LED and Button indication chart

Button panel

1 2 3 4
6 7 8 9
RGB PATTERN WINDOW PIP
STBY PAUSE TEXT AUTO
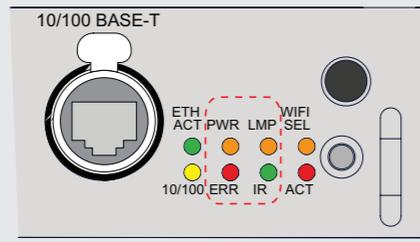
Communication interface

10/100 BASE-T

ETH ACT PWR LMP WIFI SEL
10/100 ERR IR ACT

LED or Button	Color status	Description
Standby button	RED on	Projector is in standby
	RED toggles on/off	Projector startup failed
	GREEN toggles on/off	Projector starts up
	GREEN on	Projector is on
	WHITE toggles on/off	Projector goes from/to ECO standby
Pause button	RED on	Shutter is closed
	GREEN on	Shutter is open
	Dimmed WHITE	Shutter is closed, projector in standby
	Full WHITE	Shutter is undefined
	Full WHITE toggles on/off	Shutter is closed during reset format-ter
PWR (power LED)	Off	Projector powers up
	RED	Projector is in standby
	ORANGE	Projector is in ECO standby
	GREEN	Projector is on
LMP (lamp LED)	Off	Lamp is off
	RED	No lamp inserted
	ORANGE	Lamp is on in ECO mode
	GREEN	Lamp is on in normal mode
	GREEN-ORANGE	Lamp is on in CLO mode
ERR (error LED)	Off	No error
	RED toggles on/off	Error
	ORANGE toggles on/off	Warning
IR	RED	IR signal received
	GREEN	IR signal acknowledged

# HDF W series Quick start guide

Mounting the lens
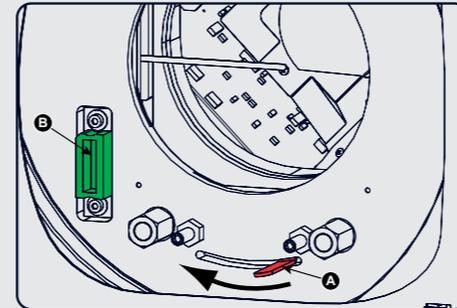
- Remove foam in lens opening.
- Place lens holder in unlock position. Handle A towards socket B.
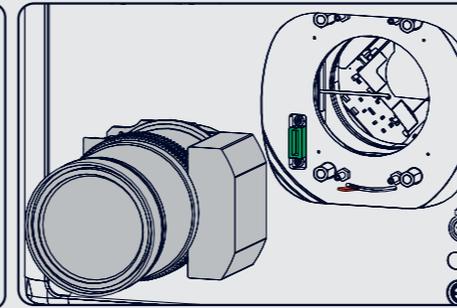
- Gently insert the lens in such a way that the lens connector matches the socket B.
- Insert the lens until the connector seats into the socket.
- Secure the lens in the lens holder. Move handle A into the lock position (away from socket B).
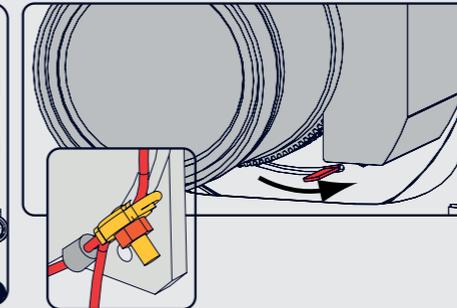
- Check if lens touches the front plate of the lens holder.
- Check if the lens is really secured by trying to pull the lens out of the lens holder.
- Put the safety cable around the lens between the motor part and the mounting flange. Mount the clamp.

Local LCD screens

HDF W26   2012-04-11 10:33
Overview Lamp About
Main: Input 4 hd-1920x1080@25p(1)
PiP: Input 1 1920x1080@25.00(2)
IP Address: 010.192.008.153
Customer Id: Tester FLM2
Lamp On
? V
25.7 °C
Text On
A

HDF W26   2012-04-11 10:32
Overview Lamp About
Strikes: 21
Run Time (Hours): 9 h
Remaining Run Time (Hours): 591 h
2%
B

HDF W26   2012-04-11 10:32
Overview Lamp About
Package Version: 1.3.11
Mgr Software: 1.3.20
GUI Software: 1.3.7
© Barco Entertainment, 2011-2012. All rights reserved.
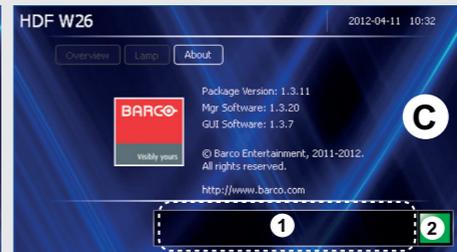http://www.barco.com
C

