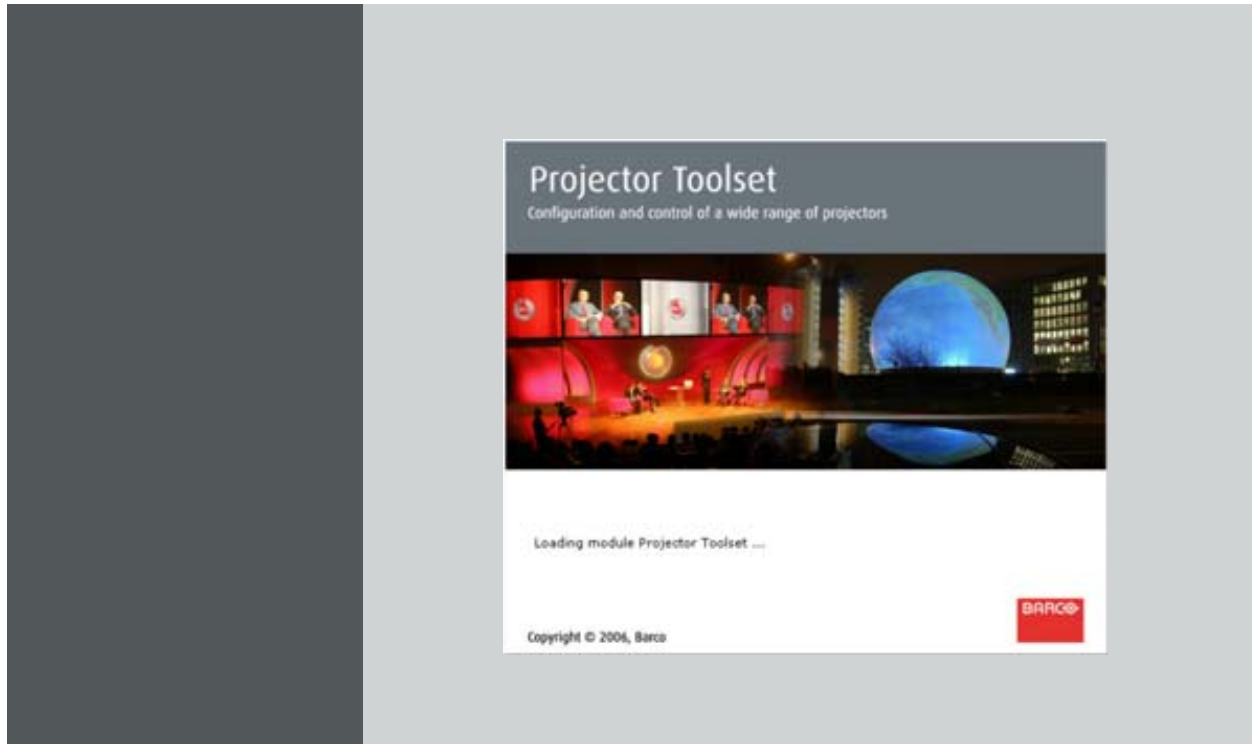


Projector Toolset



Reference manual For Communicator Touch Panel

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Printed in Belgium

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1. BASIC CONCEPTS

Overview

- Introduction
- About a Configuration
- About a Snapshot
- About storing Configurations and Snapshots

1.1 Introduction

Overview

Projector Toolset is a software tool to set up, configure, manage and control Barco Digital Cinema Touch panels.

The concept of this Projector Toolset software is modular. The basic package can be extended with several optional device plug-in modules, now and in the future available to control different projectors with one software package.

The Projector Toolset software works with configurations that can be loaded. Within a configuration, different snapshots can be taken. A snapshot represents a current state of a configuration and can be reloaded to return to this typical state. These terms will be used through the complete software.

Projector Toolset is a stand-alone application that runs on a Java Virtual Machine and that does not require extra services to run.

Several configurations can be controlled simultaneously.

1.2 About a Configuration

What is a Configuration?

A **Configuration** is a collection of projectors with all their current settings, connected to a computer. A configuration can contain different settings, called snapshots, for all the projectors in the configuration.

1.3 About a Snapshot

What is a Snapshot?

A **Snapshot** is collection of settings of a configuration. Such a snapshot represents the current state of a configuration.

A snapshot can contain all settings or specific settings as input settings, lamp settings, layout settings or projector settings. When restoring a snapshot, only the stored settings will be restored. The others remain on their current value.

1.4 About storing Configurations and Snapshots

Overview

All information is stored by default in the install directory of Projector Toolset in the subdirectory *Workspace*.

1. *Basic concepts*

Configurations are directly under the subdirectory *Workspace* and have the extension *.config*. Snapshots are stored in a subdirectory of *Workspace*, called *Snapshots*. The files have the extension *.snapshot*.

This structure makes it possible to zip the workspace and send it to another computer for further use.

To make a backup of all your configurations and snapshots, just make a copy of *Workspace* with all its content.

2. INSTALLATION

Overview

- General requirements
- Free download of Projector Toolset
- Projector Toolset installation
- Starting up
- Manual installation of a device plug-in
- Uninstall Projector Toolset
- About this manual

2.1 General requirements

Before you begin

It assumes you are familiar with the Windows operating system at your site.

System requirements for Microsoft Windows

Minimum hardware specifications :

- PC Pentium III or equivalent, 1 GHz
- 512 MB RAM
- Free hard disk space: 80 MB
- XGA resolution (1024 x 768)
- Serial communication port and/or Ethernet connection

Software

- Windows 2000, Windows XP Home or Windows XP Professional (recommended)

Recommended hardware specifications :

- PC Pentium IV or equivalent, 2.4 GHz
- 512 MB RAM
- 140 MB hard disk free space
- SXGA resolution (1280 x 1024) with 32 MB video memory
- Serial communication port
- Ethernet connection

System requirements for Linux

Software

- Any Linux distribution that supports Sun's Java Runtime Environment v1.5.0 (RedHat 9.0, SuSe 8.2, Debian/Ubuntu, Mandriva, ...)
Check out the documentation of your favorite distribution to find out if Java 1.5 is supported.

Minimum hardware specifications

- PC Pentium III or equivalent, 1 GHz
- 512 Mb RAM
- Free hard disk space: 100 MB
- XGA resolution (1024 x 768)
- Ethernet connection (serial connection is not supported)

2. Installation

Recommended hardware specifications :

- PC Pentium IV or equivalent, 2.4 GHz
- 512 MB RAM
- 140 MB hard disk free space
- SXGA resolution (1280 x 1024) with 32 Mb video memory
- Serial communication port
- Ethernet connection

Mac OS X

Software

- Apple's Java SE 5.0 Release 3 or better
- Mac OS X v10.4.2 or better

Minimum system requirements :

- PowerPC G3
- 256 MB RAM
- 10 MB disk space
- Display with XGA resolution (1024x768)
- Network connection

Recommended system requirements

- PowerPC G5 or Intel Core 2 Duo
- Display with SXGA resolution (1280x1024)
- 512 MB RAM
- 50 MB hard disk free space
- Network connection

2.2 Free download of Projector Toolset

Overview

The program and all necessary plug-ins can be downloaded for free from Barco's Partnerzone, (URL: www.partnerzone.events.barco.com). Registration is necessary.

If you are not yet registered, click on Partnerzone registration and follow the instructions. With the created login and password, it is possible to enter the partnerzone where you can download the Projector Toolset software and the device plug-in updates.

When downloading the complete Projector Toolset, this software contains already the latest device plug-ins.

It is not necessary to install any other software. A Java virtual machine is included with this download.

2.3 Projector Toolset installation



The installation file contains the Projector Toolset framework and the available plug-ins.

To install on Microsoft Windows

The process of installing your software involves the following steps:

1. Browse to the directory where the install program is downloaded.
2. Double click on *Ptoolset_Installer.exe* .

The installation starts. Depending on the local Internet Explorer settings, it is possible that a warning is displayed. Just click Run to start the installation.

3. Follow the instructions given in the different install windows.
4. Complete installation is automatic.

Note: A restart of the computer is necessary before the software can be used.

Barco → Projector Toolset → Projector Toolset item is added to the program list (unless otherwise selected during the installation).



Only Projector Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.

To install on MAC OS X

The process of installing your software involves the following steps:

1. Browse to the folder where the downloaded installer zip file is stored.
2. Double click on the zip file to unzip.
3. Double-click on the *PToolset_Installer* file.

The installation starts.

4. Follow the instructions given in the different install windows.
5. The complete installation is done automatically.



Only Projector Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.

To install on Linux

The process of installing your software involves the following steps:

1. Browse to the folder where the downloaded installer file (*PToolset_installer.bin*) has been stored.
2. Check if the file is executable. This is done by right clicking on the file and selecting 'Properties' from the popup menu.
3. Select tab **Permissions** and check if *Is executable* is enabled. (image 2-1)
4. Double click on the *Ptoolset_installer.bin* to start the installation.
5. Follow the instructions given in the different install windows.
6. The complete installation is done automatically.

2. Installation



Image 2-1
File properties



Only Projector Toolset framework is installed. To start using it, first install one or more device plug-ins. The software will request to install the plug-ins.

2.4 Starting up

Launching Projector Toolset on Microsoft Windows

To start up the Projector Toolset software:

1. Click on **Start** → *Programs* and select *Barco* → *Projector Toolset* → *Projector Toolset*.
Or,
if a desk top icon is available, double click that desk top icon.

The software starts up. This start up procedure can take a while. First splash screen opens. (image 2-2)

The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 2-3)

2. Unselect the plug-ins which you do not want to install.
Or,
click on **Unselect all** and then select the plug-ins you want to install.

Select all will check all plug-ins at once.

3. Click **OK** to install the selected plug-ins.

When all plug-ins are installed, a restart message is displayed. (image 2-4)

4. Click **Yes** to shutdown the application and restart the application.
Click **No** to continue working with the old plug-ins.



Image 2-2
Start up splash screen

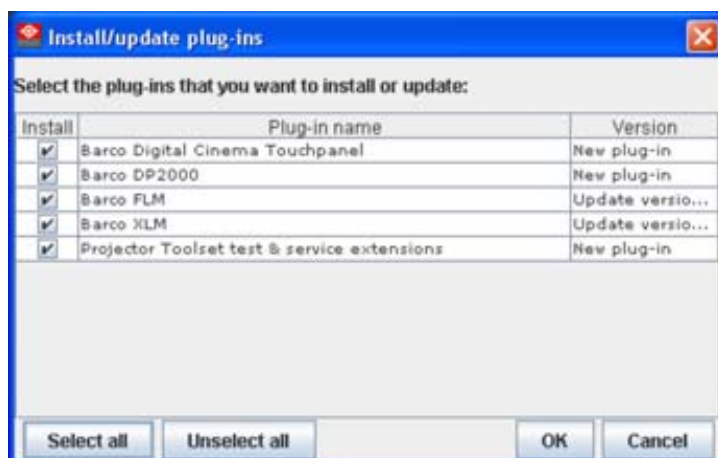


Image 2-3
Overview downloaded plug-ins

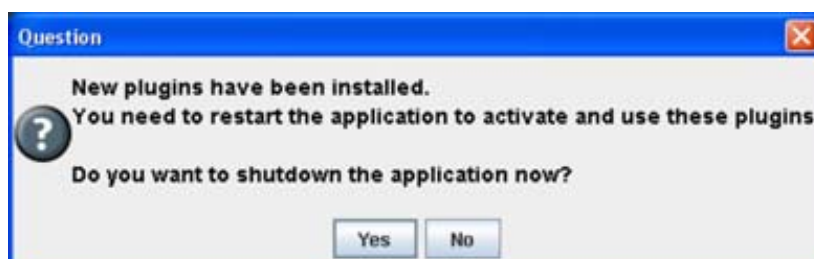


Image 2-4
Plug-ins installed

2. Installation

Launching Projector Toolset on Mac OS X

To start the Projector Toolset software on Mac OS X system:

1. With Finder, go to the Applications folder under your home folder.
2. Double-click on the Projector_Toolset icon to start the application.

It can take a while to start up. First splash screen opens.

The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 2-3)

3. Unselect the plug-ins which you do not want to install.
Or,
click on **Unselect all** and then select the plug-ins you want to install.

Select all will check all plug-ins at once.

4. Click **OK** to install the selected plug-ins.

When all plug-ins are installed, a restart message is displayed. (image 2-4)

5. Click **Yes** to shutdown the application and restart the application.
Click **No** to continue working with the old plug-ins.
6. Once Projector Toolset is fully started, it has the following look and feel. (image 2-5)

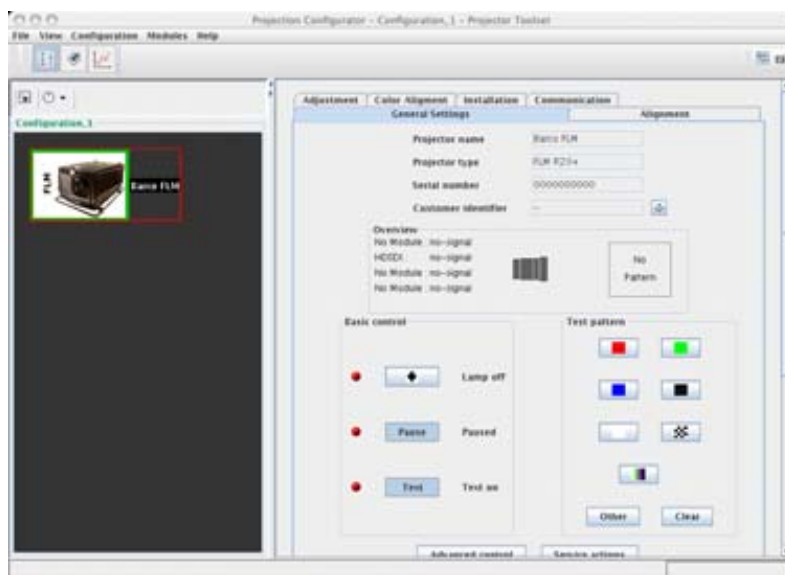


Image 2-5
Look and feel on MAC

Launching Projector Toolset on Linux

To start the Projector Toolset software on a Linux system:

1. Go to your home folder.
2. Double click on the Projector_Toolset icon to start the application.

It can take a while to start up. First splash screen opens.

The software starts up with the latest used configuration or, if new plug-ins or updated plug-ins are downloaded, with overview table of the downloaded plug-ins. All plug-ins in the table are selected by default. (image 2-3)

3. Unselect the plug-ins which you do not want to install.
Or,
click on **Unselect all** and then select the plug-ins you want to install.

Select all will check all plug-ins at once.

- Click **OK** to install the selected plug-ins.

When all plug-ins are installed, a restart message is displayed. (image 2-4)

- Click **Yes** to restart the application.

Click **No** to continue working with the old plug-ins.

- Once Projector Toolset is fully started, it has the following look and feel. (image 2-6)

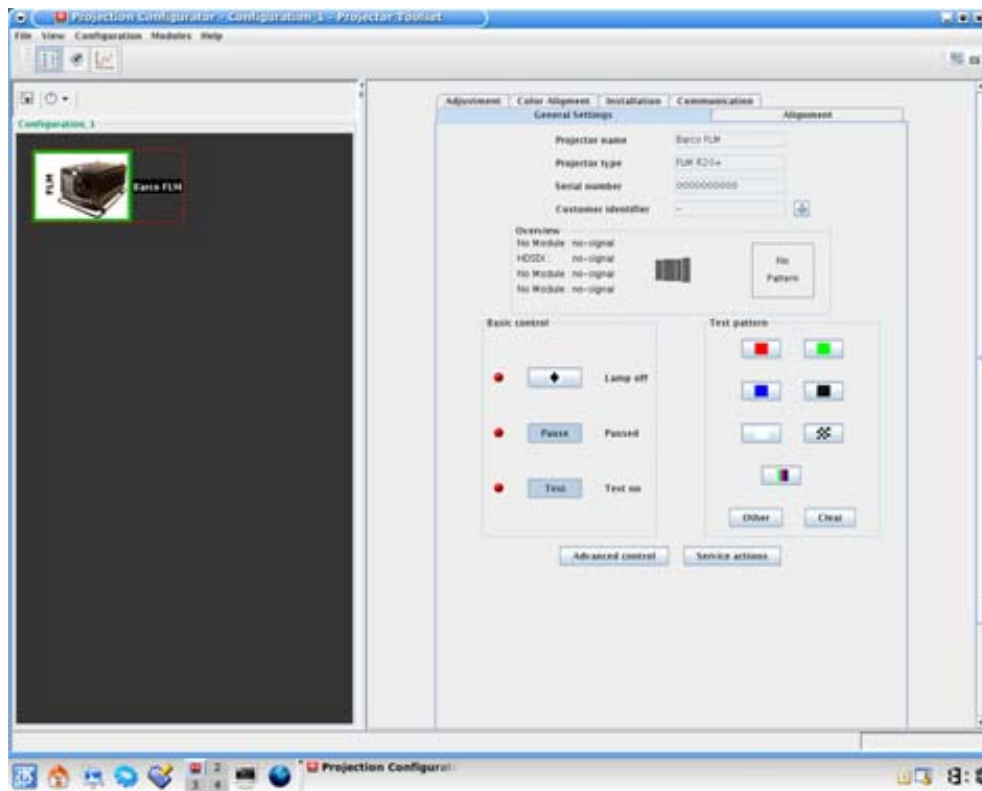


Image 2-6
Look and feel on Linux

2.5 Manual installation of a device plug-in

When should it be done manually

When a new plug-in is downloaded, and the user has decided no to install it yet for some reason. He still has the possibility to install this plug-in manually.

How to install

- Start up Projector Toolset.
- Click **Help** on the menu and select *Install plugin...* . (image 2-7)
An *Install device plug-in* dialog box opens.
- If the path and file name is known, fill it out next to *Select a tpi file*.
Or,
click on the Browse button (...).
An *Open* dialog box opens.
- Browse to the desired plug-in file and click **Open**.

2. Installation

Plug-in files are .tpi files and are mostly located in the Plugins subdirectory of Projector Toolset's install directory.

The *Install device plug-in* dialog is re-displayed with the complete path filled out.

5. Click **Next**.

An overview of projector name, plug-in ID and version is given.

A question dialog box appears to ask if you really want to install the selected plug-in.

6. Click **Next** to continue.

Installation procedure starts. Result is displayed in a dialog box. A restart of Projector Toolset is necessary to activate the new installed plug-in.

7. Check *Shutdown application* and click **Finish**. (image 2-8)

Projector Toolset will be closed.

8. Restart Projector Toolset.

The new plug-in is activated.

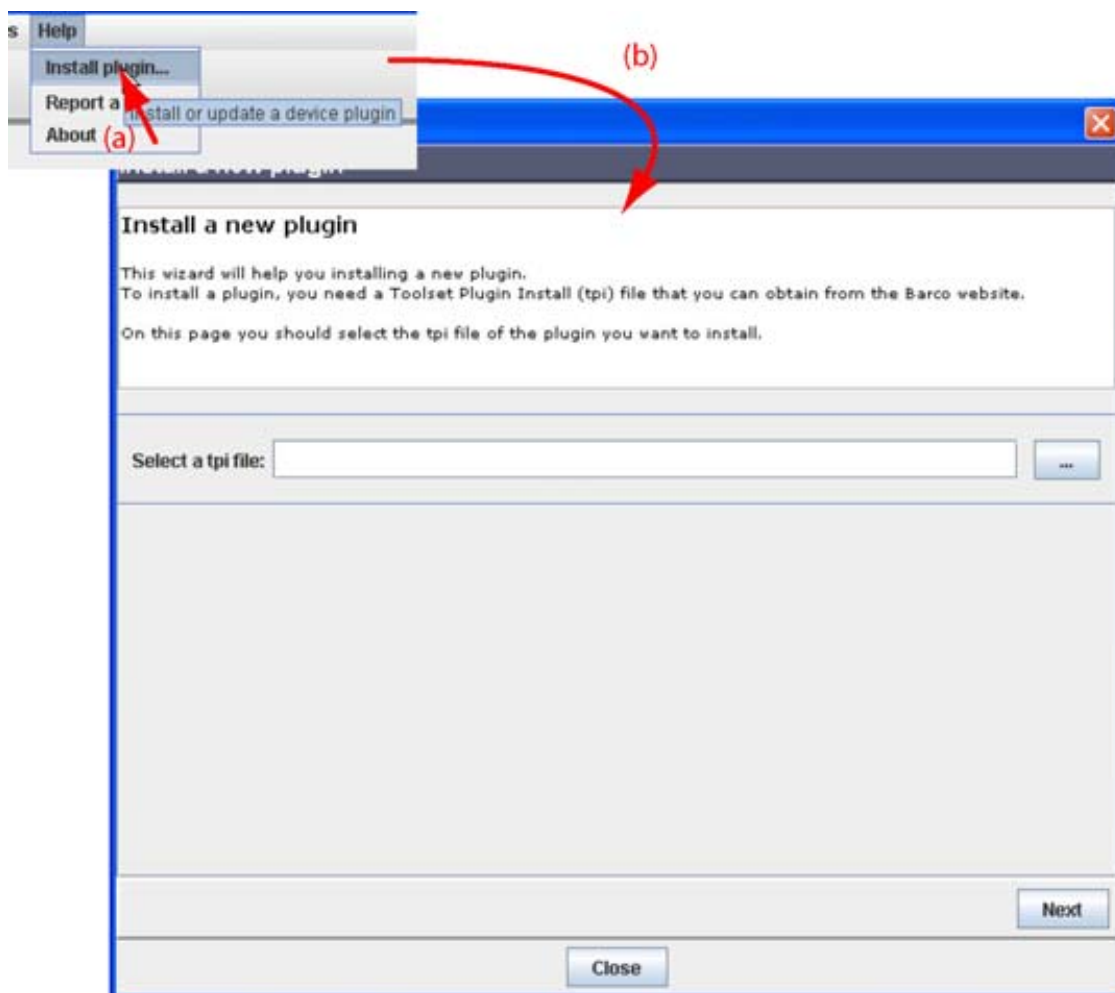


Image 2-7
Install plug-ins, start

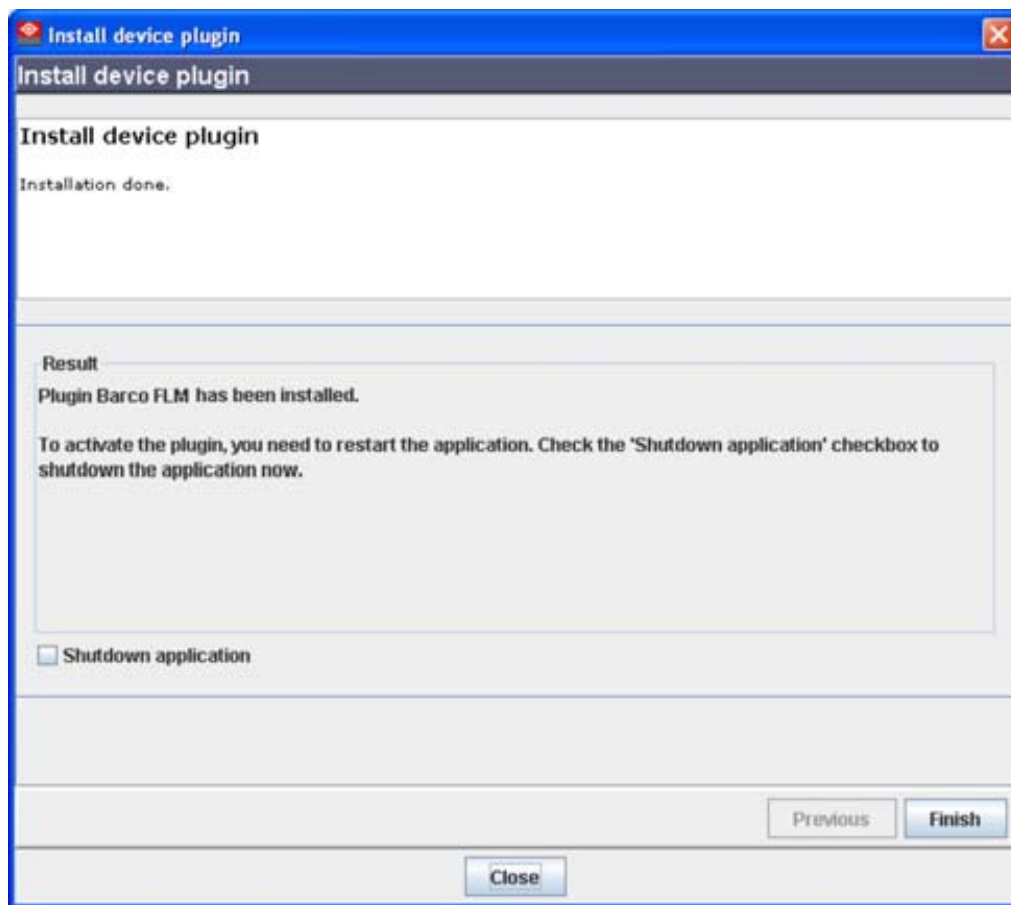


Image 2-8
Finish the installation

2.6 Uninstall Projector Toolset

How to uninstall on a Microsoft Windows platform

To uninstall the program, normal Windows functionality can be used to remove a software.

