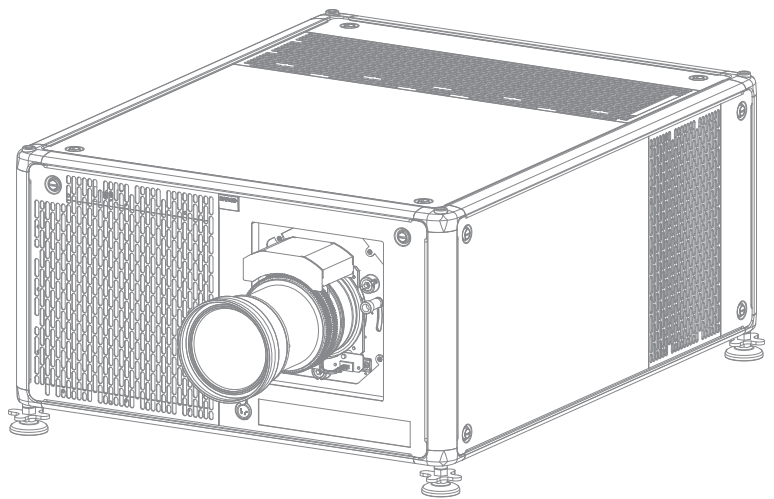


# UDX



## Installation Manual

**Registered office: Barco NV**

President Kennedypark 35, 8500 Kortrijk, Belgium  
[www.barco.com/en/support](http://www.barco.com/en/support)  
[www.barco.com](http://www.barco.com)

**Barco NV**

Beneluxpark 21, 8500 Kortrijk, Belgium  
[www.barco.com/en/support](http://www.barco.com/en/support)  
[www.barco.com](http://www.barco.com)



## Copyright ©

All rights reserved. No part of this document may be copied, reproduced or translated. It shall not otherwise be recorded, transmitted or stored in a retrieval system without the prior written consent of Barco.

## Changes

Barco provides this manual 'as is' without warranty of any kind, either expressed or implied, including but not limited to the implied warranties or merchantability and fitness for a particular purpose. Barco may make improvements and/or changes to the product(s) and/or the program(s) described in this publication at any time without notice.

This publication could contain technical inaccuracies or typographical errors. Changes are periodically made to the information in this publication; these changes are incorporated in new editions of this publication.

The latest edition of Barco manuals can be downloaded from the Barco web site [www.barco.com](http://www.barco.com) or from the secured Barco web site <https://www.barco.com/en/signin>.

## Trademarks

Brand and product names mentioned in this manual may be trademarks, registered trademarks or copyrights of their respective holders. All brand and product names mentioned in this manual serve as comments or examples and are not to be understood as advertising for the products or their manufacturers.

## Product Security Incident Response

As a global technology leader, Barco is committed to deliver secure solutions and services to our customers, while protecting Barco's intellectual property. When product security concerns are received, the product security incident response process will be triggered immediately. To address specific security concerns or to report security issues with Barco products, please inform us via contact details mentioned on <https://www.barco.com/psirt>. To protect our customers, Barco does not publically disclose or confirm security vulnerabilities until Barco has conducted an analysis of the product and issued fixes and/or mitigations.

## Patent protection

Please refer to [www.barco.com/about-barco/legal/patents](http://www.barco.com/about-barco/legal/patents)

## Guarantee and Compensation

Barco provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. On receipt, the purchaser must immediately inspect all delivered goods for damage incurred during transport, as well as for material and manufacturing faults Barco must be informed immediately in writing of any complaints.

The period of guarantee begins on the date of transfer of risks, in the case of special systems and software on the date of commissioning, at latest 30 days after the transfer of risks. In the event of justified notice of complaint, Barco can repair the fault or provide a replacement at its own discretion within an appropriate period. If this measure proves to be impossible or unsuccessful, the purchaser can demand a reduction in the purchase price or cancellation of the contract. All other claims, in particular those relating to compensation for direct or indirect damage, and also damage attributed to the operation of software as well as to other services provided by Barco, being a component of the system or independent service, will be deemed invalid provided the damage is not proven to be attributed to the absence of properties guaranteed in writing or due to the intent or gross negligence or part of Barco.

If the purchaser or a third party carries out modifications or repairs on goods delivered by Barco, or if the goods are handled incorrectly, in particular if the systems are operated incorrectly or if, after the transfer of risks, the goods are subject to influences not agreed upon in the contract, all guarantee claims of the purchaser will be rendered invalid. Not included in the guarantee coverage are system failures which are attributed to programs or special electronic circuitry provided by the purchaser, e.g. interfaces. Normal wear as well as normal maintenance are not subject to the guarantee provided by Barco either.

The environmental conditions as well as the servicing and maintenance regulations specified in this manual must be complied with by the customer.

## Federal Communications Commission (FCC Statement)

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 instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area may cause harmful interference, in which case the user will be responsible for correcting any interference at his own expense

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

FCC responsible: Barco Inc.  
3059 Premiere Parkway Suite 400  
30097 Duluth GA, United States  
Tel: +1 678 475 8000

## **EMC notices**

### **EN55032/CISPR32 Class A MME (MultiMedia Equipment)**

**Warning :** This equipment is compliant with Class A of CISPR 32. In a residential environment this equipment may cause radio interference.

### **GB/T 9254 Class A ITE (Information Technology Equipment)**

**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.

### **BSMI Taiwan Class A statement:**

警告使用者：此為甲類資訊技術設備，於居住環境中使用，可能會造成射頻擾動，在此情況下，使用者會被要求採取某些適當的對策。

# Table of contents

<b>1</b>	<b>Safety</b>	<b>9</b>
1.1	General considerations	10
1.2	Important safety instructions	11
1.3	Product safety labels	15
1.4	High Brightness precautions: Hazard Distance (HD)	16
1.5	HD for fully enclosed projection systems	18
1.6	HD in function of modifying optics	20
<b>2</b>	<b>Installation preparations</b>	<b>21</b>
2.1	Installation requirements	22
2.2	Unpacking the projector	23
2.3	UDX flight case	24
2.4	Initial inspection	25
2.5	Projector configurations	25
2.6	Projector air inlets and outlets	29
2.7	Free download of Projector Toolset	29
2.8	External cooler and hoses	30
<b>3</b>	<b>Pulse Remote Control Unit</b>	<b>31</b>
3.1	Remote control, battery installation	32
3.2	Remote control, protocol setup	33
3.3	Remote control, on/off button	33
3.4	Functionality overview	34
3.5	Functions of the "button pressed indicator"	35
3.6	Function of the RGB filter button	35
3.7	Displaying and Programming addresses into the RCU	35
3.8	Using the XLR connector of the RCU	36
3.9	Using the mini-jack connector of the RCU	36
3.10	Silicone protection sleeve for the RCU (optional)	37
<b>4</b>	<b>Physical Installation</b>	<b>39</b>
4.1	Connecting the projector with the power net	40
4.2	Alignment of a table mounted projector	40
4.3	Connecting the projector to the external cooler	41
<b>5</b>	<b>Lenses &amp; Lens selection</b>	<b>43</b>
5.1	Available lenses	44
5.2	Lens selection	45
5.3	Lens installation	45
5.4	Lens removal	47
5.5	Scheimpflug adjustment	49

<b>6</b>	<b>Input &amp; Communication</b>	<b>53</b>
6.1	Introduction	54
6.2	Removal of an input board	54
6.3	Installation of an input board or a communication board	55
6.4	Input source connections – Quad combo input Mark II	57
6.5	Input source connections – Quad combo input Mk I	62
6.6	Input source connections – Quad DP 1.2 Input board	65
6.7	Input source connections – Fiber-Network Input Board	66
6.8	Communication connections	70
6.9	LED and Button indication chart	73
<b>7</b>	<b>WiFi &amp; GSM Module</b>	<b>75</b>
7.1	Compliance FCC	76
7.2	Compliance IC	76
7.3	Installation of the WiFi module	77
7.4	Installation of the GSM module	81
<b>8</b>	<b>Getting Started</b>	<b>85</b>
8.1	Power on projector	86
8.2	Switching to standby	87
8.3	Power off projector	87
8.4	Using the RCU	88
8.5	Projector Address	89
8.5.1	Controlling the projector	89
8.6	Quick setup via Direct access	90
8.7	Software update	91
<b>9</b>	<b>Maintenance</b>	<b>95</b>
9.1	Cleaning the lens	96
9.2	Cleaning the exterior of the projector	96
9.3	Replacement of the metal dust filters	96
9.4	Replacement of the synthetic air filter	98
<b>10</b>	<b>Removal and installation of the projector covers</b>	<b>99</b>
10.1	Removal of the front cover	100
10.2	Removal of the left cover	100
10.3	Removal of the back cover	100
10.4	Removal of the small top cover	101
10.5	Mounting the front cover	102
10.6	Mounting the left cover	102
10.7	Mounting the back cover	103
10.8	Mounting the small top cover	103
<b>A</b>	<b>Specifications</b>	<b>105</b>
A.1	Specifications of the UDX-4K40	106
A.2	Specifications of the UDX-4K32	107
A.3	Specifications of the UDX-4K22	108
A.4	Specifications of the UDX-W40	110
A.5	Specifications of the UDX-W32	111
A.6	Specifications of the UDX-W26	113
A.7	Specifications of the UDX-W22	114
A.8	Specifications of the UDX-U40	115
A.9	Specifications of the UDX-U32	115
A.10	Dimensions of a UDX	117
A.11	Dimensions of the rigging frame	118

A.12	Dimensions of the flight case .....	118
A.13	Technical Regulations .....	118
<b>B</b>	<b>Stacking UDX projectors .....</b>	<b>121</b>
B.1	Stacking UDX projectors.....	122
<b>C</b>	<b>Overview video timings for video interfaces .....</b>	<b>125</b>
C.1	Overview video timings.....	126
C.2	Overview video timings SDI Inputs .....	127
C.3	Overview video timings HDMI 2.0 inputs.....	128
C.4	Overview video timings DisplayPort 1.2 inputs .....	129
C.5	Overview video timings HDBaseT inputs .....	132
	<b>Glossary.....</b>	<b>135</b>
	<b>Index.....</b>	<b>137</b>



# Safety

# 1

## About this document

Read this document attentively. It contains important information to prevent personal injury while installing and using the UDX projector. Furthermore, it includes several cautions to prevent damage to the UDX projector. Ensure that you understand and follow all safety guidelines, safety instructions and warnings mentioned in this chapter before installing the UDX projector.

## Clarification of the term “UDX” used in this document

When referring in this document to the term “UDX” means that the content is applicable for following Barco products:

- UDX 4K22
- UDX 4K26
- UDX 4K32
- UDX 4K40
- UDX U32
- UDX U40
- UDX W22
- UDX W26
- UDX W32
- UDX W40

## Model certification name

- UDX



Barco provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. Observing the specification mentioned in this chapter is critical for projector performance. Neglecting this can result in loss of warranty.

## 1.1 General considerations



**WARNING:** Be aware of suspended loads.



**WARNING:** Wear a hard hat to reduce the risk of personal injury.



**WARNING:** Be careful while working with heavy loads.



**WARNING:** Mind your fingers while working with heavy loads.



**WARNING:** In case of optical radiation emergency, please disconnect the device from the mains current; this by employing the mains switch. In case the mains switch is not easily accessible, the projectors shall be disconnected by other means for example the mains junction box. It is advised to employ the shutter or select a black image on the projector in order to reduce the risk of the emergency.

### General safety instructions

- Before operating this equipment please read this manual thoroughly and retain it for future reference.
- Installation and preliminary adjustments should be performed by qualified Barco personnel or by authorized Barco service dealers.
- All warnings on the projector and in the documentation manuals should be adhered to.
- All instructions for operating and use of this equipment must be followed precisely.
- All local installation codes should be adhered to.

### Notice on safety

This equipment is built in accordance with the requirements of the international safety standards IEC60950-1, EN60950-1, UL60950-1 and CAN/CSA C22.2 No.60950-1, which are the safety standards of information technology equipment including electrical business equipment. These safety standards impose important requirements on the use of safety critical components, materials and insulation, in order to protect the user or operator against risk of electric shock and energy hazard and having access to live parts. Safety standards also impose limits to the internal and external temperature rises, radiation levels, mechanical stability and strength, enclosure construction and protection against the risk of fire. Simulated single fault condition testing ensures the safety of the equipment to the user even when the equipment's normal operation fails.

### Notice on optical radiation

This projector embeds extremely high brightness (radiance) lasers; this laser light is processed through the projector's optical path. Native laser light is not accessible by the end user in any use case. The light exiting the projection lens has been diffused within the optical path, representing a larger source and lower radiance value than native laser light. Nevertheless the projected light represents a significant risk for the human eye and skin when exposed directly within the beam. This risk is not specifically related to the characteristics of laser light but solely to the high thermal induced energy of the light source; which is equivalent with lamp based systems.

Thermal retinal eye injury is possible when exposed within the Hazard Distance (HD). The HD is defined from the projection lens surface towards the position of the projected beam where the irradiance equals the maximum permissible exposure as described in the chapter "Hazard Distance".



**WARNING:** No direct exposure to the beam within the hazard distance shall be permitted, RG3 (Risk Group 3) IEC EN 62471-5:2015



**CAUTION:** Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.



## Notice on laser radiation

The laser distance meter that is optional equipment for this projector can emit a class 2 laser ranging beam of 0.95 mW / 638 nm. When installed correctly, this distance meter is located on the front side of the projector (see Image 1-1). The laser beam can be enabled by either pressing the button on the equipment, via the projector menu, or via the projector software. Thermal retinal eye injury is possible when staring into the laser ranging beam.

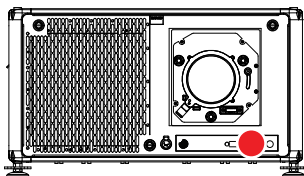


Image 1-1: Location of the laser distance meter



**WARNING:** Laser Radiation — Do not stare into laser ranging beam, Class 2 IEC EN 60825-1:2014

## Users definition

Throughout this manual, the term SERVICE PERSONNEL refers to persons having appropriate technical training and experience necessary to be knowledgeable of potential hazards to which they are exposed (including, but not limited to HIGH VOLTAGE ELECTRIC and ELECTRONIC CIRCUITRY and HIGH BRIGHTNESS PROJECTORS) in performing a task, and of measures to minimize the potential risk to themselves or other persons. The term USER and OPERATOR refers to any person other than SERVICE PERSONNEL, AUTHORIZED to operate professional projection systems.

The UDX projector is intended "FOR PROFESSIONAL USE ONLY" by AUTHORIZED PERSONNEL familiar with potential hazards associated with high voltage, high intensity light beams and high temperatures generated by the light source and associated circuits. Only qualified SERVICE PERSONNEL, knowledgeable of such risks, are allowed to perform service functions inside the product enclosure.

# 1.2 Important safety instructions

## To prevent the risk of electrical shock

- This product should be operated from a mono phase AC power source. Ensure that the mains voltage and capacity matches the projector electrical ratings (120-160V / 200-240V (+/- 10%), 20A, 50-60 Hz). If you are unable to install the AC requirements, contact your electrician. Do not defeat the purpose of the grounding.
- This apparatus must be grounded (earthed) via the supplied 3 conductor AC power cable. If you are unable to insert the plug into the outlet, contact your electrician to replace your obsolete outlet. Do not defeat the purpose of the grounding-type plug.
- Do not allow anything to rest on the power cord. Do not locate this product where persons will walk on the cord. To disconnect the cord, pull it out by the plug. Never pull the cord itself.
- Use only the power cord supplied with your device. While appearing to be similar, other power cords have not been safety tested at the factory and may not be used to power the device. For a replacement power cord, contact your dealer.
- Do not operate the projector with a damaged cord. Replace the cord.
- Do not operate the projector if the projector has been dropped or damaged - until it has been examined and approved for operation by qualified service personnel.
- Position the cord so that it will not be tripped over, pulled, or contact hot surfaces.
- If an extension cord is necessary, a cord with a current rating at least equal to that of the projector should be used. A cord rated for less amperage than the projector may overheat.
- Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electrical shock.
- Do not expose this projector to rain or moisture.
- Do not immerse or expose this projector in water or other liquids.
- Do not spill liquid of any kind on this projector.

- Should any liquid or solid object fall into the cabinet, unplug the set and have it checked by qualified service personnel before resuming operations.
- Do not disassemble this projector, always take it to qualified service personnel when service or repair work is required.
- Do not use an accessory attachment which is not recommended by the manufacturer.
- Lightning - For added protection for this video product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet. This will prevent damage to the device due to lightning and AC power-line surges.

### To prevent personal injury

- To prevent injury and physical damage, always read this manual and all labels on the system before powering the projector or adjusting the projector.
- To prevent injury, take note of the weight of the projector. Minimum 4 persons are needed to carry the projector. The projector weighs about  $\pm 92$  kg ( $\pm 202$  lbs) without lens and rigging frame.
- To prevent injury, ensure that the lens and all covers are correctly installed. See installation procedures.
- **Warning:** high intensity light beam. NEVER look into the lens ! High luminance could result in damage to the eye.
- **Warning: extremely high brightness projector:** This projector embeds extremely high brightness (radiance) lasers; this laser light is processed through the projectors optical path. Native laser light is not accessible by the end user in any use case. The light exiting the projection lens has been diffused within the optical path, representing a larger source and lower radiance value than native laser light. Nevertheless the projected light represents a significant risk for the human eye when exposed directly within the beam. This risk is not specific related to the characteristics of laser light but solely to the high thermal induced energy of the light source; which is comparable with lamp based systems. Thermal retinal eye injury is possible when exposed within the Hazard Distance. The Hazard Distance (HD) is defined from the projection lens surface towards the position of the projected beam where the irradiance equals the maximum permissible exposure as described in the chapter "High Brightness precautions: Hazard Distance (HD)", page 16.
- High Brightness Warning: The projector light source may not be switched on or the shutter must be closed when no projection lens is installed.
- Based on international requirements, no person is allowed to enter the projected beam within the zone between the projection lens and the related Hazard Distance (HD). This shall be physically impossible by creating sufficient separation height or by placing optional barriers. Within the restricted area operator training is considered sufficient. The applicable separation heights are discussed in "High Brightness precautions: Hazard Distance (HD)", page 16.
- **Warning:** Laser radiation. Do not stare into laser ranging beam. Class 2 laser beam could result in damage to the eye.
- Don't put your hand in front of the beam.
- Before attempting to remove any of the projector's covers, you must turn off the projector and disconnect from the wall outlet.
- When required to switch off the projector, to access parts inside, always disconnect the power cord from the power net.
- **The power input at the projector side is considered as the disconnect device. When required to switch off the projector, to access parts inside, always disconnect the power cord at the projector side. In case the power input at the projector side is not accessible (e.g. ceiling mount), the socket outlet supplying the projector shall be installed nearby the projector and be easily accessible, or a readily accessible general disconnect device shall be incorporated in the fixed wiring.**
- Never stack more than 2 UDX projectors in a hanging configuration (truss) and never stack more than 3 UDX projectors in a base stand configuration (table mount).
- When using the projector in a hanging configuration, always mount 2 safety cables. See installation manual for the correct use of these cables.
- Do not place this equipment on an unstable cart, stand, or table. The product may fall, causing serious damage to it and possible injury to the user.
- It is hazardous to operate without lens or shield. Lenses or shields shall be changed if they have become visibly damaged to such an extent that their effectiveness is impaired. For example by cracks or deep scratches.
- **Cooling liquid circuit.** The projector contains a cooling circuit filled with Mono-ethylene glycol (1,2-ethane diol) and inhibitors in aqueous solution (34% active). When the cooling circuit leaks, switch off the device and contact qualified service personnel. The liquid is not for household use. Keep out of reach of children. Harmful by oral intake. Avoid exposure to pregnant women. Avoid contact with eyes, skin and clothing. Avoid inhale of the noxious fumes.

