, the basic operations are the same and the method of creating a new file will be described here

For information on assigning a PCF file to a title, see 3-5-4, "Creating a New Title" (Page 25).

3.6.2 Creating a New PCF File

Preparation:

Open the "TITLE" screen. For details, see 3-5-3, Displaying TITLE Screen (Page B-25).

- [1]** Press the "Setting" button in the "PCF File Select"

The "PCF File Select" Screen appears.

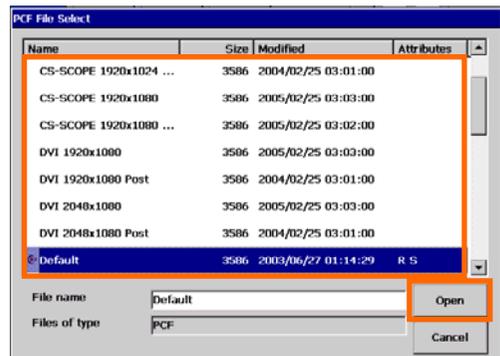


- [2]** Select the PCF file you want to browse and press the "Open" button.

To create a PCF file by browsing an existing file, select the desired PCF file.

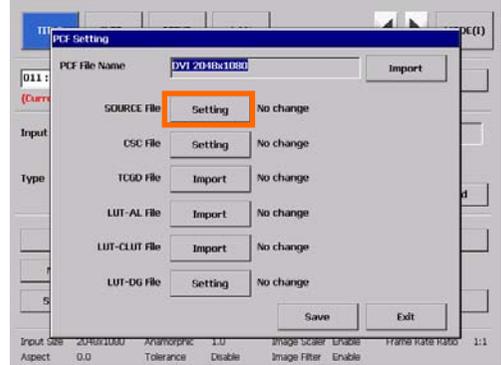
To create a new PCF file, select "Default".

The "PCF File Setup" screen appears.



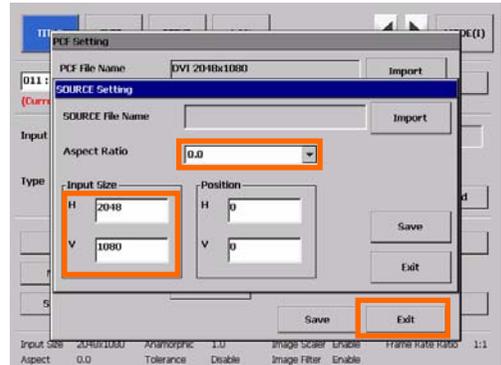
[3] Press the "Setting" button in the SOURCE File.

The "SOURCE Setting" screen appears.



[4] Enter the Aspect Ratio and Input Size, then press "EXIT" button.

The "PCF File Setup" screen reappears. For Detail of SOURCE Setting Screen, See "SOURCE Setting" (page. B-55).



Example of setting SOURCE File

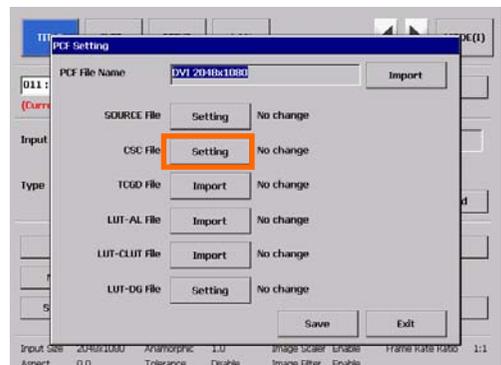
Conditions:

- Screen sizes :Project the screen size in Vista (Aspect ratio is 1:1.85)
- Input signal format: HD-SDI 1920x1080@24psF

Squeeze signals	(Signals that have been compressed at the control side 1920 to 1280 in the horizontal direction and 1080 to 1024 in the vertical direction) Aspect Ratio :1.85 Input Size : 1280x1024
For signals other than squeeze signals	Aspect Ratio :1.85 Input Size : 1920x1080

[5] Press the "Setting" button in the "CSC File".

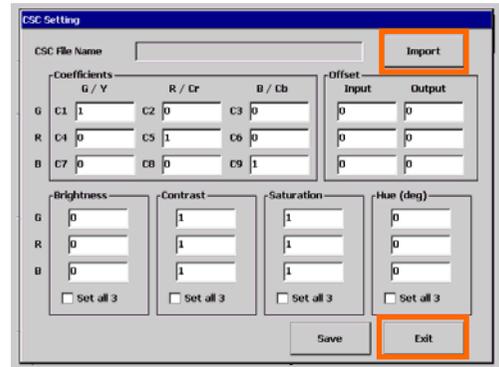
"CSC Setting" screen will appears.



- [6]** Press the "Import" button and select a color space file that corresponds to the input signal.

Since the required CSC file is already contained in the projector, you do not need to enter numerical values.

When you have selected the file, press the "Exit" button to return to the "PCF Setting" screen.



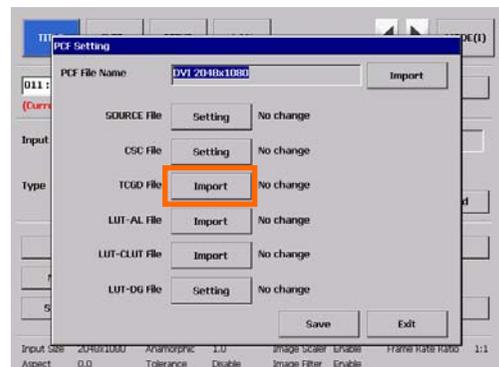
Example of selecting a CSC file:

For DVI connector	-RGB input: "Unity RGB.CSC" (same as "Mk7 Unity RGB.CSC")
For HD-SDI connector	- Component input: 10-bit 64-940.CSC"

- [7]** Press the "Import" button in "TCGD File" to select the TCGD file.

In the theater, P7v2 Theater is normally used. Note that P7v2 telecine should be used for post production and content creation.

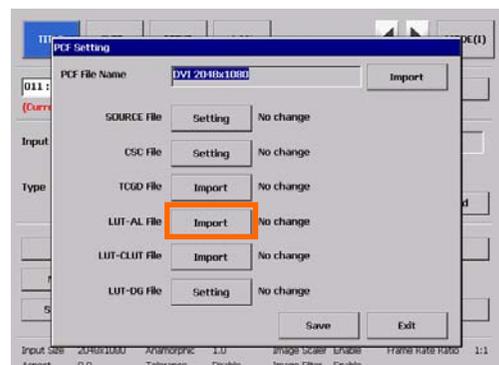
When you have selected the file, press the "Exit" button to return to the "PCF File Setup" screen.



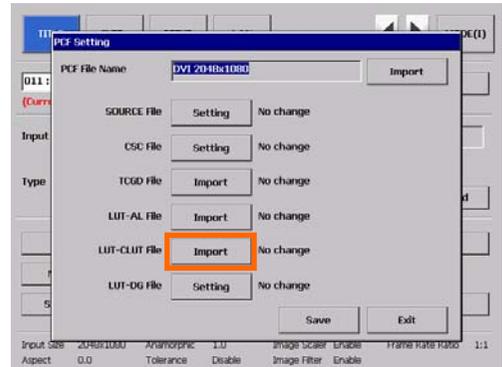
- [8]** Press the "Import" button in "LUT-AL File" to select the LUT-AL file.

(Usually, you do not need to select it.)

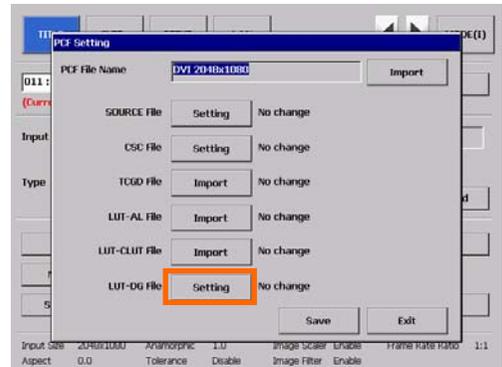
When you have selected the file, press the "Exit" button to return to the "PCF File Setup" screen.