Click on Windows **Start**, select *Settings* and open *Add/Remove software*.

Select the version of Projector Toolset which must be removed and click on **Remove**.

The complete program will be removed from the hard disk.

How to uninstall on a Linux platform

Remove the Projector Toolset folder from the home folder.

How to uninstall on a Mac OS X platform

Remove the Projector Toolset folder from the application folder in the home folder.






2.7 About this manual

Overview

This Reference manual provides detailed information about the configuration and setup software Projector Toolset. This manual is designed to be a reference tool in your everyday work with Projector Toolset.

2. Installation

The following icons are used in the manual :

	Caution
	Warning
	Info, term definition. General info about the term.
	Note, gives extra information about the described subject.
	Tip, gives extra advice about the described subject.

Images given in the manual are used as illustration. The content of the image can be slightly different with the real image on the screen, e.g. version numbers, installed modules, etc. .

Typography:

- Clickable menu items or buttons are indicated in bold, e.g. **OK**
- Menu items are indicated in italic.
- A dialog window is indicated in italic, e.g. *Make a new configuration*.
- Step related notes, tips, warnings or cautions are printed in italic.
- Procedure related notes, tips, warnings or cautions are printed in bold between 2 lines preceding by the corresponding icon.

What's next?

Now that you are familiar with the style of this guide, you are now ready to know more about its modules and what they can do.

3. MENUS

Overview

- General
- Menu and button bar
- Main window
- Short cut keys
- Workspace Explorer
- How to adjust a setting
- About Projector Toolset
- Snapshot management

3.1 General

The right mouse button

The right mouse button is used in Projector Toolset for direct controls. The use of this button can be handy throughout the complete software.

Ergonomics

Projector Toolset works on the principle of windows with adjustable sizes that can be positioned as you like.

When Projector Toolset opens, it displays the main window along with the Menu and button bar. The drop-down menus include the usual functions of any software (File, etc.) and menus specific for Projector Toolset.

The button bar allows switching between the different modules.

An extra *Workspace explorer* window makes configuration management more easy.

3.2 Menu and button bar

Structure

The menu contains drop down menus accessible by clicking with the mouse on an item. To select an item, just click on an item in the drop down list.

The button bar contains on the left side navigation buttons to the different modules and on the right side manage buttons to the workspace explorer and snapshot function.

To activate a module, click on a navigation button. The window will change accordingly. When activating some buttons, some extra items will be added to the menu.

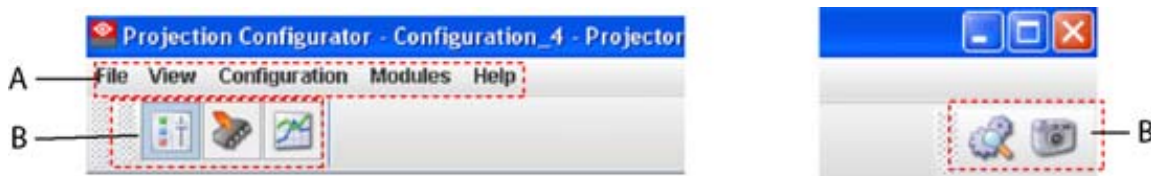


Image 3-1
Menu and button bar

3.3 Main window

Overview

The content of the main window changes when a other navigation (module) button is activated, but the main parts are the same for all modules.

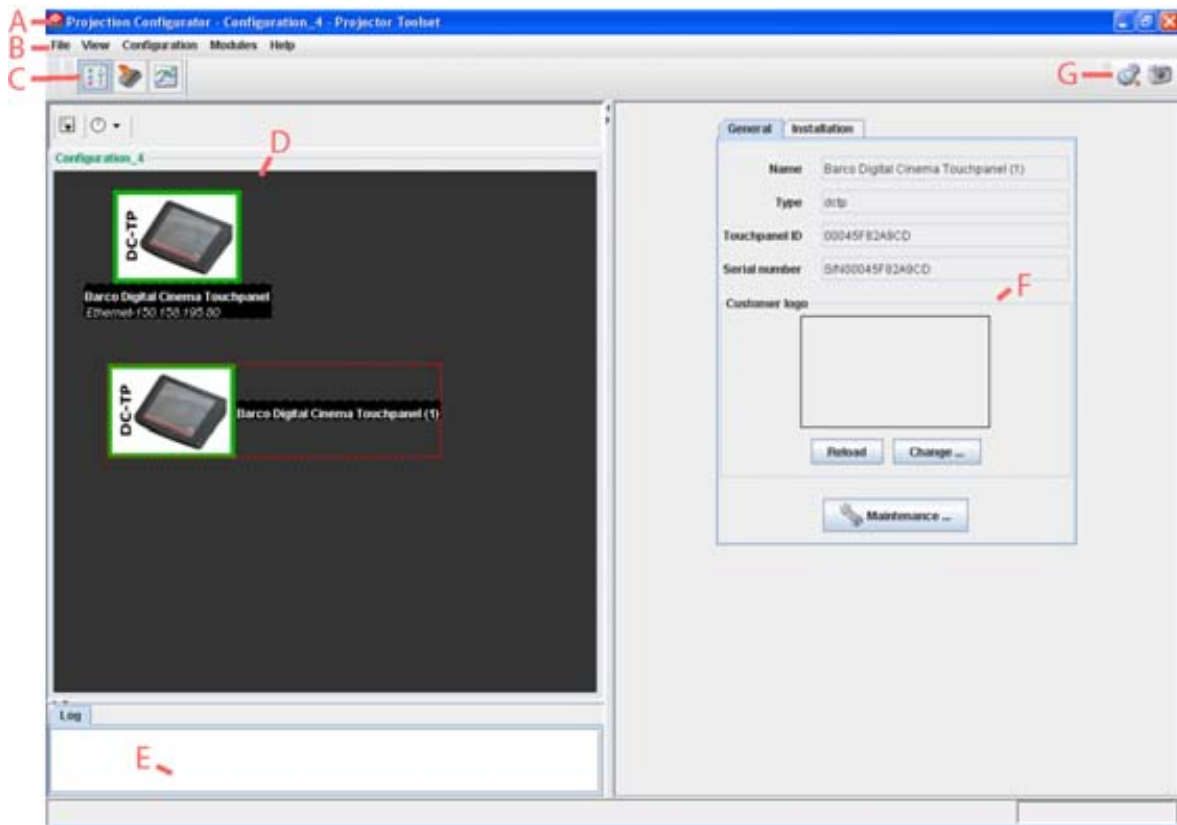


Image 3-2
Main window indications

Indication	Description
------------	-------------

A	Window title. Construction of active module - Configuration name
B	Menu
C	Module navigation buttons
D	Configuration preview pane
E	Log window. Can be hidden by the log information button on top of the configuration preview pane.
F	Settings pane. Content changes with the selected module button and selected projector/device.
G	Manage buttons for configurations and snapshots

Tool tip

Some items and or icons show a tool tip when moving the cursor over that item or icon. This tool tip helps to identify the buttons or items.

Scroll bars

If there is more information available than displayed in a pane, vertical and horizontal scroll bars will be added to that specific pane. These scroll bars let you move up and down and left and right through the

information in the pane. Vertical scroll bars are the bars on the right side of the pane. Horizontal scroll bars are the bars at the bottom of the pane.

To use scroll bars, place the cursor on the scroll box, click and hold down the mouse button. Move the scroll box the entire span of the scroll bar. Notice how you can move and up down in the information in the pane.

You can also click anywhere above or below (left or right) the scroll box in the empty space. Click once with the mouse and the scroll bar will make larger leaps in the information.

Split bar

The split bar divides the different panes. The position of the split bar is adjustable.



Image 3-3
Split bar

To adjust the position, place the cursor over the split bar separating the panes, so that the two-headed arrow cursor appears. Click on the two-headed arrow and drag it until the panes are the desired size.

3.4 Short cut keys

Overview

Window operating system	Description
F8	Take snapshot
Ctrl + F8	Apply snapshot
Shift + Ctrl + F8	Show snapshot management dialog box
F11	Show Workspace Explorer
Alt + Enter	Show configuration properties
Ctrl + Enter	Show properties of selected projector
Ctrl + S	Save configuration
Shift + Ctrl + S	Save all configurations

3.5 Workspace Explorer



Workspace explorer

Window to manage the available configurations in the current workspace.

How to display


Click on the workspace explorer icon () on the left top corner or on the menu, click on **View** → *Workspace explorer* or press **F11**.



Image 3-4
Workspace explorer

What can be done

The workspace explorer window gives an overview of the existing Configurations.

To select a configuration, just click on it. The background of the selected configuration changes to blue. When the same item is open (active) the background remains blue.

When another configuration is selected, the background of this new configuration becomes blue and the background of the active (open) configuration changes to orange.

To activate (open) another configuration, double click on it. The background becomes blue. All other configurations will have no background.

An asterisk (*) behind a configuration means that a configuration setting is changed since the last saved version. A save is necessary to store the changes.

3.6 How to adjust a setting

About input boxes

To change a value:

- Click on the up down control of the spin box next to the input box until the desired value is reached.
- Click in the input field of the spin box, select the actual value and enter a new value with your keyboard.

About drop down menu settings

Click on the drop down menu. A list of possible choices opens. Select the desired item.

3.7 About Projector Toolset

Why?

The about function in the *Help* menu gives an overview of the used system parameters and the installed modules. This information can be handy when calling for help.

The images given below are just example images. These images can differ from version to version.



The versions indicated on the illustrations are only given as info and these versions can be different with the current versions.

How to start up

1. Click **Help** on the menu and select *About* (a). (image 3-5)

The *About* start up dialog box opens (b).

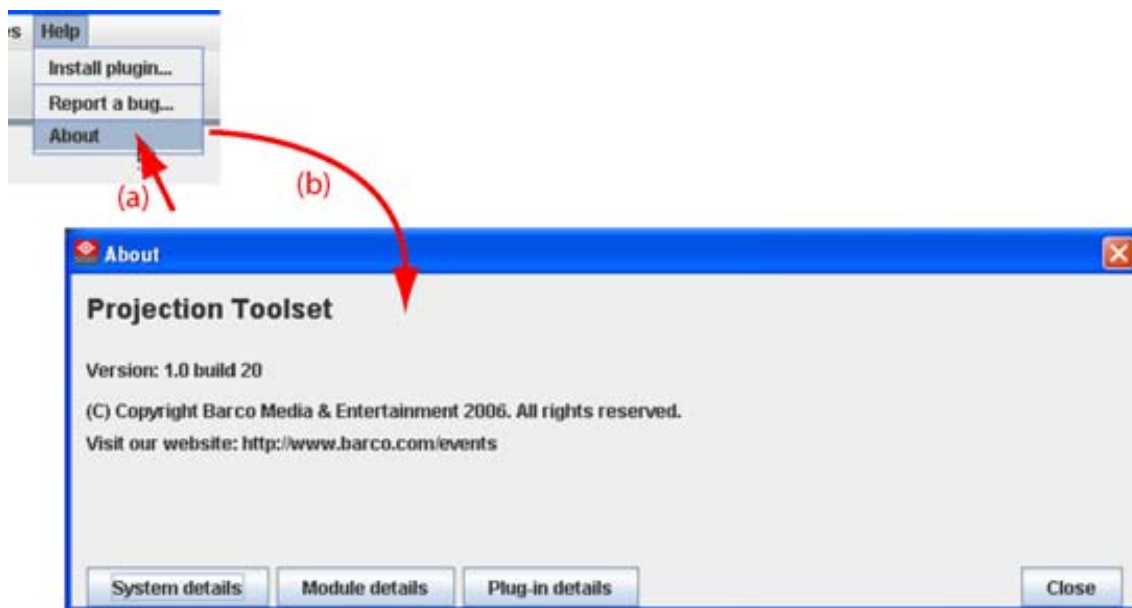


Image 3-5
About window

System details

Click on **System details** to see the system parameters on which Projector Toolset is running.

3. Menus

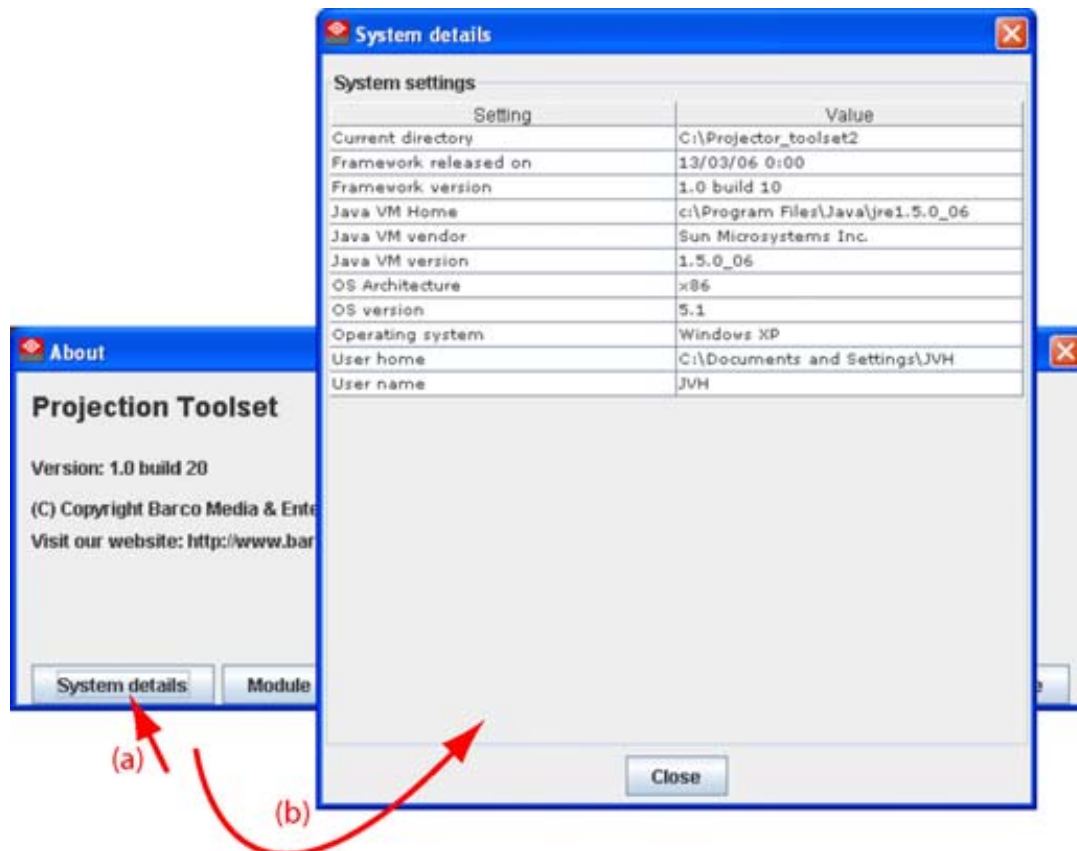


Image 3-6
System details

Module details

Click on **Module details** to get an overview of the installed modules.

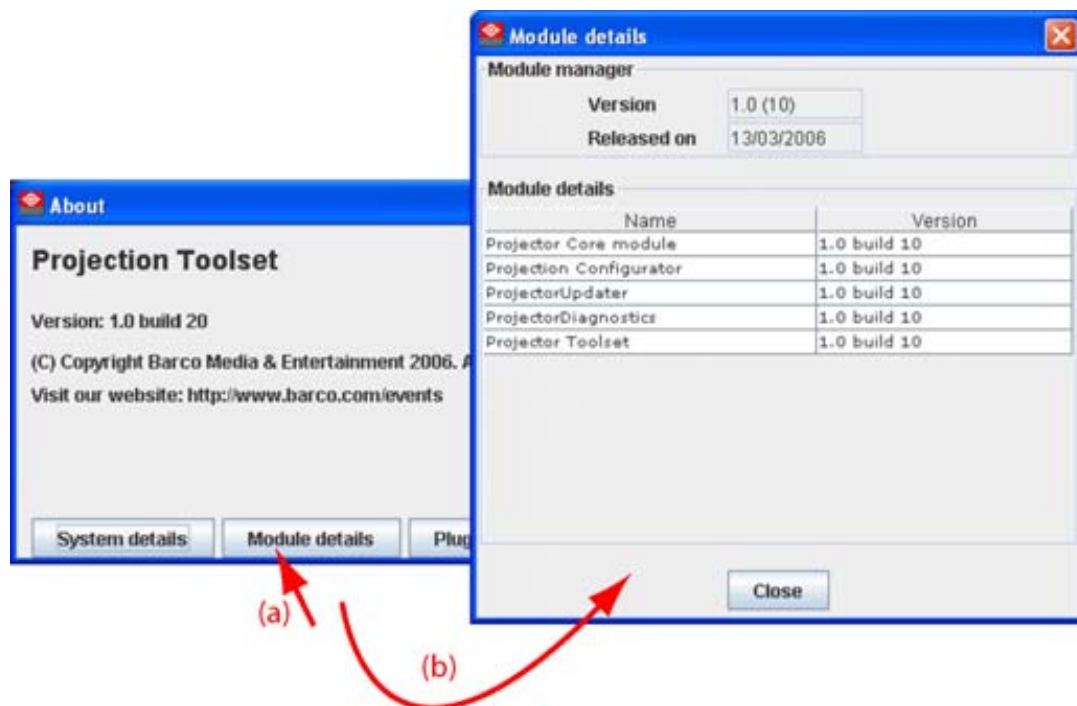


Image 3-7
Module details

First of all the software version and the release date are indicated in Module manager.

Module details gives an overview of the installed modules and their version.

Plug-in details

Plug-in details gives an overview of the installed device plug-in together with their version.

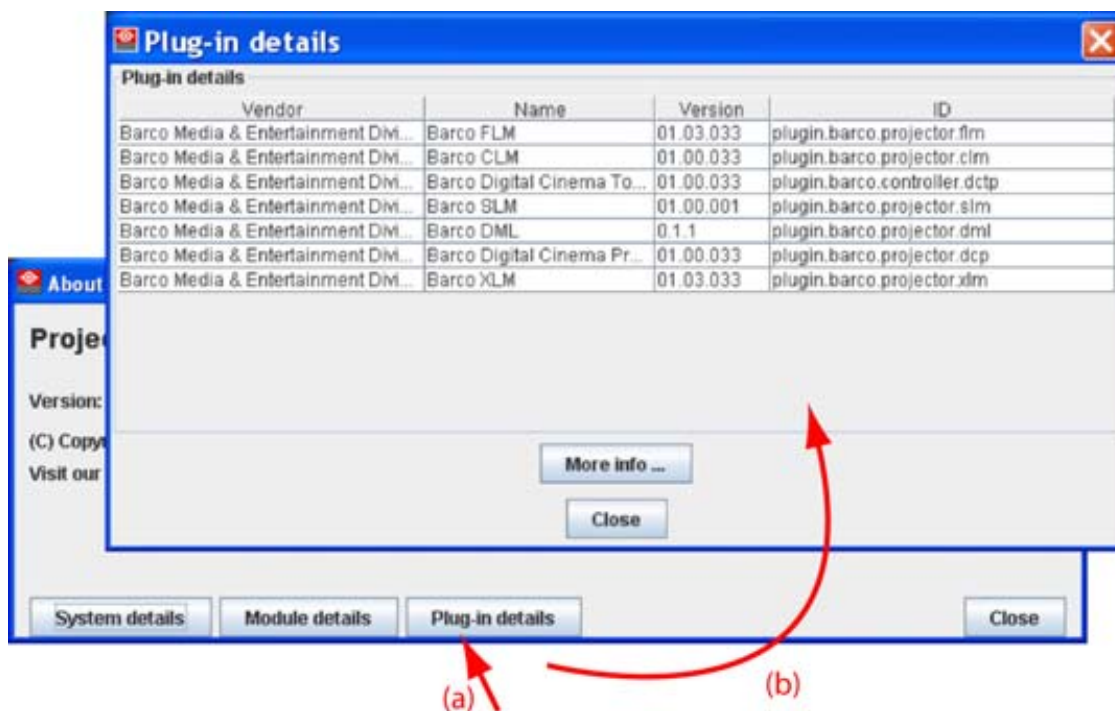


Image 3-8
Device plug-ins details

For more info about a device plug-in, click on the desired plug-in to select and then click on **More info...** .
Release information, plug-in description and license agreement is given.

3.8 Snapshot management

Overview

- About snapshots
- Managing snapshots
- Take a snapshot
- Apply a snapshot
- Delete a snapshot
- Add shot cut key to a snapshot
- Remove shot cut key association



When a configuration contains also Digital Cinema Touch panel devices or only these devices, these devices are not included in a snapshot.

3.8.1 About snapshots

Overview

At any moment the settings for a configuration can be saved in a snapshot file. This snapshot file can be loaded again to create the same situation as when the snapshot was taken.