- Never point or allow light to be directed on people or reflective objects within the HD zone.
- All operators shall have received adequate training and be aware of the potential hazards.
- In case of using an external cooling system position the hoses of the cooling system so that they will not be tripped over, pulled, or contact hot surfaces.

### To prevent fire hazard

- Do not place flammable or combustible materials near the projector!
- Barco large screen projection products are designed and manufactured to meet the most stringent safety regulations. This projector radiates heat on its external surfaces and from ventilation ducts during normal operation, which is both normal and safe. Exposing flammable or combustible materials into close proximity of this projector could result in the spontaneous ignition of that material, resulting in a fire. For this reason, it is absolutely necessary to leave an "exclusion zone" around all external surfaces of the projector whereby no flammable or combustible materials are present. The exclusion zone must be not less than 40 cm (16") for this projector.
- Do not place any object in the projection light path at close distance to the projection lens output. The concentrated light at the projection lens output may result in damage, fire or burn injuries.
- Ensure that the projector is solidly mounted so that the projection light path cannot be changed by accident.
- Do not cover the projector or the lens with any material while the projector is in operation. . Mount the projector in a well ventilated area away from sources of ignition and out of direct sun light. Never expose the projector to rain or moisture. In the event of fire, use sand, CO<sub>2</sub> or dry powder fire extinguishers. Never use water on an electrical fire. Always have service performed on this projector by authorized Barco service personnel. Always insist on genuine Barco replacement parts. Never use non-Barco replacement parts as they may degrade the safety of this projector.
- Slots and openings in this equipment are provided for ventilation. To ensure reliable operation of the projector and to protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the projector too close to walls, or other similar surface. This projector should never be placed near or over a radiator or heat register. This projector should not be placed in a built-in installation or enclosure unless proper ventilation is provided.
- Projection rooms must be well ventilated or cooled in order to avoid build up of heat. It is necessary to vent hot exhaust air from projector and cooling system to the outside of the building.
- Let the projector cool completely before storing. Remove cord from the projector when storing.

### To prevent battery explosion

- Danger of explosion if battery is incorrectly installed.
- Replace only with the same or equivalent type recommended by the manufacturer.
- For disposal of used batteries, always consult federal, state, local and provincial hazardous waste disposal rules and regulations to ensure proper disposal.

### To prevent projector damage

- The air filters of the projector must be cleaned or replaced on a regular basis. Cleaning the booth area would be monthly-minimum. Neglecting this could result in disrupting the air flow inside the projector, causing overheating. Overheating may lead to the projector shutting down during operation.
- The projector must always be installed in a manner which ensures free flow of air into its air inlets.
- If more than one projector is installed in a common projection booth, the exhaust air flow requirements are valid for EACH individual projector system. Note that inadequate air extraction or cooling will result in decreased life expectancy of the projector as a whole as well as causing premature failure of the lasers.
- In order to ensure that correct airflow is maintained, and that the projector complies with Electromagnetic Compatibility (EMC) and safety requirements, it should always be operated with all of it's covers in place.
- Slots and openings in the cabinet are provided for ventilation. To ensure reliable operation of the product and to protect it from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. The device should not be placed in a built-in installation or enclosure unless proper ventilation is provided.
- Ensure that nothing can be spilled on, or dropped inside the projector. If this does happen, switch off and remove all power from the projector. Do not operate the projector again until it has been checked by qualified service personnel.
- Do not block the projector cooling fans or free air movement around the projector.
- Do not use this equipment near water.

- **Special care for Laser Beams:** Special care should be used when DLP projectors are used in the same room as high power laser equipment. Direct or indirect hitting of a laser beam on to the lens can severely damage the Digital Mirror Devices™ in which case there is a loss of warranty.
- Never place the projector in direct sunlight. Sunlight on the lens can severely damage the Digital Mirror Devices™ in which case there is a loss of warranty.
- Save the original shipping carton and packing material. They will come in handy if you ever have to ship your equipment. For maximum protection, repack your set as it was originally packed at the factory.
- Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning. Never use strong solvents, such as thinner or benzene, or abrasive cleaners, since these will damage the cabinet. Stubborn stains may be removed with a cloth lightly dampened with mild detergent solution.
- To ensure the highest optical performance and resolution, the projection lenses are specially treated with an anti-reflective coating, therefore, avoid touching the lens. To remove dust on the lens, use a soft dry cloth. For lens cleaning follow the instructions precisely as stipulated in the projector manual.
- Only use **zoom** lenses of the Barco TLD+ series on the 4k models of the UDX. Using other lenses will damage the internal optics. For suitable fixed TLD+ lenses contact Barco or see Barco website.
- Allowed ambient temperature range:  $t_a = 0^{\circ}\text{C}$  (32°F) to 40 °C (104 °F)
- Rated humidity = 0% RH to 80% RH Non-condensed.

## On servicing

- Do not attempt to service this product yourself, as opening or removing covers may expose you to dangerous voltage potentials and risk of electric shock.
- Refer all servicing to qualified service personnel.
- Attempts to alter the factory-set internal controls or to change other control settings not specially discussed in this manual can lead to permanent damage to the projector and cancellation of the warranty.
- Remove all power from the projector and refer servicing to qualified service technicians under the following conditions:
  - When the power cord or plug is damaged or frayed.
  - If liquid has been spilled into the equipment.
  - If the product has been exposed to rain or water.
  - If the product does not operate normally when the operating instructions are followed. Adjust only those controls that are covered by the operating instructions since improper adjustment of the other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
  - If the product has been dropped or the cabinet has been damaged.
  - If the product exhibits a distinct change in performance, indicating a need for service.
- Replacement parts: When replacement parts are required, be sure the service technician has used original Barco replacement parts or authorized replacement parts which have the same characteristics as the Barco original part. Unauthorized substitutions may result in degraded performance and reliability, fire, electric shock or other hazards. Unauthorized substitutions may void warranty.
- Safety check: Upon completion of any service or repairs to this projector, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

## Stacking/transporting UDX rental flight cases

- Stack maximum 2 rental flight cases high. Never higher.
- Surface on which flight case is standing must be level to ensure that the total load is evenly spread out among the four wheels. The surface must also be able to support the load safely.
- Before stacking or transporting flight cases, check the wheels and their fixation screws for wear or defects.
- Before stacking or transporting flight cases, check that the four lock handles on each flight case are in good working order and locked securely.
- When stacked, make sure the wheels of the upper flight case are precisely positioned in the stacking dishes of the flight case below.
- Stacked flight cases may not be moved. Before stacking, the lower flight case must already be in its final resting position before placing the second upon it.
- Never stack loaded flight cases in a truck or other transport medium, unless each flight case is rigidly strapped tight.
- In the event of a wheel breaking, flight cases must be rigidly strapped tight to prevent a stack collapsing.


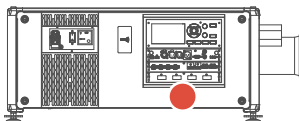

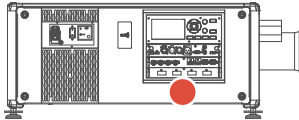

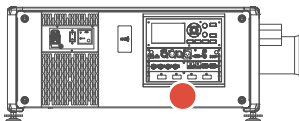
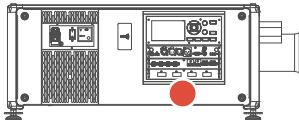
- Use an appropriate forklift to raise flight cases and take the necessary precautions to avoid personnel injury.

## Safety Data Sheets for Hazardous Chemicals

For safe handling information on chemical products, consult the Safety Data Sheet (SDS). SDSs are available upon request via [safetydatasheets@barco.com](mailto:safetydatasheets@barco.com).

## 1.3 Product safety labels

### Light beam related safety labels

Label image	Label description	Label location
	Hazard RG3: not for household use symbol.	
	Hazard RG3: optical radiation warning symbol.	
	Hazard class 2: laser radiation warning symbol. 0.95mW 638nm	
<p><b>WARNING! DO NOT LOOK INTO THE BEAM. NO DIRECT EYE EXPOSURE TO THE PROJECTOR BEAM IS PERMITTED. LASER RADIATION - DO NOT STARE INTO LASER RANGING BEAM. RG3 IEC EN 62471-5:2015 CLASS 2 IEC EN 60825-1:2014. HAZARD DISTANCE: CONSULT SAFETY MANUAL.</b></p> <p>THIS PRODUCT IS IN CONFORMITY WITH PERFORMANCE STANDARDS FOR LASER PRODUCTS UNDER 21 CFR 1040, EXCEPT WITH RESPECT TO THOSE CHARACTERISTICS AUTHORIZED BY VARIANCE NUMBER 2016-V-0144 EFFECTIVE ON JUNE 7, 2017.</p> <p><b>警告! 嚴禁肉眼視線進入投影光域。眼睛請勿直接曝露在投影光域內。雷射光輻射 – 請勿凝視雷射光。RG3 IEC EN 62471-5:2015 CLASS 2 IEC EN 60825-1:2014. 危險距離: 請參照安全手冊。</b></p> <p><b>警告! 勿觀看投影机光束。眼睛勿直接接觸可允許暴露的光束。激光輻射-勿直視激光範圍內光束。RG3 IEC EN 62471-5:2015 CLASS 2 IEC EN 60825-1:2014. 危害距離: 請參考安全手冊。</b></p> <p><b>ATTENTION! NE PAS REGARDER LE FAISCEAU DU PROJECTEUR. EVITER TOUTE EXPOSITION DIRECTE DES YEUX AU FAISCEAU DU PROJECTEUR. RAYONNEMENT LASER - NE PAS REGARDER DANS LE FAISCEAU DU TELEMETRE. RG3 IEC EN 62471-5:2015 CLASS 2 IEC EN 60825-1:2014. DISTANCE DE SECURITE: CONSULTER LE MANUEL DE SECURITE.</b></p>		

**WARNING! DO NOT LOOK INTO THE LIGHT BEAM. NO DIRECT EYE EXPOSURE TO THE BEAM IS PERMITTED. LASER RADIATION - DO NOT STARE INTO LASER RANGING BEAM. RG3 IEC EN 62471-5:2015. CLASS 2 IEC EN 60825-1:2014. HAZARD DISTANCE: CONSULT SAFETY MANUAL.**

THIS PRODUCT IS IN CONFORMITY WITH PERFORMANCE STANDARDS FOR LASER PRODUCTS UNDER 21 CFR 1040, EXCEPT WITH RESPECT TO THOSE CHARACTERISTICS AUTHORIZED BY VARIANCE NUMBER 2016-V-0144 EFFECTIVE ON JUNE 07, 2017.

**警告! 嚴禁肉眼視線進入投影光域。眼睛請勿直接曝露在投影光域內。雷射光輻射 – 請勿凝視雷射光。RG3 IEC EN 62471-5:2015 CLASS 2 IEC EN 60825-1:2014. 危險距離: 請參照安全手冊。**

**警告! 勿觀看投影机光束。眼睛勿直接接觸可允許暴露的光束。激光輻射-勿直視激光範圍內光束。RG3 IEC EN 62471-5:2015 CLASS 2 IEC EN 60825-1:2014. 危害距離: 請參考安全手冊。**

**ATTENTION! NE PAS REGARDER LE FAISCEAU DU PROJECTEUR. EVITER TOUTE EXPOSITION DIRECTE DES YEUX AU FAISCEAU DU PROJECTEUR. RAYONNEMENT LASER - NE PAS REGARDER DANS LE FAISCEAU DU TELEMETRE. RG3 IEC EN 62471-5:2015. CLASS 2 IEC EN 60825-1:2014. DISTANCE DE SECURITE: CONSULTER LE MANUEL DE SECURITE.**



## 1.4 High Brightness precautions: Hazard Distance (HD)

### HD



Hazard Distance (HD) is the distance measured from the projection lens at which the intensity or the energy per surface unit becomes lower than the applicable exposure limit on the cornea or on the skin. The light beam is considered (to be) unsafe for exposure if the distance from a person to the light source is less than the HD.

### Restriction Zone (RZ) based on the HD

The HD depends on the amount of lumens produced by the projector and the type of lens installed. See chapter "HD in function of modifying optics", page 20.

To protect untrained end users (as cinema visitors, spectators) the installation shall comply with the following installation requirements: Operators shall control access to the beam within the hazard distance or install the product at the height that will prevent spectators' eyes from being in the hazard distance. Radiation levels in excess of the limits will not be permitted at any point less than 2.0 meter (SH) above any surface upon which persons other than operators, performers, or employees are permitted to stand or less than 1.0 meter (SW) lateral separation from any place where such persons are permitted to be. In environments where unrestrained behavior is reasonably foreseeable, the minimum separation height should be greater than or equal to 3.0 meter to prevent potential exposure, for example by an individual sitting on another individual's shoulders, within the HD.

These values are minimum values and are based on the guidance provided in IEC 62471-5:2015 section 6.6.3.5.

The installer and user must understand the risk and apply protective measures based upon the hazard distance as indicated on the label and in the user information. Installation method, separation height, barriers, detection system or other applicable control measure shall prevent hazardous eye access to the radiation within the hazard distance.

For example, projectors that have a HD greater than 1 m and emit light into an uncontrolled area where persons may be present should be positioned in accordance with "the fixed projector installation" parameters, resulting in a HD that does not extend into the audience area unless the beam is at least 2.0 meter above the floor level. In environments where unrestrained behavior is reasonably foreseeable, the minimum separation height should be greater than or equal to 3.0 meter to prevent potential exposure, for example by an individual sitting on another individual's shoulders, within the HD. Sufficiently large separation height may be achieved by mounting the image projector on the ceiling or through the use of physical barriers.

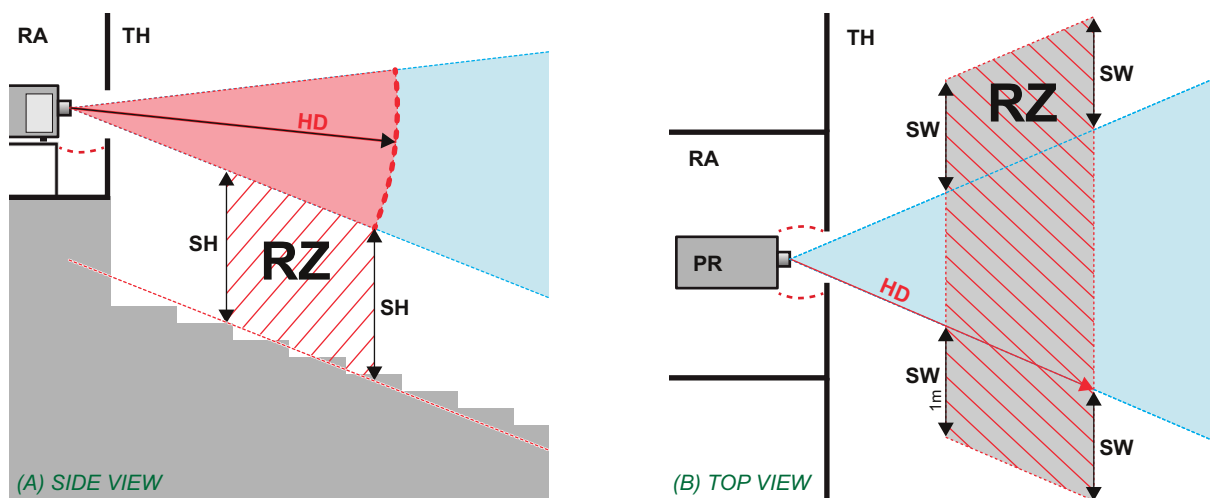


Image 1-2

- A** Side view.  
**B** Top view.  
**RA** Restricted Access location (boot area of projector).  
**PR** Projector.

- TH** Theater.  
**RZ** Restriction Zone in the theater.  
**SH** Separation Height.  
**SW** Separation Width.

Based on national requirements, no person is allowed to enter the projected beam within the zone between the projection lens and the related hazard distance (HD). This shall be physically impossible by creating sufficient separation height or by placing barriers. The minimum separation height takes into account the surface upon which persons other than operator, performers or employees are permitted to stand.

On Image 1-3 a typical setup is displayed. It must be verified if these minimum requirements are met. If required a restricted zone (RZ) in the theater must be established. This can be done by using physical barrier, like a red rope as illustrated in Image 1-3.

The restricted area sticker can be replaced by a sticker with only the symbol.

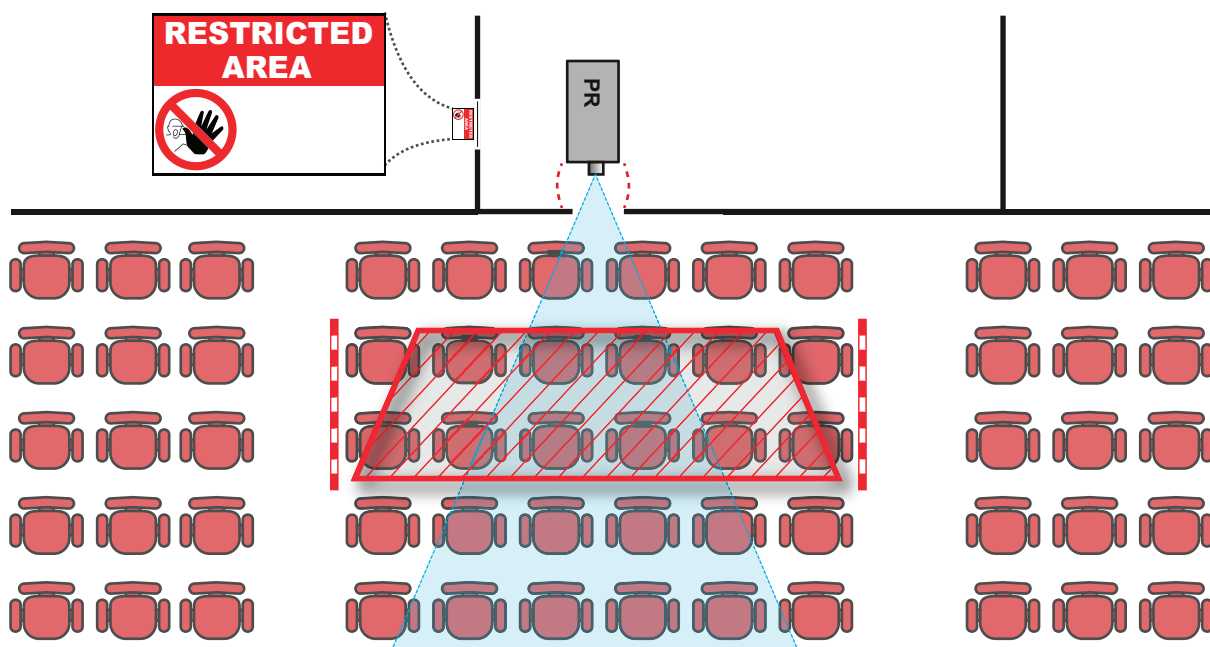


Image 1-3

## USA market

For LIPs (Laser Illuminated Projectors) installed in the USA market other restriction zone conditions apply.

LIPs for installation in restrained environment (cinema theaters) shall be installed at height vertically above the floor such that the bottom plane of the hazard distance zone shall be no lower than 2.5 meters above the floor. Horizontal clearance to the hazard distance zone shall be not less than 1 meter.

LIPs for installations in unrestrained environment (large venues,...) shall be installed at a height vertically above the floor such that the bottom plane of the Hazard distance Zone shall be no lower than 3 meters above the floor. Horizontal clearance to the hazard distance zone shall be not less than 2.5 meters. Any human access horizontally to the Hazard Zone, if applicable, shall be restricted by barriers. If human access is possible in an unsupervised environment, the horizontal or vertical clearances shall be increased to prevent exposure to the hazard distance zone.