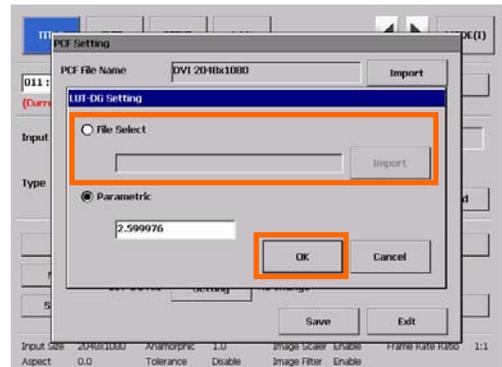
- [9]** Press the "Import" button in "LUT-CLUT File" to select the LUT-CLUT file.
(Usually, you do not need to select it.)
When you have selected the file, press the "Exit" button to return to the "PCF File Setup" screen.



- [10]** Press the "Setting" button in "LUT-DG File".
The "LUT-DG File Setup" screen appears.



- [11]** Set the LUT-DG file and then press the "OK" button.
Normally, select File Select and set the file shown below
When you have set the file, press the "OK" button to return to the "PCF File Setup" screen.



Example of setting LUT-DG File

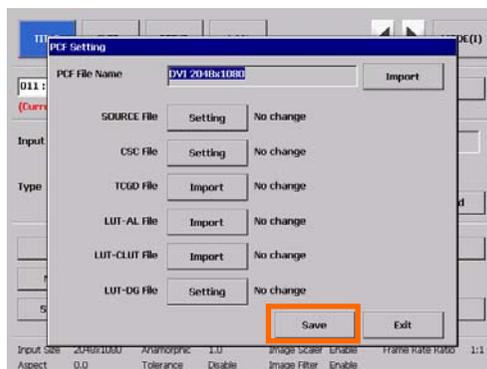
Movies	"Gamma 2.6.LUT-DG" (equivalent to "Mk7 PL2.6.LUT-DG)
PC and Other Input	"Graphics_Enhanced.LUT-DG
When using Parametric	Select "Parametric" to enter the degamma value.

[12] Press the "Save" button.

Save the settings. Press the "Save" button to display the "PCF File Select" screen appears.

To overwrite an existing file, check that the file being edited is selected before pressing the "OK" button.

To register a new file, enter the name of file and then press the "OK" button.



3.7 Creating a SCREEN File

3.7.1 Overview of SCREEN files

SCREEN files includes the items mentioned below, which are the setting information of the projector.

- display area information
- Anamorphic Lens information
- Crop information

To create a SCREEN file, use the "Setting" button on the "TITLE" screen. One creation method is to call an existing file, make changes, and then save the file, and another method is to create a new file; however, the basic operations are the same and the method of creating a new file will be described here.

For information on assigning a PCF file to a title, see 3-5-4, "Creating a New Title" (Page 25).

3.7.2 Creating a New SCREEN File

Preparation:

Open the "TITLE" screen. For details, see 3-5-3, "Displaying TITLE Screen" (Page B-25).

- [1]** Press the "Setting" button on the right-hand side of "SCREEN File Select".

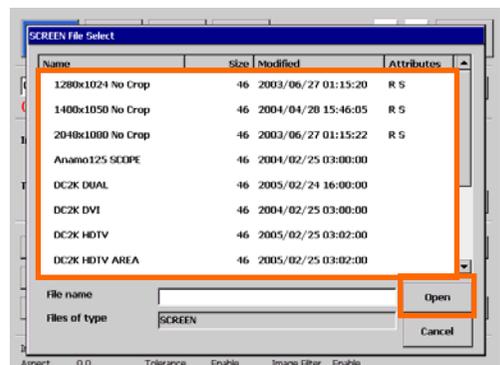
The "SCREEN File Select" screen appears.



- [2]** Select the SCREEN file you want to browse and press the "Open" button.

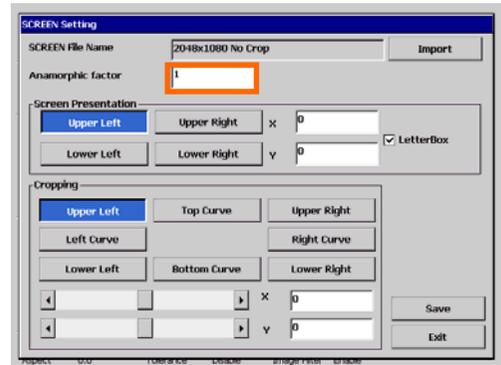
To create a SCREEN file by browsing an existing file, select the desired SCREEN file. To create a new SCREEN file, select "Default"

The "SCREEN File Setup" screen appears.



[3] Input the magnification of Anamorphic Lens in the "Anamorphic factor"

When the anamorphic lens is not used, "1" is input.

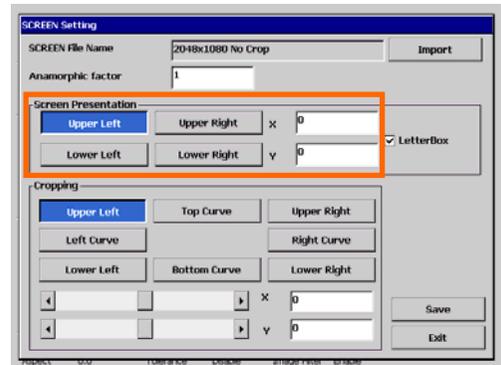


[4] Enter information on the pixel you use in "Screen Presentation".

Normally leave it at the default. Enter X and Y values of the display area.

- X : 0~2047

- Y : 0~1079



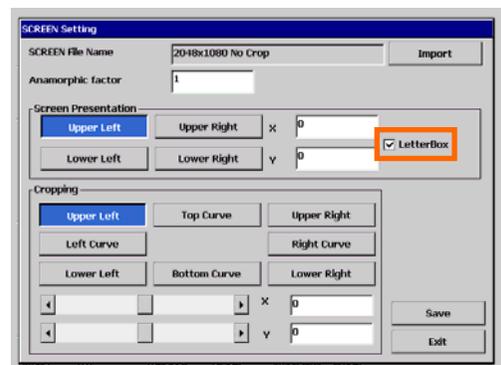
Example of setting SCREEN file

This sets the horizontal display area to be used when the primary lens zooming feature does not meet the required projection in a fixed wide-screen format.

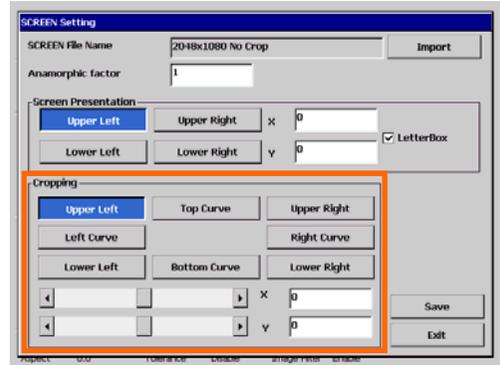
VISTA Screen	Call the DC2K VISTA AREA.SCREEN file.
HDTV Screen	Call the DC2K HDTV AREA.SCREEN file.

[5] Select the "Letterbox" checkbox.

Usually this checkbox should be selected.



[6] "Cropping" is used when the projected image is too large to be displayed in the screen.



Items in "Cropping"

Select the item you want to adjust to adjust the amount of cropping (x- and y-coordinate) or the amount of curvature.

You can make adjustments using the scroll bar or entering numerical values.