A snapshot can contain:

- All settings
- All layout settings
- All input settings
- Lamp settings
- Projector settings



Snapshot

A snapshot is a collection of settings at a given point of time for a configuration

3.8.2 Managing snapshots

Overview

When opening the snapshot window an overview of all available snapshots is given. A snapshot file is built up as a tree of settings.

To open this tree of settings, click on the '+' sign to expand a branch.

A yellow warning symbol in front of the snapshot name means that something inside the snapshot does not correspond with the current active configuration. Expand the snapshot tree to see the differences. Such a snapshot can be applied to the current configuration but only the corresponding setting are loaded and for the other settings, the current values remain in place.

Some examples when a warning symbol can be displayed:

- projector not (anymore) in the configuration
- inputs on projector are swapped, or missing.

When a snapshot is selected, the name of the snapshot is yellow.

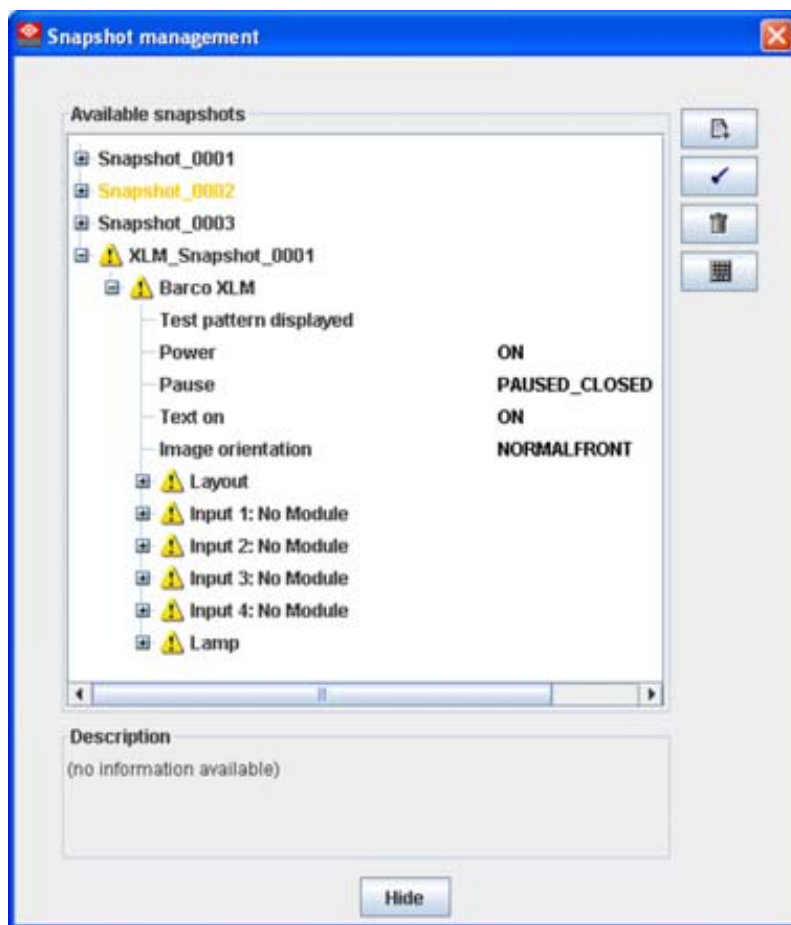


Image 3-9
Snapshot view

3.8.3 Take a snapshot

What can be done?

As a snapshot is collection of setting at a certain point in time, a snapshot of the current configuration can be taken at any moment.

How to take

1. Click on the snapshot icon on the manage button bar (a). (image 3-10)
The *Snapshot management* dialog box opens (b).
2. Click the *Take a snapshot* icon (c).
The *Take a snapshot* dialog box opens (d).
3. To change the proposed snapshot name, click in the input field next to *Snapshot name*, select the current name and enter a new name (e).
Note: Only the characters a to z, A to Z, 1 to 9 and (,), _, -, @ or allowed in a name.
4. To enter a description for the snapshot, click in the description input field and enter a description (f).
5. To select the snapshot level, click on the drop down box next to *Snapshot level* and select the desired level from the list (g).

3. Menus

The following levels are available:

- All settings
- All layout settings: only layout settings are saved
- All input settings: only input settings are saved
- Lamp settings: only lamp settings are saved
- Projector settings: only projector settings are saved

This is a first filtering level and can be followed by a device selection.

6. Select the device. By default all devices are selected (h).

Within the setup snapshot level it is possible to exclude some devices by un-checking that device in *Select the device*.

E.g. when selecting as snapshot level *lamp settings*, it is possible to exclude the lamp settings of a certain projector or when selecting *input settings*, it is still possible to exclude some inputs.

7. Click **OK** to take the snapshot (i).

The snapshot is taken. A message is displayed with the result.

8. Click **OK** to finish the snapshot procedure.

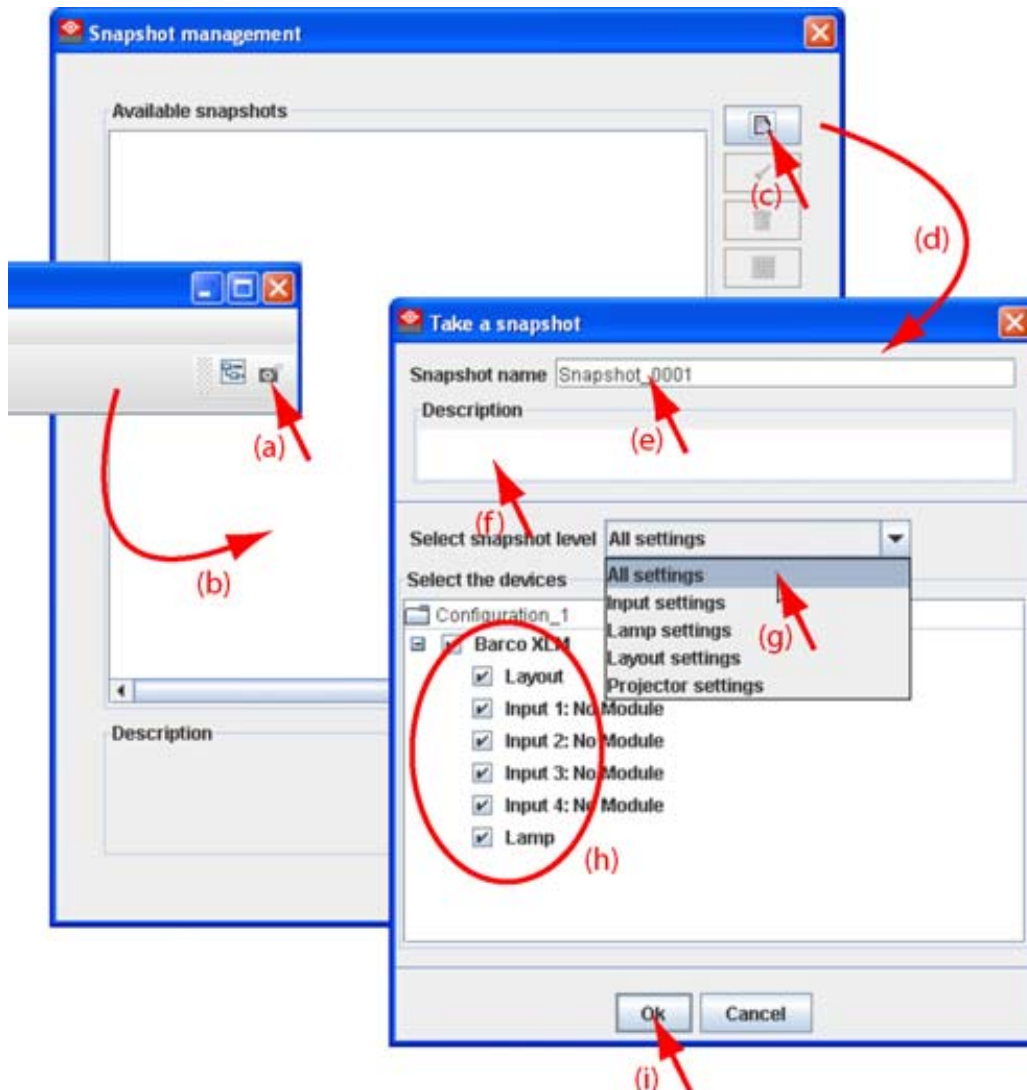


Image 3-10
Take snapshot

3.8.4 Apply a snapshot

What can be done?

A snapshot can be fully or partially apply to the current configuration.

When there is no warning symbol in front of the snapshot name, this snapshot can be fully applied to the current configuration.

When there is a warning symbol in front of the snapshot name, that means that the current configuration is not the same as those when the snapshot was made, than only the matching parts will be applied to the current configuration. To see which items do not match, expand the snapshot. Each not matching item will have a warning symbol.

How to apply

1. Click on the snapshot icon on the manage button bar (a). (image 3-11)

The *Snapshot management* dialog box opens with all available snapshots (b).

2. Click on the desired snapshot (c).

The name becomes yellow.

3. Click on the Apply icon (d).

A Load and apply question dialog box opens (e).

4. Click **Yes** to apply (f).

When it was a fully match, all items in the snapshot are applied. In all other cases a not matching dialog box opens that indicate all not matching items (g).

5. Click **Yes** if you want to continue apply the matching items (h).

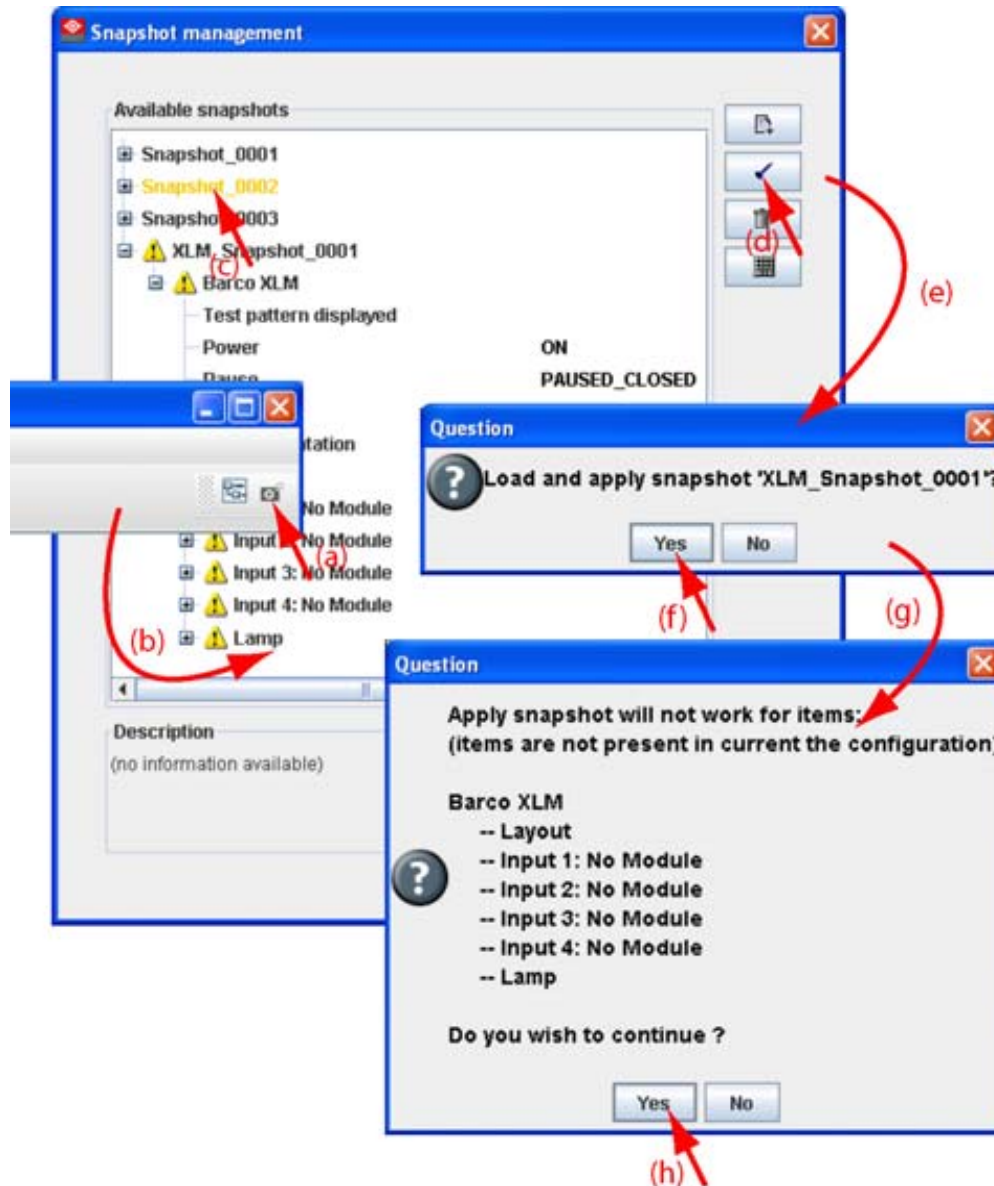


Image 3-11
Apply snapshot

3.8.5 Delete a snapshot

How to delete

1. Click on the snapshot icon on the manage button bar (a). (image 3-12)
The *Snapshot management* dialog box opens with all available snapshots (b).
2. Click on the snapshot to delete (c).
The name becomes yellow.
3. Click on the delete icon (d).
A confirmation dialog box is displayed (e).
4. Click **Yes** to delete (f).

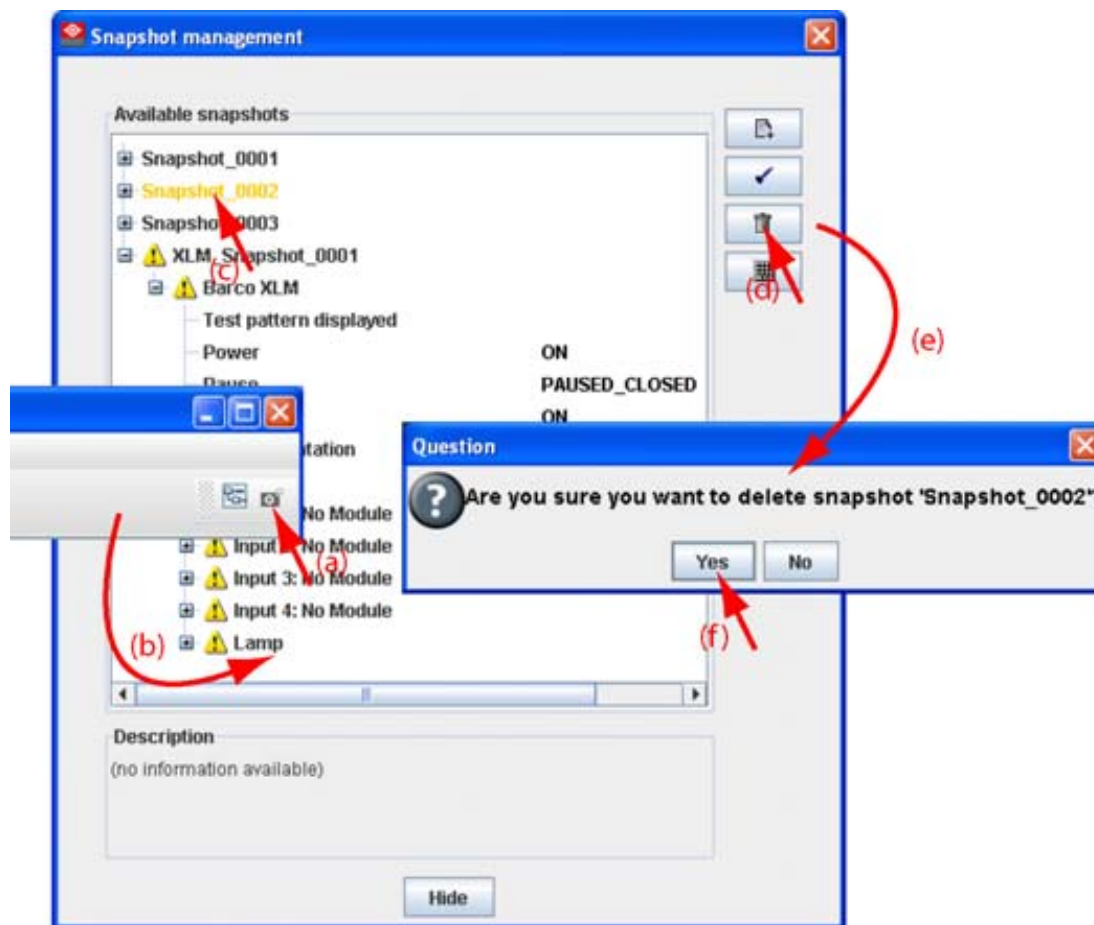


Image 3-12
Delete snapshot

3.8.6 Add shot cut key to a snapshot

What can be done?

To each snapshot a key stroke can be associated so that it can be used as short cut key. This short cut key can be activated at any time. Depending on the apply settings, the snapshot will be loaded without any notice or will be loaded after asking for confirmation. Once the snapshot is loaded, the statuses will be refreshed.

How to create a short cut key

1. Click on the snapshot icon on the manage button bar (a) (image 3-13)

The *Snapshot management* dialog box opens with all available snapshots (b).

2. Click on the key bindings icon (c).

The *Snapshot trigger keybinding* dialog box opens (d).

3. Select the snapshot to add a keybinding (e).

4. Enter a keystroke (f).

No combination of keys is possible. Only single key can be used.

5. Select the snapshot trigger by clicking on the radio button (g).

- *Don't apply*: not happens when activating the key.
- *Apply after confirmation*: once the key is pressed, a confirmation message is displayed.
- *Apply immediately*: once the key is pressed, the snapshot is applied without displaying any message.

6. Click **OK** to save the new short cut status (h).

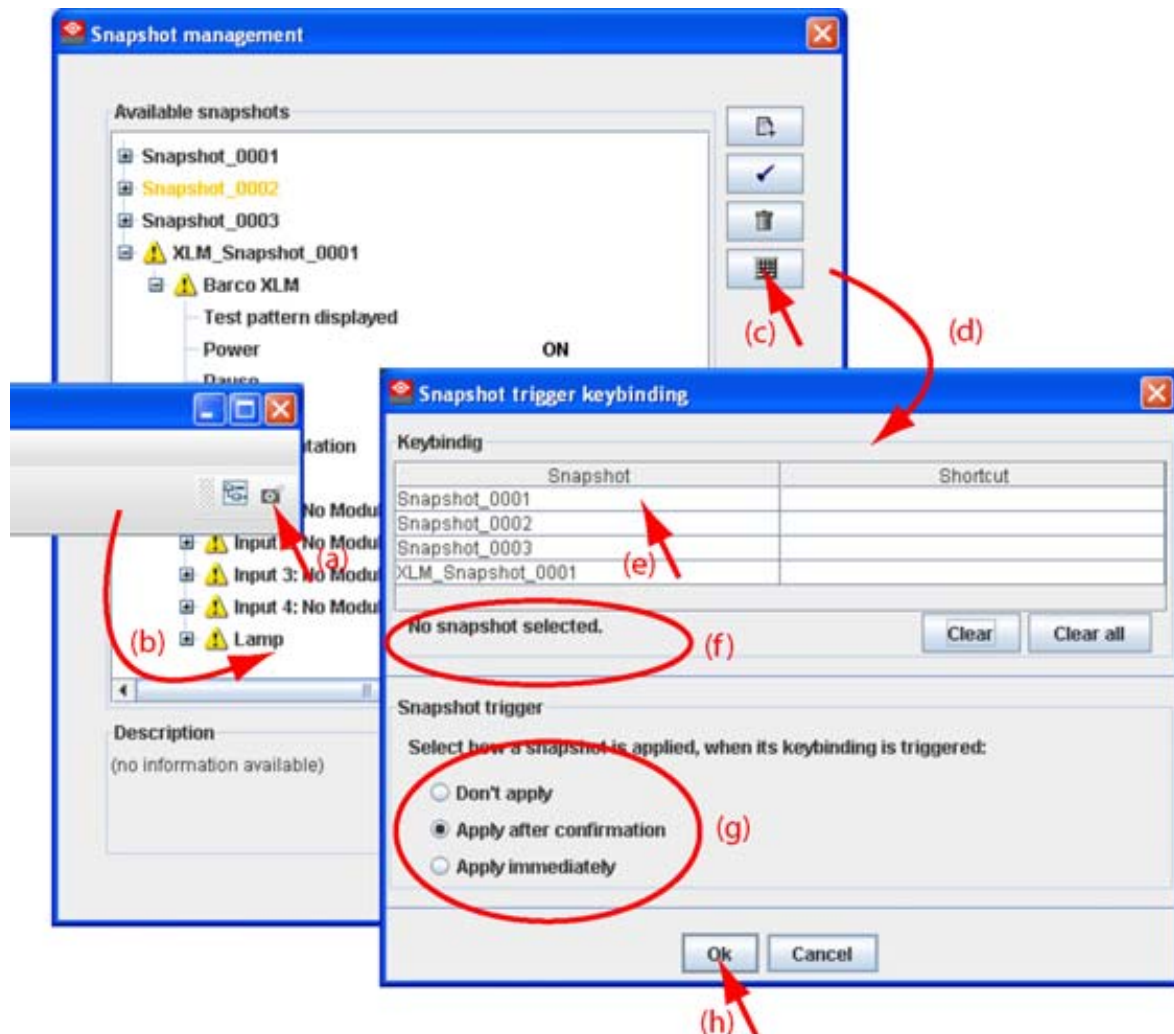


Image 3-13
Associate short cut to snapshot

3.8.7 Remove shot cut key association

How to remove a short cut

1. Click on the snapshot icon on the manage button bar (a) (image 3-14)
The *Snapshot management* dialog box opens with all available snapshots (b).
2. Click on the key bindings icon (c).
The *Snapshot trigger keybinding* dialog box opens (d).
3. To clear the key for a specific snapshot, select that snapshot (e) and click **Clear** (f1).
To clear all short cut keys at once, click on **Clear all** (f2).
4. Click **OK** to save the new short cut status (g).