In addition for temporary installations (e.g.: rental and staging, lease, events ...) the following requirements apply:

- This product can only be installed by Barco or sold or leased only to valid laser light show variance holders. In other words our installers are required to have an approved laser light show variance. Such installers may currently hold a valid variance for production of Class IIIb and IV laser light shows and/or for incorporation of the RG3 LIPs into their shows. Dealers and distributors are also required to obtain a valid laser light show variance.
- This product shall be located in such a way that all propagating beam paths within the Restriction Zone, and the audience can be directly observed at all times.
- Effects other than front or rear screen projections shall not be performed.
- Communication shall be maintained with other personnel assisting in surveillance of the LIP projection.
- In the event of any unsafe condition, immediately terminates (or designate the termination) of LIP projection light.

Install one or more readily accessible controls to immediately terminate LIP projection light. The power input at the projector side is considered as a reliable disconnect device. When required to switch off the projector, disconnect the power cord at the projector side. In case the power input at the projector side is not accessible (e.g. truss mount), the socket outlet supplying the projector shall be installed nearby the projector and be easily accessible, or a readily accessible general disconnect device shall be incorporated in the fixed wiring.

Laser light shows can be requested via the FDA online eSubmitter portal or via FDA Form FDA Form 3147 referencing to Barco's variance approval 2016-V-0144.

The installation checklist for laser illuminated RG3 projectors must be fully completed after the installation and sent to [pvg@barco.com](mailto:pvg@barco.com). This checklist can be downloaded from the Barco website. Only when the installer is a valid laser light show variance holder the checklist should not be sent to Barco.

## 1.5 HD for fully enclosed projection systems

### HD



Hazard Distance (HD) is the distance measured from the projection lens at which the intensity or the energy per surface unit becomes lower than the applicable exposure limit on the cornea or on the skin. The light beam is considered (to be) unsafe for exposure if the distance from a person to the light source is less than the HD.

### Restriction Zone (RZ) based on the HD

The projector is also suitable for rear projection applications; projecting a beam onto a diffuse coated projection screen. As displayed in Image 1-4 two areas should be considered: the restricted enclosed projection area (RA) and the observation area (TH).



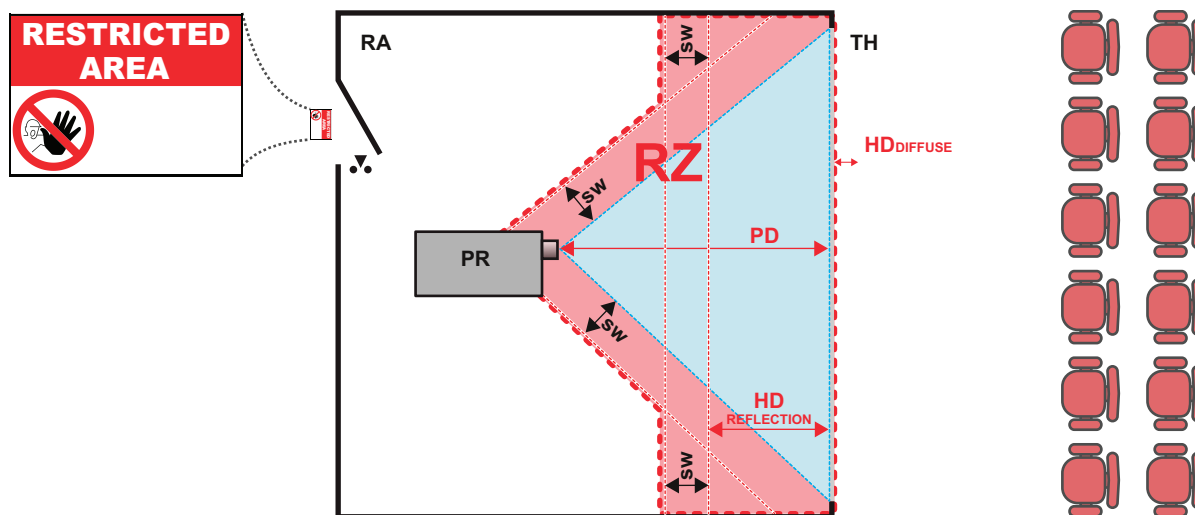


Image 1-4

**RA** Restricted Access location (enclosed projection area).

**PR** Projector.

**TH** Theater (observation area).

**RZ** Restriction Zone.

**PD** Projection Distance.

**SW** Separation Width. Must be minimum 1 meter.

For this type of setup 3 different HD shall be considered:

- HD as discussed in “High Brightness precautions: Hazard Distance (HD)”, page 16, relevant for intrabeam exposure.
- $HD_{\text{reflection}}$  : the distance that has to be kept restrictive related to the reflected light from the rear projection screen.
- $HD_{\text{diffuse}}$  : the relevant distance to be considered while observing the diffuse surface of the rear projection screen.

As described in “High Brightness precautions: Hazard Distance (HD)”, page 16, it is mandatory to create a restricted zone within the beam areas closer than any HD. In the enclosed projection area the combination of two restricted zones are relevant: The restricted zone of the projected beam toward the screen; taking into account 1 meter Separation Width (SW) from the beam onward. Combined with the restricted zone related to the rear reflection from the screen ( $HD_{\text{reflection}}$ ); also taking into account a 1 meter lateral separation.

The  $HD_{\text{reflection}}$  distance equals 25% of the difference between the determined HD distance and the projection distance to the rear projection screen. To determine the HD distance for the used lens and projector model see chapter “HD in function of modifying optics”, page 20.

$$HD_{\text{reflection}} = 25\% (HD - PD)$$

The light emitted from the screen within the observation shall never exceed the RG2 exposure limit, determined at 10 cm. The  $HD_{\text{diffuse}}$  can be neglected if the measured light at the screen surface is below 5000 cd/m<sup>2</sup> or 15000 LUX.

## 1.6 HD in function of modifying optics

### Hazard Distance

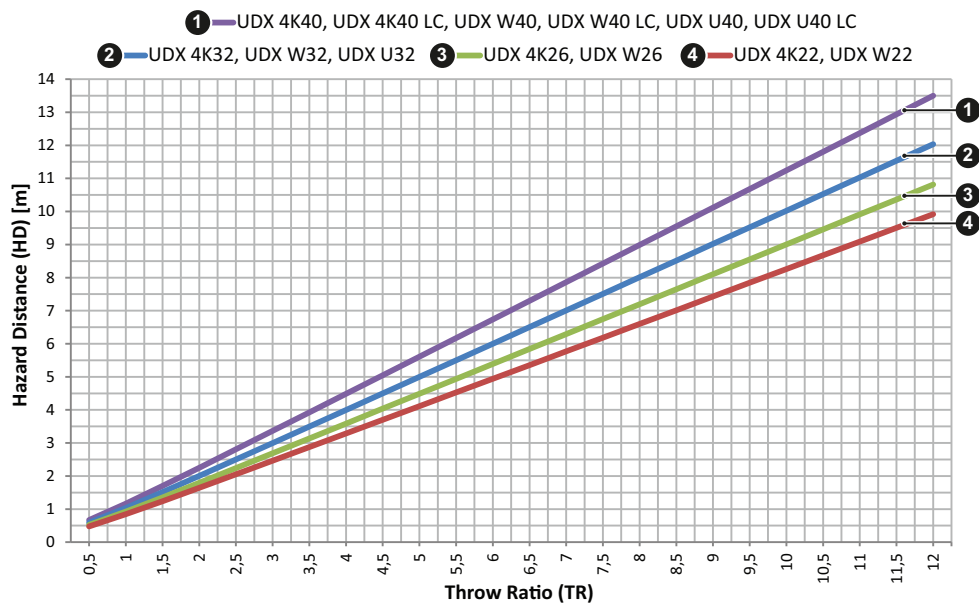


Image 1-5

**HD** Hazard Distance  
**TR** Throw Ratio

# Installation preparations

# 2

## About this chapter

Read this chapter before installing the UDX projector. It contains important information concerning installation requirements for the projector, such as minimum and maximum allowed ambient temperature, humidity conditions, required safety area around the installed projector, required power net, etc.

Furthermore, careful consideration of things such as image size, ambient light level, projector placement and type of screen to use are critical to the optimum use of the projection system.



Barco provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. Observing the specification mentioned in this chapter is critical for projector performance. Neglecting this can result in loss of warranty.

## Overview

- Installation requirements
- Unpacking the projector
- UDX flight case
- Initial inspection
- Projector configurations
- Projector air inlets and outlets
- Free download of Projector Toolset
- External cooler and hoses

## 2.1 Installation requirements

### Environment conditions

Table below summarizes the physical environment in which the UDX may be safely operated or stored.

Environment	Operating	Non-Operating
Ambient Temperature	0°C (32°F) to 40 °C (104 °F)	-15°C (5°F) to 60°C (140°F)
Humidity	0% RH to 80% RH Non-condensed	0% RH to 90% RH Non-Condensed
Altitude	-60 m (-197 Ft) to 3000 m (9843Ft)	-60 m (-197 Ft) to 10000 m (32810 Ft)



Let the projector acclimatize after unpacking. Neglecting this may result in a startup failure of the Light Processor Unit.

### Cooling requirements

The projector is fan cooled and must be installed with sufficient space around the projector front, minimum 10 cm (4 in) to ensure sufficient air flow. It should be used in an area where the ambient temperature, as measured at the projector air inlets, does not exceed +40°C (+104°F).

Make sure to not install the backside of the projector near walls or other solid objects. Make sure there is a minimum distance of 60 cm (23.6 in) between the air outlets on the backside and the nearest solid object. If mounted too close to a solid object, the hot air from the air outlets may find its way back into the air inlets on the Light Source side of the projector, which will rapidly increase the temperature inside the projector.

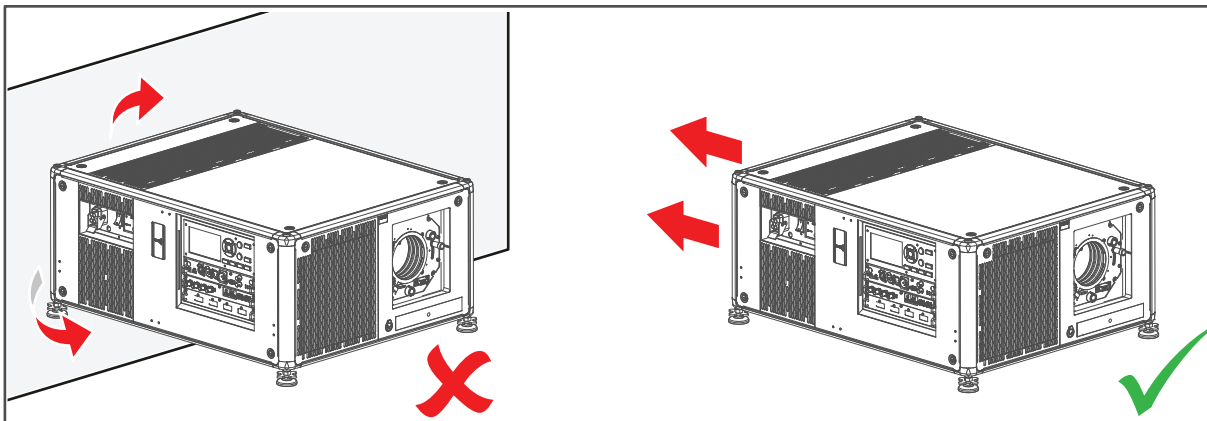


Image 2-1



Since the projector is foreseen to be stacked while in the rigging frame, the minimum distance space around the top and bottom air inlets should be the distance between two stacked projectors while in the rigging frame.

### Clean air environment

A projector must always be mounted in a manner which ensures the free flow of clean air into the projectors ventilation inlets. For installations in environments where the projector is subject to airborne contaminants such as that produced by smoke machines or similar (these deposit a thin layer of greasy residue upon the projectors internal optics and imaging electronic surfaces, degrading performance), then it is highly advisable and desirable to have this contamination removed prior to it reaching the projectors clean air supply. Devices or structures to extract or shield contaminated air well away from the projector are a prerequisite, if this is not a feasible solution then measures to relocate the projector to a clean air environment should be considered.

Only ever use the manufacturer's recommended cleaning kit which has been specifically designed for cleaning optical parts, never use industrial strength cleaners on the projector's optics as these will degrade optical coatings and damage sensitive optoelectronics components. Failure to take suitable precautions to

protect the projector from the effects of persistent and prolonged air contaminants will culminate in extensive and irreversible ingrained optical damage. At this stage cleaning of the internal optical units will be noneffective and impracticable. Damage of this nature is under no circumstances covered under the manufacturer's warranty and may deem the warranty null and void. In such a case the client shall be held solely responsible for all costs incurred during any repair. It is the clients responsibility to ensure at all times that the projector is protected from the harmful effects of hostile airborne particles in the environment of the projector. The manufacturer reserves the right to refuse repair if a projector has been subject to knowingly neglect, abandon or improper use.

## Main Power requirements

The UDX operates from a nominal mono phase power net with a separate earth ground PE.

Power requirements : 120-160V / 200-240V (+/-10%), 20A, 50-60 Hz

The power cord required to connect the projector with the power net is delivered with the projector.

## Projector weight

Do not underestimate the weight of the UDX. The projector weights about  $\pm 92$  kg ( $\pm 202$  lbs) without lens. Be sure that the pedestal on which the projector has to be installed is capable of handling five (5) times the complete load of the system.

# 2.2 Unpacking the projector

## What has to be done ?

The projector is delivered in a cardboard box on a pallet and is secured with banding and fastening clips. Furthermore, to provide protection during transportation, the projector is surrounded with polymeric foam. Once the projector has arrived at the installation site, it needs to be removed from the box and pallet in a safe manner, without damaging the projector.



After unpacking let the projector acclimatize to a room temperature between 10°C (50°F) and 40°C (104°F). Neglecting this may result in a start up failure of the Light Processor Unit.

## Required tools

cutter knife

## How to unpack

1. Remove the banding around the cardboard box and open the box. Do this by releasing the fastening clips as illustrated.

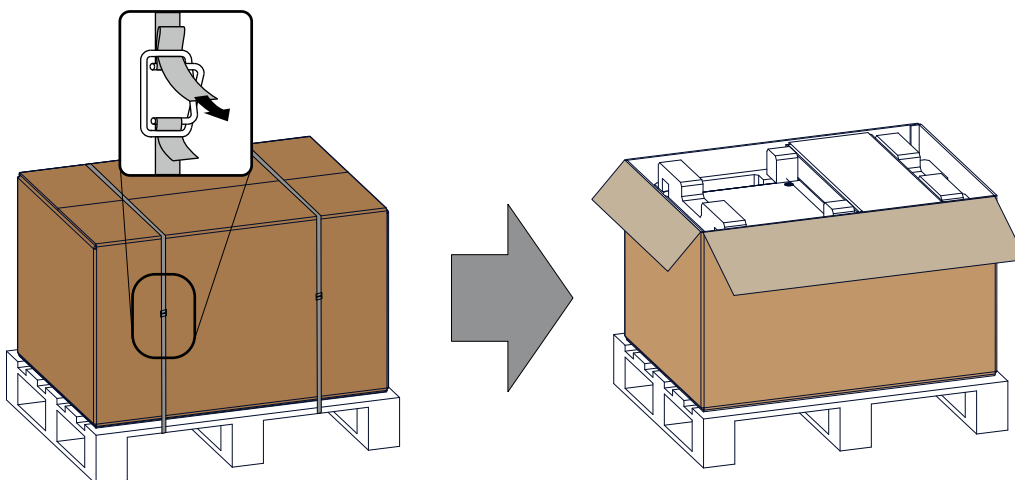


Image 2-2: Opening box

2. Remove the small box on top of the projector. This box contains the accessories such as manuals, remote control, etc.

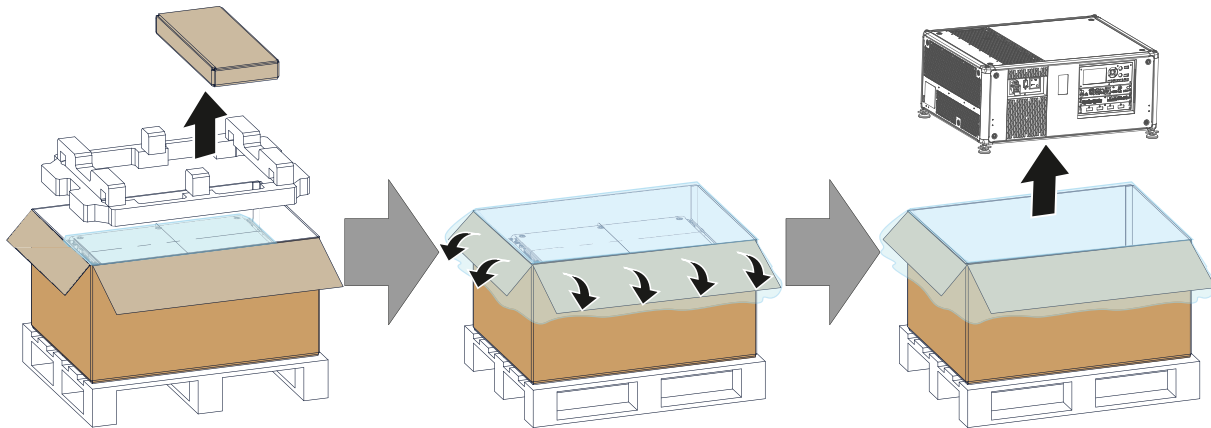


Image 2-3: Remove accessory box, polymeric foam and projector

3. Remove the polymeric foam from the top of the projector.
4. Open the plastic bag and lift the projector out of its packaging



Save the original shipping cardboard box and packing material. They will be necessary if you ever have to ship your projector. For maximum protection, repack your projector as it was originally packed at the factory.



A plastic lens holder cover is placed into the lens opening of the projector. It's recommended to reuse this cover each time you transport the projector. This to prevent intrusion of dust and foreign particles.



The lens is delivered in a separate box.

## 2.3 UDX flight case

### Introduction of the UDX flight case

The UDX flight case is designed to transport the UDX in a safe and secure manner, with or without being mounted in its rigging frame. There's also sufficient space in the flight case to place the projector while mounted in the UDX rigging frame. The four caster wheels, provided with breaks, and the eight handles make the UDX flight case easy to handle. The floor of the flight case wagon is equipped with two small covered compartments to store the remote control and the rigging clamps.

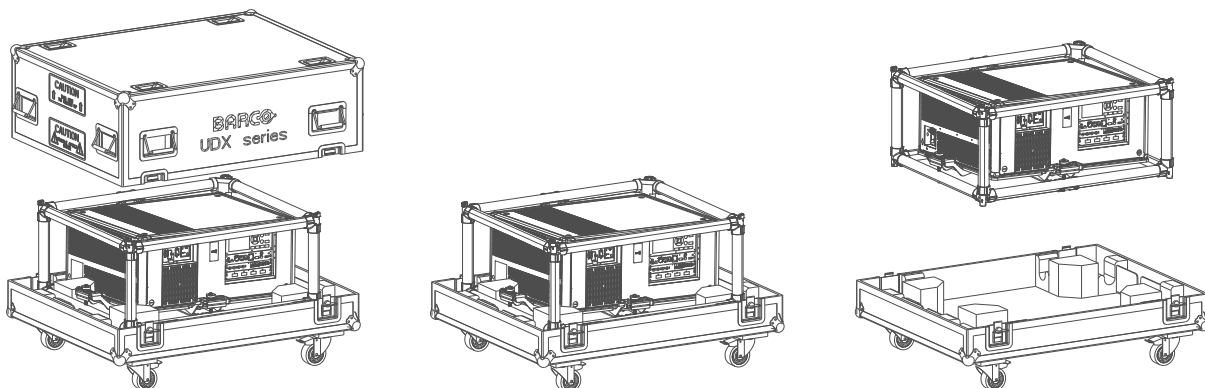


Image 2-4: UDX Flight case

Order number flight case: **R9855884**

The dimensions of the flight case are optimal for maximum utilization of the floor area of a truck. The cover of the UDX flight case has four stacking dishes, which allows to stack the flight cases.