Overview window (A)
- Main source
- PiP source
- IP address
- RCU address
- Customer ID
- Lamp status
- Mains voltage
- Ambient temperature
- Text status (OSD)

Lamp overview window (B)
- Number of strikes
- Run time (hours)
- Remaining run time (hours)
- % lamp used

About window (C)
- Package version in use
- Mgr Software in use
- GUI Software in use

Common parts
- Error and warning area (1)
- Projector status (2)
  - **Green**: projector works correctly
  - **Red cross**: projector has errors
  - **Yellow triangle**: projector has warnings

Quick setup and operation

The following summarizes HDF setup and operation. For errorfree installation always refer to the User Guide.

❶ **Connect power.** Ensure that the power (200-240 V @ 50/60hz) is properly connected to the power input.

❷ **Connect available sources** to the appropriate input terminal.

❸ **Power on.** Turn the mains switch to on.

❹ **Start up** sequence starts. Local LCD displays a start up screen

❺ **Standby button** changes from red to green when pressed.

❻ **Image** of the latest selected input appears.

❼ **Adjust the lens settings** by pressing the LENS button or via the direct lens keys on the RCU

❽ **Auto image** can load automatically the correct file. The manual selection can be done via menu or other control systems.

❾ **Orientation** of the unit is set as standard in table front projection mode. Change the projector set up in the ALIGNMENT > ORIENTATION menu.

❿ **If geometrical distortion occurs** this can be corrected with the Warping settings in the ALIGNMENT menu.

⓫ **Tuning the image** can be done in the IMAGE menu or via the image settings on the RCU

⓬ **Picture-in-Picture control** can be done in the LAYOUT menu or via the PiP button.

⓭ **Lamp** management in the LAMP menu.

⓮ **Switching off** the unit can be done by pressing the STBY button for 3 sec. An aftercool up to 300 sec will start.
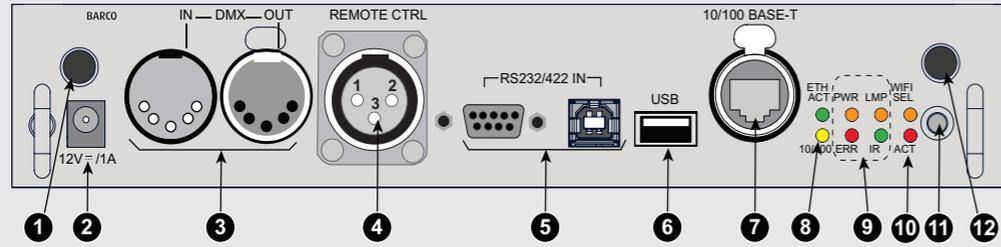
Support

BARCO
Visibly yours

HDF W series Quick start guide

Communication panel

1 WIFI antenna for wireless IP (optional)
2 12V 1A output
3 DMX interface input - output
4 XLR input for wired projector control
5 RS232 for serial communication
6 USB backup custom settings

7 10/100 base-T for external control over IP and Art-Net
8 Ethernet status lights
9 Projector Status lights
10 WIFI status lights
11 IR receive sensor
12 GSM antenna input (optional)

Menu structure

| INPUT	IMAGE	LAYOUT	LAMPS	ALIGNMENT	PROJECTOR CONTROL	SERVICE
Input Selection	Image Settings	Main Window	Lamp Power	Orientation	Projector Address	Identification
Advanced Settings	Aspect Ratio	PiP Window	Identification	Lens	Serial communication	Diagnostics
Input Locking	Timings	Layout File Services	Z-axis	Warping	Network	Int. Service Patterns
Minimum Delay	Image File Services	Same Zoom/Focus		Blanking	IR control	Convergence
Native Resolution	Save Custom Settings			Contrast/Intensity	DMX	Factory Default
No Signal	Splash image			Gamma	Buttons	USB Memory
EDID				Internal patterns	Menu Position	Reset Formatter
3D*				Color Space	Local LCD	Refill mode
				ScenergiX	Change Language	Save Custom Settings
				3D Glasses	Scheduler	Sp. HD Camera Mode
					GSM Configuration**	Auto Dim overtemp.
						Time and Date
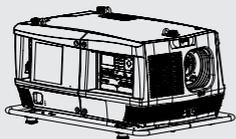
* Only available with optional 3D input
** Only available with optional GMS module