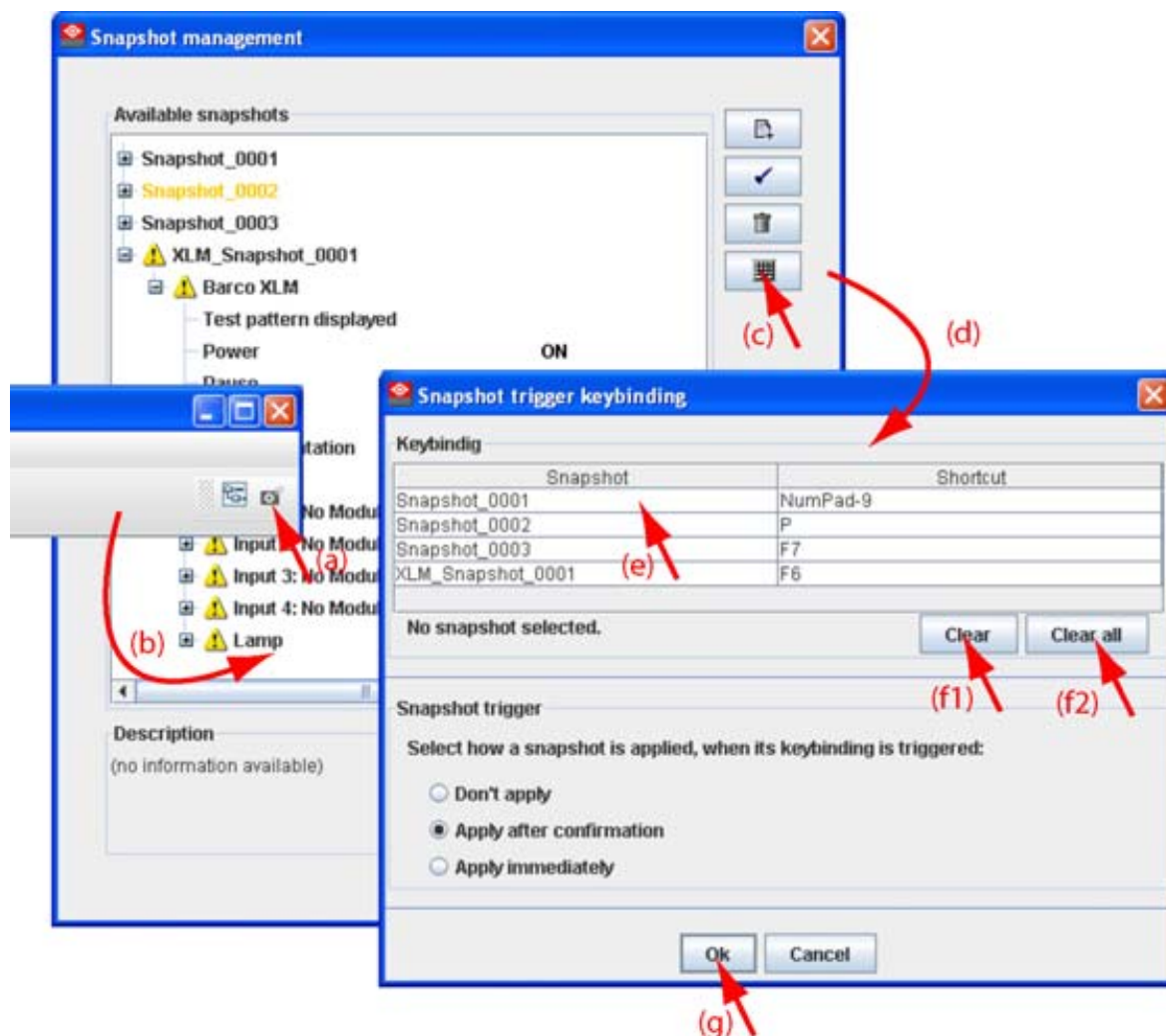


Image 3-14
Clear short cut on snapshot

4. PREFERENCES

Overview

- Introduction
- Start up the preferences
- Software Appearance
- Bug report setup
- Logging
- Workspace selection

4.1 Introduction

Overview

Preferences determine the default behavior of the software. Some preferences can be generally set for the complete software, some others are only for the different plug-in modules.

4.2 Start up the preferences

How to start up ?

1. Click on *File* on the menu bar. (image 4-1)
The file menu opens.
2. Select *Preferences...* .
The *Preference* dialog box opens. (image 4-2)
3. Use the **Show all** button to display all the preference items. This **Show all** buttons is available in all following sub preference windows.
4. Use **Apply** button to apply a preference change in one of the other module.
Use **Cancel** to ignore the preference changes.
Use **OK** to apply the preference changes and to close the window at the same time.

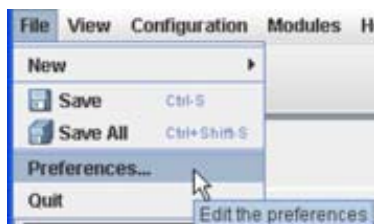


Image 4-1
Select Preferences

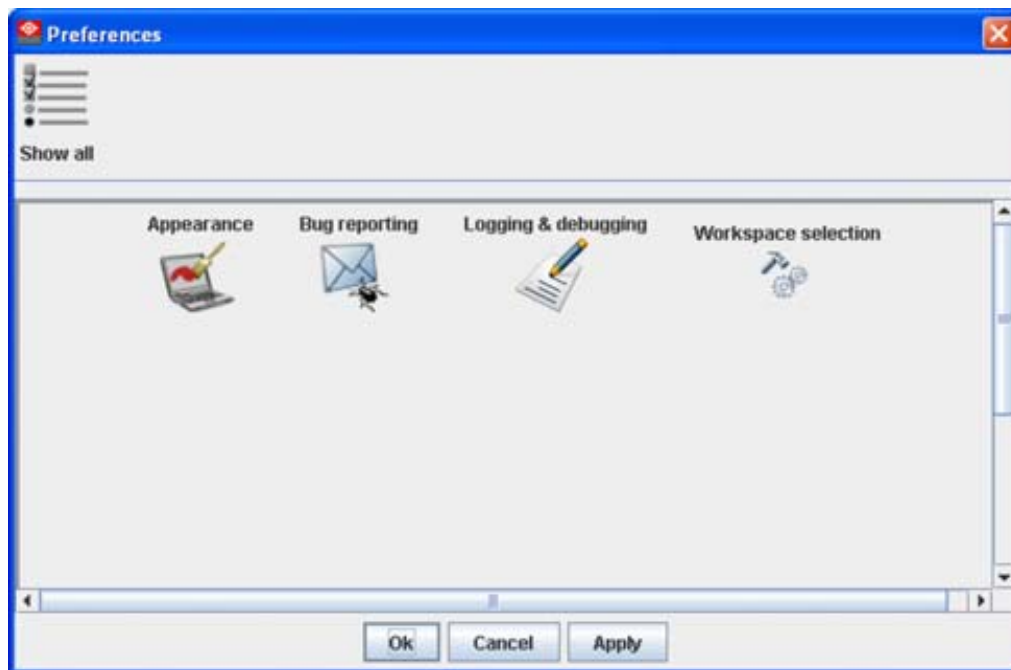


Image 4-2
Preference window

4.3 Software Appearance

What can be changed ?

The following items can be changed:

- Language of the software.
- Look and feel of the software.

Language selection

1. Click on **Appearance** (image 4-2).

The appearance window opens.

2. Click on the combo box next to *Appearance of the application*. (image 4-3)

The possible languages will be displayed.

3. Select the desired language.

4. Click on **Apply** to confirm the selection.

An info window will be displayed to announce that the language change will take place after restarting the software.

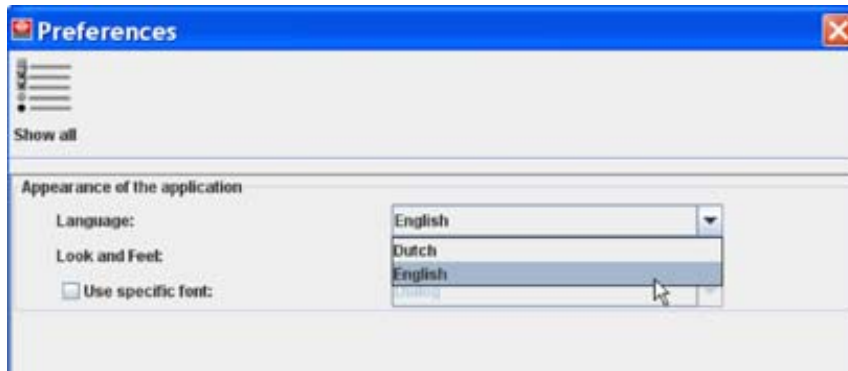


Image 4-3
Language selection

Look and feel of the software

1. Click on **Appearance** (image 4-2).

The appearance window opens.

2. Click on the combo box next to *Look and Feel*. (image 4-4)

The possible look and feels will be displayed.

The following are possible:

- Windows
- Java

An info window will be displayed to announce that the look and feel change will take place after restarting the software.

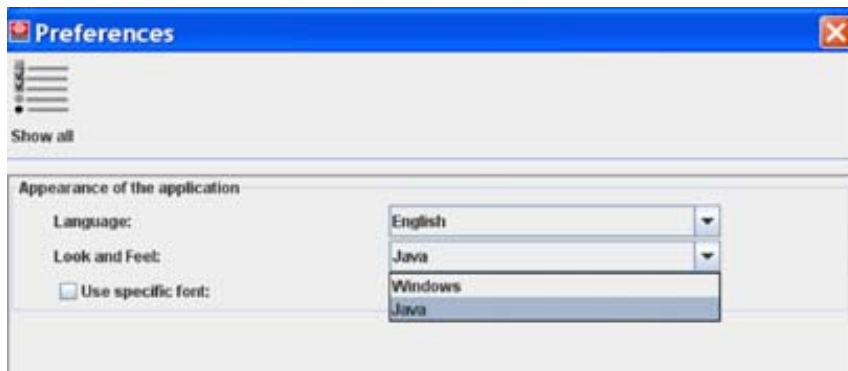


Image 4-4
Look and feel software



Screen shots in this manual are made for a Java look and feel.

Use of specific fond

1. Click on **Appearance** (image 4-2).

The appearance window opens.

2. Check the check box in front of Use specific font. (image 4-5)

The drop down menu becomes available.

3. Click on the drop down box and select the desired font.

4. Click on **Apply** to confirm the selection.

4. Preferences

An info window will be displayed to announce that the look and feel change will take place after restarting the software.

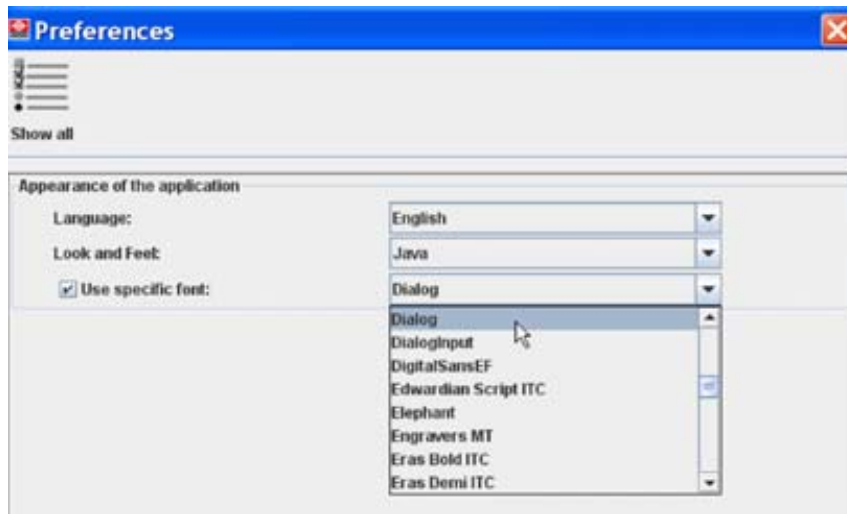


Image 4-5
Use of specific font

4.4 Bug report setup



SMTP

SMTP (Simple Mail Transfer Protocol) is a TCP/IP protocol used in sending E-mail.

Setup bug report

1. Click on **Bug reporting** (when first another preference was clicked, click first on **Show all**). (image 4-6)
The bug report setup window appears. (image 4-7)
Bug reporting is by default enabled.
2. Fill out the Personal data.
This personal data will be incorporated in the bug report so that Barco can contact you.
Personal data contains the following information :
 - First name
 - Last name
 - Organization
 - E-mail address
 - Telephone number
 - Mobile number
3. Click on **Edit mail settings**.
The mail settings window opens. (image 4-8)
4. Fill out *Your mail account settings*.
The following settings should be entered :
 - Your E-mail address
 - Organization
 - Barco's E-mail address, automatically filled out when installing the software.
5. If you want to receive a copy of the bug report E-mail to Barco, check this check box.

6. Fill out the address of the SMTP mail server.

Tip: Contact your system administrator in your organization to obtain the correct address.

7. Fill out the port of the mail server. Your system administrator can help you. The port is default set on 25.

8. Click **OK**.

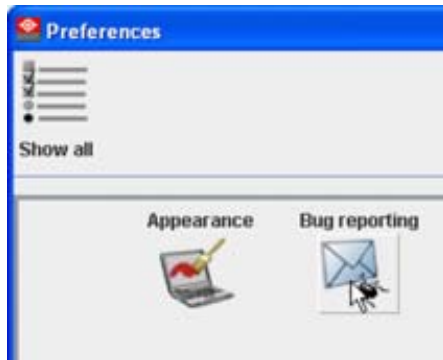


Image 4-6
Bug report selection

A screenshot of a 'Bug reporting' setup window. It has two main sections. The 'Personal data' section contains labels for 'First name:', 'Last name:', 'Organization:', 'Email:', 'Telephone:', and 'Mobile:', each followed by a text input field. The 'Bug reporting' section contains a checked checkbox labeled 'Enable bug reporting' and a button labeled 'Edit mail settings'.

Image 4-7
Bug report setup window

A screenshot of a 'Mail settings' window. It is divided into two main sections. The 'Your mail account settings' section includes 'Your email address:' with a text field containing '[Your email address]', 'Barco's email address:' with a text field containing 'events.techsupport@barco.com', and a checked checkbox labeled 'When sending an email to Barco, also send the mail to me.'. The 'Outgoing mail server settings' section includes 'Address of the (SMTP) mail server:' with a text field containing '[The address of your SMTP server]' and 'Port of the (SMTP) mail server:' with a text field containing '25'. An 'Ok' button is at the bottom.

Image 4-8
Mail setup window

4.5 Logging

Start up

1. Click on **Logging** (when first another preference was clicked, click first on **Show all**). (image 4-9)
The logging preferences window opens. (image 4-10)

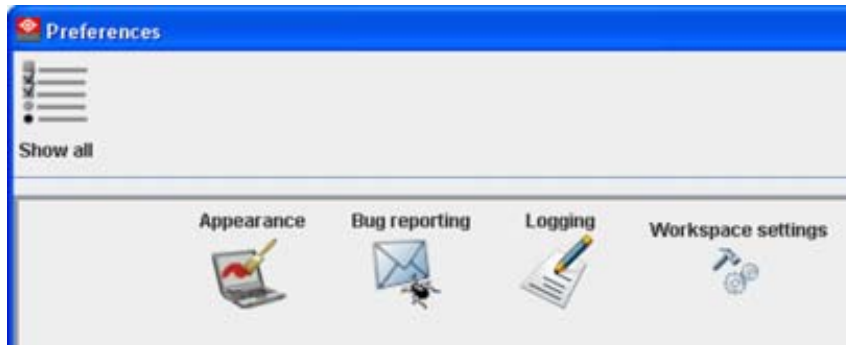


Image 4-9
Select logging preferences

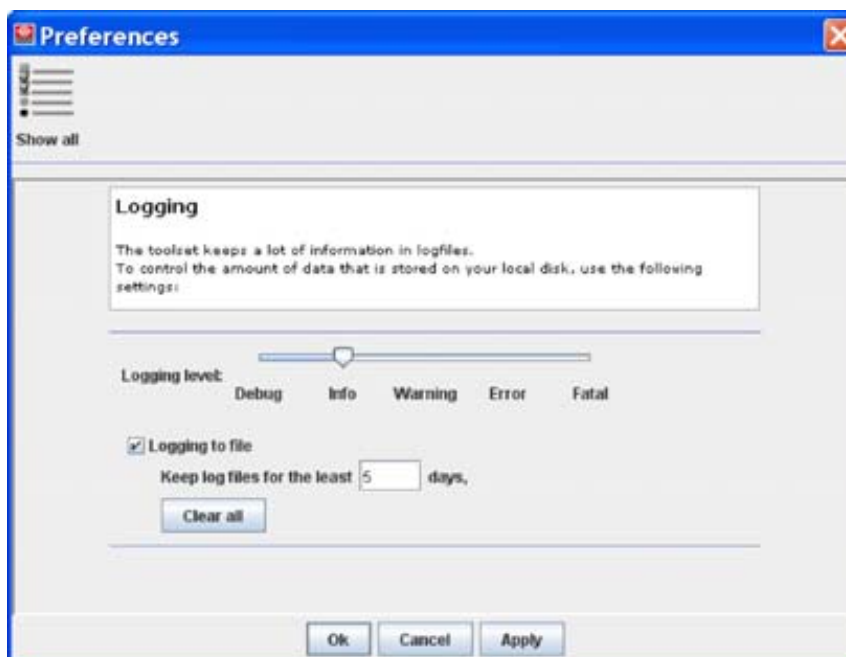


Image 4-10
Logging and debugging preferences

Logging level

Click on the slider bar to set the desired logging level.

The following levels are possible:

- Debug
- Info
- Error
- Warning
- Fatal

Message to log file

The logging about the behavior of the program can be logged in a file. Each time the program is started a new log file is created. The file is saved in a subdirectory *log* of the Projector Toolset install directory. The file name contains the date and the sequence of start up at that date.

The logging level can be set to limit the number of data. By default, *Info* level is setup. Other levels are *Debug*, *Warning*, *Error* and *Fatal*.

Check the check box in front of *Write log messages to file* if you want to activate the logging. This is a preferred setting.

The period a logging must be saved on disk can be set. Default set to 20 days. All logging older than 20 days will be removed.

When the period is set to "0", only the last created logging will remain on the disk.

To clear the complete logging directory, click once on **Clear all**.

4.6 Workspace selection

Start up

1. Click on **Workspace selection** (when first another preference was clicked, click first on **Show all**). (image 4-11)

The workspace selection dialog box opens.

2. To change to another workspace, click on the drop down box and select the desired workspace. (image 4-12)

Or,

click on ... to open an *Open* dialog box (a2).

3. Browse to a workspace or enter a new workspace in the *File name* field.

4. Click on **Open** (b).

The current configurations will be closed.

5. Click on **Apply** to apply the new workspace (c).

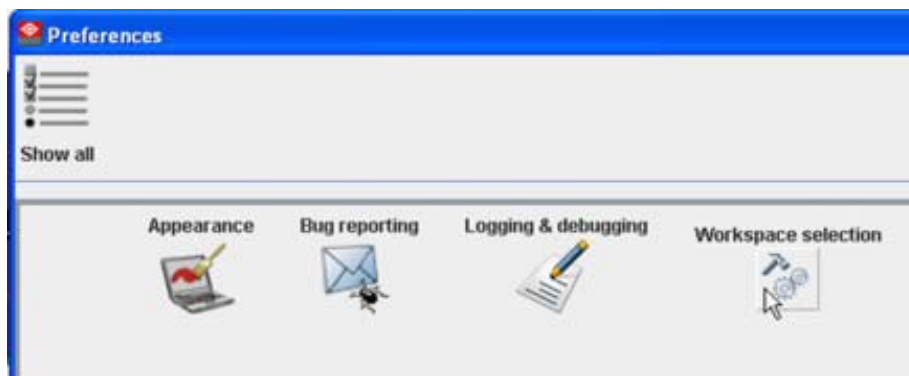


Image 4-11
Select Workspace preferences

4. Preferences

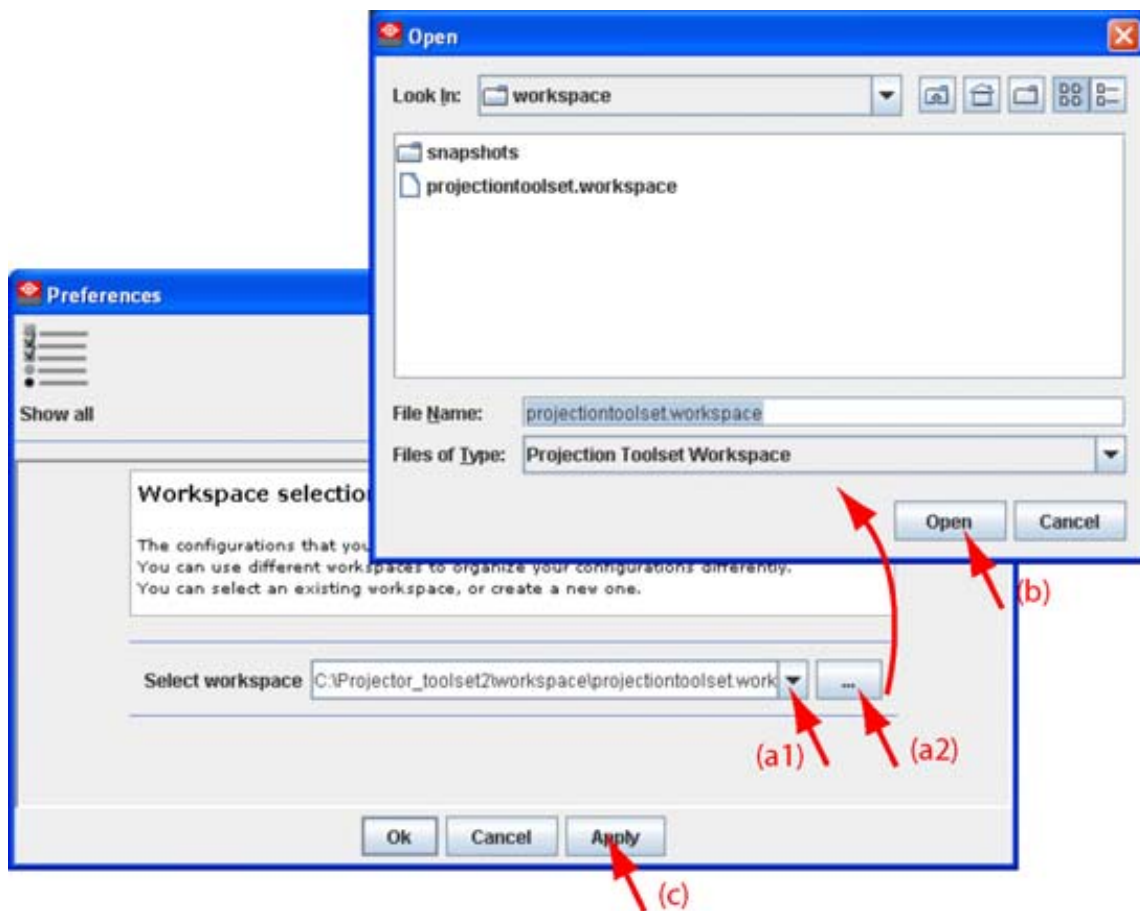


Image 4-12
Selecting a workspace

5. CONFIGURATOR

Overview


- Introduction
- Configurator window
- Create a new configuration
- Add device to a configuration
- Edit device properties
- Configuration preview
- Configuration properties
- Preview layout properties
- General device settings
- Installation

5.1 Introduction

Overview

The configurator makes it possible to create configurations and to change the settings of each device separately.

Start up

To start up the configurator, just click on the configurator icon () on the navigation button bar or click on **Modules** and select *Configurator*.