**WARNING:** Maximum stack 2 UDX flight cases high. Never higher.

## 2.4 Initial inspection

### General

Before shipment, the projector was inspected and found to be free of mechanical and electrical defects. As soon as the projector is unpacked, inspect for any damage that may have occurred in transit. Save all packing material until the inspection is completed. If damage is found, file claim with carrier immediately. The Barco Sales and Service office should be notified as soon as possible.

### Box content

After unpacking the projector it is recommended to check if all following items where included:

- One power cords of 2.7 m (3G10, 32A)
- One Quick Start guide
- One Safety manual
- One Web site reference sheet
- One remote control unit (RCU)
- 2 batteries for the RCU.

### Mechanical check

This check should confirm that there are no broken knobs or connectors, that the cabinet and panel surfaces are free of dents and scratches, and that the operating panel is not scratched or cracked. The Barco Sales and Service office should be notified as soon as possible if this is not the case.

## 2.5 Projector configurations

### The different configurations

Depending on the installation the projector can be mounted in different ways, the different configurations are:

1. Front / Table (F/T)
2. Front / Ceiling (F/C) (upside down)
3. Front / Ceiling (F/C) (table position)
4. Rear / Table (R/T)
5. Rear / Ceiling (R/C) (upside down)
6. Rear / Ceiling (R/C) (table position)

### Front projection

The projector is installed, either in a table mount or ceiling mount configuration, at the same side of the screen as the audience.

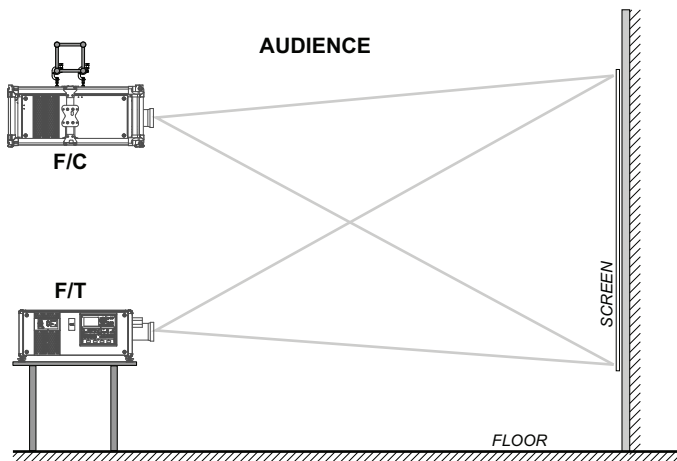


Image 2-5: Front projection

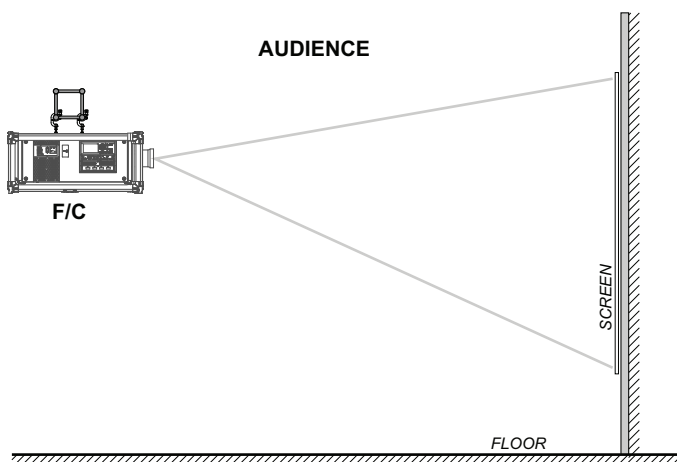


Image 2-6: Front projection, Ceiling mounted, in table position

## Rear projection

The projector is installed, either in a table mount or ceiling mount configuration, at the other side of the screen opposite the audience.

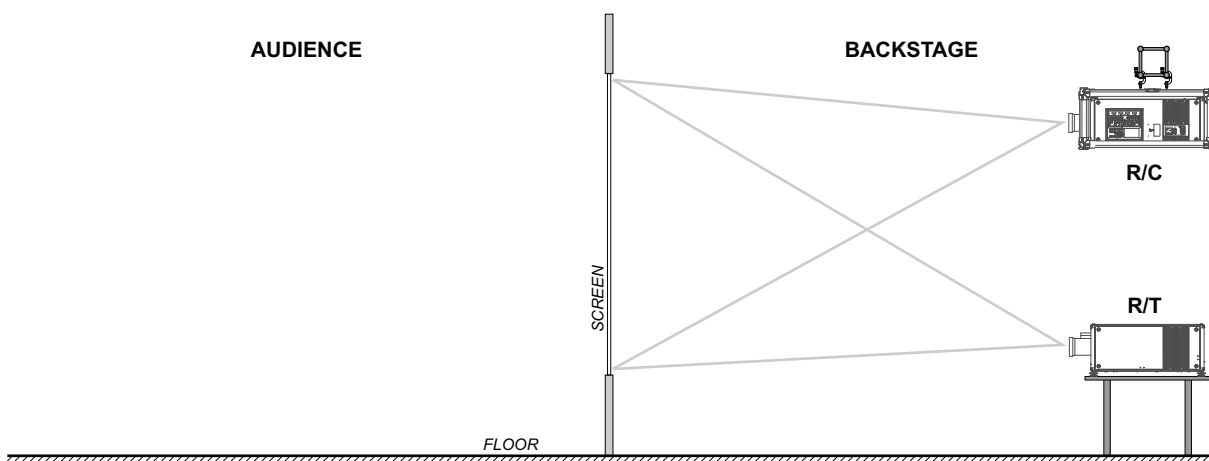


Image 2-7: Rear projection



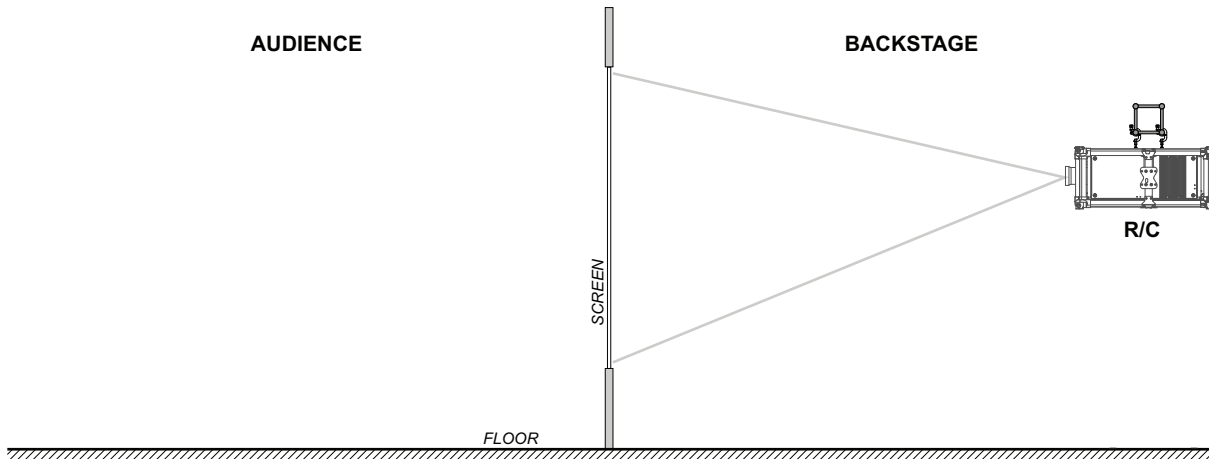


Image 2-8: Rear projection, ceiling mounted in table position

## Positioning the projector

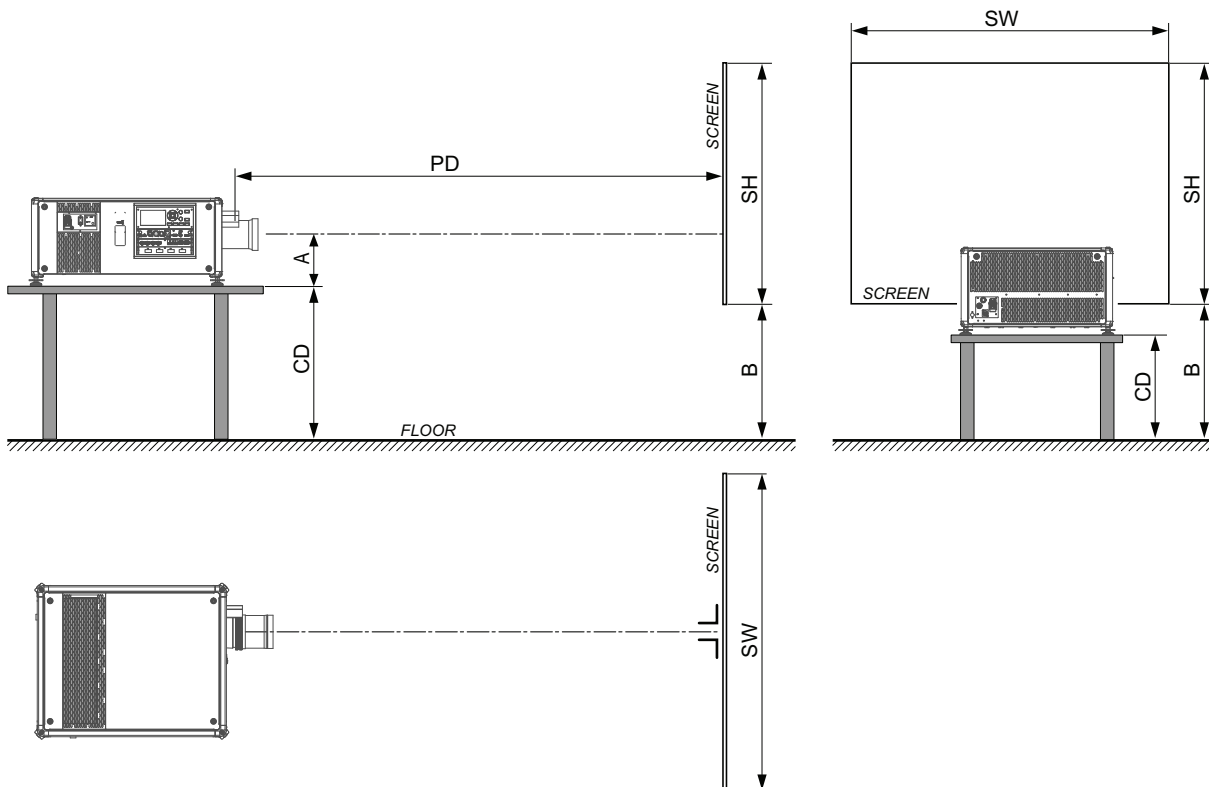


Image 2-9: Positioning the projector

The projector should be installed at right angles (horizontally and vertically) to the screen at a distance PD. Note the distance (A) between lens centre and table surface is slightly variable. This distance (A) is nominal 223 mm in case all feet are turned in completely and the vertical lens shift is set to zero (0).

## On axis / off axis projection

The position of the projector with reference to the screen may also be different depending on the installation. Basically the projector can be positioned in On-Axis or Off-Axis configuration. On-Axis configuration means that the projector is positioned so as to have the centre of the lens coinciding with the centre of the screen. Off-Axis projection is obtained by shifting the lens up, down, left or right. Several parameters can be calculated determining the position in any installation.

Formula to calculate the distance CD for On-Axis projection:  $CD = SH/2 + B - A$

## Shift range

The lens can be shifted with respect to the DMD (P) which result in a shifted image on the screen (Off-Axis). A 100% shift means that the centre point of the projected image is shifted by half the screen size. In other words, the centre point of the projected image falls together with the outline of the image in an On-Axis projection. Due to mechanical and optical limitations it's recommended to keep the shift values within the field of view (F) as illustrated below. Within these shift ranges the projector and lens perform excellently. Configuring the projector outside these shift ranges will result in a slight decline of image quality.

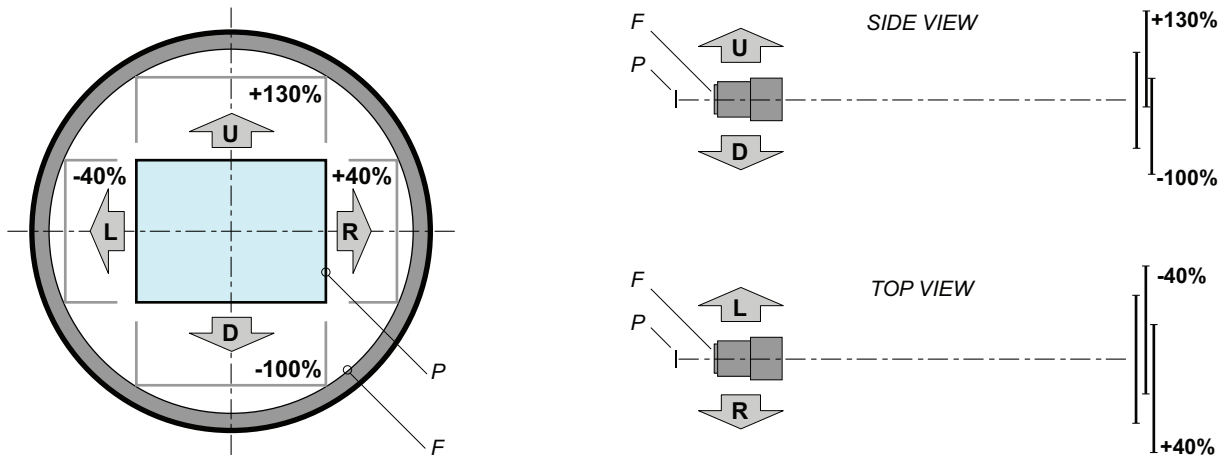


Image 2-10: Vertical and horizontal shift range

- P** DMD.  
**F** Field of view.



It is mechanical possible to shift outside the recommended field of view, but it will result in a decline of image quality depending on the used lens and the zoom position of the used lens. Furthermore, shifting too much in both directions will result in a blurred image corner.



Best image quality is projected in the On-Axis configuration.

## Horizontal and vertical projector tilt ranges

The projector can be rotated and mounted at any angle. In other words, you can tilt the projector as much as desired for your application.

In comparison to lamp-based projectors, the laser phosphor projector also has no limit on side to side tilt.

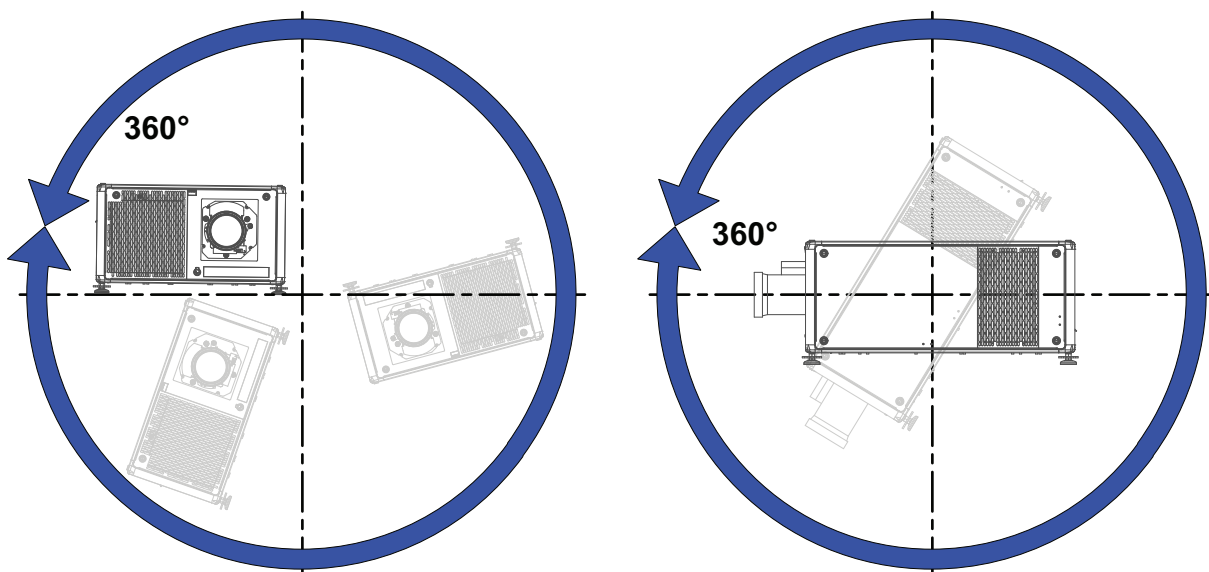


Image 2-11

## 2.6 Projector air inlets and outlets

### Air inlets and outlets

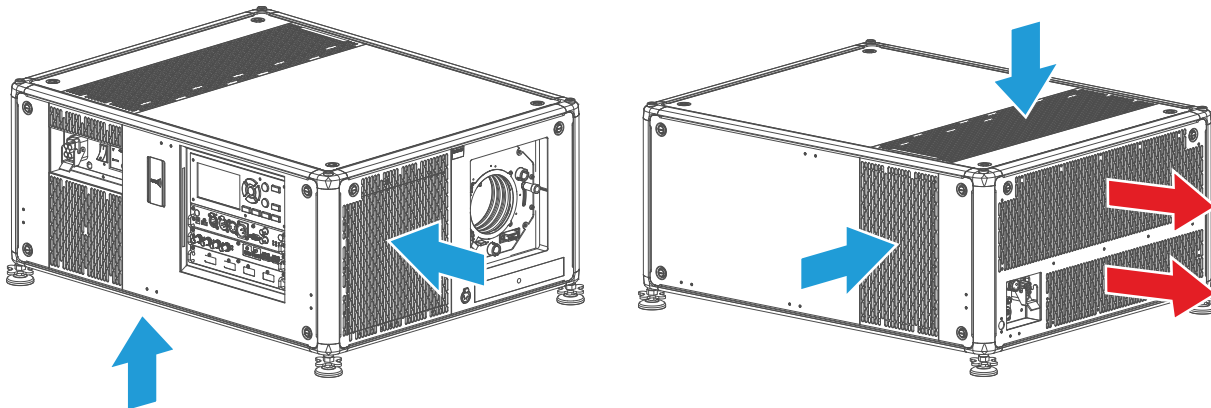


Image 2-12

The UDX has 4 air inlet channels and 2 air outlets. The air outlets are located at the rear of the projector. The air inlets are located at the top, bottom and right side of the projector.

## 2.7 Free download of Projector Toolset

### About Projector Toolset

Projector Toolset is a software tool to set up, configure, manage and control Barco projectors.

The Projector Toolset software works with configurations that can be loaded. Several configurations can be controlled simultaneously. Even when the configurations are connected via different ways.

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



Projector Toolset is only available in a download version, no CD can be ordered.

### Where to find the download file(s)

The program and all necessary plug-ins, as well as the Reference manual can be downloaded for free from [my.barco.com](http://my.barco.com). Registration is necessary.

1. Go to the Barco website [www.barco.com](http://www.barco.com).
2. On the home page, click on **myBarco log in**.
3. On the Sign In page, enter your Email address and your password to login.  
If you are not yet registered click on **New to myBarco?** and follow the instructions. With the created login and password, it is possible to enter the Partner zone of Barco.  
When your login is correct, the Partner zone is free accessible.
4. In the search field, enter Projector Toolset and click on the search icon.
5. Select **Technical Downloads**.
6. Click on Application Software and download the Projector Toolset software package, which includes the device plug-in updates.

When downloading the complete Projector Toolset, this software contains already the latest device plug-ins. When you already have the latest core version of Projector Toolset, it is possible to download only device plug-in updates from the same web site location.

As Projector Toolset is a stand alone application, it is not necessary to install any other software. A Java virtual machine is included with this download.

To download the reference manual, select Reference Guide and download the latest version of the manual for your projector.