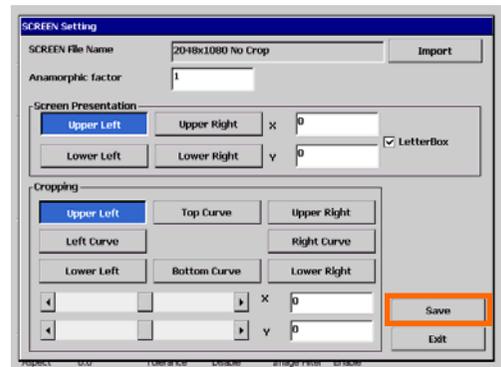
Upper Left	Sets the amount of cropping at the upper left of the screen. (This becomes the reference point of the XY coordinates.)
Left Curve	Sets the amount of curvature of the left vertical line of the screen. Enter the value of the relative value from the x coordinates of Upper Left and Lower Left. Setting this value to a negative value permits the correction of the distortion of the anamorphic lens.
Lower Left	Sets the amount of cropping at the lower left of the screen
Top Curve	Sets the amount of curvature of the top horizontal line of the screen. Enter the value of the relative value from the y coordinates of Upper Left and Upper Right. Setting this value to a negative value permits the correction of the distortion of the anamorphic lens.
Bottom Curve	Sets the amount of curvature of the bottom horizontal line of the screen. Enter the value of the relative value from the y coordinates of Lower Left and Lower Right. Setting this value to a positive value permits the correction of the distortion of the anamorphic lens.
Upper Right	Sets the amount of cropping at the upper right of the screen.
Right Curve	Sets the amount of curvature of the right vertical line of the screen. Enter the value of the relative value from the x coordinates of Upper Right and Lower Right. Setting this value to a positive value permits the correction of the distortion of the anamorphic lens.
Lower Right	Sets the amount of cropping at the lower right of the screen.

[7] Press the "Save" button.

Save the settings. Press the "Save" button to display the "SCREEN File Select" screen appears. To overwrite an existing file, check that the file being edited is selected before pressing the "OK" button.

To register a new file, enter the name of file and then press the "OK" button.

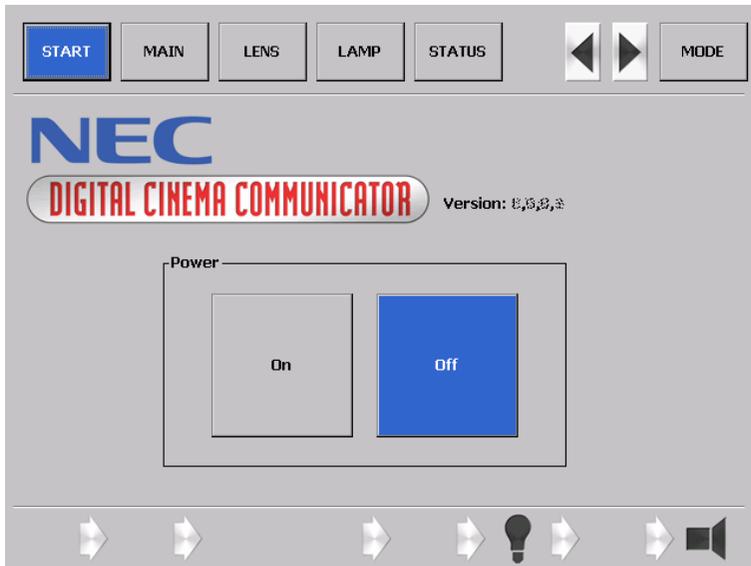
Upon completion of adjustments, press the "Exit" button to return to the "TITLE" screen.



4.

Menu Descriptions & Functions

This chapter describes functions of the menu items available on the touch panel. For information on the basic operations of the touch panel, refer to the NC-TP6401 Touch Panel Controller User's Guide.



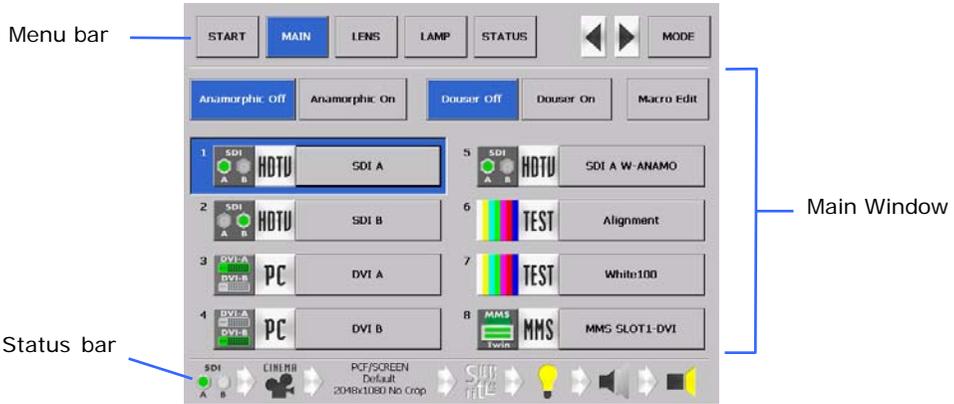
4.1 List of Menu Items

Menus in parentheses are menus for our service personnel. Noemally, these menus cannot be used.

Main menu	Submenu	Description	Ref. page
START		This screen is displayed when the controller is started.	B-45
	POWER	To turn on and off the projector.	
MAIN		Select the input signal from this screen.	B-46
	Anamorphic Off/On	To control the anamorphic lens.	
	Douser Off/On	To control the Douser function.	
	(Macro Edit)	For service personnel. Sets the titles to be assigned to the macro keys of 1 to 8.	
	Display of signal	To display the titles assigned to macro keys 1 to 8 on the projector.	
LENS		Control the lens from this screen.	B-48
	Fine-adjust Mode	Set to operate only while pressing the Lens Shift, Zoom, or Focus buttons.	
	Shift	To shift the lens.	
	Zoom	To zoom in and zoom out.	
	Focus	To adjust focus.	
	Lens Memory	Screen for various settings and display for the lamp.	
LAMP		To save the current lens settings and call the saved settings.	B-50
	Adjust	To adjust the lamp brightness.	
	Information	To display the lamp information.	
	(Setup)	To set up the lamp.	
	Lamp Memory	To save the current lamp settings, and call the saved settings.	
STATUS		Projector setting status is displayed in this screen.	B-52
(TITLE)		Set titles and display the list in this screen. This is used by the service personnel.	B-53
INFO		Screen for display of various information about the projector.	B-57
(SETUP)		Screen for initial setting upon installation. This is used by the service personnel.	B-59
(LAN)		Screen for LAN setting of SYSTEM and CINEMA.. This is used by the service personnel.	B-63
<> button		Buttons that switch pages for the main menu bar. - Menu items for page1: START, MAIN, LENS, LAMP, and STATUS - Menu items for page2: TITLE, INFO, SETUP, and LAN	-
MODE button		Button to change the menu mode. The menu of this controller has three modes as follows. -User mode: To display the basic menu items only. -Installation mode: Menu for installation. Input of the pass code is required to use this mode. -Service mode: Menu for the service personnel. To use the Installation or Service mode, you need to enter your passcode.	-

4.2 Description of the Sections in the Menu Screen

The menu screen of this controller consists of three sections below.
The selected (active) button is displayed in blue.



Menu bar	Menu buttons are displayed here. The menu selected here is displayed in the main window below.
Main Window	The menu selected from the menu bar is displayed here.
Status bar	The status of the controller is displayed with icons.

4.2.1 Status bar



(1) Signal Input icon

Shows the input signal terminal selected.

	Input for DVI-A terminals		Input for SDI-A terminals		Input for the multi-media switcher (MMS) terminal
	Input for DVI-B terminals		Input for SDI-B terminals		TWIN Input for the multi-media switcher (MMS) terminal
	Dual/Twin input for DVI-A and DVI-B terminals		Dual input for SDI-A and SDI-B terminals		Displaying test patterns

(2) Cinema Mode icon

Shows the status of the Cinema mode (ON/OFF).