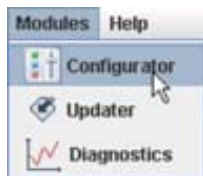


Image 5-1
Configurator start up

5.2 Configurator window

Overview

The configurator window allows to create new configurations and to manage the devices inside a configuration.

5.3 Create a new configuration

Steps to be taken

1. Click **File** on the menu and select *New* → *New configuration* (a). (image 5-2)

5. Configurator

Or,
press **Ctrl + N**.

The *New configuration* dialog box opens (b).

2. Fill out a name for the new configuration next to *Configuration name*. The default name will be *Configuration_2* (c).

Note: Only the characters *a to z*, *A to Z*, *1 to 9* and *(,), _, -, @* or allowed in a name.

When it is the first configuration for this workspace, only the option *Create by adding projectors* is available.

When there are already configuration available, the option *Based on available configuration* becomes available

3. Check the radio button of your choice (d).
4. When *Based on available configuration* is checked, click on the combo box and select the configuration on which the new configuration must be based on (e).
5. Click **OK** to create the new configuration (f).

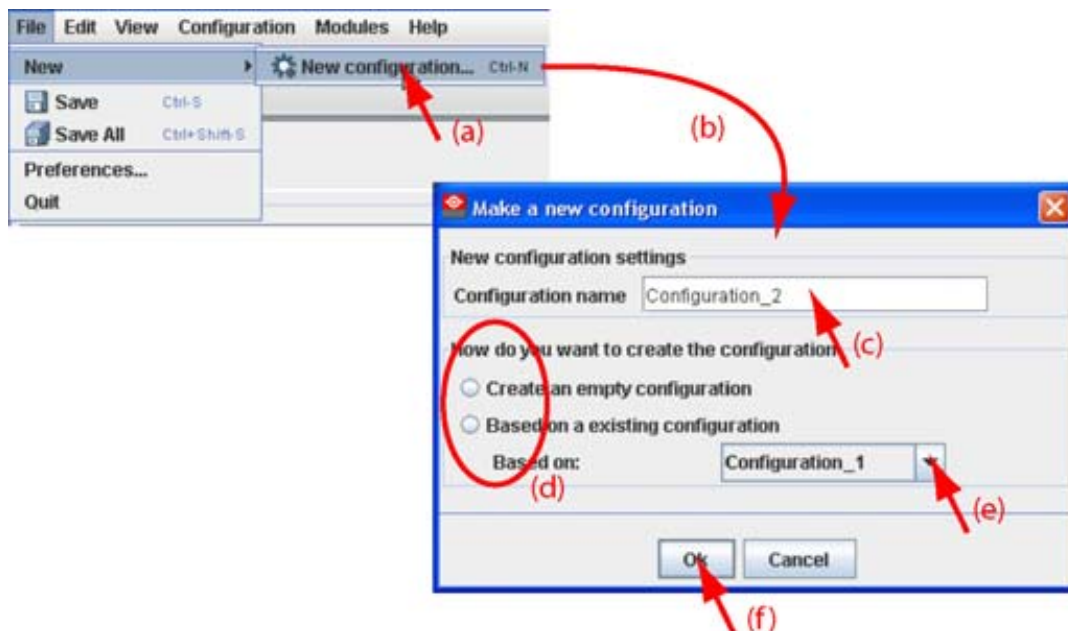


Image 5-2
Create new configuration

5.4 Add device to a configuration

Overview

- Add Communicator Touch panel
- General properties
- Set up a Ethernet connection
- Decorator setup

5.4.1 Add Communicator Touch panel

About adding a Add Communicator touch panel

The Communicator Touch panels are grouped together in the category *Digital Cinema* as *Barco digital cinema touch panels*.

How to add

1. Click **Configuration** on the menu and select **Add** (a). (image 5-3)
2. Move the cursor to the right and select the *Digital Cinema* category.
3. Move the cursor again to right and select *Barco digital cinema touch panel*.

The *Create device* dialog box opens with the selected device type pictograph at the right side (b).

4. Enter the different device properties such as the display name, the connection parameters and decorator for the configuration preview.

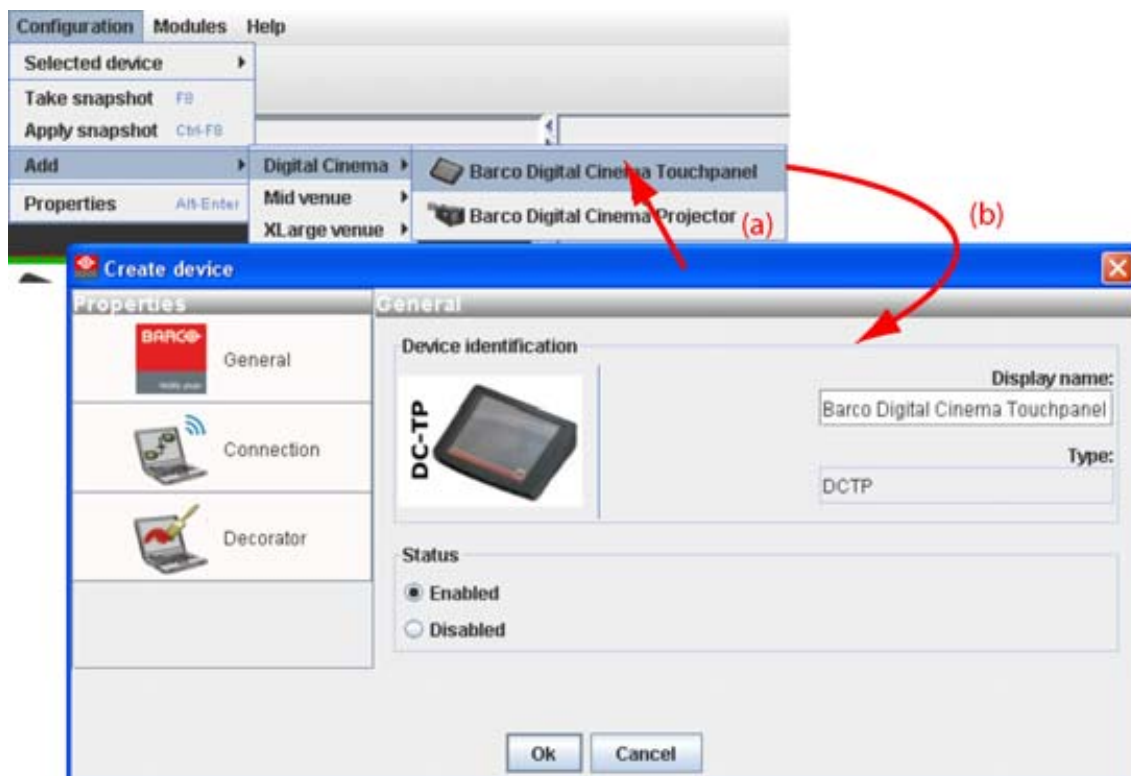


Image 5-3
Add device

5.4.2 General properties

Overview

Click on the **General** tab to open the general properties if not yet open (a).

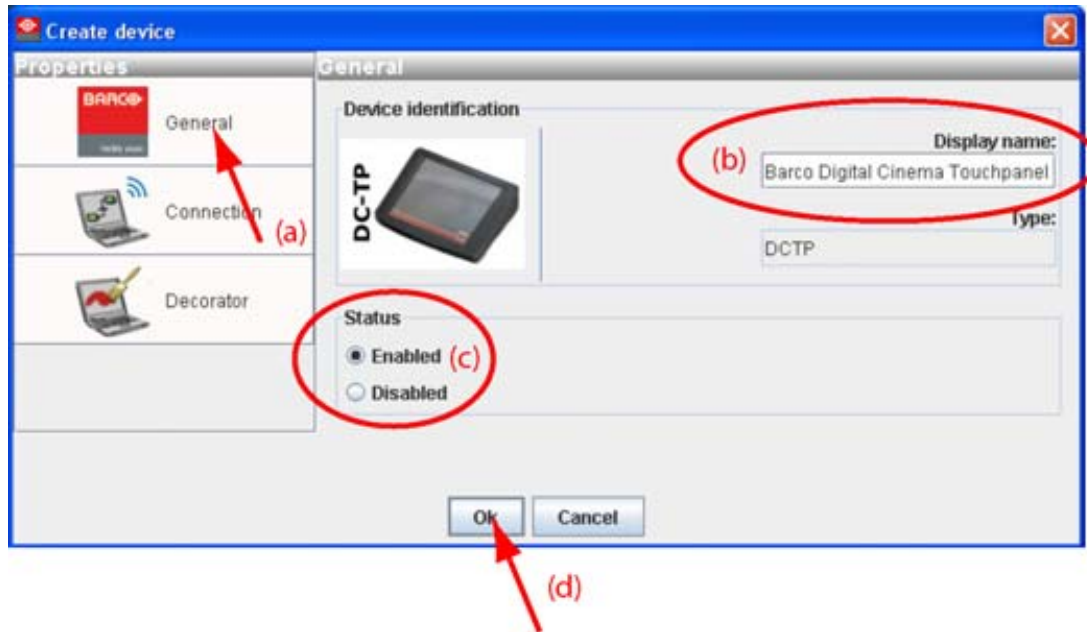


Image 5-4
General device properties

Display name

The default display name is *Barco Digital cinema touch panel*. This name can be changed to any other name. Click in the name field, select the current name and enter a new name (b).

Next to the display name, the device type is indicated with the name and a device icon.

Status

Indicates the communication status of the touch panel (c).

- enabled: communication with touch panel possible.
- disabled: no communication with touch panel possible.

5.4.3 Set up a Ethernet connection

Possibilities

To establish a Ethernet connection, the following ways are possible:

- Enter an IP address
- Enter a host name
- Scan the net work for the connected devices



IP

Internet Protocol. The network layer of TCP/IP. Required for communication with the internet.



Host name

This is the name that will be returned, along with the IP address in response to the UDP broadcast query for projectors/touch panels.



DNS server

Computers, Projectors, Touch panels connected to a network are referenced by their IP address. The only problem is that remembering IP addresses is not easy. If you need to use hundreds of addresses then it will become impossible to remember them. This is why domain names are created. Internet names (domain and host names) are just aliases to these IP addresses. When you use an Internet address it is automatically translated to an IP address. In fact a program or device that translates those Internet names to IP addresses is called a DNS Server.

Via entering an IP address

1. Select the *Connection* properties tab (a). (image 5-5)

The right pane changes to the connection setup page.

2. Click on the radio button in front of *IP address* (b).

3. Enter the IP address (c).

Note: An address contains 4 octets with a maximum value of 255.

4. Click **OK** to make the connection.

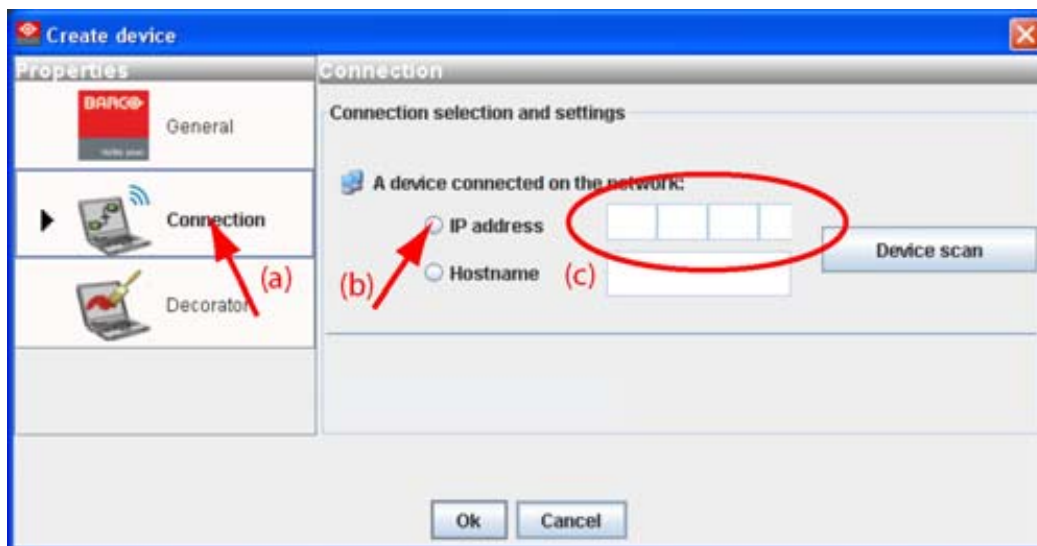


Image 5-5
Ethernet connection via IP address

Via entering a host name

1. Select the *Connection* properties tab (a). (image 5-6)

The right pane changes to the connection setup page.

2. Click on the radio button in front of *Host name* (c).
3. Click in the input field and enter the host name (d).
4. Click **OK** to make the connection.

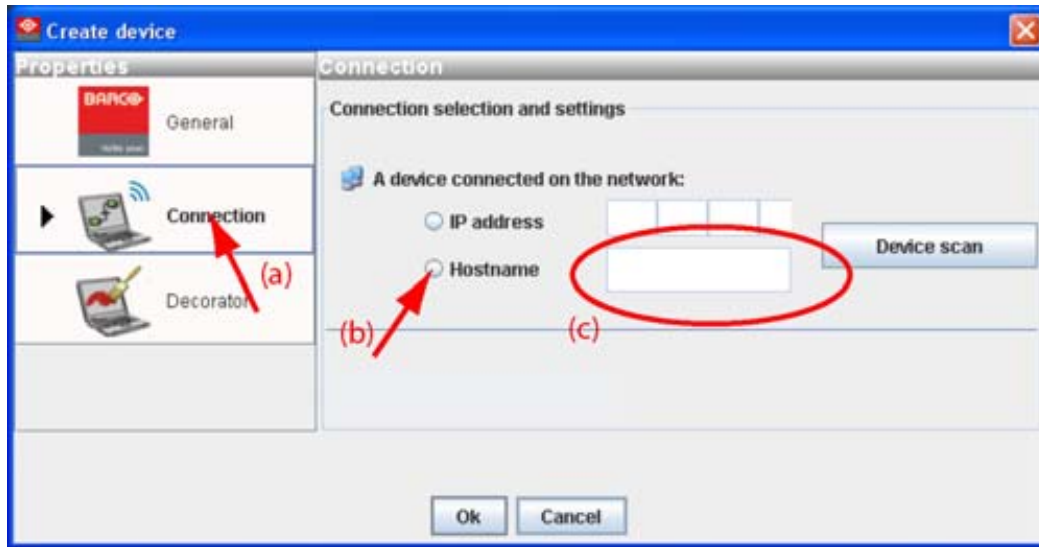


Image 5-6
Create connection via host name



Making a connection via a host name is only possible when the host name is known by the network DNS server.

Via a device scan

1. Select the *Connection* properties tab (a). (image 5-7)

The right pane changes to the connection setup page.

2. Click on the **Device scan** button (c).

The broadcast query (based on UDP) for touch panel scans the complete LAN network to detect available displays on the network. The scanning results are displayed in the *Discover projectors* dialog box (d). Only the not yet added touch panels to the configuration are in the list.

3. Click on the desired IP address to select (e) and click **Select** (f).

A connection is made with the selected touch panel.

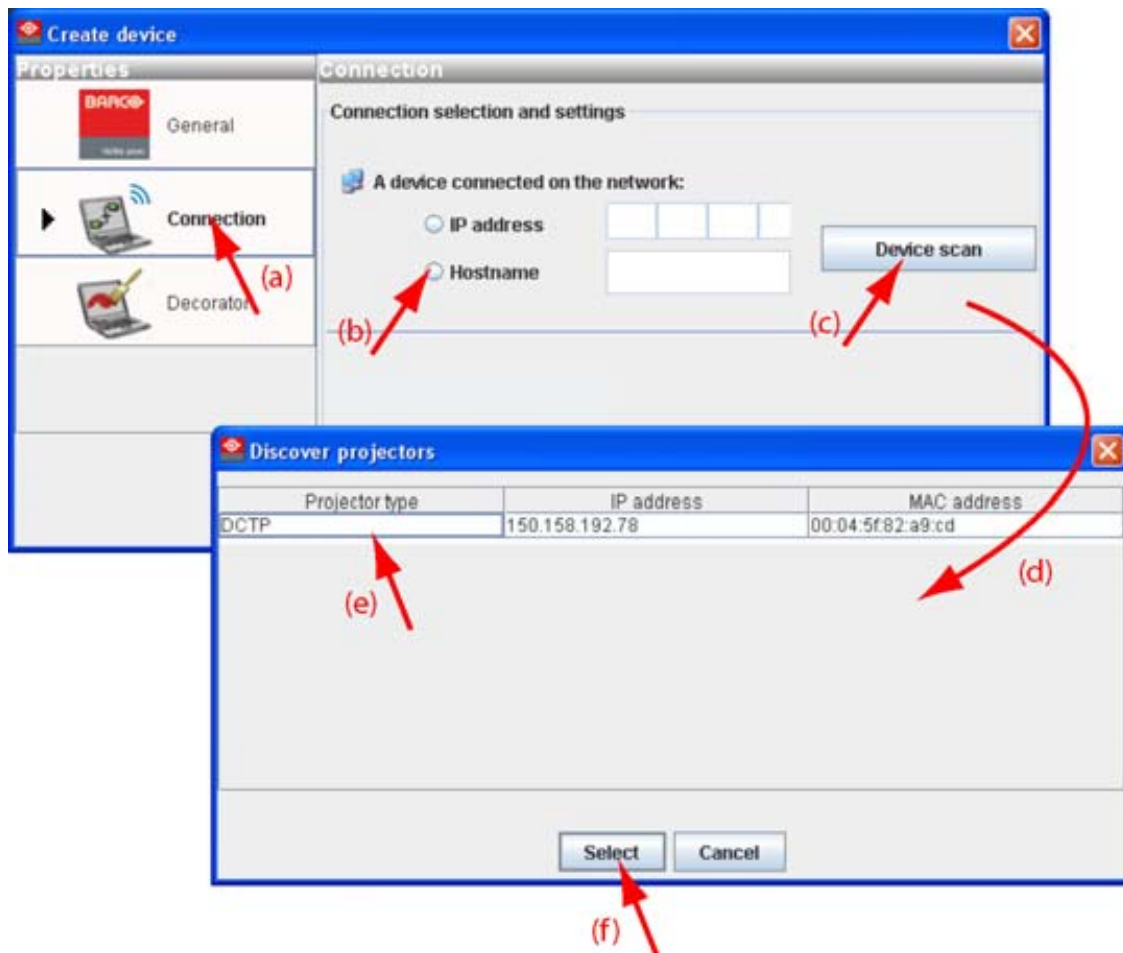


Image 5-7

5.4.4 Decorator setup

What is a decorator

Decorator information is extra data about the device which can be displayed in the configuration preview next to the device pictograph.

5. Configurator

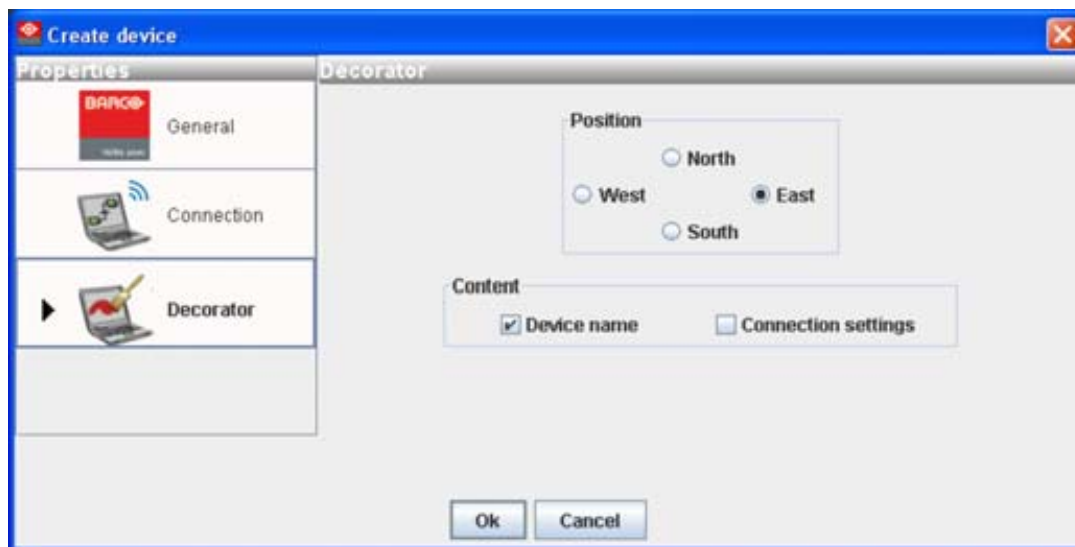


Image 5-8
Decorator properties



Image 5-9
Decorator position and content

- A Decorator north of graph
- B Decorator south of graph
- C Decorator west of graph
- D Decorator east of graph

Decorator position

The extra information can be placed in the north, south, east or west of the projector pictograph. Click on the desired radio button to determine the decorator position.

Decorator content

The following information can be displayed in the configuration preview:

- Projector name
- Connection settings
- Lamp shutter status
- Active files

5.5 Edit device properties

Via the menu

1. Click on a projector to select (a). (image 5-10)
2. Click **Configuration** on the menu and select *Selected device* → *Properties* (b).
Or,
press **Ctrl + Enter**.

The *Properties* dialog box opens (c).

To edit the:

- general properties, see "General properties", page 41.
- connection properties, see "Set up a Ethernet connection", page 42.
- decorator, see "Decorator setup", page 45.