## Installation

Download first the reference manual and follow the installation instructions as written in this manual.

# 2.8 External cooler and hoses

## Introduction

For functionality and reliability, the UDX projector requires accurate temperature control and cooling. Therefore a liquid cooling system is provided in the projector.

If the option is chosen to have an external cooling system instead of an integrated cooling system, the cooling circuit inside of the projector is connected to an external cooler via hoses. Only coolers and hoses exclusively developed for this application and approved by Barco are allowed to be used in this setup.

The cooler is controlled by the projector and ensures that the ambient temperature of the laser banks, phosphor wheel and diffuser wheel are within specs.

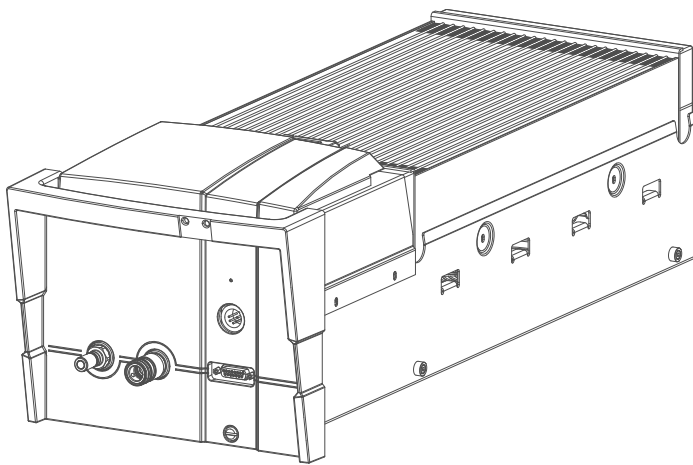


Image 2-13

# Pulse Remote Control Unit

# 3

## Overview

- Remote control, battery installation
- Remote control, protocol setup
- Remote control, on/off button
- Functionality overview
- Functions of the “button pressed indicator”
- Function of the RGB filter button
- Displaying and Programming addresses into the RCU
- Using the XLR connector of the RCU
- Using the mini-jack connector of the RCU
- Silicone protection sleeve for the RCU (optional)

## 3.1 Remote control, battery installation

### Where to find the batteries for the remote control ?

The batteries are not placed in the remote control unit to avoid control operation in its package, resulting in a shorter battery life time. At delivery the batteries can be found in a separated bag attached to the remote control unit. Before using your remote control, install the batteries first.

### How to install

1. Push the battery cover tab with the fingernail a little backwards (1) and pull, at the same time, the cover upwards (2).

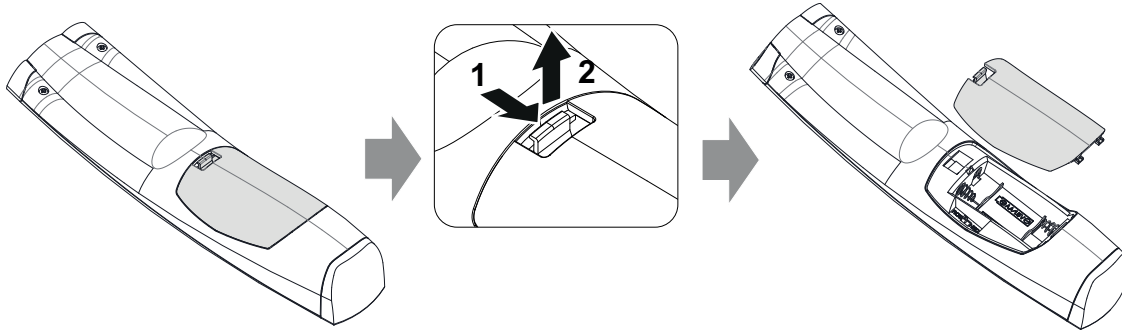


Image 3-1

2. Insert the two AA size batteries, making sure the polarities match the + and - marks inside the battery compartment.



*Tip:* Use alkaline batteries for optimum range and life time.

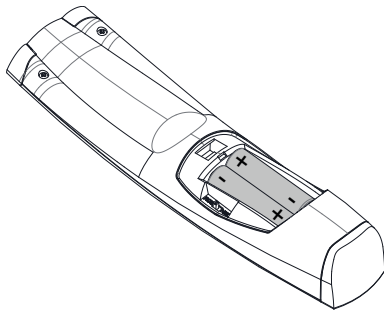


Image 3-2

3. Insert (1) both lower tabs of the battery cover in the gaps at the bottom of the remote control, and press (2) the cover until it clicks in place.

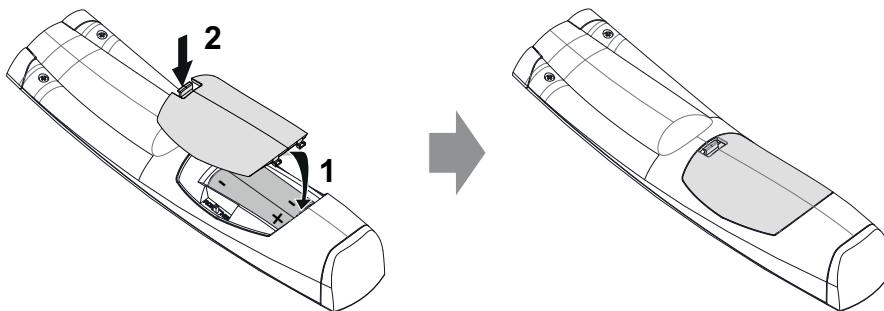


Image 3-3



When replacing batteries, the broadcast address of the RCU will be reset to its default value '0'.



**CAUTION:** Replace with the correct battery type. Use two AA size batteries. There is a risk of explosion if the battery is replaced with an incorrect type.



**CAUTION:** Replace the battery as explained above. There is a risk of explosion if the battery is incorrectly installed.

## 3.2 Remote control, protocol setup

### About the used protocol

The protocol is the code send out by the remote control when a button is pressed. Depending on this code, the projector can decode the signals. The remote control can be used with two different protocols: RC5 and NEC. Depending on the projector to control the remote control can be switched between these protocols.

### Which protocol to use

- The **NEC** protocol has to be used for Barco projectors based on the Pulse platform: F70, F80, F90, HDX 4K, UDX, XDL, etc.
- The **RC5** protocol has to be used all legacy Barco projectors: HDQ 2k40, HDF, HDX W, etc.

### How to set

1. Remove the cover. For more info on how to remove, see “Remote control, battery installation”, page 32.
2. Place the switch in the desired position.

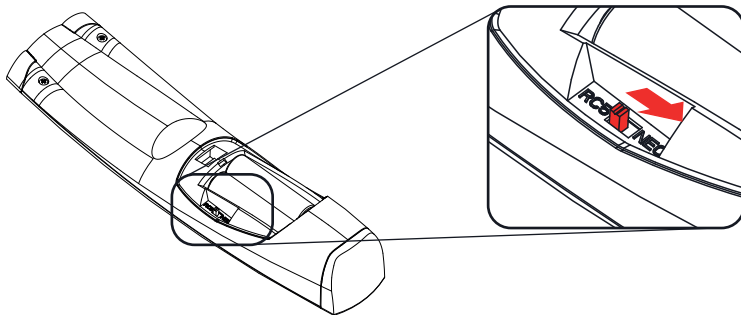


Image 3-4

### Remarks when using the RC5 protocol

Due to new or updated functionality not all buttons of the Pulse RCU are one-to-one compatible with the legacy Barco RCU and projectors. Take the following limitations into account:

- Buttons **Shutter open** and **Shutter close** emit the same code when in RC5 mode. This because the legacy RCU's only had 1 button for Shutter functionality.
- Buttons **Power on** and **Power off** emit the same code when in RC5 mode. This because the legacy RCU's only had 1 button for Power functionality.
- The **RGB filter** button is not supported.
- The **Input selection** button is not supported.
- The **Default value** button is not supported.
- The **Macro** button is not supported.

## 3.3 Remote control, on/off button

### Purpose of the remote control on/off button

The Pulse remote control unit has at the front side an on/off switch (reference 1 Image 3-5). Switching off the remote control prevents that unwanted commands are send due to an accidental key press. Furthermore, switching the RCU off will extend the battery life time of the remote control.

To activate the remote control press the on/off button.

To deactivate the remote control press the on/off button again.

Default when (re)placing batteries, is "ON".

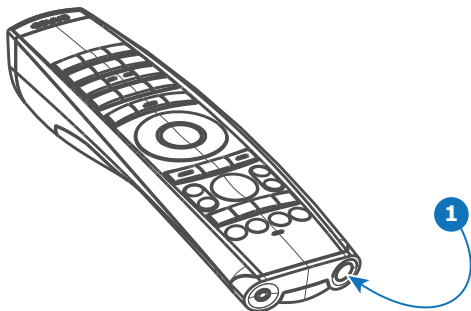


Image 3-5

## 3.4 Functionality overview

### Remote Control Unit buttons

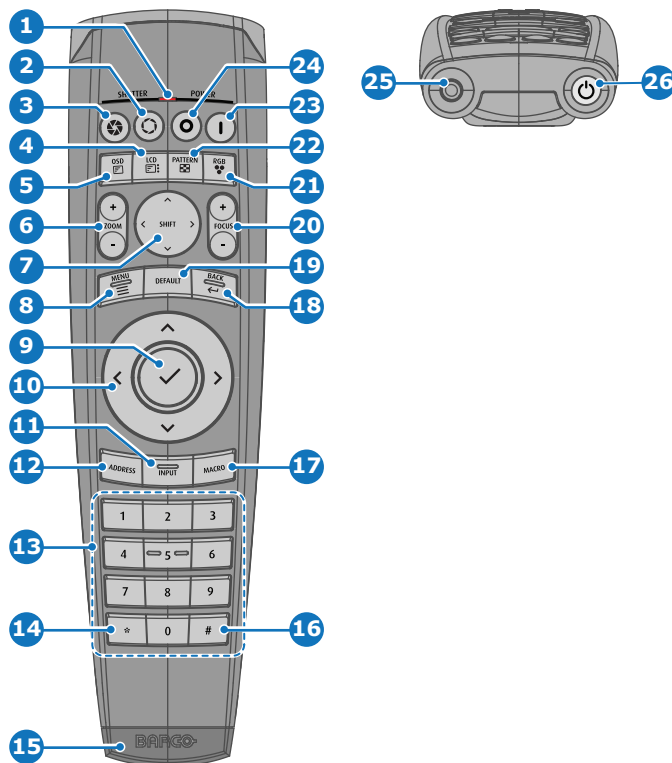


Image 3-6

- |                                    |                                                |
|------------------------------------|------------------------------------------------|
| <b>1</b> Button pressed indicator  | <b>14</b> Backspace (while entering values)    |
| <b>2</b> Shutter open              | <b>15</b> XLR connector                        |
| <b>3</b> Shutter close             | <b>16</b> Decimal mark (while entering values) |
| <b>4</b> LCD panel on / off        | <b>17</b> Macro button                         |
| <b>5</b> Project OSD on / off      | <b>18</b> Menu back                            |
| <b>6</b> Lens zoom                 | <b>19</b> Default value button                 |
| <b>7</b> Lens shift                | <b>20</b> Lens focus                           |
| <b>8</b> Menu open / close         | <b>21</b> RGB filter                           |
| <b>9</b> Menu selection, OK button | <b>22</b> Test patterns                        |
| <b>10</b> Menu navigation          | <b>23</b> Power on                             |
| <b>11</b> Input selection          | <b>24</b> Power off                            |
| <b>12</b> Address button           | <b>25</b> 3.5 mm jack                          |
| <b>13</b> Numeric buttons          | <b>26</b> RCU on / off                         |



## 3.5 Functions of the “button pressed indicator”

### Functions button pressed indicator

- Rapidly flashes when commands are sent, this is the normal “button pressed” indication.
- 1 Short flash when remote control is switched ON by means of the on/off button.
- Continuously lit (up to 5 seconds) when address digits are expected after pressing the ADDR button.
- Slowly flashes (2 times a second) when the battery level is becoming low; typically when more than 85% of the useful life is past.

## 3.6 Function of the RGB filter button

### Filtering the color of the projected image

By pressing the RGB filter button on the RCU you can place a color filter on the output of the projector. This feature can be useful during the installation and configuration of a multi-projector or multi-channel setup. By having one projector project a red image and another project a green image, it is easier to spot and adjust the overlap section.

By pressing this button multiple times, you will have different active filters, in the following cycle:

- Red + Green + Blue (default)
- Red only
- Green only
- Blue only
- Red + Green
- Green + Blue
- Red + Blue
- Red + Green + Blue
- etc



After powering up, the colors will always revert back to full RGB.

## 3.7 Displaying and Programming addresses into the RCU

### Displaying the Projector Address on the Screen.

1. If the projector is on, press the menu key and navigate to the Status page. The projector address and the broadcast address can be seen under the Communication heading.

The projector's address is displayed on the LCD status screen and / or the OSD.

### How to Program an Address into the RCU?

1. Press the **Address** button until the *Button pressed indicator* lights up continuously (proximately 5 seconds).
2. Enter the address with the digit buttons within the time the indicator lights up (also proximately 5 seconds).



**Note:** That address can be any value between 0 and 31.

*Tip:* A few examples:

To enter address 3, press "3" digit button on the RCU to set the RCU's address to 3 and wait until the *button pressed indicator* is out. Alternatively, you can also press "0" and "3". This way, the *button pressed indicator* goes out immediately.



To enter address 31, then press "3" and "1" on the digit button on the RCU and the *button pressed indicator* goes out immediately.

## 3.8 Using the XLR connector of the RCU



Connecting a cable with the XLR connector will reset the broadcast address of the RCU to its default value '0'.

### How to use the XLR connector

1. Remove the XLR cover by pulling it backwards.



Image 3-7

2. Connect a cable with XLR plug into the XLR connector of the RCU.
3. Connect the other end of the cable with the XLR input of the projector.



*Note:* While the XLR cable is connected, the IR beam of the RCU is switched off.

## 3.9 Using the mini-jack connector of the RCU



Connecting a cable with the mini-jack connector will reset the broadcast address of the RCU to its default value '0'.

### How to use the mini-jack connector

1. Connect a cable with the mini-jack connector (reference 2 Image 3-8) of the RCU.
2. Connect the other end of the cable with the mini-jack input of the projector.

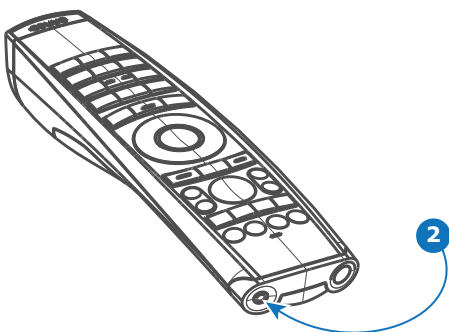


Image 3-8



*Note:* While the mini-jack cable is connected, the IR beam of the RCU is switched off.

## 3.10 Silicone protection sleeve for the RCU (optional)

### Introduction

Barco offers a silicone form fitting protection sleeve for the Pulse RCU. The silicone material keeps it comfortably, non slip and soft touch. All buttons and holes remain accessible. The sleeve is quick and easy installed. For ordering information see Barco website.

### How to install

1. Pull off the rubber XLR-lid from the RCU.



Image 3-9

2. Place back side (XLR side) of the RCU into the sleeve and pull the other side of the sleeve over the front side of the RCU.

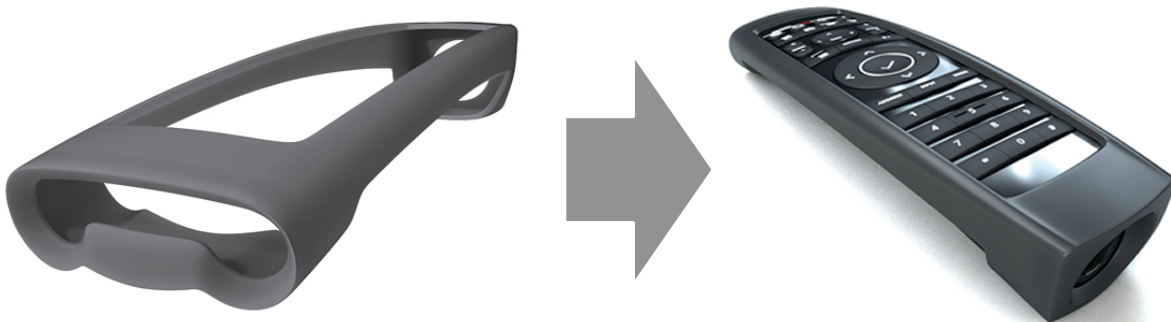


Image 3-10



# Physical Installation

# 4

## Overview

- Connecting the projector with the power net
- Alignment of a table mounted projector
- Connecting the projector to the external cooler

## 4.1 Connecting the projector with the power net



**CAUTION:** Use only the power cord provided with the projector.

### How to connect with local power net

1. Ensure that the power switch stands in the '0' (OFF) position (reference 1 Image 4-1).

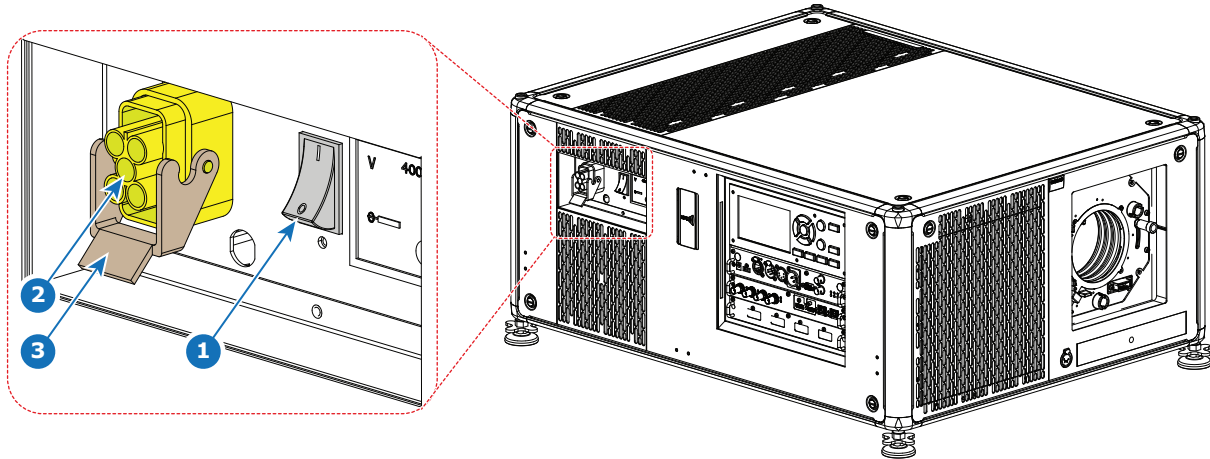


Image 4-1: Power input

2. Connect the female side of the power cord with the power input socket of the projector (reference 2).
3. Secure the power plug by locking the plug holder clamp (reference 3).
4. Connect the male side of the power cord to the local power net.



**Caution:** Ensure that the power net meets the power requirements of the projector.



**WARNING:** Do not attempt operation if the AC supply and cord are not within the specified voltage and power range.



**CAUTION:** Once the projector is switched to standby, the cooling fans will continue to run for approximately 30 seconds to ensure that the projector and light source have sufficiently cooled, at which point the fans will automatically decrease to standby. To avoid thermal stress that can lead to premature light source failure, never unplug the power cord while the cooling fans are running. Never unplug the power cord to power down the projector, first switch off the power switch and then unplug the power cord.

### Fuses

The projector is protected with an automatic circuit breaker of 25 A which is built into the power switch.

The voltage meter is protected with a fuse (1A) which is located on the neutral bonding cable. If necessary to replace this fuse, consult a service technician.