	When the Cinema mode is turned on
	When the Cinema mode is turned off (Non-cinema)

(3) Show Title

Shows the title selected.

(4) Subtitle icon

Shows the status of the subtitle (ON/OFF).

	When the subtitle is turned ON
	When the subtitle is turned OFF

(5) Lamp icon

Shows the status of the lamp (ON/OFF).

	Lamp ON
	Lamp OFF

(6) Anamorphic Lens icon

Shows the status of the anamorphic lens (ON/OFF).

	anamorphic lens ON
	anamorphic lens OFF

(7) Douser icon

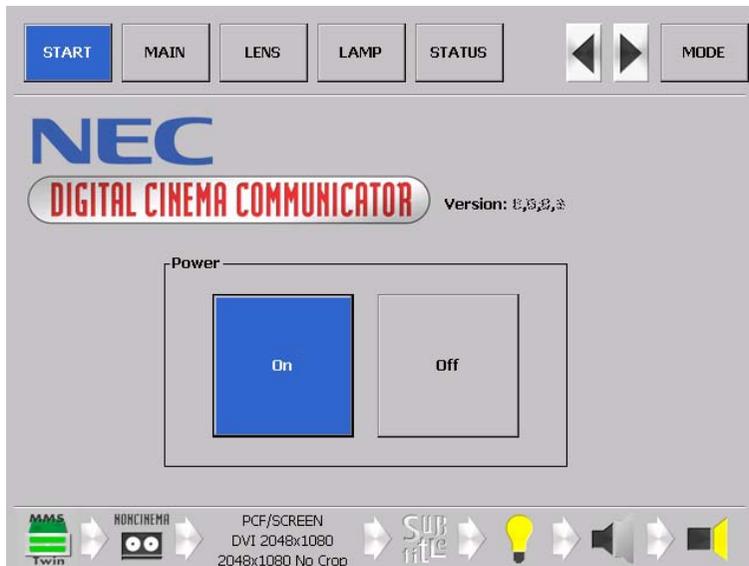
Shows the status of the douser (ON/OFF).

	Douser ON
	Douser OFF

4.3 START Screen

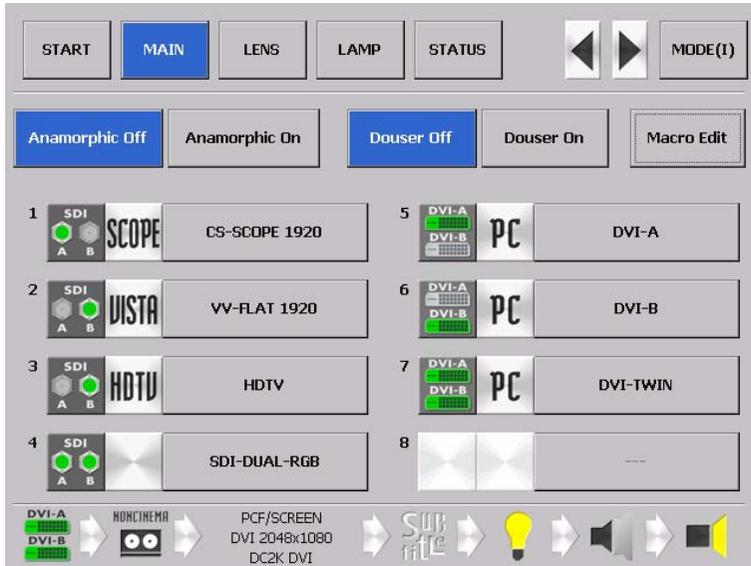
When the touch panel is activated or when you press the [START] button from the menu bar, the START screen is displayed.

From the START screen, you can turn on and off (standby status) the projector.



4.4 MAIN Screen

Press the [MAIN] button from the menu bar to display the MAIN screen. From the MAIN screen, you can select title and control anamorphic lens and douser.



Anamorphic OFF button Anamorphic ON button	Used to select Anamorphic ON/OFF.
Douser OFF button Douser ON button	The following buttons control the douser. - Douser ON button : Causes the douser to shut off the light to the projector. - Douser OFF button : Deactivates the douser.
Macro Edit button	Used to edit macro keys.
1-8 button	These buttons serve the same function as macro keys 1-8 provided on the control panel of the projector. Pressing the title buttons allows you to select titles (input signals) assigned to macro keys 1-8. - Title displayed blue : Title is selected. - Title indicated by "---" : Title is not registered.

The meaning of icons that are displayed are outlined below.

Input icon

Shows the input signal terminal.

	Input for DVI-A terminals		Input for SDI-A terminals		Input for the multi-media switcher (MMS) terminal
	Input for DVI-B terminals		Input for SDI-B terminals		TWIN Input for the multi-media switcher (MMS) terminal
	Dual/Twin input for DVI-A and DVI-B terminals		Dual input for SDI-A and SDI-B terminals		Displaying test patterns

Type icon

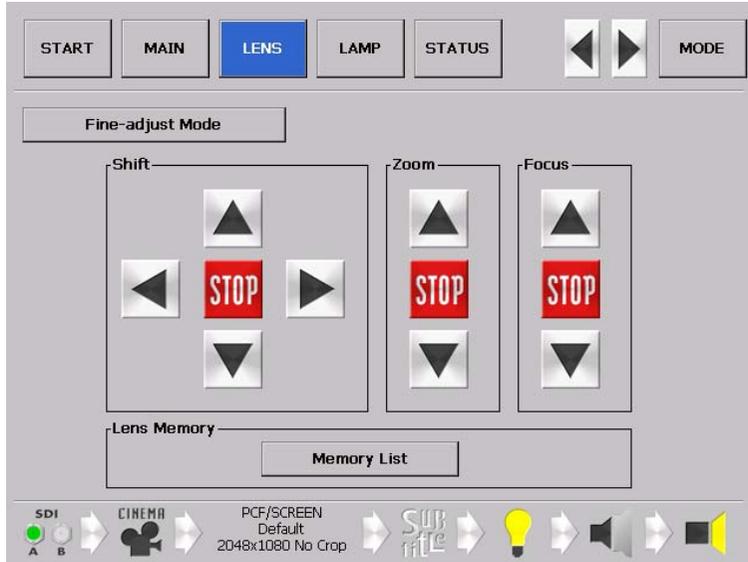
Indicates a signal type.

	SCOPE		HDTV		Signal of Multi-media switcher(MMS)
	VISTA		SDTV		If none is selected:
	PC		TEST signal		

4.5 LENS Screen

Press the [LENS] button from the menu bar to display the LENS screen.

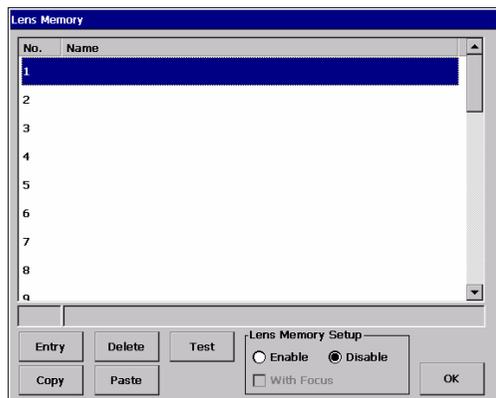
From the LENS screen, you can perform lens controls such as lens shifting, zoom adjustment, and focus adjustment.