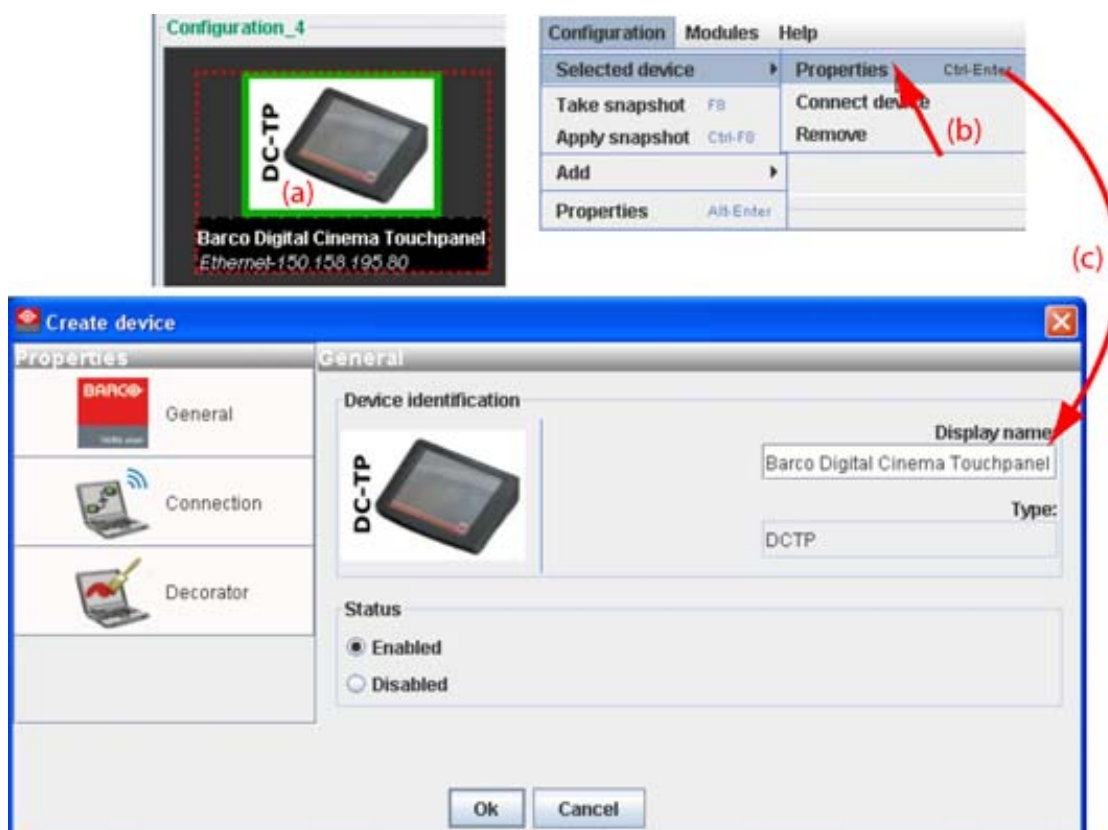


Image 5-10
Edit device properties via menu

Via the context menu

1. Right click on a device graph in the configuration preview. (image 5-11)
A context menu opens.

5. Configurator

2. Select Properties.

The *Properties* dialog box opens.

To edit the:

- general properties, see "General properties", page 41.
- connection properties, see "Set up a Ethernet connection", page 42.
- decorator, see "Decorator setup", page 45.

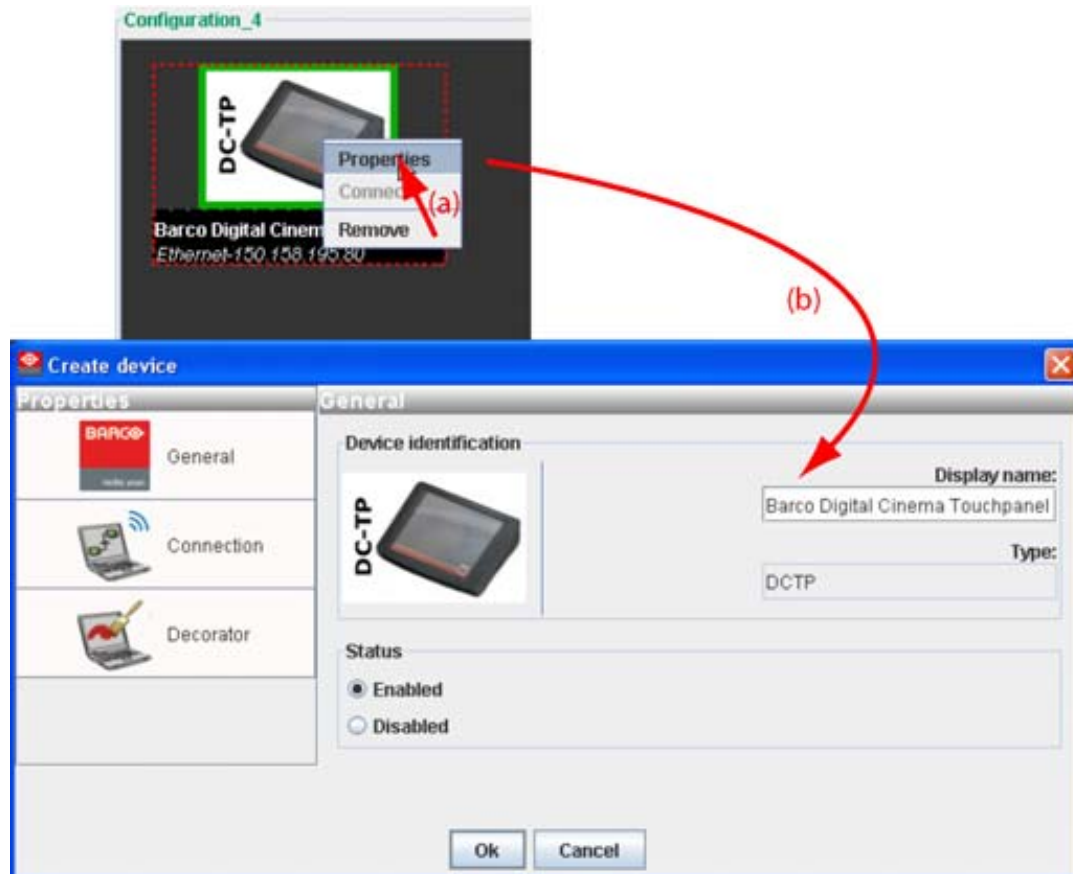


Image 5-11
Edit device properties via right click

5.6 Configuration preview

Device status

The border color around the pictograph indicates the device status.

Green : device is online and there is communication with the device.

Grey : device is offline.

Red : device is online but there are warnings about the use of the device.

Shaded : device is disabled.

5.7 Configuration properties

What is available?

The following properties are available:

- *author* name.
- *created on*: date and time when the configuration is created (read only).
- *path*: full path where the configuration is saved (read only).
- *description*: description which identifies the configuration.

How to change

1. Click **Configuration** → *Properties* (a1).
Or,
right click in the preview pane of the configuration preview, but not on a pictograph (a2). (image 5-12)
The *Configuration properties* dialog box opens (b1, b2).
2. To enter an author, click in the input field next to *Author* and enter the name (c).
3. To add a description, click in the *Description* field and enter a description for the configuration (d).
4. Click **OK** to save and close the *Configuration properties* dialog box (e).

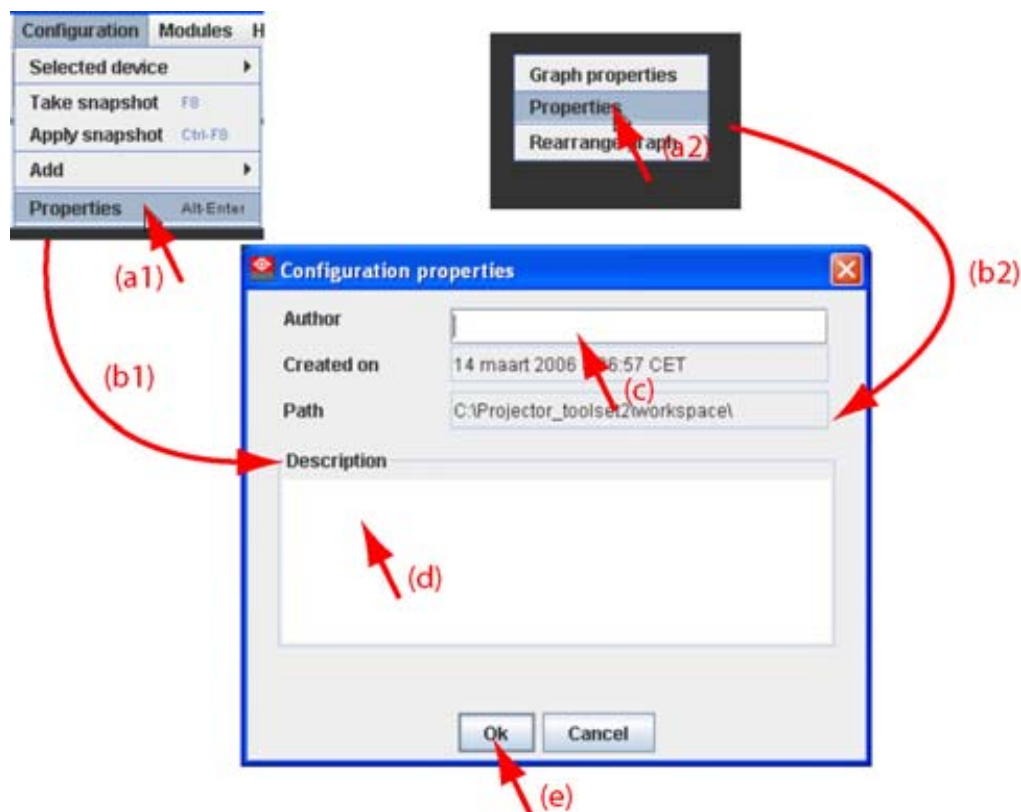


Image 5-12
Configuration properties

5.8 Preview layout properties

Overview

- Background color
- Background image
- Rearrange pictographs in preview pane

5.8.1 Background color

How to set background color

1. Right click in the preview pane but not on a pictograph (a). (image 5-13)
A context menu opens.
2. Select *Graph properties*.
The *Graph properties* dialog box opens (b).
3. Check the check box next to *Use background color* (c).
4. Click on **Select a color**.
The *Select color* dialog box opens.
5. 3 ways are now possible to select a color, represented by a tab in the *Select color* dialog box.

Tab swatches = way 1	Via the swatches color dialog, step 6.
----------------------	--

Tab HSB = way 2	Via the HSB color dialog, step 7.
-----------------	-----------------------------------

Tab RGB = way 3	Via the RGB color dialog, step 8.
-----------------	-----------------------------------

6. Select the desired color (via swatches = predefined color samples). (image 5-14)
The first selected color will be indicated in *Recent*. When others are selected for a preview, the color indication will also be added in the *Recent* list as first one. Finally, the color selection can be done from the *Recent* list or out of the color pallet.
Each time a color is clicked, a preview is given in the preview pane. Continue with step 9.
7. Click on the **HSB** tab to display the color pallet (HSB = Hue - Saturation - Brightness). (image 5-15)
A color can be selected in 2 ways:
 - Slide the slider next to the color gamut until the wanted color in the color pick field is reached, or fill out the HSB value until the desired color is reached in the pick up field.
 - Click in the color field to display the white circle. Drag that circle to the desired tint of the chosen color.A preview is given in the preview pane. Continue with step 9.
8. Click on **RGB** tab to display the RGB selection sliders. (image 5-16)
Move the sliders until the desired color is reached, or fill out the RGB values in the input boxes.
A preview is given in the preview pane. Continue with step 9.
9. Click on **OK** to apply the selected color.

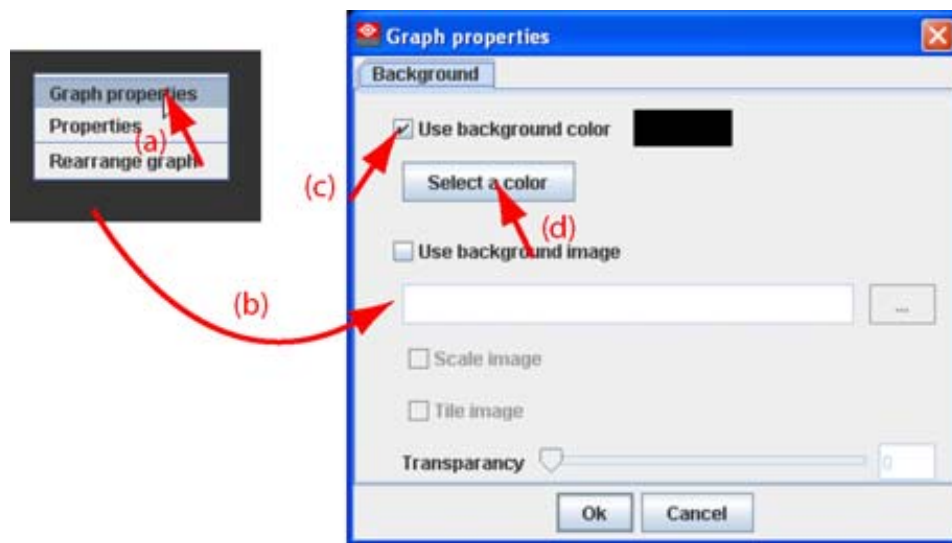


Image 5-13
Set background color

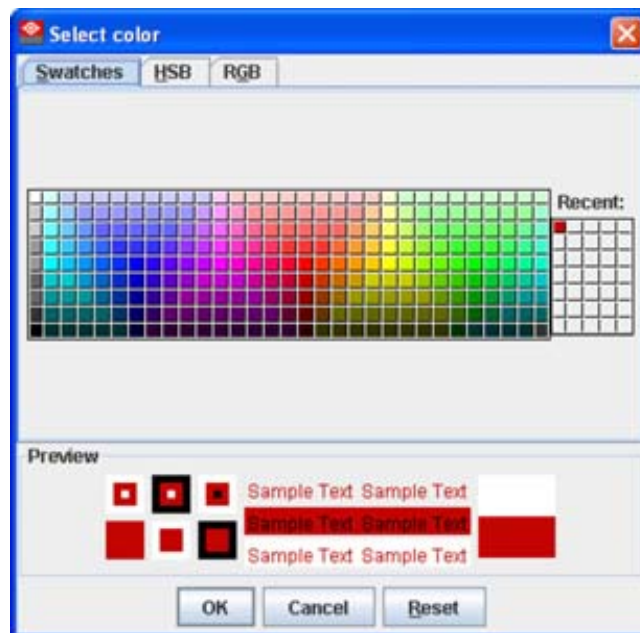


Image 5-14
Select color via swatches

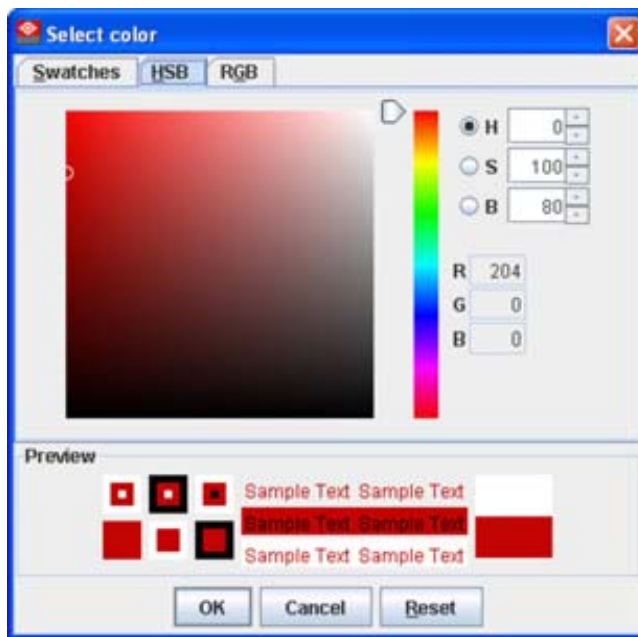


Image 5-15
Select color via HSB

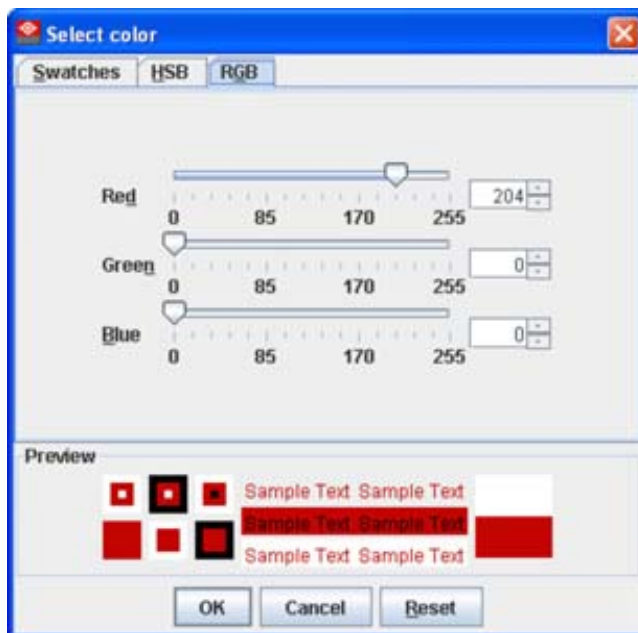


Image 5-16
Select color via RGB

5.8.2 Background image

How to set background image

1. Right click in the preview pane but not on a pictograph (a). (image 5-17)
A context menu opens.
2. Select *Graph properties*.
The *Graph properties* dialog box opens (b).
3. Check the check box next to *Use background image* (c).

4. Fill out the complete path to the image (d1) and continue to step 6

Note: Only jpg, gif and png file are allowed.

Or,

click on ... (d2)

An *Open* dialog box opens (d3)

5. Browse to the desired image (d4) and click **Open** (d5).

Or,

double click on the desired image.

6. Select the way the image should be applied. Check the check box of your choice (e).

- Scale: image is scaled to match the preview pane.
- Tile: original dimension of the image is used. The image is repeated as many times as necessary to fill up the complete preview area.

7. Set transparency level by clicking on the slider and dragging to the desired location (f)

Or,

by clicking in the input field next to the slider and entering the desired value with the keyboard.

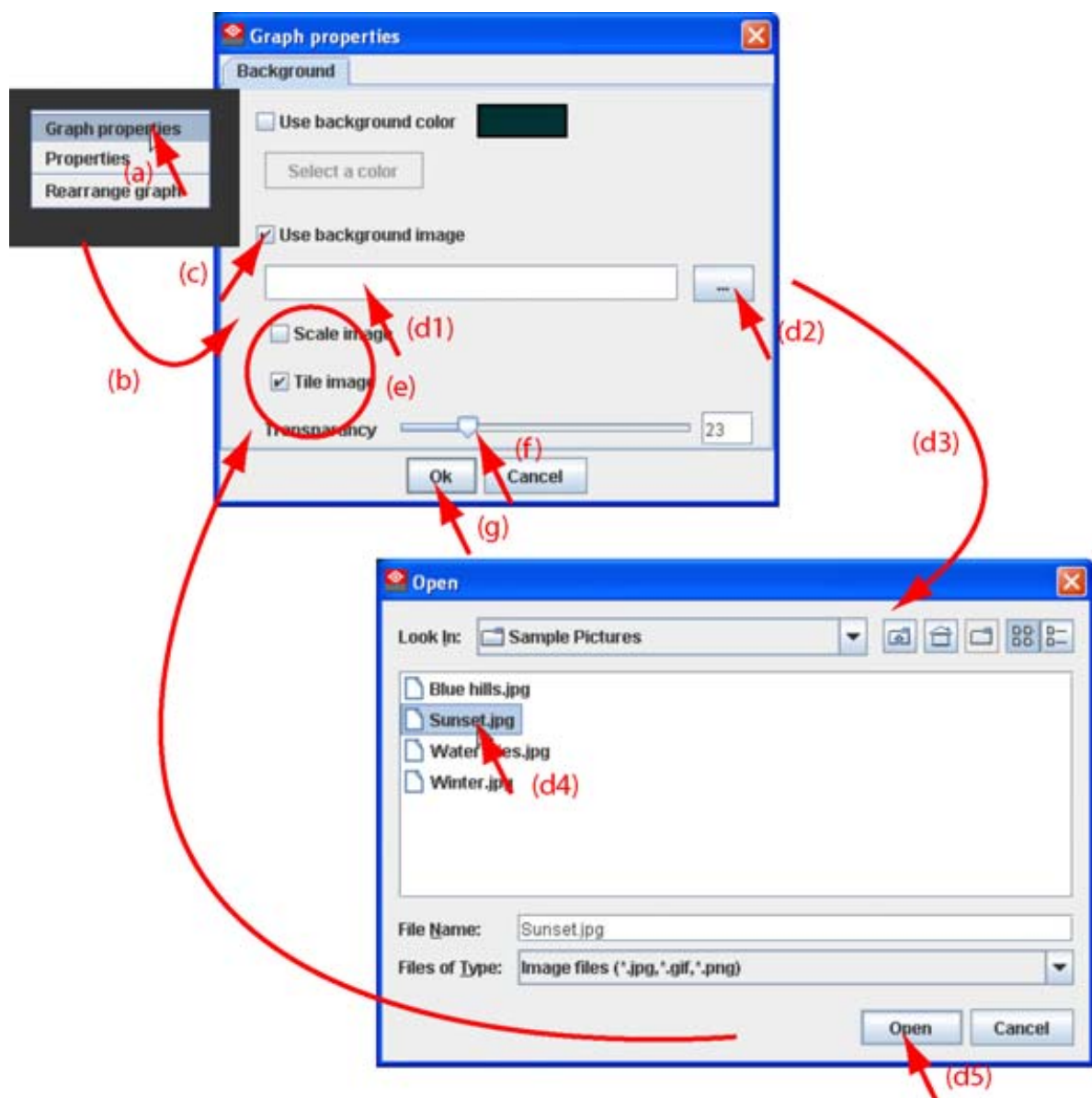


Image 5-17
Set background image

5.8.3 Rearrange pictographs in preview pane

How to rearrange

1. Right click in the preview pane but not on a pictograph. (image 5-18)

A context menu opens.

2. Select *Rearrange graphs*.

The pictographs are rearranged in the preview pane.

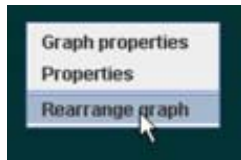


Image 5-18
Rearrange pictographs

5.9 General device settings

Overview

- Start up and overview
- Add a custom logo in touch panel
- Maintenance functions

5.9.1 Start up and overview

How to start up

1. Click on the desired projector graph to display the projector properties. (image 5-19)
2. If the General settings are not open, click on the **General** tab.

The general settings are displayed.



Image 5-19
General settings

Overview

The following items are given as read only values:

- Name of the device
- Device type
- Touch panel ID
- Serial number

The following items can be changed or accessed by the customer:

- Customer logo on the touch panel
- Maintenance items:
 - Restart the application
 - Re-calibrate the touch screen
 - Add a temporary account to the touch panel

5.9.2 Add a custom logo in touch panel

About a custom logo

The touch panel software allows to place a custom logo on the upper left corner of the touch screen. The software provides an area of 90 x 90 pixels. Any image larger than 90 x 90 pixels will be proportionally scaled to match inside this area. The file must be a bitmap file (bmp, jpeg, jpg, png, ...).

Current active logo

To display the current active logo in Projector Toolset, click on **Reload**. The file is downloaded from the touch panel and a preview will be shown within the rectangular square.