Printed on FSC certified paper (www.fsc.org)   R5905175 Rev. 02
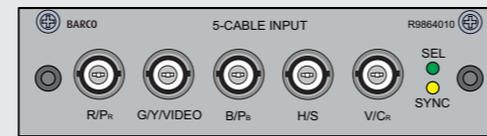
Connections

Standard inputs
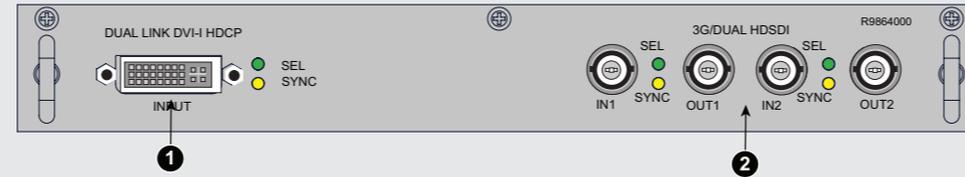
• Dual Link DVI-I HDCP input accepts:
RGB HV/YUV HV
Single DVI
Dual link DVI

• 3G/DUAL HDSDI input accepts:
3G : standard SMPTE 425M
HDSDI : standard SMPTE 292M
Dual link : standard SMPTE 372M
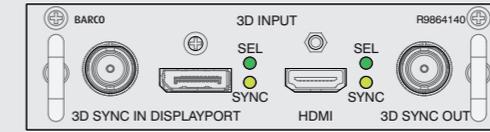SDI : standard SMPTE 259M

Optional input

• 5 Cable Input accepts:
RGB HV/YUV HV
Composite video
S-Video

| Input	R/P_R	G/Y/Video	B/P_B	H/S	V/C_R
RGBHV	R	G	B	H	V
RGBS	R	G	B	S	-
RGSB	R	G_S	B	-	-
RGBCV	R	G	B	CV	-
Composite Video	-	Video	-	-	-
S-Video	-	Y	-	-	C
Component Video-S	P_R/R-Y	Y	P_B/B-Y	S	-
Component Video-SOY	P_R/R-Y	YS	P_B/B-Y	-	-
YUV-CV	R-Y	Y	B-Y	CV	-

Optional 3D input

• 3D Input accepts:
3D sync in
Display port 1.1a up to 210 MHz
HDMI 1.4a up to 210 MHz

IMPORTANT:
• Remove the lens before transporting the projector.
• To save lamp lifetime, first switch the projector to standby mode and wait until the after cooling is finished to switch off the main power.
• Ensure that the projector is operating with clean filters.
• Do not block the ventilation in and outlets
• Laser light can cause severe damage to the DMD. This damage is not covered by warranty.

Using the remote control or local keypad
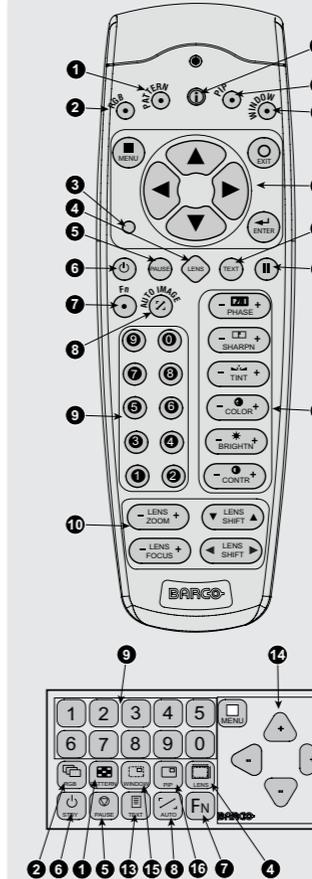
1 Pattern to display test patterns
2 RGB to toggle colors
3 Address to enter projector address
4 Lens to open lens adjustments menu
5 Pause to switch to pause
6 Standby to switch to standby
7 Fn to toggle the display to the preview image
8 Auto image to activate the auto image adjustment
9 Digit keys Direct input selection or numeric entries
10 Lens keys to direct lens adjustment
11 Settings
Phase: to adjust phase (analog signals only)
Sharpness: to increase edge detail
Tint: to adjust tint (NTSC only)
Color: to adjust color saturation
Brightness: to adjust the low lights
Contrast: to adjust the high lights
12 Freeze to freeze the current image
13 Text to activate or deactivate the OSD
14 Navigation and **Menu keys**
15 Window to select the active window
16 PiP to activate selected Picture in Picture
17 Info to activate help information on a menu item