[Fine-adjust Mode] button	Press the [Fine-adjust Mode] button for fine adjustment.
Shift	<p>Move the projection screen vertically and horizontally.</p> <p>[▲] button: To move the projection position upward.</p> <p>[▼] button: To move the projection position downward.</p> <p>[◀] button: To move the projection position to the left.</p> <p>[▶] button: To move the projection position to the right.</p> <p>[STOP] button: To stop the lens shifting.</p> <ul style="list-style-type: none"> Press the [▲] [▼] [◀] or [▶] buttons again during moving to stop the moving.
Zoom	<p>Zoom in and zoom out the projection screen.</p> <p>[▲] button: To zoom in.</p> <p>[▼] button: To zoom out.</p> <p>[STOP] button: To stop zooming in or out.</p> <ul style="list-style-type: none"> Press the [▲] or [▼] button again during zooming in or out to stop the zoom-in or zoom-out operation.
Focus	<p>Adjust the focus of the projection screen.</p> <p>[▲] button: To set the focus distance longer.</p> <p>[▼] button: To set the focus distance shorter.</p> <p>[STOP] button: To stop focus moving.</p> <ul style="list-style-type: none"> Press the [▲] and [▼] button again during a moving focus to stop the focus moving.
Lens Memory	The values after adjustment through the LENS screen (Adjustment values for lens shift, zoom, and focus) can be saved to the memory in the projector

Lens Memory Screen

Press the [Memory List] on the LENS window to display the Lens Memory window.



"Entry" button	Saves the current adjustment value to the memory.
"Delete" button	Deletes the memory selected in the list from the Lens Memory.
"Test" button	Tests the adjustment value of the memory selected in the list.
"Copy" button	Copies the memory selected in the list.
"Paste" button	Saves the copied memory to any location.
Len Memory Setup	With Focus: Apply a check mark here to turn it on to also call up focus adjustment values (Only when the setting is "Enable").
"OK" button	Closes the Lens Memory window and returns to the LENS window.

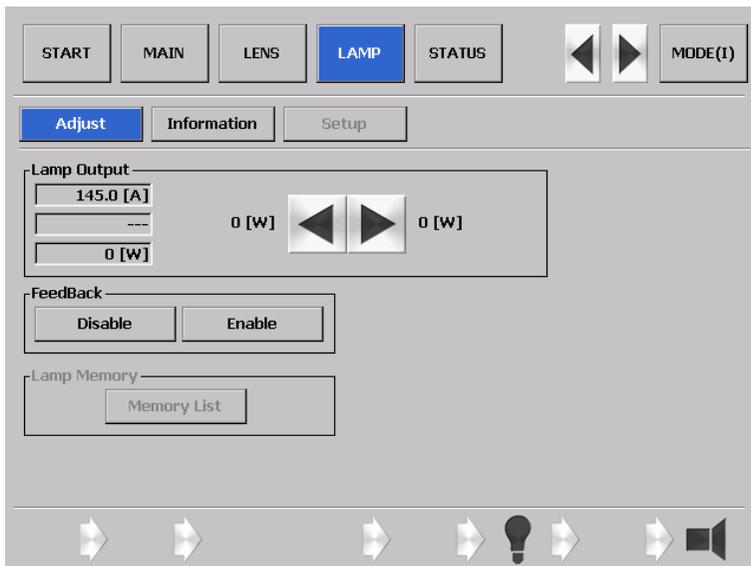
4.6 LAMP Screen

Press the “LAMP” button from the menu bar to go to the LAMP screen.

From the LAMP screen, you can adjust the lamp output and display the lamp information.

- Adjust : To adjust the lamp brightness. (See This page)
- Information : To display the lamp information.(See Next page)
- Setup : Screen used by the service Personnel. [T.B.D]

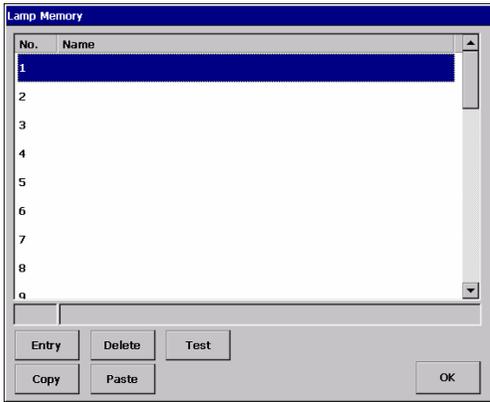
4.6.1 LAMP Screen (Adjust)



Lamp Output	Adjusts the lamp output (brightness). Control the current at 0.1 A increments.
FeedBack	Sets the lamp brightness constant mode that uses a brightness sensor. <ul style="list-style-type: none"> • Disable: Disables the lamp brightness constant mode. • Enable: Enables the lamp brightness constant mode.
Lamp Memory	The lamp output values after adjustment through the LAMP screen can be saved to the memory in the projector.Press the “Memory List” button to display Lamp Memory screen.

Lamp Memory Screen

Press the [Memory List] on the LAMP window (Adjust) to display the Lamp Memory window.



“Entry” button	Saves the current adjustment value to the memory.
“Delete” button	Deletes the memory selected in the list from the Lens Memory.
“Test” button	Tests the adjustment value of the memory selected in the list.
“Copy” button	Copies the memory selected in the list.
“Paste” button	Saves the copied memory to any location.
“OK” button	Closes the Lamp Memory window and returns to the LAMP window.

4.6.2 LAMP Screen(Information)

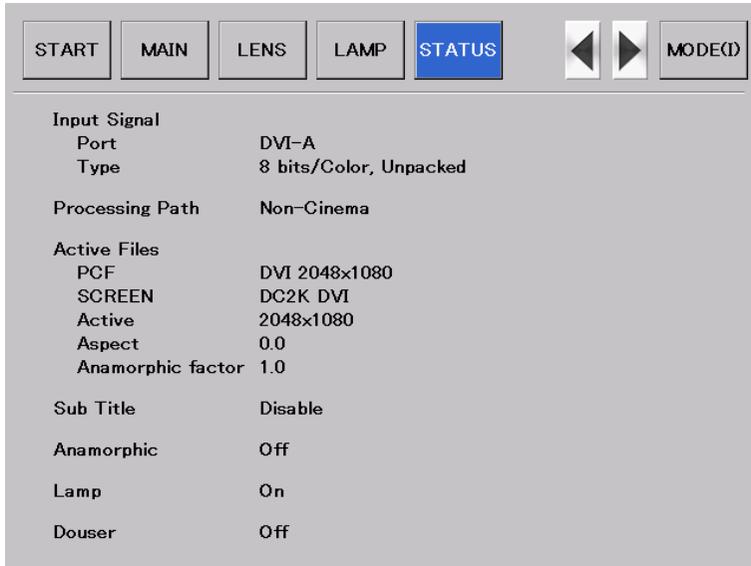
Press the “Information” button on the LAMP screen to display the LAMP screen (Information). On the LAMP screen (Information) you can display the lamp information.



4.7 STATUS Screen

Press the "STATUS" button from the menu bar to go to the LAMP screen.

From the LAMP screen, you can adjust the lamp output and display the lamp information.



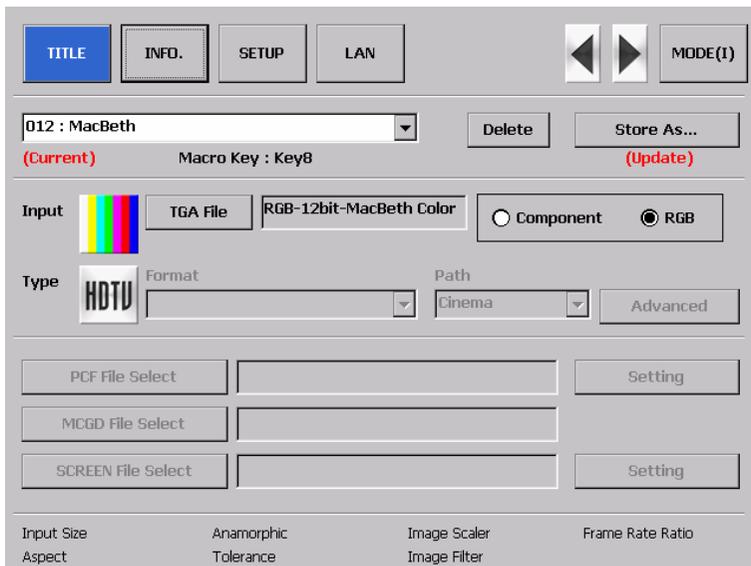
Input Signal	Port	Displays the terminal of input signal.
	Type	Displays the type of input signal.
Processing Path		Indicates whether or not Cinema is used.
Active Files	PCF	Displays the name of PCF file selected.
	SCREEN	Displays the name of SCREEN file selected.
	Active	Displays the resolution.
	Aspect	Displays the aspect ratio.
	Anamorphic factor	Displays the anamorphic factor.
Sub Title		Indicates whether to use subtitles.
Anamorphic		Displays the status of anamorphic lens control (On/Off).
Lamp		Displays the status of lamp output control (On/Off).
Douser		Displays the status of douser control (On/Off).