## 4.2 Alignment of a table mounted projector

### How to align

1. Place the projector in the desired location. Take into account the zoom range of the used lens and the size of the screen.
2. Project one of the internal hatch patterns on the screen.

3. Turn the adjustable feet in or out until the projected hatch pattern has a perfect rectangle shape and is leveled.

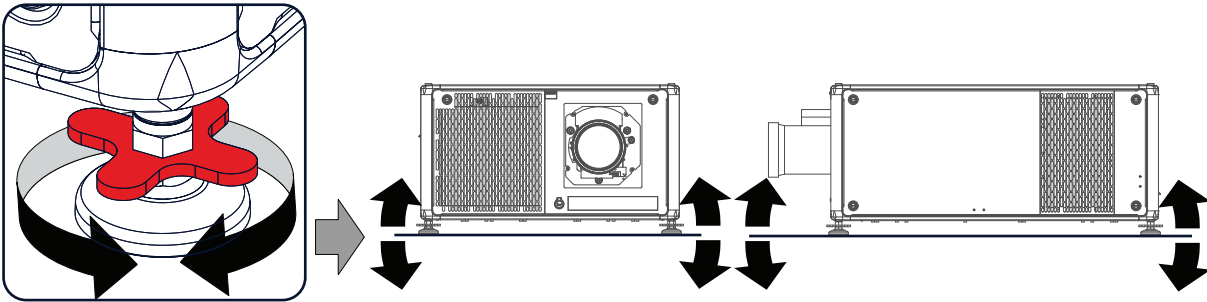


Image 4-2: Level alignment

When this is achieved, the projector is set horizontal and vertical at right angles to the screen.

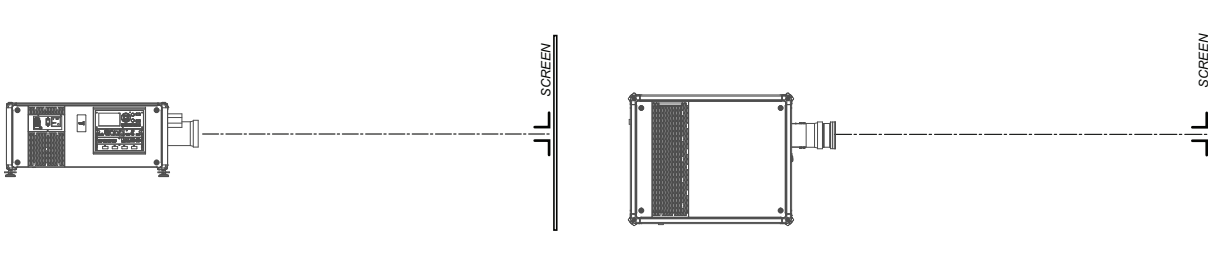


Image 4-3: Angle adjustment

## 4.3 Connecting the projector to the external cooler

### What has to be done?

When opting to install a “silent” version of the projector, the cooling must be installed as a separate device.

The cooling circuit of the external cooler has to be connected with the cooling circuit of the projector. To make this possible, you will need the following:

- 2 cooling tubes of 8 meters length
- The data cable to connect between the UDX and the external cooler

### How to access the hose connections on the projector

1. Remove the back cover of the projector. See “Removal of the back cover”, page 100.
2. Loosen the two screws holding the protective plate from the back cover (reference 1 Image 4-4).

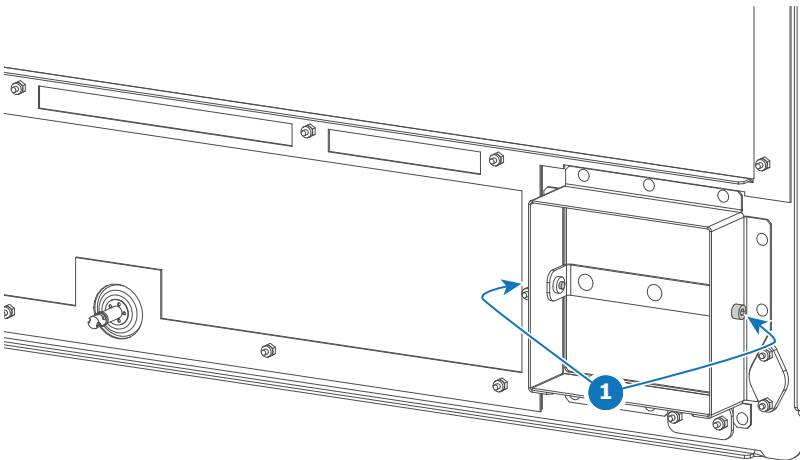


Image 4-4

3. Remove the protective plate (reference 2, Image 4-5) from the back cover.

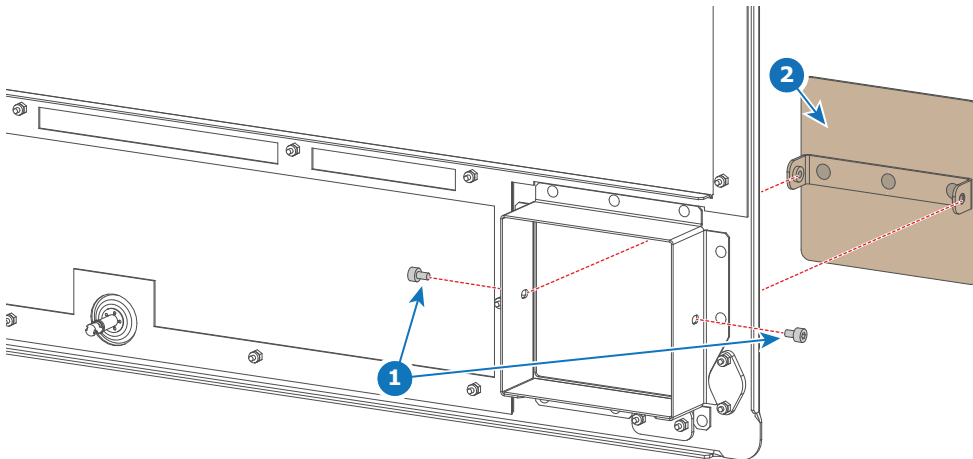


Image 4-5

4. Install the back cover again, without the protective plate. See “Mounting the back cover”, page 103.

### How to connect the hoses and cable?

1. Ensure that all connectors of the hoses, chillers and projector are clean. Wipe away any dust before attaching.
2. Connect the hoses between the projector and external cooler as illustrated in Image 4-6 (reference 1).

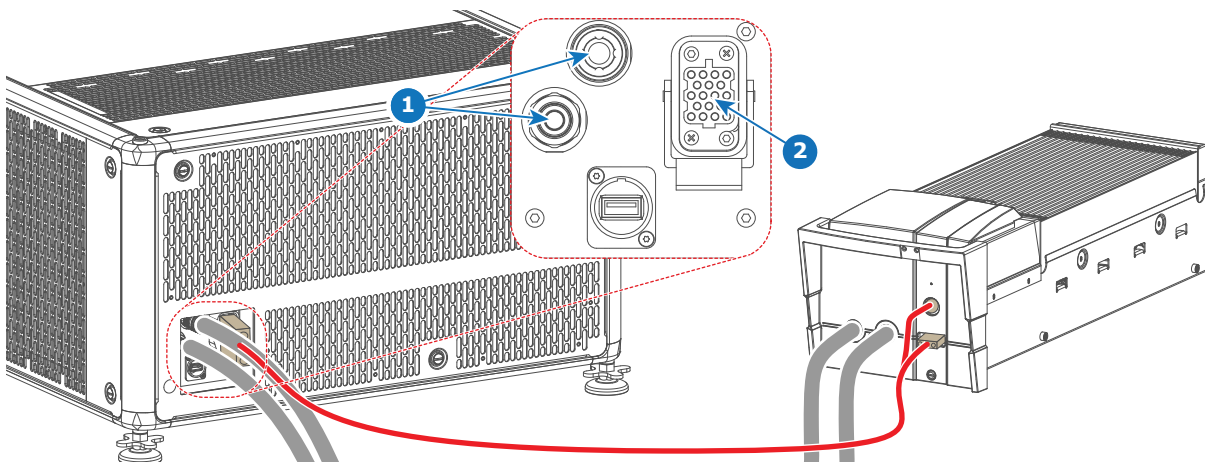


Image 4-6: A projector (left) connected to an external cooler (right), using hoses (grey) and a power and data cable (red)



**Tip:** First move the latch (reference 1 Image 4-7) away from the connection while coupling the hose. Then release the latch and push the hose further until the latch locks.

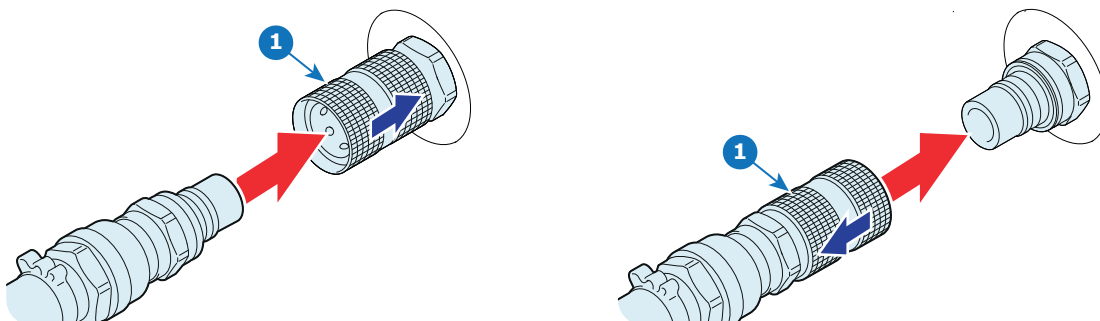


Image 4-7: Left: Male hose connection, right: Female hose connection

3. Connect the communication and power cable (reference 2, Image 4-6) on the cooler with the same port on the projector. Use a long power and communication cable for this.



**Tip:** Guide the long communication cable together with the hoses.



# Lenses & Lens selection

# 5

## Overview

- Available lenses
- Lens selection
- Lens installation
- Lens removal
- Scheimpflug adjustment

## 5.1 Available lenses



**WARNING:** Only use **TLD+ ZOOM** lenses on the 4k variants of the UDX projectors. Using other lenses can touch and damage the mechanics of the build-in Actuator! This can result in loud rattling noises and a damaged Actuator.

### Limited amount of available lenses

The 4k variants of the UDX projectors have an Actuator built in them to help provide a clear 4k image. This extra device means that less space is available in the projector for lenses, thus causing a more restricted amount of lenses that can be used. Using lenses other than the lenses mentioned in this chapter may damage the mechanics of the Actuator, causing loud rattling noises in the process and possibly a distorted image.

An extra warning label has been added on the lens holder of the 4k projectors to raise awareness of this limit.



Image 5-1: Warning label

### Available lenses for the UDX projector

Only the following **TLD + ZOOM** Lenses can be used on the 4k UDX projector. Do not use other types of lenses.



Image 5-2: **R9801414:**



Image 5-3: **R9862005:**



Image 5-4: **R9862010:**



Image 5-5: **R9862020:**



Image 5-6: **R9862030:**



Image 5-7: **R9862040:**



Image 5-8: R9829997:

## 5.2 Lens selection

### How to select the right lens

1. Determine the required screen width (SW).
2. Determine the approximate position of the projector in the room.
3. Start up the *Lens Calculator* on the Barco website: <https://lenscalculator.barco.com/> to determine the possible lenses for your configuration.

The Lens Calculator window opens.

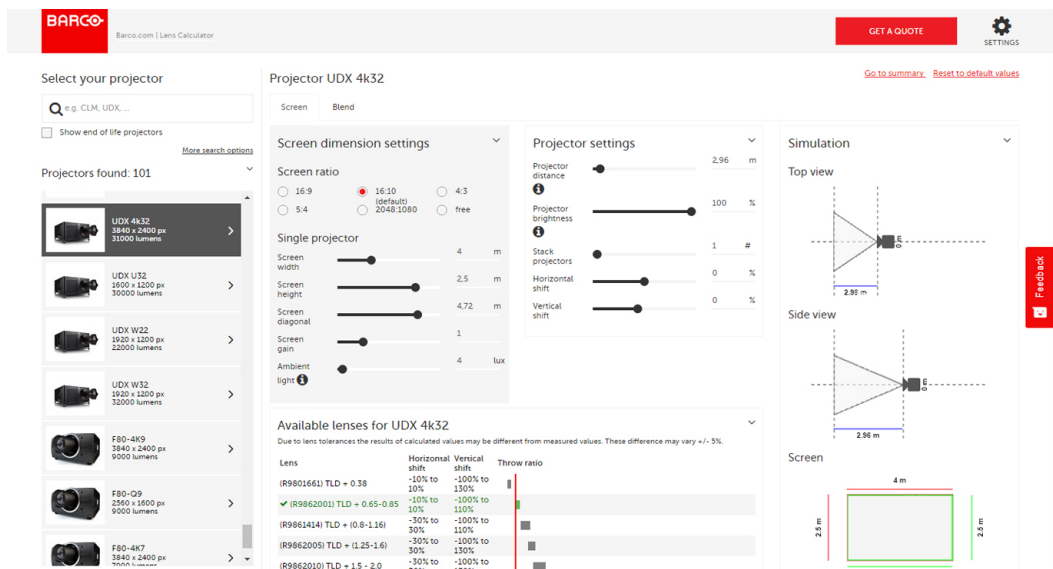


Image 5-9: Lens calculator



The Lens Calculator can also be used to determine the position of the projector when the lens type and screen width is known.



Due to lens tolerances the results of calculated values may be different from measured values. These difference may vary +/- 5%.

## 5.3 Lens installation



**WARNING:** Only use **TLD+ ZOOM** lenses. Using other lenses can touch and damage the mechanics of the build-in Actuator! This can result in loud rattling noises and a damaged Actuator.

## How to install

1. Place the lens holder in the “unlocked” position. Do this by pulling the lens lock handle (reference 1, Image 5-10) outward and then towards the lens power supply socket (reference 2) as illustrated.

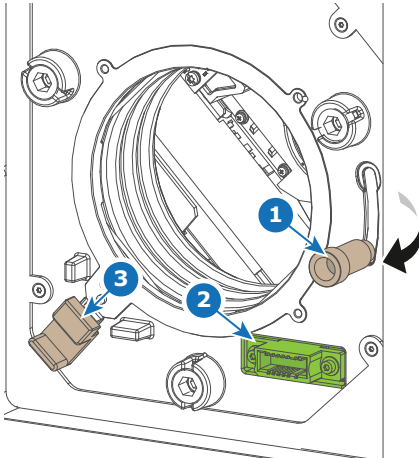


Image 5-10: Lens installation, preparation

2. Remove the dust cover from the lens opening.

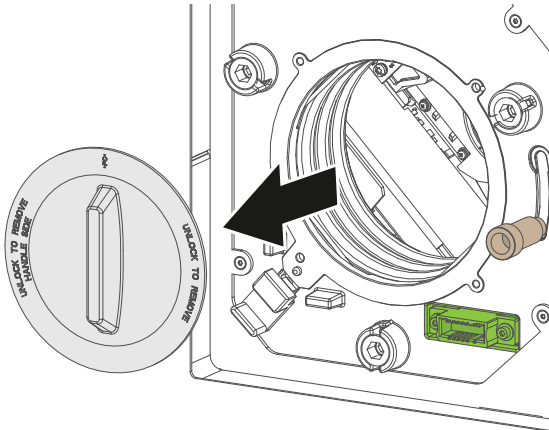


Image 5-11



*Tip:* While not placed in the projector, place the dust cover in a lockable plastic bag to prevent dust from gathering on the cover.

3. Check if the secondary lens lock stands in the unlocked position (reference 3). If not, pull it slightly outwards until you hear an audible clicking sound.
4. Take the lens assembly out of its packing material and remove the lens caps on both sides.
5. Gently insert the lens in such a way that the lens connector matches the socket (reference 2).

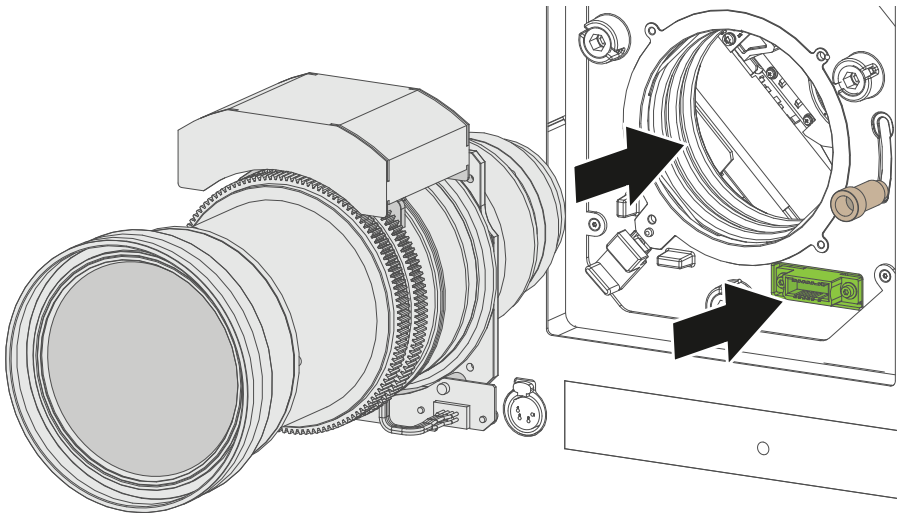


Image 5-12: Lens installation

6. Insert the lens until the connector seats into the socket and the secondary lock (reference 3) makes an audible clicking sound.



**Warning:** Do not release the Lens yet, as the Lens may fall out of the Lens Holder.

7. Secure the lens in the lens holder by sliding the primary lens lock handle into the “locked” position (to the top of the projector). Ensure the lens touches the front plate of the lens holder.

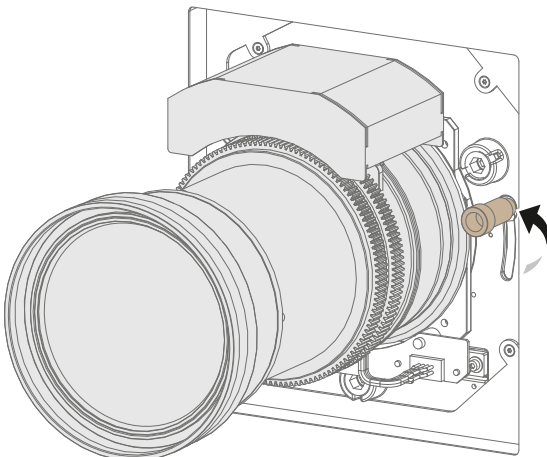


Image 5-13: Lock lens

8. Check if the lens is really secured by trying to pull the lens out of the lens holder.

## 5.4 Lens removal

### How to remove

1. Support the lens with one hand while you unlock the lens holder by sliding the primary lock handle outwards and then towards the “unlocked” position as illustrated (Image 5-14).

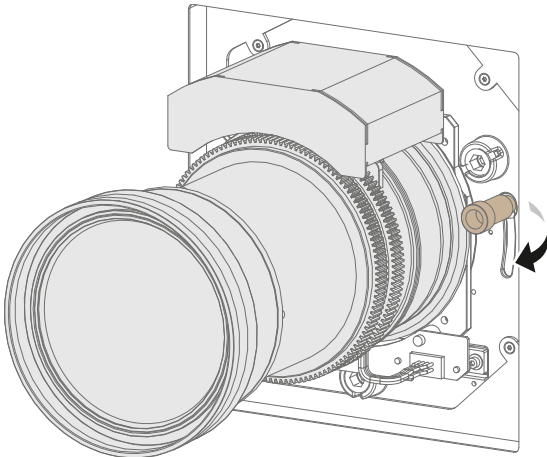


Image 5-14: Unlock the lens

2. Pull down the secondary lock on the lower left side of the lens holder as illustrated (Image 5-15).
3. Gently pull the lens out of the lens holder.