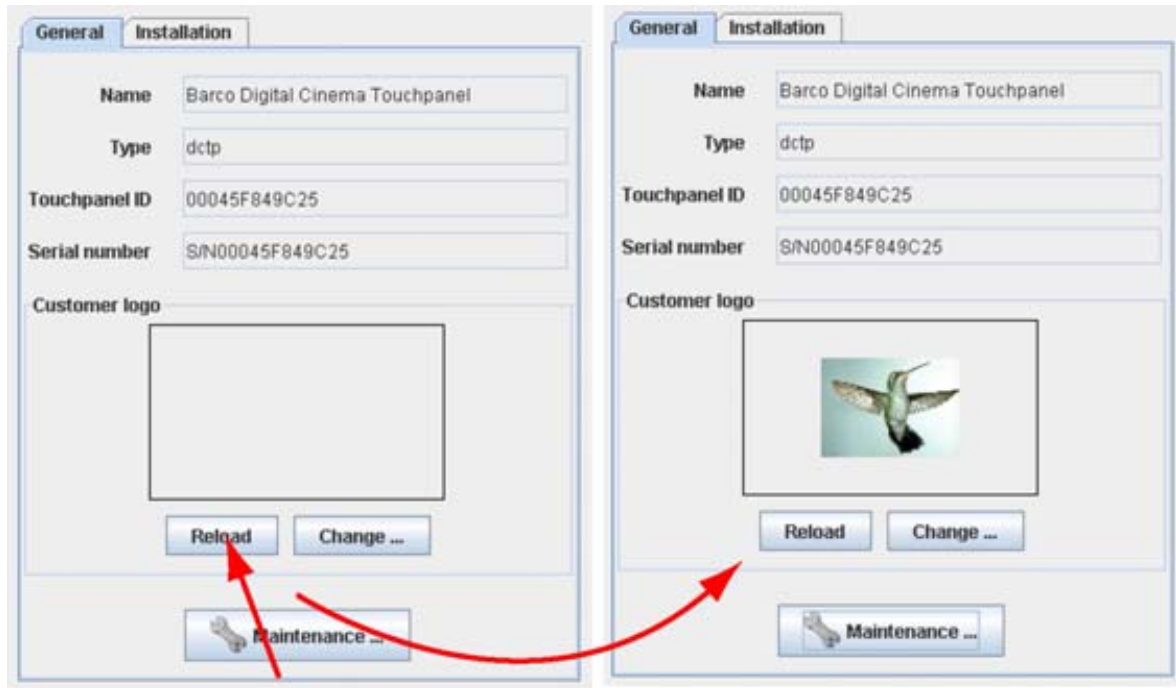


Image 5-20
Reload current logo

How to add or change a logo

1. Click on **Change...** (a). (image 5-21)

The *Change customer logo* window opens (b).

2. Fill out the path and file name (c1) and click **OK**

Or,

click on **Load** (c2).

A browse window opens (d).

3. Browse to the desired file (e) and click **Open** (f).

A preview is shown in the Change customer logo window (g). (image 5-22)

4. If this is the file, click **OK** (h).

An upload question is displayed (i).

5. Click **Yes** to upload the image to the touch panel (j).

When the upload is finished (k), an info window is displayed with the message : New logo is set in touch panel".

6. Click **OK** to continue (l).

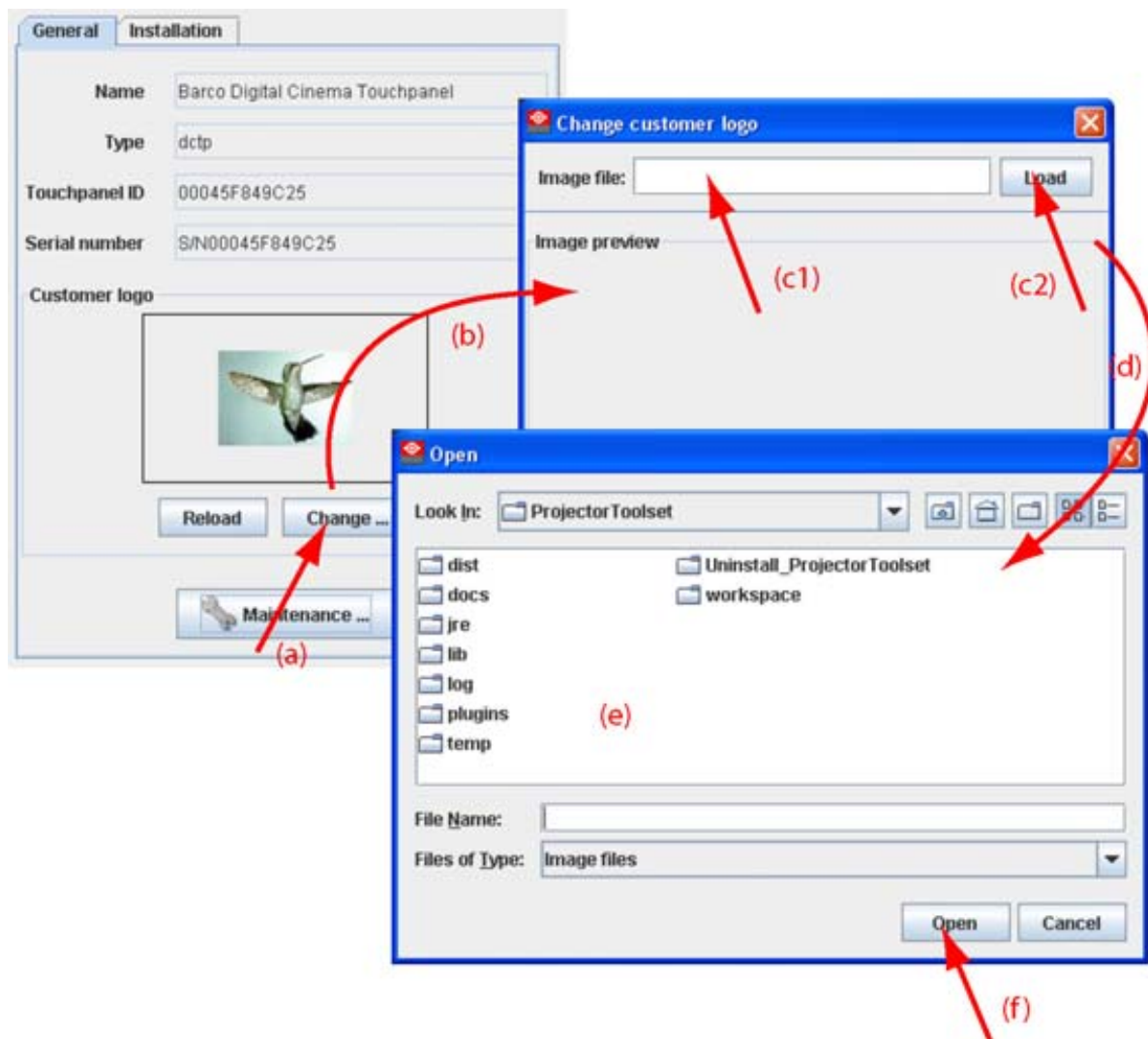


Image 5-21
Change logo

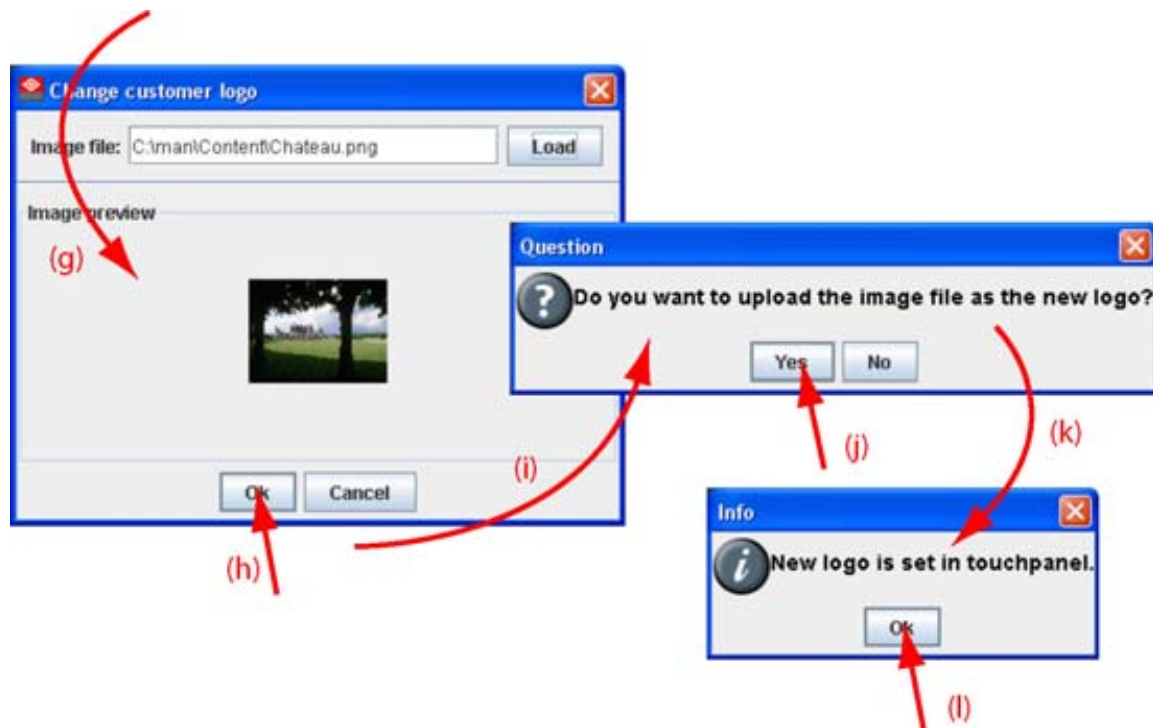


Image 5-22
Change logo

5.9.3 Maintenance functions

Overview

- Restart touch panel application
- Re-calibrate touch panel
- Temporary account

5.9.3.1 Restart touch panel application

How to restart the application

1. Within the *General* settings, click on **Maintenance** (a). (image 5-23)
The *Touch panel controls* window opens (b).
2. Click on **Restart now** (c).
A restart question is displayed (d).
3. Click **Yes** to restart the touch panel application (e).

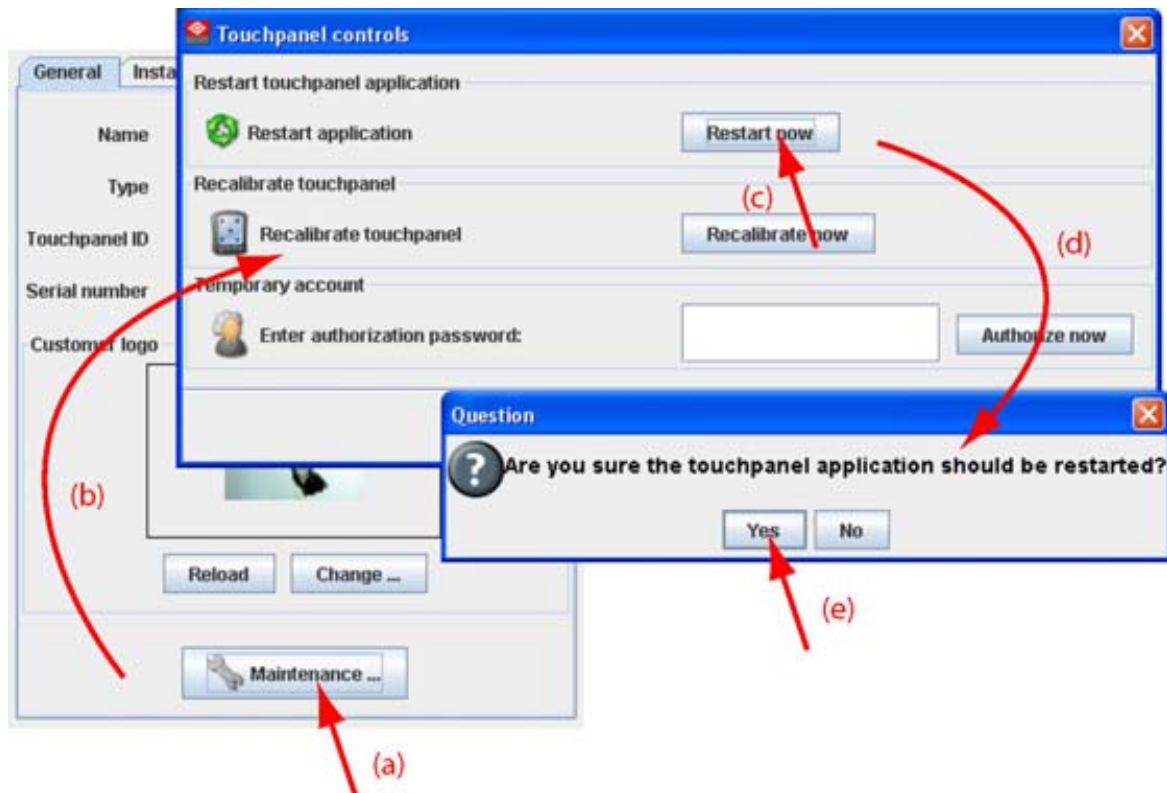


Image 5-23
Restart touch panel application

5.9.3.2 Re-calibrate touch panel

Why using this function ?

When the touch panel is completely out of calibration and you cannot reach the buttons anymore, then it is still possible to activate this function via Projector Toolset.

How to activate the re-calibration

1. Within the *General* settings, click on **Maintenance** (a). (image 5-24)

The *Touch panel controls* window opens (b).

2. Click on **Recalibrate now** (c).

A re-calibration question is displayed (d). Before the re-calibration can be started, the application must be restarted.

3. Click **Yes** to restart (e).

The touch panel application software is restarted and the re-calibration mode is started. A white screen is displayed with the first cross in the upper left corner.

4. Tip in the middle of the cross.

The next cross is displayed, tip also in the middle of the cross and continue until all five crosses are displayed.

At the end the normal application screen will be displayed again.

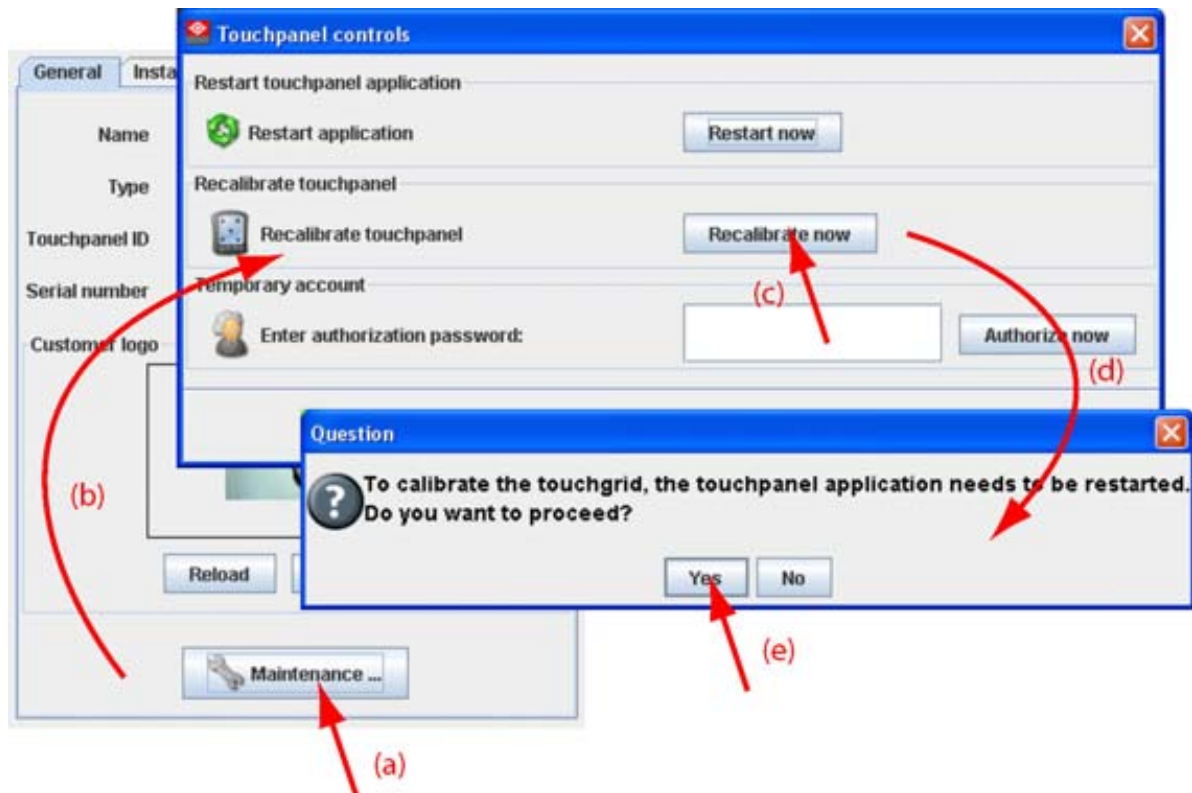


Image 5-24
Re-calibration of the touch panel

5.9.3.3 Temporary account

Why creating a temporary account

If there are no root user defined on the touch panel or if these root users cannot be activated then it is still possible to create a temporary root user via Projector Toolset. This user has access to all functions and can create a new root user for the touch panel.

This temporary account is mostly used for service purposes and will be deleted when the service actions are finished.

How to create a temporary account

1. Within the *General* settings, click on **Maintenance** (a). (image 5-25)

The *Touch panel controls* window opens (b).

2. Click inside the input field next to *Authorization password* (c) and enter the authorization code.
3. Click on **Authorize now** (d).

A user creation window opens where it is possible to create a temporary user and password.

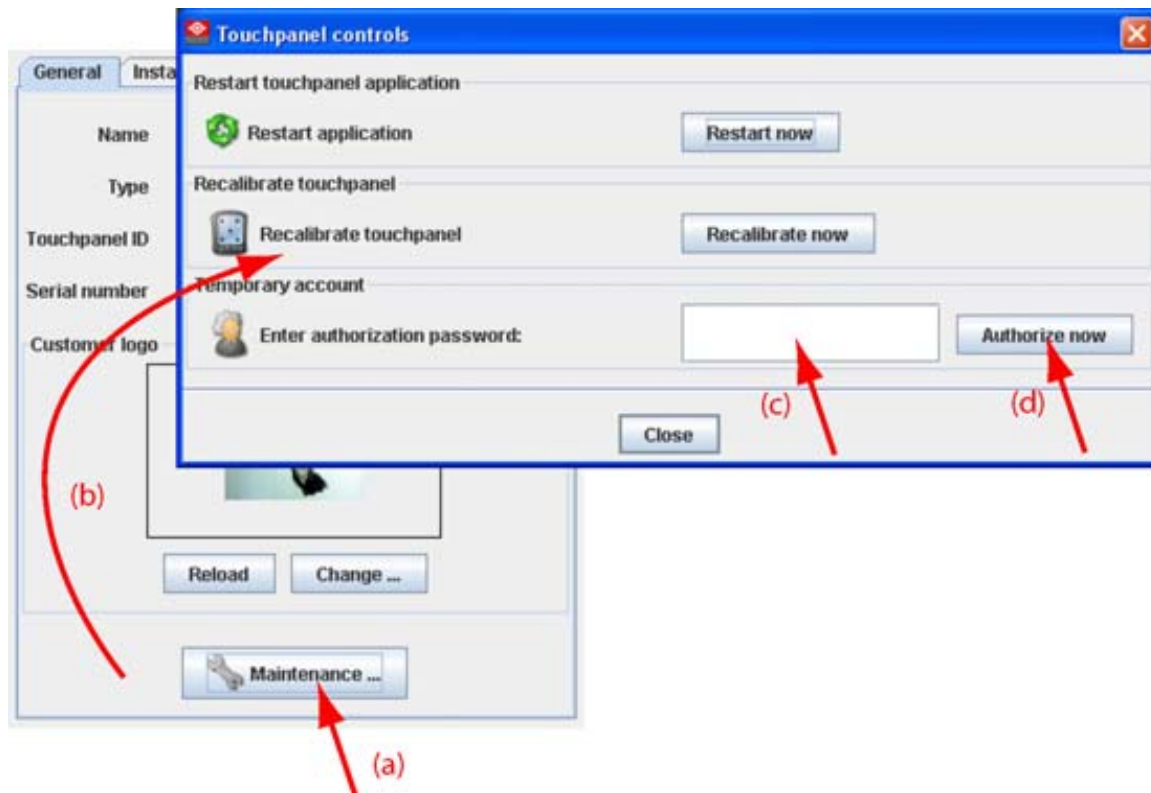


Image 5-25
Create temporary account

5.10 Installation

Overview

- Starting up the file management
- Create new folder
- Delete a file or folder
- Download a file from the touch panel
- Upload a file on the touch panel

5.10.1 Starting up the file management

How to start up

1. Click on the **Installation** tab to display the installation functions (a). (image 5-26)
2. Click on **File Management** (b).

The *File management* window opens (c).

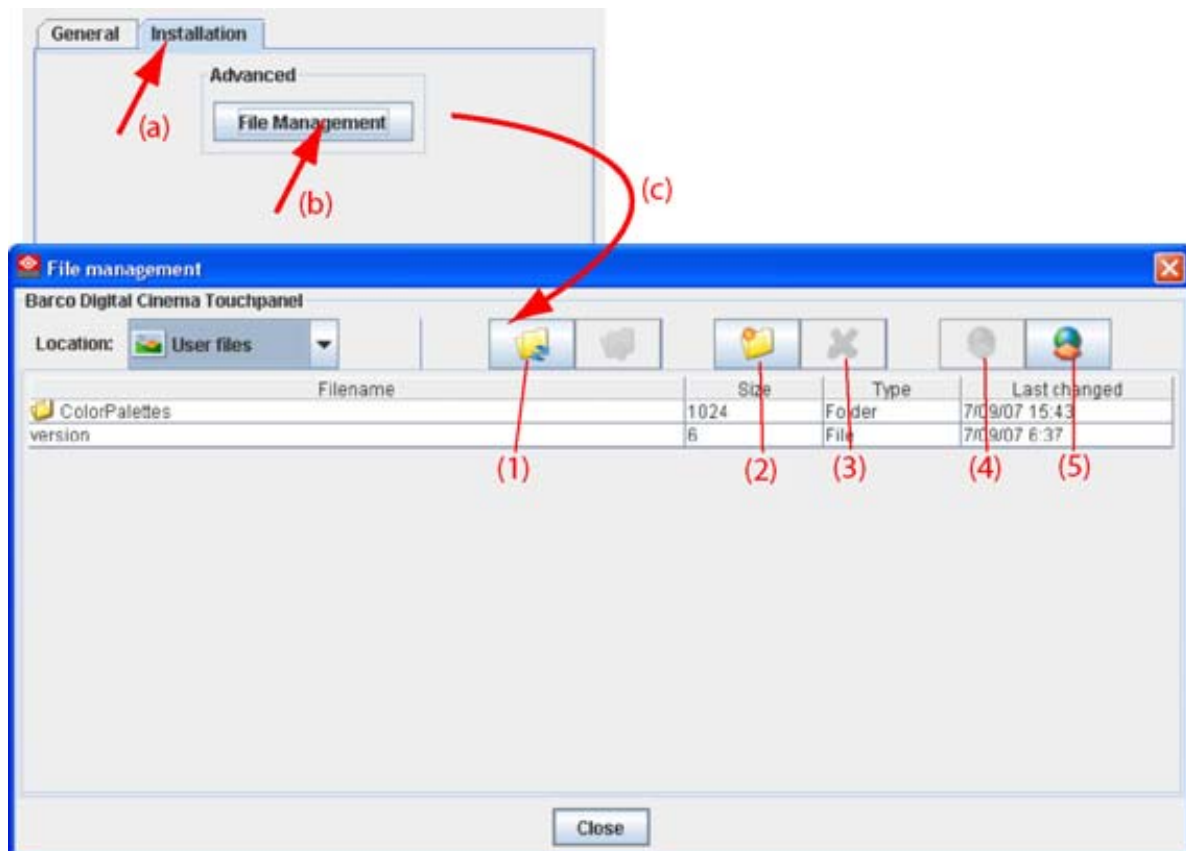


Image 5-26
File management

About the file manager

Only user files can be displayed or manipulated in the file manager.