4.8 TITLE Screen

This menu is only available in the Installation or Service mode.

Press the "TITLE" button on the menu bar to display the "TITLE" screen.

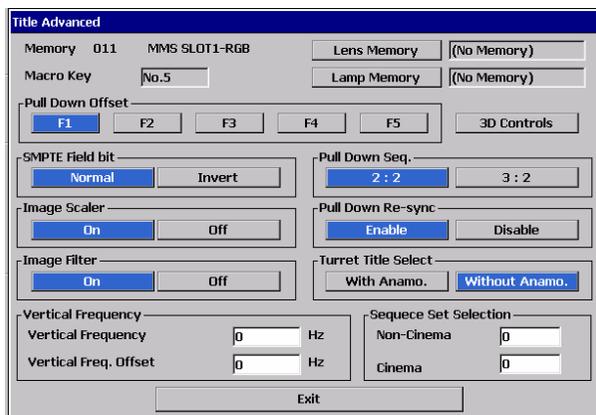
On the TITLE screen you can register or edit titles. For details on how to register or edit titles, see "3.5. Registering Titles" (Page. B-22).



Title names (pull-down menu)	Displays the title name to be edited. - (Current): Indicates the title is being selected. - (Update): Indicates the title is being edited.	
Delete	Deletes the title selected in the pull-down menu.	
Store As...	Registers the title using the information displayed.	
Input	A field that shows or sets the input terminal. Pressing the icon allows you to change the corresponding icon.	
	TGA File	Displays the name of PCF file selected in the right column.
	Component/RGB	Selects Component or RGB signal input.
Type	A field that shows or sets the type of signal. Pressing the icon allows you to change the corresponding icon.	
	Format	Selects a format for the signal type.
	Path	Selects the path for signal type.
	Advanced	Sets the details of signal type.(See Next page)
PCF File Select	Selects a PCF file. Displays the name of PCF file selected in the right column.	
	Setting	Sets a PCF file.(See Page. 22)
MCGD File Select	Selects a MCGD file. Displays the name of MCGD file selected in the right column.	
SCREEN File Select	Selects a SCREEN file. Displays the name of SCREEN file selected in the right column.	
	Setting	Sets a SCREEN file.
(View status)	Shows information on the title selected.	

4.8.1 Title Advanced Screen

Press the "Advanced" button on the "TITLE" screen to display the "Title Advanced" screen. On the "Title Advanced" screen you set the details of signal type.

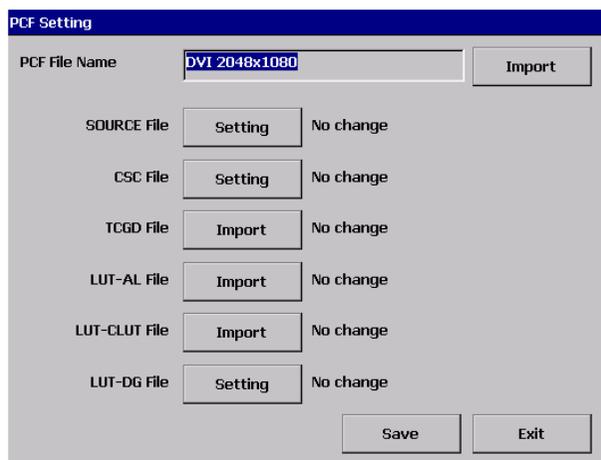


List of Setting Items on Title Advanced

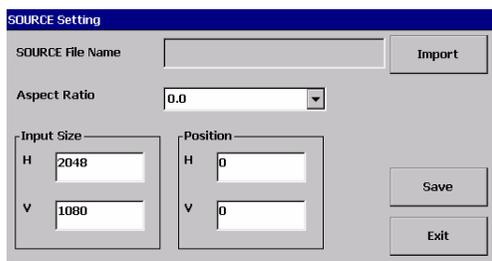
Memory	Displays the title (number and name) selected.
Macro Key	Displays macro key numbers if macro keys are assigned. For assignment of macro keys, see the description of "Macro Key" buttons on the "MAIN" screen.
"Lens Memory" Button	Select a lens memory to associate with the selected title when the lens memory is used. Press the "Lens Memory" button to display the "Lens Memory" screen. For the setup of lens memory, see the description of "Memory List" buttons on the "LENS" screen. <ul style="list-style-type: none"> - When you want to use the lens memory, select it from the "Lens Memory" screen and press the "OK" button. - When you do not want to use the lens memory, select "Not Use" from the "Lens Memory" screen and press the "OK" button. - The associated lens memory appears in the right column of the "Lens Memory" button.
"Lamp Memory" Button	Select a lamp memory to associate with the selected title when the lamp memory is used. Press the "Lamp Memory" button to display the "Lamp Memory" screen. For the setup of lamp memory, see the description of "Memory List" buttons on the "LAMP" screen. <ul style="list-style-type: none"> - When you want to use the lamp memory, select it from the "Lamp Memory" screen and press the "OK" button. - When you do not want to use the lamp memory, select "Not Use" from the "Lamp Memory" screen and press the "OK" button. - The associated lamp memory appears in the right column of the [Lamp Memory] button.
Pull Down Offset	Select offset required for progressive signal conversion sequence to be applied at input of 2:2/2:3 pull-down signals.
"3D Controls" button	This is used to use the 3D. Press the "3D Controls" button on the "Title Advanced" screen to display the "3D Controls" screen. This screen is used to set the 3D .
SMPTE Field bit	Factory-set default value; keep '0' in normal operations.

Image Scaler	Controls the scaling circuit. Keep Enable in normal operations.
Image Filter	Controls the scaling circuit filter. Keep Enable in normal operations. (Click Disable for signals that do not require scaling such as PC input signals.)
Pull Down Seq.	Set sequence to be applied at input of pull-down signals: 2:2 : Select this for signals other than those converted with 3:2 pull-down signals 3:2 : Select this for signals converted with 3:2 pull-down signals
Pull Down Re-sync	Factory-set default value; keep Enable in normal operations.
Turret Title Select	Select an anamorphic lens when an optional motor-operated turret is used: - With Anamo. : Selects the anamorphic lens mounted to the optional motor-operated turret lens - Without Anamo. : No anamorphic lens is used.
Vertical Frequency	Factory-set default value; keep '0' in normal operations.
Sequence Set Selection	Factory-set default value; keep '0' in normal operations.
"Exit" button	Used to save all the settings entered and quit the Title Edit submenu/operation.

4.8.2 PCF Setting Screen



SOURCE Setting Screen



"Import" button	Used to call an existing file.
Aspect Ratio	Enter or select the final aspect ratio of the content entered.
Position	Sets the image display position. Usually select 0 for all positions.
Input Size	Enter the effective area of the input signal.
"Save" button	Used to create a new SOURCE file. (Do not use this button in other cases.)
"Exit" button	Returns to the previous screen. Press this button when you have entered all values.