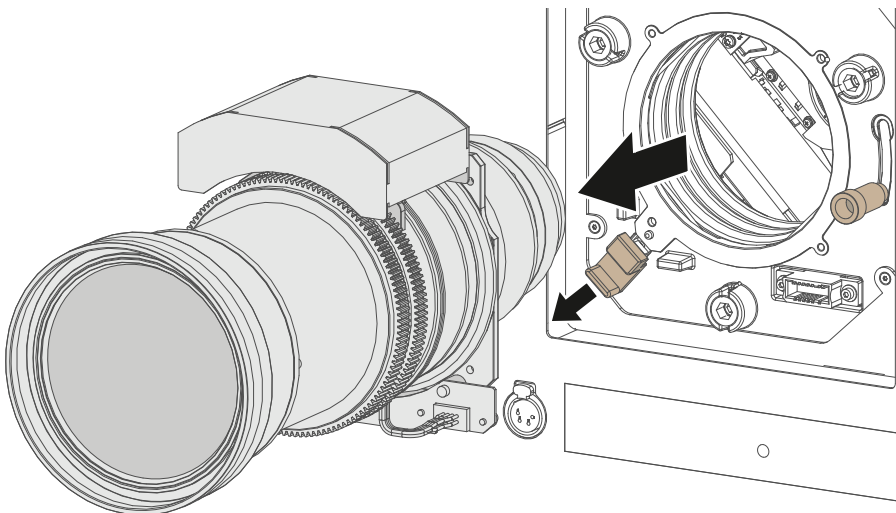


Image 5-15: Lens removal



It's recommended to place the Lens caps of the original Lens packaging, back on both sides of the removed Lens to protect the optics of the Lens.



It's recommended to place the dust cover of the original projector packaging back into the lens opening to prevent intrusion of dust.

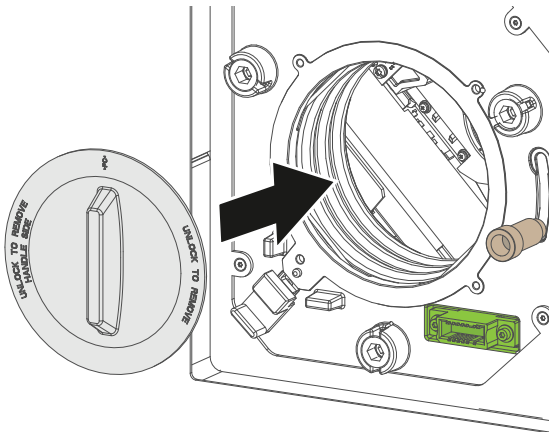


Image 5-16

## 5.5 Scheimpflug adjustment

### What is Scheimpflug?

The lens holder has to be adjusted so that the "sharp focus plane" of the projected image falls together with the plane of the screen (Fp1→Fp2). This is achieved by changing the distance between the DMD plane and the lens plane (Lp1→Lp2). The closer the lens plane comes to the DMD plane the further the sharp focus plane will be. It can occur that you won't be able to get a complete focused image on the screen due to a tilt (or swing) of the lens plane with respect to the DMD plane. This is also known as Scheimpflug's law. To solve this the lens plane must be placed parallel with the DMD plane. This can be achieved by turning the lens holder to remove the tilt (or swing) between lens plane and DMD plane (Lp3→Lp4).

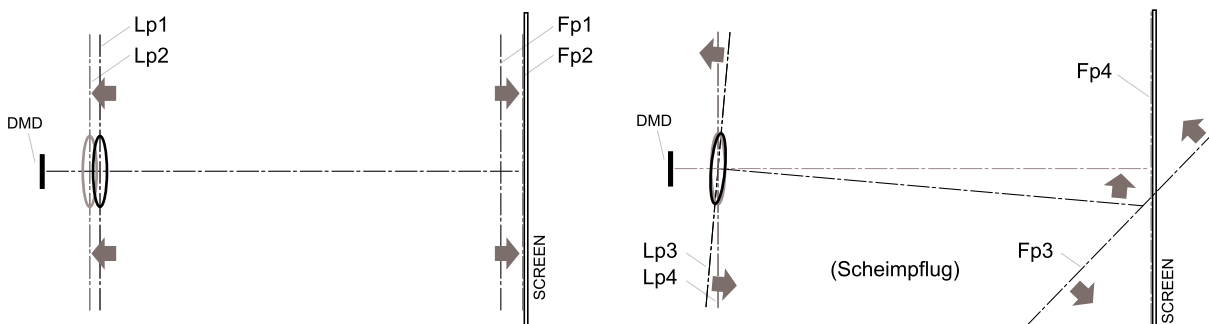


Image 5-17: Scheimpflug principle

#### Scheimpflug principle



The "plane of sharp focus" can be changed so that any plane can be brought into sharp focus. When the DMD plane and lens plane are parallel, the plane of sharp focus will also be parallel to these two planes. If, however, the lens plane is tilted with respect to the DMD plane, the plane of sharp focus will also be tilted according to geometrical and optical properties. The DMD plane, the principal lens plane and the sharp focus plane will intersect in a line below the projector for downward lens tilt.

## Scheimpflug adjustment points

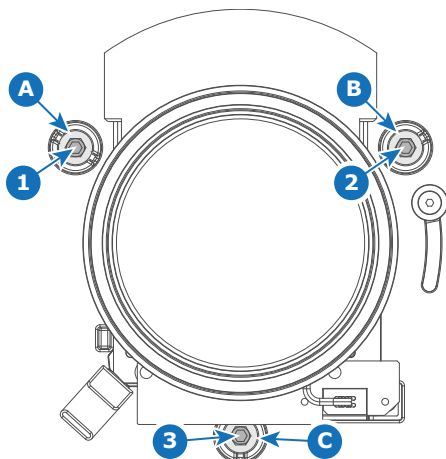


Image 5-18: Scheimpflug adjustments

### Indication on drawing

1, 2 and 3  
A, B and C

### Function

Scheimpflug adjustment screws  
Lock screws

1, 2 and 3 are adjustment points.

## Required tools

- Allen wrench 5 mm
- Allen wrench 8 mm
- Torque wrench with 8 mm hex bit

## Preparation steps:

1. Project a green focus test pattern in 4k.

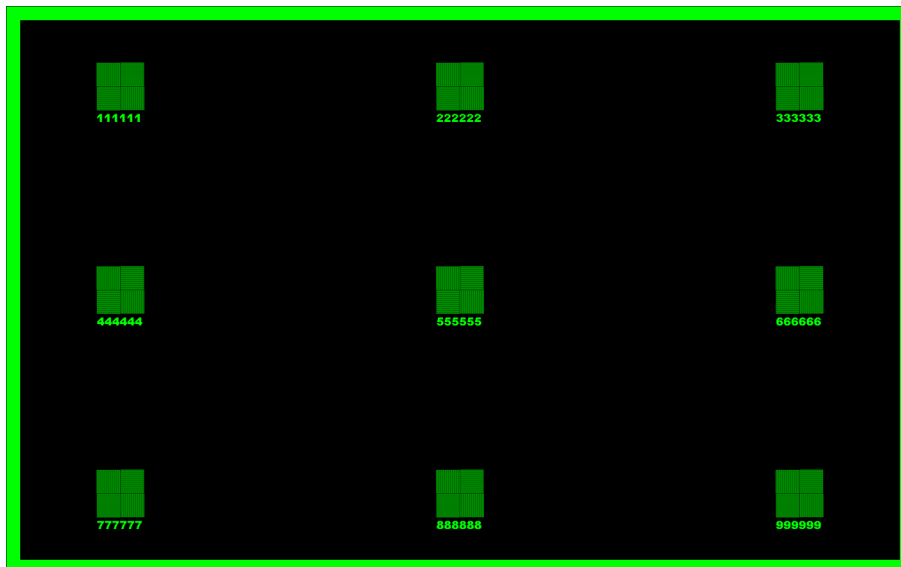


Image 5-19: Example of a green focus pattern

2. Unlock and turn out the lock screws (reference A, B and C, Image 5-20) of the Lens Holder . Use a 8 mm Allen wrench for the lock screws.
3. Optimize the focus of the projected image in the center of the screen (F) using the motorized focus control (Local Keypad).



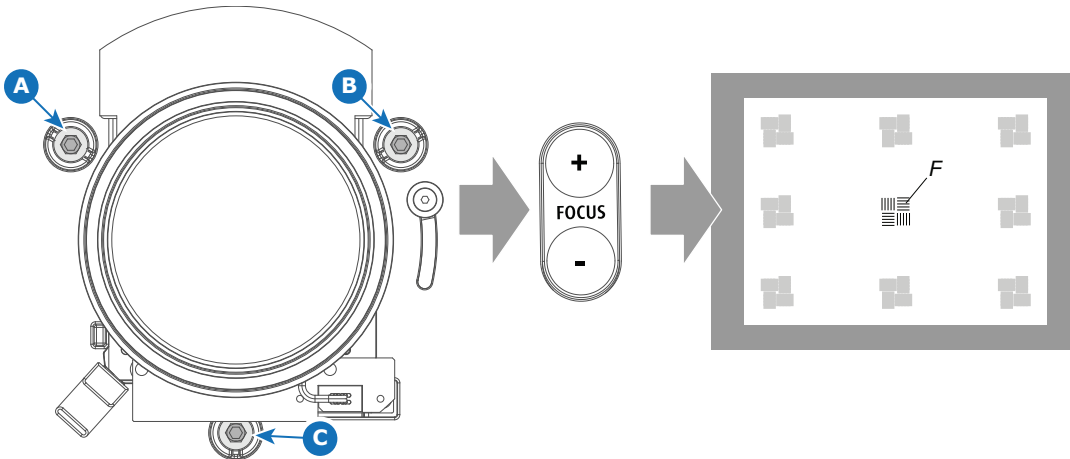


Image 5-20: Center focusing

### Scheimpflug adjustment steps

1. Sharpen the image at the bottom left corner of the screen by turning the upper left Scheimpflug adjustment screw either clockwise or counterclockwise (reference 1 Image 5-21). Use a 5 mm Allen wrench.

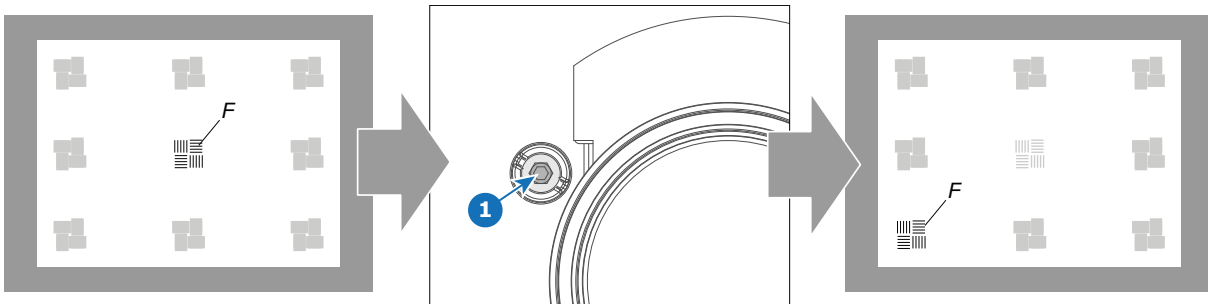


Image 5-21: Left bottom focusing

As a result of this action, the focus in the center will fade a bit. This is expected behavior.

2. Sharpen the image at the lower right corner of the screen by turning the upper right Scheimpflug adjustment screw (reference 2 Image 5-22).

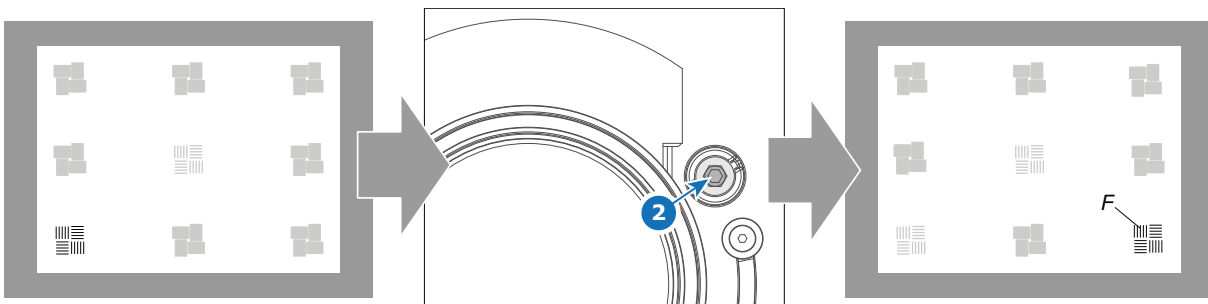


Image 5-22: Right bottom focusing

3. Sharpen the image at the top center of the screen by turning the lower Scheimpflug adjustment screw (reference 3 Image 5-23).

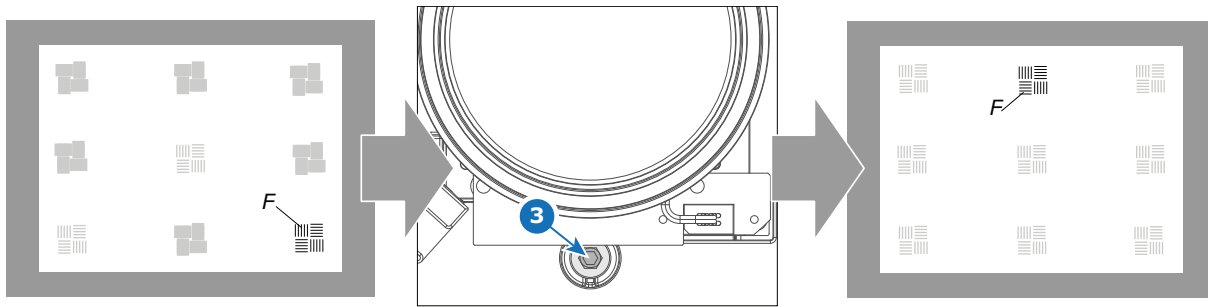


Image 5-23: Top focusing

4. Optimize the focus of the projected image in the center of the screen using the motorized focus control (Local Keypad).

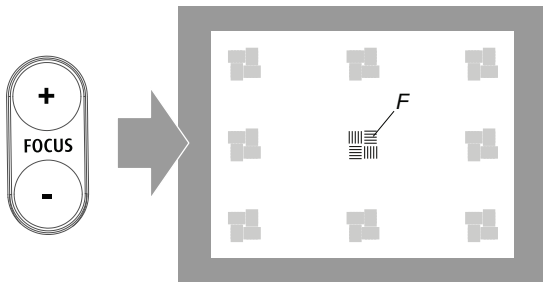


Image 5-24

5. Repeat from step 1 until the projected focus pattern is as sharp as possible in the center, left, right, top and bottom of the screen.
6. Fasten all three lock screws again. Use a torque wrench with a torque of 8.4 Nm.



*Tip:* While a stronger torque can be applied, take into account that the maximum allowed torque is 10 Nm.

# Input & Communication

# 6

## Overview

- Introduction
- Removal of an input board
- Installation of an input board or a communication board
- Input source connections – Quad combo input Mark II
- Input source connections – Quad combo input Mk I
- Input source connections – Quad DP 1.2 Input board
- Input source connections – Fiber-Network Input Board
- Communication connections
- LED and Button indication chart

## 6.1 Introduction

### General

The Input & Communication side of the projector consists of a local keypad (1), a communication panel (4) and a Quad Combo input board (5). The free input slot can be used for optional modules (e.g. the Quad DP 1.2 input board).

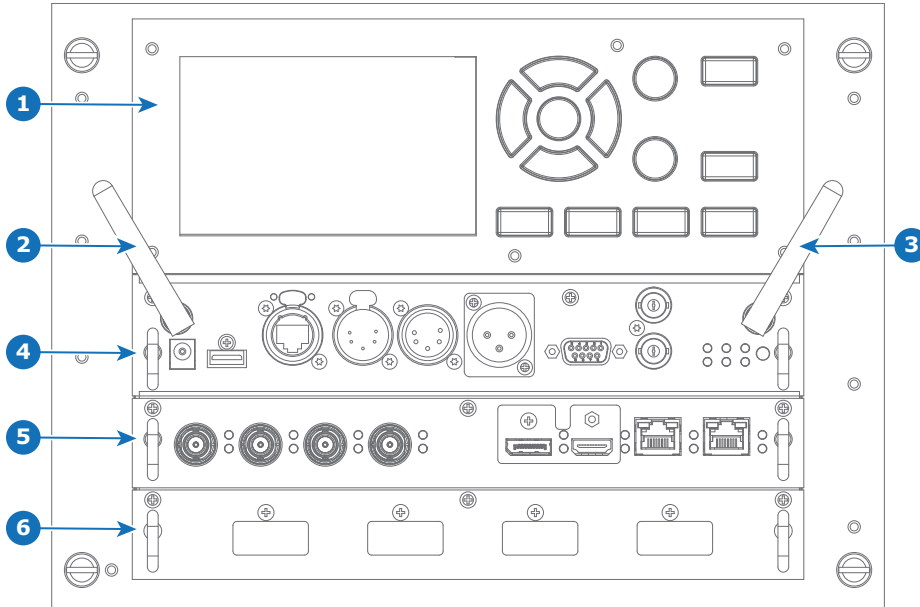


Image 6-1

- |                                        |                                                                  |
|----------------------------------------|------------------------------------------------------------------|
| 1 Local Keypad and LCD panel           | 4 Communication Panel                                            |
| 2 Optional antenna for WiFi connection | 5 Quad Combo Input board                                         |
| 3 Optional antenna for GSM             | 6 Free input slot (here filled with the Quad DP 1.2 Input board) |

## 6.2 Removal of an input board



**WARNING:** The procedures below may only be performed by Barco trained and qualified technicians.



**CAUTION:** Always wear a wrist band which is connected to the ground while handling the electrostatic discharge (ESD) sensitive parts.



The procedure below is applicable to all the input modules of the Input & Communication Unit of the projector.

### How to remove

1. Switch off the projector and unplug the power cord at the projector back side.
2. Release the 3 captive screws of the input module (4).

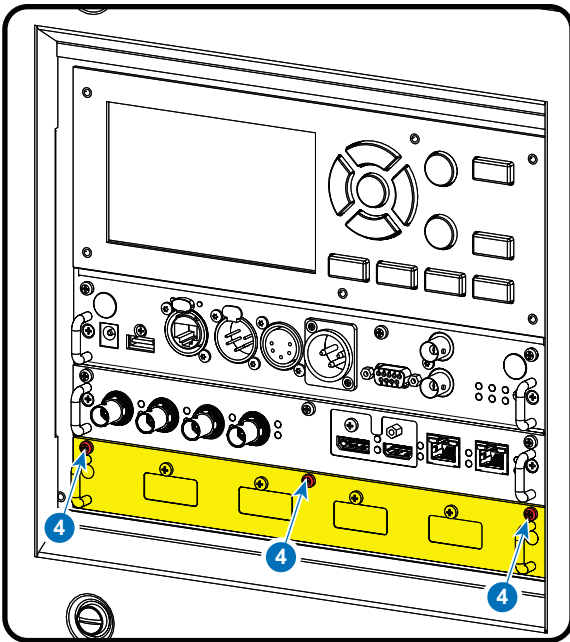


Image 6-2

3. Pull out the input module of the Input & Communication using the handles.

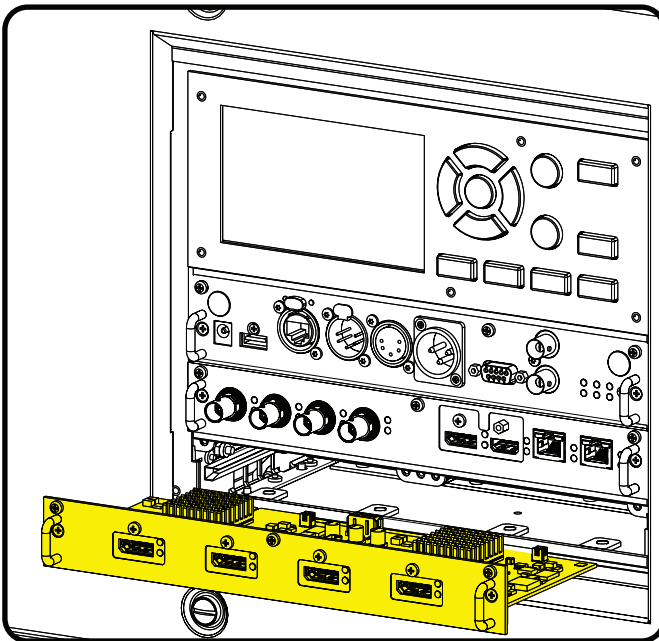


Image 6-3



**CAUTION:** Ensure that unused input slots of the Input & Communication Unit are always covered with a dummy front plate. After removing one of the input modules, immediately replace with an other one or install a dummy front plate on the unused input slot.