The following functions are available:

- (1) Reload file list, to update the content of the file manager.
- (2) Create new folder
- (3) Delete file or folder
- (4) Download selected file
- (5) Upload file

5.10.2 Create new folder

What can be done ?

A new folder can be created on the touch panel's operating system.

How to create a folder

1. Click on the *New folder* icon (a). (image 5-27)

The *Create new folder* window opens.

2. Click in the input field and enter a name for the folder.
3. Click **OK** to create the folder.

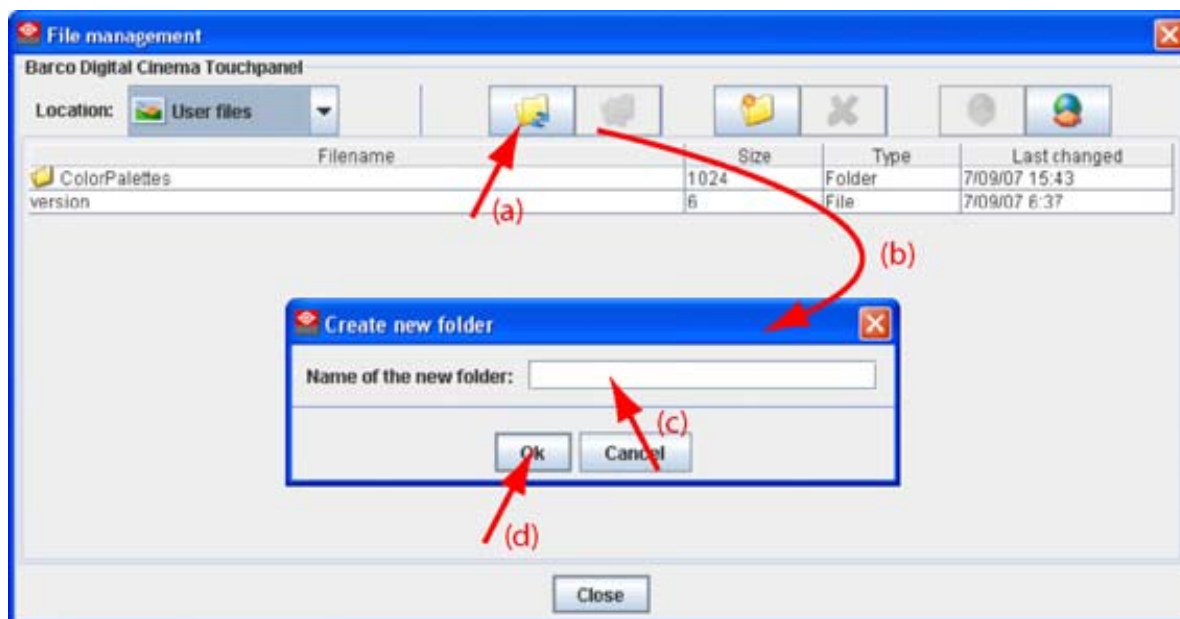


Image 5-27
Create new folder

5.10.3 Delete a file or folder

How to delete

1. Click on a file or folder to select. (image 5-28)
2. Click on the *Delete* icon.

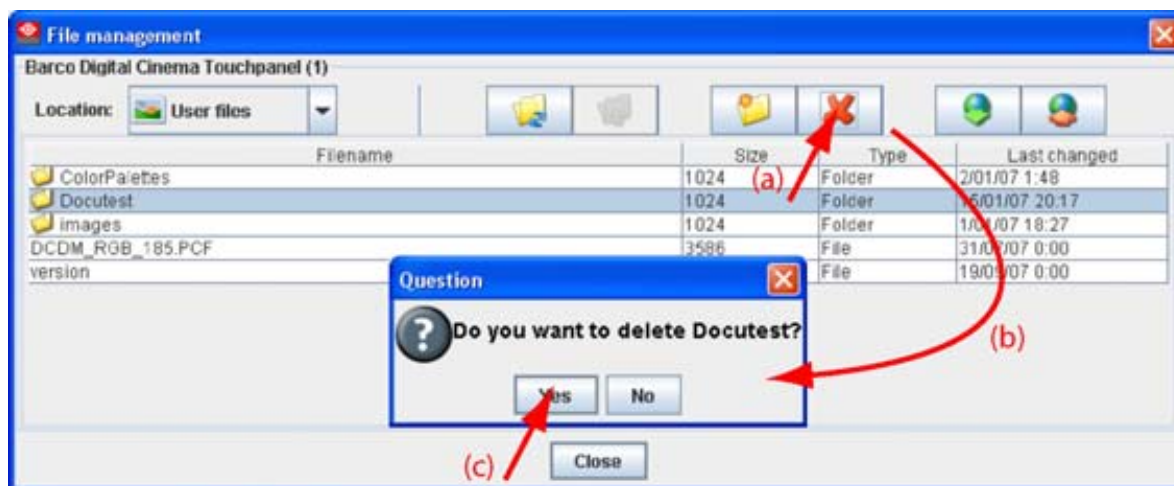


Image 5-28
Delete file or folder

5.10.4 Download a file from the touch panel

What can be done ?

Any user file stored on the touch panel can be downloaded to the computer.

How to download

1. Browse in the *File management* window to the desired file or folder on the touch panel and click on it to select (a). (image 5-29)
2. Click on the *Download* icon (b).

5. Configurator

The *Download* window opens (c).

- Click in the input field and fill out a location for the file (d1)
Or,
click on ... button (d2) and browse to the desired location and click **Open**.
- Check or uncheck properties for handling the file (e).
 - Overwriting or not overwriting existing files.
 - Recurse into folders: all files and sub folders are downloaded.
 - Close the window when the download is finished.
- Click **OK** to start the download (f).

When the download is finished a message appears. Click **Close** to continue (g).

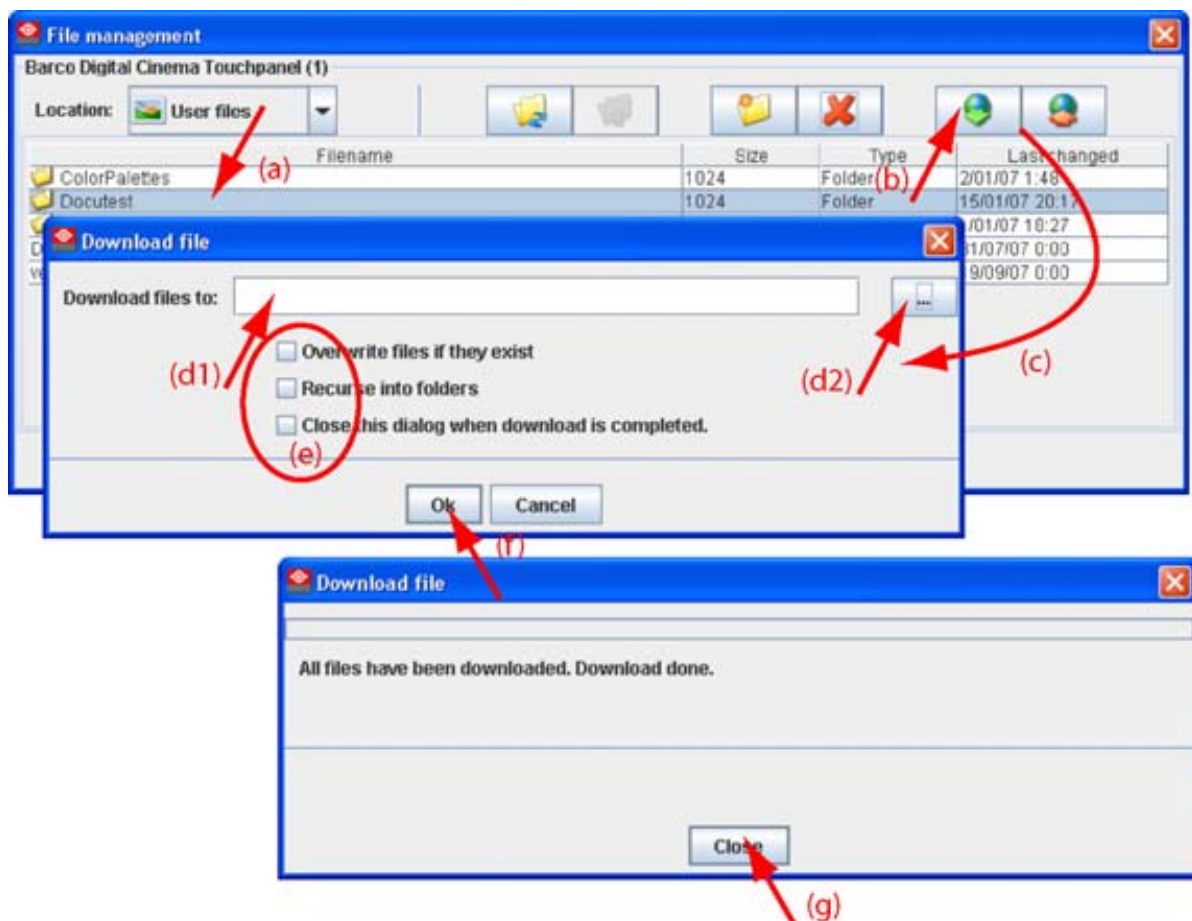


Image 5-29
Download file

5.10.5 Upload a file on the touch panel

What can be done ?

A file can be transferred from the computer to the touch panel and stored as user file.

How to upload

- Click on the *Upload* icon (a). (image 5-30)
The *Upload files* window opens.
- Click on the ... button (b) to open the browse window.
- Browse to the desired file or folder and click **Open**.

The full path is displayed in *Files and folders selected for upload*.

4. Check or uncheck properties for handling the file (c).
 - Recurse into folder : all files and sub folders are uploaded.
 - Close the window when the upload is finished.
5. Click **OK** to start the upload (d).

When the upload is finished, a message is displayed.

6. Click **Close** to continue (e).

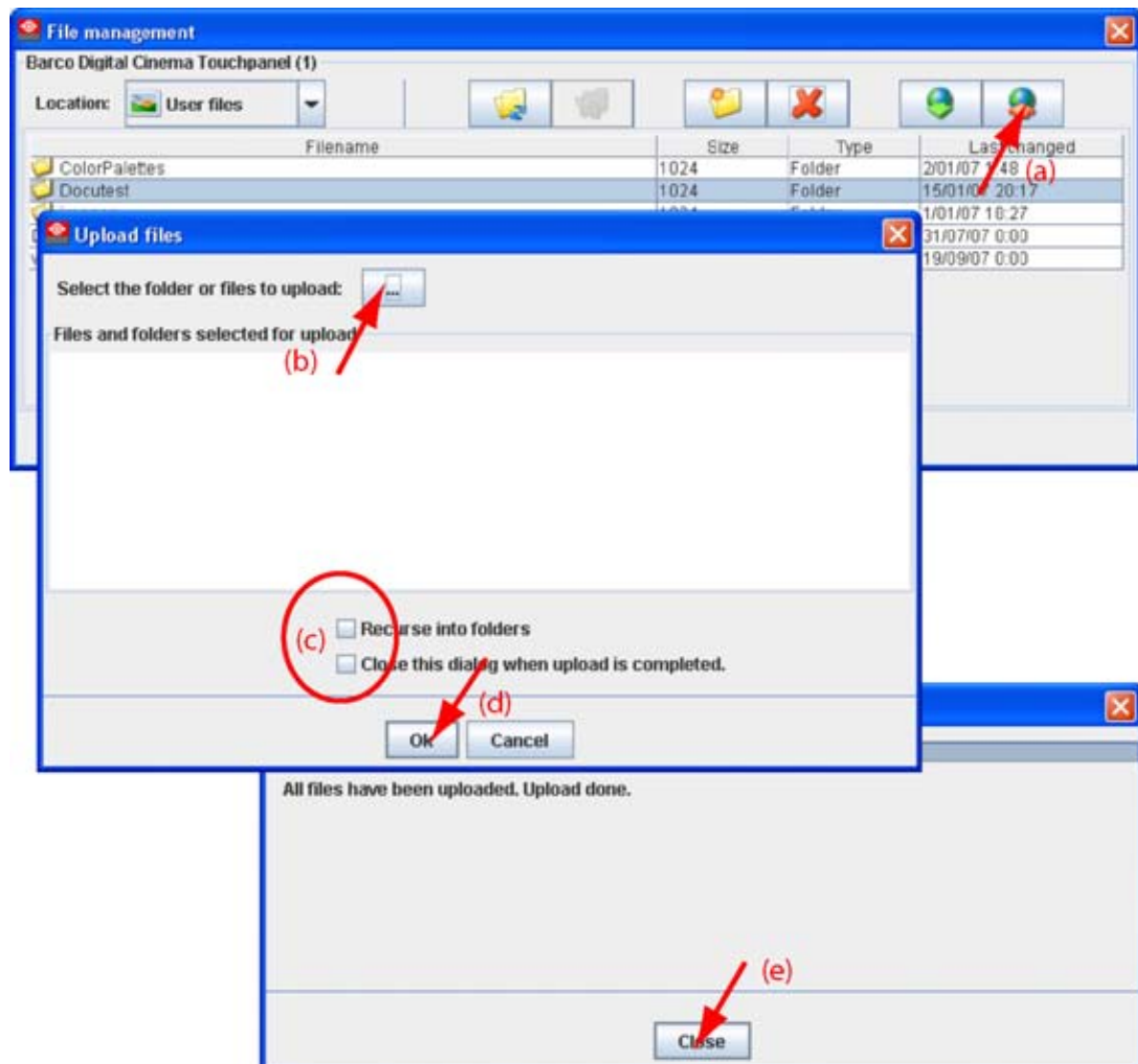


Image 5-30
Upload a file or folder

6. UPDATE MODULE

Overview

- Introduction
- Updating a touch panel
- Version info

6.1 Introduction

Overview

The firmware of the projector/device can be updated with Projector Toolset.

Free downloadable packages can be found on Barco's Partnerzone. (URL: www.partnerzone.events.barco.com). Registration is necessary.

If you are not yet registered, click on Partnerzone registration and follow the instructions. With the created login and password, it is possible to enter the partnerzone where you can download the desired software upgrades.

Updating of multiple projectors at the same time is possible. When the update is started on one projector/device and running, it is possible to start up an update on second projector/device.

Preparations

The downloaded file is a zip file. Unzip this file before continuing.

Start up

To start up the Updater, just click on the Update icon () on the navigation button bar or click on **Modules** and select *Updater*.

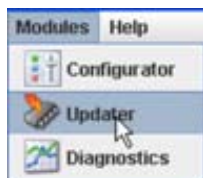


Image 6-1
Start Updater module

6.2 Updating a touch panel

How to update

1. Click on **Update**.

Device ID, serial number and communication info is given.

2. Click on **Update now** to start up the update wizard. (image 6-2)

3. If the indicated folder (a) is not the location where the update package is stored, click on ... (b) to open the browse dialog box and browse to the directory where the update package is stored. Click on **Open**.

6. Update module

The available packages are listed.

- update package: use this package to upgrade the projector if the version info of the projector can be retrieved in a normal way.

4. Select the desired update (c) and click **Next** (e).

If you want to see more information about the update, click on **More information ...** (d) to display the release info.

Information will be retrieved from the projector. An overview will be displayed with the current software version next to the version in the update package.

5. Double click on the item that you want to upgrade. Multiple selection is possible by clicking on several items.

Click **Next** to continue.

An overview with the selected items will be displayed.

6. Click **Install** to start the update.

The connection will be prepared. A progress bar is displayed on the device pictograph in the preview pane.

The update window can now be closed. A new update of another device can be started.

To get an overview of the update status of a previous started update, double click on the pictograph of that device. The update status is displayed in the properties pane.

When the installation is finished, an info window is displayed.

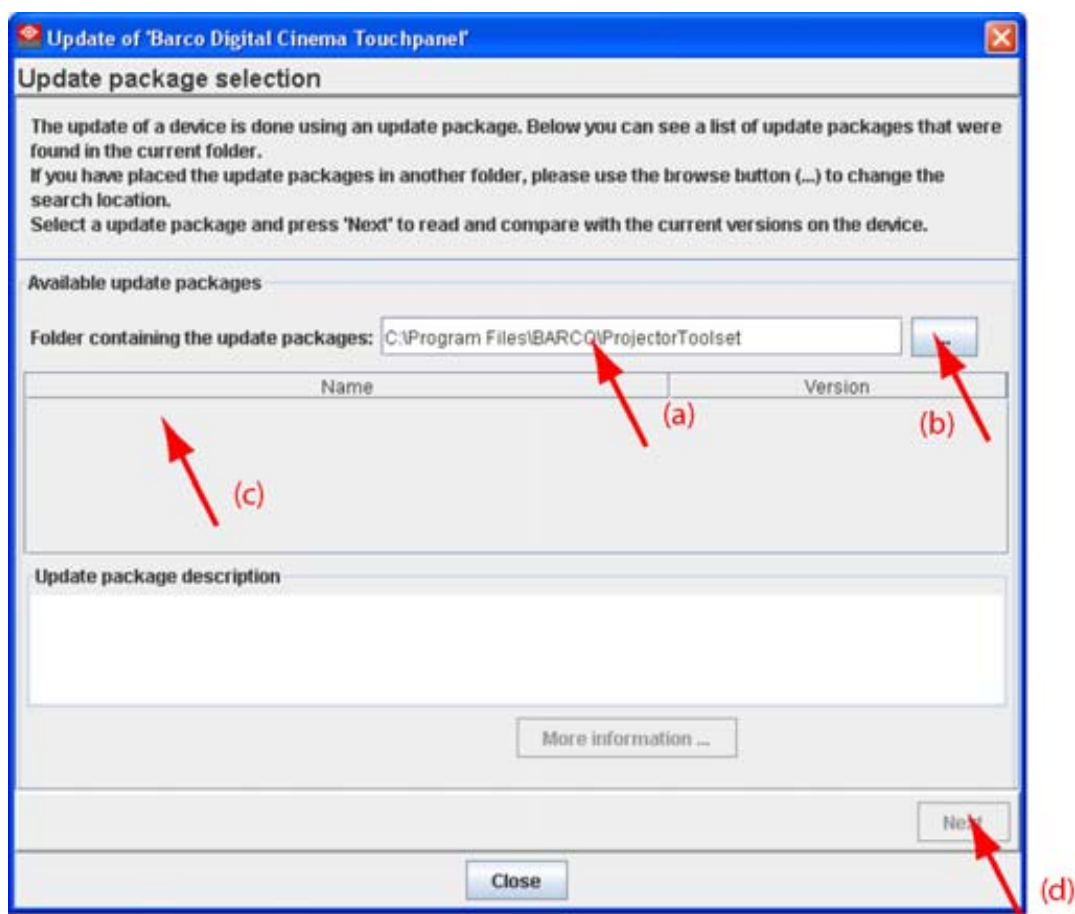


Image 6-2
Update wizard

6.3 Version info

To get version info

1. Click on the **Version info** tab.
2. Click on the **Refresh info** button.

Version info will be retrieved from the device and displayed in an overview window. (image 6-3)

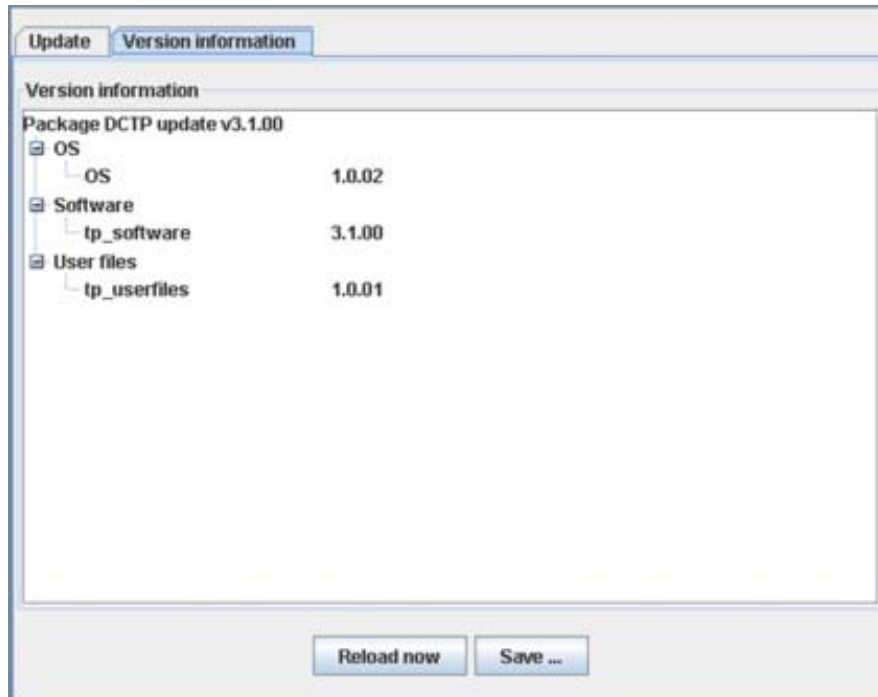


Image 6-3
Version info

Save the version info

1. Click first **Reload now** to have the latest info.
2. Click on **Save ...**
A browse window opens.
3. Browse to the desired location, enter a file name and click on **Save**.

7. DIAGNOSTIC MODULE

7.1 About diagnostic module

Overview

Actual diagnostics is not supported for Digital Cinema Touch panels.

GLOSSARY

DNS server

Computers, Projectors, Touch panels connected to a network are referenced by their IP address. The only problem is that remembering IP addresses is not easy. If you need to use hundreds of addresses then it will become impossible to remember them. This is why domain names are created. Internet names (domain and host names) are just aliases to these IP addresses. When you use an Internet address it is automatically translated to an IP address. In fact a program or device that translates those Internet names to IP addresses is called a DNS Server.

Host name

This is the name that will be returned, along with the IP address in response to the UDP broadcast query for projectors/touch panels.

IP

Internet Protocol. The network layer of TCP/IP. Required for communication with the internet.

Preferences

Preferences determine the default behavior of the software. Some preferences can be generally set for the complete software, some others are only for the different plug-in modules.

SMTP

SMTP (Simple Mail Transfer Protocol) is a TCP/IP protocol used in sending E-mail.

Snapshot

A snapshot is a collection of settings at a given point of time for a configuration

Tool tip

Pop up information when moving the mouse pointer over a menu item or an icon in the tool bar.

tpi file

Device plug-in file for Projector Toolset.

Workspace explorer

Window to manage the available configurations in the current workspace.

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Revision Sheet

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