4.8.3 3D Controls Screen

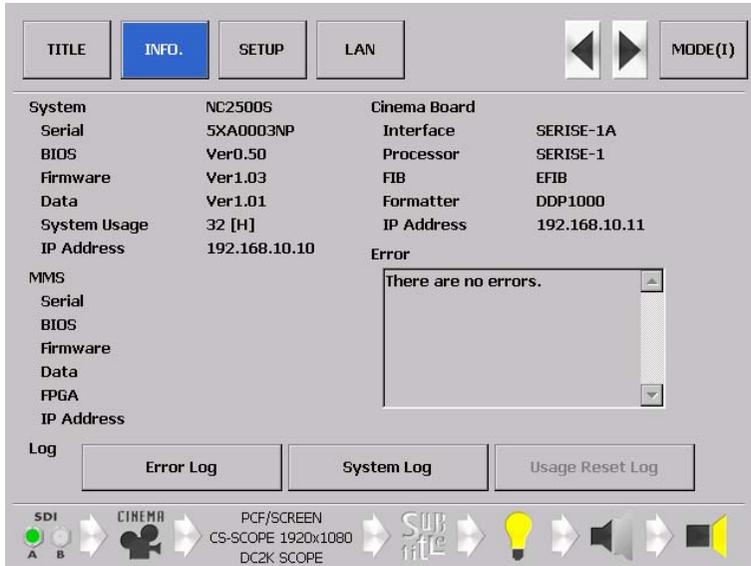
Press the "3D Controls" button on the Advanced screen to display the 3D Controls Screen.

3D Controls			
Frame Rate Ratio N : M			
1 : 1			
3D Control			
L/R Input Reference	3D Disabled		
Input Frame Dominance	Left (L1R1 L2R2)		
L/R Input Reference GPI	None		
L/R Display Reference	Not Used		
L/R Display Reference GPI	None		
L/R Output Reference Polarity	True		
L/R Output Reference GPD	None		
Dark Time Adjustment	Setting	0 us	Actual 388 us
Output Reference Delay	Time	0 us	Phase 0 deg
Exit			

4.9 INFO Screen

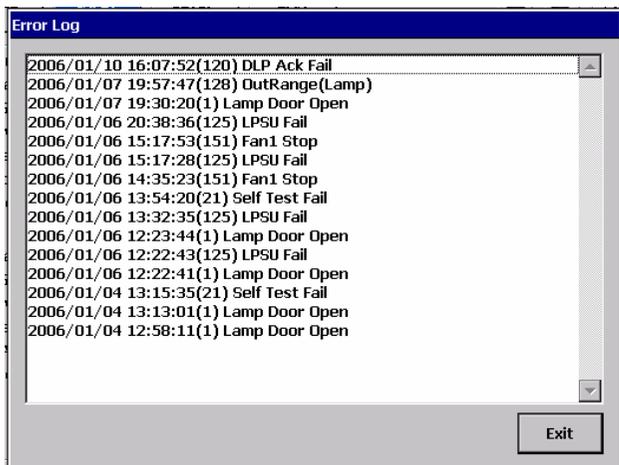
Press the "INFO" button on the menu bar to display the "INFO" screen.

On the "INFO" screen, you can verify the information on the projector version or various types of log information.

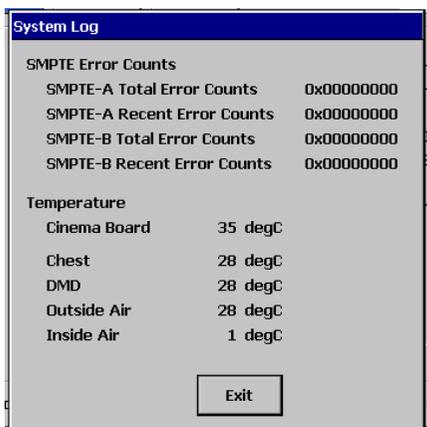


System		Displays the system status of the projector head.
	Serial	Displays the serial number of the projector head.
	BIOS	Displays the BIOS version of the projector head.
	Firmware	Displays the firmware version of the projector head.
	Data	Displays the data version of the projector head.
	System Usage	Displays the hours of use of projector head.
	IP Address	Displays the IP address of the projector head.
MMS		Displays the version of the MMS connected to the projector head.
	Serial	Displays the serial number of the MMS.
	BIOS	Displays the BIOS version of the MMS.
	Firmware	Displays the firmware version of the MMS.
	Data	Displays the data version of the MMS.
	FPGA	Displays the FPGA version of the MMS.
	IP Address	Displays the IP address of use of MMS.
Cinema Board		Displays the system status of the Cinema Board.
	Interface	Displays the interface type of the Cinema Board.
	Processor	Displays the processor type of the Cinema Board.
	FIB	Displays the FIB type of the Cinema Board.
	Formatter	Displays the Formatter type of the Cinema Board.
	IP Address	Displays the IP address of the Cinema Board .
Error		Displays the error currently occurring.
Log	"Error Log"button	Displays the error log.
	"System Log"button	Displays the system log.
	"Usage Reset Log"button	Displays the Usage Reset Log.

Error Log Screen



System Log Screen



4.10 SETUP Screen

This menu is only available in the Installation or Service mode.

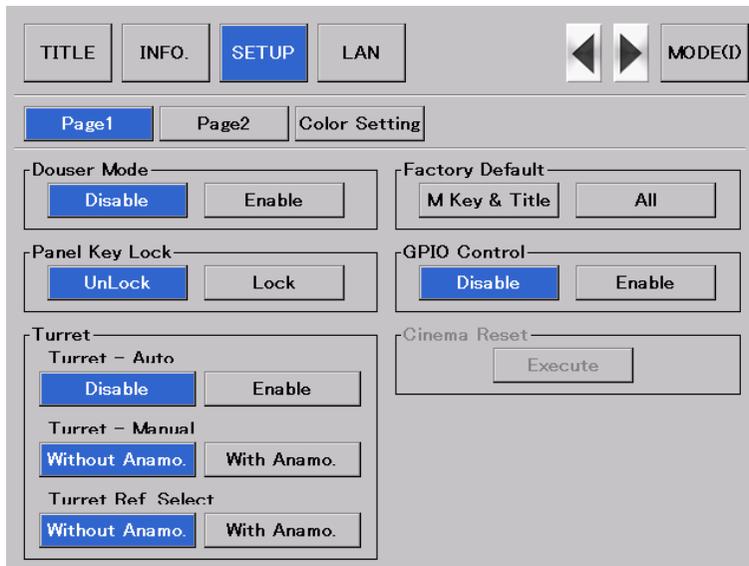
Press the " SETUP" button on the menu bar to display the "SETUP" screen.

The "SETUP" screen consists of three windows below.

- Page1 : Use this window to configure various settings for the projector. (this page)
- Page2 : Use this window to configure various settings for the projector. (Page. B-61)
- Coler Setting : Use this window to make color adjustments. (Page. B-62)

4.10.1 SETUP Screen(Page1)

Press the " Page1" button on he "SETUP" screen to display the "SETUP(Page1)" window.



Douser Mode

The douser function will be activated during the switching of signals the light for projection.

Disable	The lens douser function will be not activated during the switching of signals.
Enable	The lens douser function will be activated during the switching of signals.

Panel Key Lock

The control buttons on your projector are locked to be inoperative.

Lock	Enable a lock on the control buttons on your projector.
Unlock	Disable the lock on the control buttons.

NOTE

- Even if the buttons on the projector's control panel are locked, remote controller buttons are available.
- When the buttons on the projector's control panel are locked, press the CANCEL button on the projector for about 10 sec. to unlock them (The key lock setting on the projector becomes Unlock).

Turret

Controls the turret on which the anamorphic lens is mounted.

Turret-Auto	The anamorphic lens selected at Title switches automatically when the title is switched. - Disable : Lens switching does not take place in conjunction with the title. - Enable : Lens switching takes place in conjunction with the title.
Turret-Manual	Manually control the turret. - Without Anomo: Disables anamorphic lens. - With Anamo: Enables anamorphic lens.
Turret Ref.Select	Specify whether to enable or disable the anamorphic lens for the selected title. - Without Anomo: Disables anamorphic lens. - With Anamo: Enables anamorphic lens.

GPIO Control

Select a PC board under control of the GP I/O port when the projector is to be controlled by the External Control terminal (GP I/O).

With "Enable" selected to be controlled by the GP I/O, the projector does not accept commands issued using the control panel buttons, remote control unit or personal computer.

Disable	To restrict the subject of control from the external control terminal (GPI/O) to the System board and the Cinema board
Enable	To restrict the subject of control from the external control terminal (GPI/O) to the Cinema board only

FactoryDefault

Used to select factory default values for the projector settings.

M Key & Title	Titles are set to factory default ones. (Titles you have created are deleted, but files are not.)
All	All the settings of your projector are set to factory default values except for files.

Note

- Files previously deleted or rewritten cannot be restored.

Cinema Reset

Resets the Cinema PC board. Press the "Execute" button to reset the Cinema PC board.

4.10.2 SETUP Screen (Page2)

Press the "Page2" button on the "SETUP" screen to display the "SETUP (Page2)" window.

Image Orient

Make a selection according to the setup position of your projector and screen.

Normal-F	Projection is made from front of the screen.
Normal-R	Projection is made from behind the screen

Baudrate

To select the transmission speed (bps) for your projector (SYSTEM) and a PC when they are connected by a commercially available RS-232C straight cable. Select one from 4800, 9600, 192000 and 38400. Select the transfer speed corresponding to the speed of the connected devices.

MMS Select

Select the MMS for operation when you use a multimedia switcher (MMS) separately sold. You can connect only one MMS.

Not Use	Not use the MMS
Built-in	To use the incorporated MMS (optional)
External	To use the externally connected MMS (optional)
IP Address	To set IP address for the MMS (optional)
Host	To set IP address for the Host
Apply	Updates it in the changed IP address.

Date/Time

Use this to set the date and time on the projector.

Date	Set the date here (Year, month, day).
Time	Set the time here (Hour, minute, second).
Apply	Updates it in the changed Date/Time.

Passcode

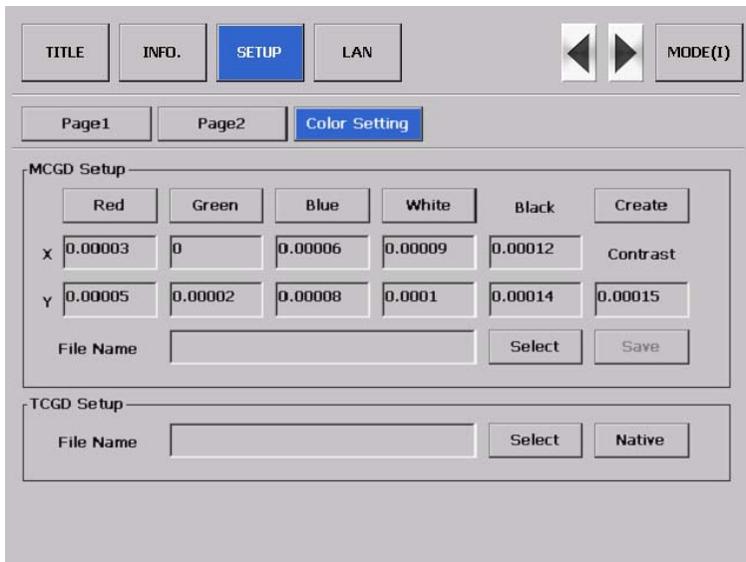
Use to changed pass code of the projector head.

- Enter new passcode: Input new pass code.
- Enter new passcode to confirm: Input new pass code to confirm.

4.10.3 SETUP Screen (Color Setting)

Press the "Color Setting" button on the "SETUP" screen to display the "SETUP (Color Setting)" window.

For details of the settings, see "3.3. Adjusting Colors"(Page. B-15).



MCGD Setup		Used for the MCGD settings.
	"Create" button	Start creating the MCGD data.
TCGD Setup		Used for factory settings.
	"Native" button	Used for the Native color.

4.11 LAN Screen

This menu is only available in the Installation or Service mode.

Press the "LAN" on the menu bar to display the LAN Screen.

The "LAN" screen consists of five windows below.

- IP Address : Used when making LAN settings of SYSTEM and CINEMA.
- Network Type : Used to select communication mode when a wireless LAN is used:
- WEP : Used to set up whether WEP (data encryption) should be used or not:
- Mail : Used to set up mail function.
- DHCP : Used to setup DHCP server.

4.11.1 LAN Screen (IP Address)

Automatic/Manual	Select Automatic if IP address is automatically assigned by a DHCP server through the network connected to your projector. If not, select Manual. In this case, you must make entries in the IP Address and Subnet Mask fields. Automatic --- IP address, subnet mask and gateway are automatically assigned by a DHCP server. Manual --- IP address, subnet mask, etc. are assigned by the network administrator. Entries are required.
System IP Address	If Manual is clicked in the IP Setting box above, enter in this field the System IP address (12 numerals) in the network to which it is connected.
Cinema IP Address	If Manual is clicked in the IP Setting box above, enter in this field the Cinema IP address (12 numerals) in the network to which it is connected.
Subnet Mask	If Manual is clicked in the IP Setting box above, enter in this field the subnet mask (12 numerals) of the network to which your projector is connected.
System Name	Enter the System name in a maximum string of 16 characters comprised of alphanumeric characters and symbols. This entry permits your PC to identify the System when a multiple number of projectors are connected to the same LAN.

Cinema Name	Enter the Cinema name in a maximum string of 16 characters comprised of alphanumeric characters and symbols. This entry permits your PC to identify the Cinema when a multiple number of projectors are connected to the same LAN.
Gateway	Select when you need to enter the default gateway (in 12 numerals) of the network to which your projector is connected. Selection is possible only when you have selected Manual in the IP Setting box above. When you click this checkbox, the address you set in the fields below as the default gateway becomes valid. When you deselect this checkbox (empty), no default gateway is set.
DNS Configuration	Enter the IP address of the DN server (12 numerals) of the network to which your projector is connected.
Domain Name	Enter the domain name (max. 60 alphanumeric characters) of the network to which your projector is connected.
Apply	Used to apply the entered settings.



5.

Appendix



5.1 Trouble Shooting

[T.B.D]

5.2 Index

B		M	
Baudrate	B-61	MMS Select	B-61
C		P	
Cinema Reset	B-60	Panel Key Lock	B-59
D		Passcode	B-62
Date/Time	B-62	PCF Setting Screen	B-55
Douser Mode	B-59	S	
F		SETUP Screen	B-59
FactoryDefault	B-60	SETUP Screen(Color Setting)	B-62
FeedBack	B-50	SETUP Screen(Page1)	B-59
Focus	B-48	SETUP Screen(Page2)	B-61
G		Shift	B-48
GPIO Control	B-60	SOURCE Setting Screen	B-55
I		STATUS Screen	B-52
Image Orient	B-61	Store As	B-53
INFO Screen	B-57	System Log Screen	B-58
L		T	
Lamp Memory	B-50	Title Advanced Screen	B-54
Lamp Output	B-50	TITLE Screen	B-53
LAMP Screen	B-50	Turret	B-60
LAMP Screen (Adjust)	B-50	Z	
LAMP Screen(Information)	B-51	Zoom	B-48
LAN Screen	B-63		
LAN Screen(IP Address)	B-63		
Lens Memory	B-48		