## 6.3 Installation of an input board or a communication board



**WARNING:** The procedures below may only be performed by Barco trained and qualified technicians.



**CAUTION:** Always wear a wrist band which is connected to the ground while handling the electrostatic discharge (ESD) sensitive parts.

## Required tools

Phillips screwdriver PH1



The procedure below is applicable to all the input modules of the Input & Communication Unit of the projector.

## How to install

1. Switch off the projector and unplug the power cord at the projector back side.
2. Push the input module in the Input & Communication Unit using the handles. Make sure the module seats in its sliders (2).

Pull in the module until the contacts (3) are fully inserted into the connectors.

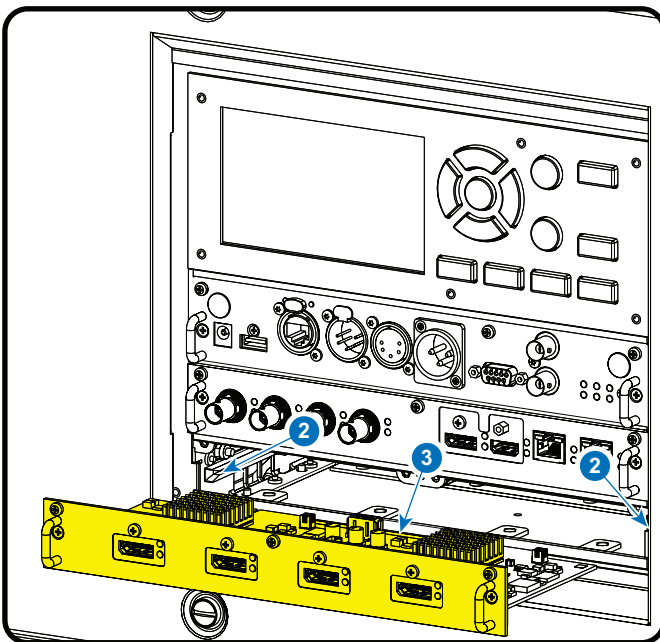


Image 6-4

3. Tighten the captive screws of the input module.

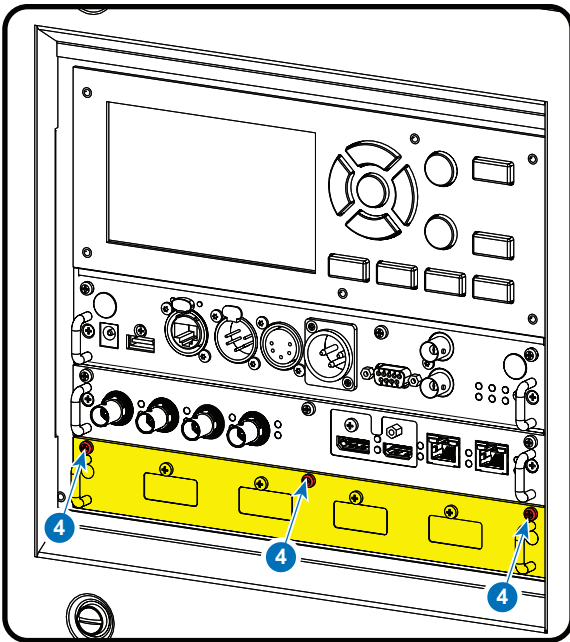


Image 6-5

4. Plug in the power cord at the projector back side.
5. **IMPORTANT LAST STEP** — Update the firmware of the installed module. Use the complete software package to install the firmware via Projector Toolset or USB stick.



*Tip:* When a complete new software image is placed on the projector, all programmable components will be updated with the latest version.

## 6.4 Input source connections – Quad combo input Mark II

### About the Quad combo input Mark II

Due to demand from the market, Barco has created a second generation of the Input board to support 12G input and throughput on the SDI connectors. From the release of this board onward, the Quad combo input will be supported and will be the standard input board in every Input & Communication Unit, effectively replacing the Mark I variant.

The updates on this new board include the following compared to its predecessor:

- **SDI Input A** now also supports **12G** input signals.
- **SDI Input C** now also functions as a **loop-through output** for any signal placed on **Input A**.
- **SDI Input D** now also functions as a **loop-through output** for any signal placed on **Input B**.
- **HDBaseT Input 1** now also supports **network connectivity**.

### SDI Input & output – How does it work?

When connecting an SDI source to the projector and the signal is HD or 3G, you can choose any of the four input connectors.

When connecting multiple projectors with the same signal, you can connect the signal as follows:

- Connect the source signal to Input A or B of the first projector.
- If the source signal is connected to **Input A**, connect **Input/Output C** to the Input of the following projector.
- If the source signal is connected to **Input B**, connect **Input/Output D** to the Input of the following projector.
- Continue in the same fashion until all projectors are connected.

When connecting a 12G SDI source to the projector, you can only connect that source to input A.



Only Input A accepts 12G SDI signals . While it is technically possible to connect a 12G SDI source to Input B and connect that source to another projector in line (using Input/Output D), this first projector itself will not be able to process the 12G signal.

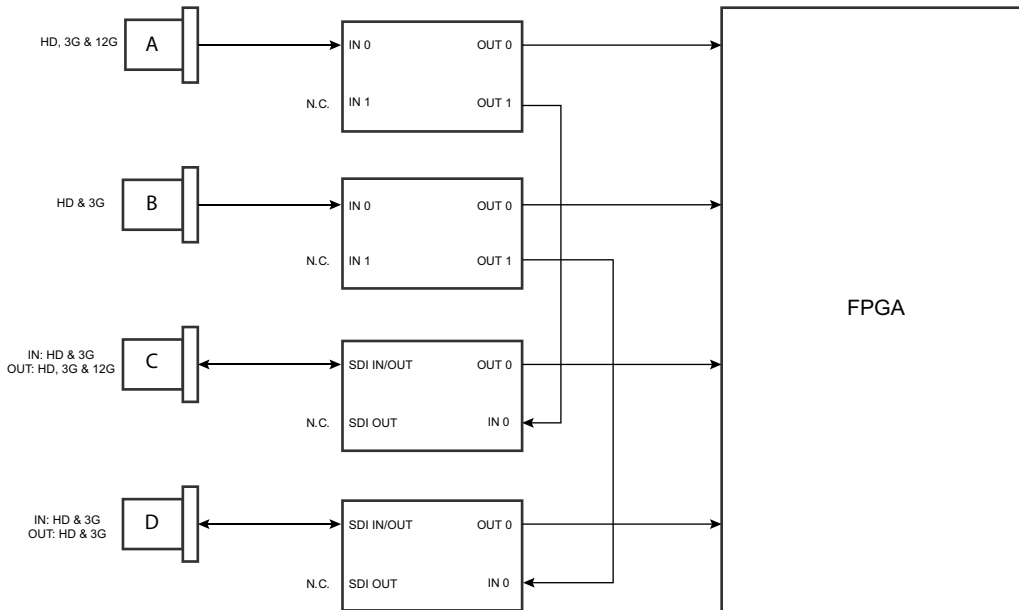


Image 6-6

## Spotting the difference between the Mark I and Mark II Input boards

Since there will be projectors in the field that have the Mark I Input Board and others that have the Mark II input board, it is important to know the difference between the two variants.

While there are several minor and barely noticeable differences between the two boards, there is one real visual aid to tell the two variants apart. There are visual markings added on the Mark II Input board, marking which connector supports 12G and which only supports 3G.

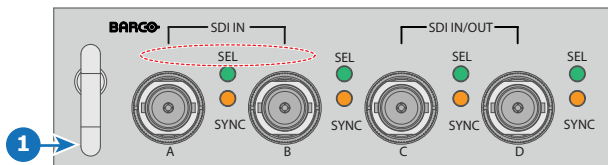


Image 6-7: Mark 1 Quad Combo input board, without markings above the SDI inputs

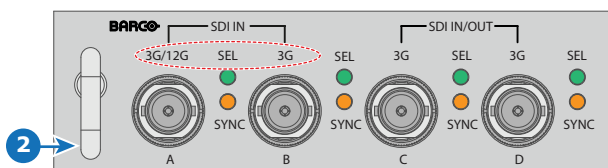


Image 6-8: Mark 2 Quad Combo input board, with 3G/12G markings above the SDI inputs/outputs.



## Overview Mark 2 Quad Combo Input board

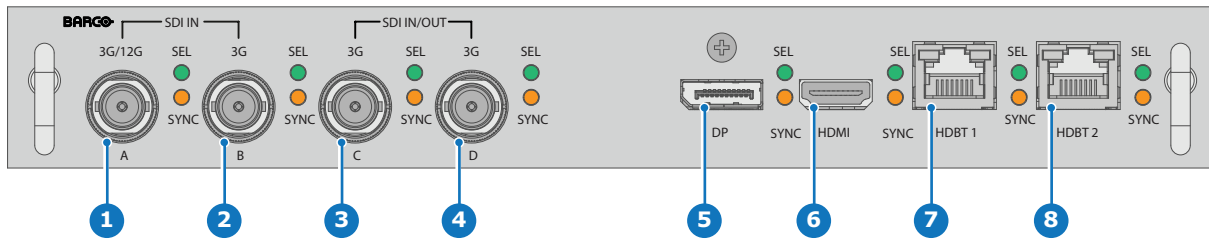


Image 6-9

- |                                                           |                            |
|-----------------------------------------------------------|----------------------------|
| <b>1</b> Quad SDI channel A: 3G/12G input                 | <b>5</b> DisplayPort Input |
| <b>2</b> Quad SDI channel B: 3G input                     | <b>6</b> HDMI input        |
| <b>3</b> Quad SDI channel C: 3G SDI input + 3G/12G output | <b>7</b> HDBaseT input 1   |
| <b>4</b> Quad SDI channel D: 3G SDI input / output        | <b>8</b> HDBaseT input 2   |



The yellow LED lights up when valid input sync is detected.  
The green LED lights up when the input is selected.  
The green LED lights blink when the input/output is selected and configured as output.

### Input specifications – SDI Inputs



HD-SDI follows the SMPTE 292M standard  
3G SDI follows the SMPTE 425M standard Level A  
12G-SDI follows the SMPTE ST-2082-1 and ST-2082-10 standards.

<b>Color space</b>	YCbCr		
<b>Color depth</b>	10 bpc		
<b>Chroma sampling</b>	4:2:2		
<b>Audio support</b>	not supported		
<b>For future release</b>	<ul style="list-style-type: none"> <li>• 3D support</li> <li>• Interlaced support</li> <li>• Segmented frame support</li> </ul>		
Video timings progressive <sup>1</sup>	Type	Port type	Format
	HD-SDI	Single link Quad link	<ul style="list-style-type: none"> <li>• Up to 1920 x 1080 @24 Hz</li> <li>• Up to 1920 x 1080 @25 Hz</li> <li>• Up to 1920 x 1080 @30 Hz</li> <li>• Up to 1280 x 720 @50 Hz</li> <li>• Up to 1280 x 720 @60 Hz</li> </ul>
	3G-SDI “BarcoLink”	Single link Quad link	1920 x 1200 @50 Hz, @59.94 Hz and @60 Hz.
	12G-SDI (Channel A only)	Single link	3840 x 2160 @50 Hz and @60 Hz 4096 x 2160 @50 Hz and @60 Hz

### Input specifications – HDMI Input

<b>Pixel rate</b>	25 – 600 MHz pixel clock
<b>HDCP support</b>	<ul style="list-style-type: none"> <li>• HDCP 1.x</li> <li>• HDCP 2.2</li> <li>• RGB 4:4:4</li> </ul>

1: For the full list of video timings, see Appendix

<b>Color space</b>	<ul style="list-style-type: none"> <li>• YCbCr 4:2:0</li> <li>• YCbCr 4:2:2</li> <li>• YCbCr 4:4:4</li> <li>• RGB 4:4:4</li> </ul>
<b>Color depth</b>	<ul style="list-style-type: none"> <li>• 24 bpp</li> <li>• 30 bpp</li> <li>• 36 bpp</li> </ul>
<b>3D support</b>	<ul style="list-style-type: none"> <li>• Field sequential 3D (Active 3D)</li> <li>• Passive 3D not supported on this board.</li> </ul>
<b>For future release</b>	<ul style="list-style-type: none"> <li>• Interlaced support</li> </ul>
<b>Audio</b>	Not supported
<b>Video timings<sup>1</sup></b>	<ul style="list-style-type: none"> <li>• Up to 4096 x 2160 @24 Hz</li> <li>• Up to 4096 x 2160 @25 Hz</li> <li>• Up to 4096 x 2160 @30 Hz</li> <li>• Up to 2048 x 1080 @48 Hz</li> <li>• Up to 4096 x 2160 @50 Hz</li> <li>• Up to 4096 x 2160 @60 Hz</li> </ul>
<b>Native video timings</b>	<ul style="list-style-type: none"> <li>• UDX-U-series: 1600 x 1200 @60 Hz</li> <li>• UDX-W-series: 1920 x 1200 @60 Hz</li> <li>• UDX-4k-series: 3840 x 2400 @60 Hz</li> </ul>



**CAUTION:** The HDBaseT inputs can bridge a distance of 100 m but are sensitive to radiated electromagnetic interference: radiated electromagnetic interference (e.g. from GSM or switching inductive or capacitive loads) within the limits of electromagnetic compatibility requirements of 3 V/m can cause random flashes or temporary loss of the projected image. As such, shielded CAT-6 cables with metal RJ-45 connectors are recommended; choose cable length no longer than required and route HDBT cable optimally screened from possible sources of electromagnetic emission.

## Input specifications – HDBaseT inputs

<b>Pixel rate</b>	25 – 297 MHz pixel clock	
<b>Color space</b>	<ul style="list-style-type: none"> <li>• YCbCr 4:2:2</li> <li>• YCbCr 4:4:4</li> <li>• RGB 4:4:4</li> </ul>	
<b>Color depth</b>	<ul style="list-style-type: none"> <li>• 24 bpp</li> <li>• 30 bpp</li> <li>• 36 bpp</li> </ul>	
<b>HDCP support</b>	HDCP 1.x supported on HDBaseT Input 1	
<b>Network support</b>	Yes, on HDBaseT Input 1	
<b>For future release</b>	<ul style="list-style-type: none"> <li>• 3D support</li> <li>• Interlaced support</li> </ul>	
<b>Audio</b>	not supported	
<b>Video timings progressive<sup>1</sup></b>	<b>Layout mode</b>	<b>Supported formats</b>
	Standard layout (1x1 layout)	<ul style="list-style-type: none"> <li>• Up to 4096 x 2160 @24 Hz</li> <li>• Up to 4096 x 2160 @25 Hz</li> <li>• Up to 4096 x 2160 @30 Hz</li> <li>• Up to 2048 x 1080 @48 Hz</li> <li>• Up to 2560 x 1600 @50 Hz</li> <li>• Up to 2560 x 1600 @60 Hz</li> </ul>

- |                            |                                                                                                                                                                  |
|----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 Column mode (2x1 layout) | <ul style="list-style-type: none"> <li>• 1920 x 2160 @50 Hz</li> <li>• 1920 x 2160 @60 Hz</li> <li>• 2048 x 2160 @50 Hz</li> <li>• 2048 x 2400 @60 Hz</li> </ul> |
|----------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|

- |                             |                                                                                                                                                                               |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Native video timings</b> | <ul style="list-style-type: none"> <li>• UDX-U-series: 1600 x 1200 @60 Hz</li> <li>• UDX-W-series: 1920 x 1200 @60 Hz</li> <li>• UDX-4k-series: 3840 x 2160 @60 Hz</li> </ul> |
|-----------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



**CAUTION:** In order to display high resolution images (e.g.: 3840 x 2160 @60 Hz) via the DP1.2 input, the quality of the cable must be adequate, in addition the length of the cable can also influence the performance. In case there is an issue with one of these criteria the automatic link-training initiated by the DP-standard may decide to switch to a lower resolution.

## Input specifications – DisplayPort 1.2 input

<b>Pixel rate</b>	Up to 600 MHz pixel clock		
<b>Color space</b>	<ul style="list-style-type: none"> <li>• YCbCr 4:2:2</li> <li>• YCbCr 4:4:4</li> <li>• RGB 4:4:4</li> </ul>		
<b>Color depth</b>	<ul style="list-style-type: none"> <li>• 24 bpp</li> <li>• 30 bpp</li> <li>• 36 bpp</li> </ul>		
<b>Data rate support</b>	<ul style="list-style-type: none"> <li>• 1.62 Gbps: Reduced Bit Rate (RBR)</li> <li>• 2.7 Gbps: High Bit Rate (HBR)</li> <li>• 5.4 Gbps: High Bit Rate 2 (HBR2)</li> </ul>		
<b>HDCP support</b>	HDCP 1.4		
<b>For future release</b>	<ul style="list-style-type: none"> <li>• Interlaced support</li> </ul>		
<b>Audio</b>	not supported		
<b>3D support</b>	<ul style="list-style-type: none"> <li>• Field sequential 3D (Active 3D)</li> <li>• Passive 3D not supported on this board.</li> </ul>		
<b>Video timings progressive<sup>1</sup></b>	<b>2D / 3D</b>	<b>Layout Mode</b>	<b>Supported formats</b>
	2D	Standard layout (1x1 layout)	<ul style="list-style-type: none"> <li>• Up to 4096 x 2160 @24 Hz</li> <li>• Up to 4096 x 2160 @30 Hz</li> <li>• Up to 2048 x 1080 @48 Hz</li> <li>• Up to 4096 x 2160 @50 Hz</li> <li>• Up to 4096 x 2160 @60 Hz</li> <li>• Up to 2560 x 1600 @120 Hz</li> </ul>
	Active 3D	Standard layout (1x1 layout)	<ul style="list-style-type: none"> <li>• 1600 x 1200 @120 Hz</li> <li>• 2560 x 1080 @120 Hz</li> <li>• 2560 x 1600 @120 Hz</li> </ul>
<b>Native video timings</b>	<ul style="list-style-type: none"> <li>• UDX-U-series: 1600 x 1200 @60 Hz</li> <li>• UDX-W-series: 1920 x 1200 @60 Hz</li> <li>• UDX-4k-series: 3840 x 2400 @60 Hz</li> </ul>		

## 6.5 Input source connections – Quad combo input Mk I

### Remark concerning the Mark 1 and Mark 2 boards

Due to mechanical and technical limitations of this input board, a new version of the Quad combo input board has been created (Mark 2, see also “Input source connections – Quad combo input Mark II”, page 57). Due to this, this board will miss functionality that has been implemented on the new board. These missing features include:

- **Loop-through** functionality
- **12G SDI** support
- Network connectivity on HDBaseT inputs

To upgrade your input board to the Mark 2 board, contact Barco.

### Overview Mark 1 Quad Combo Input board

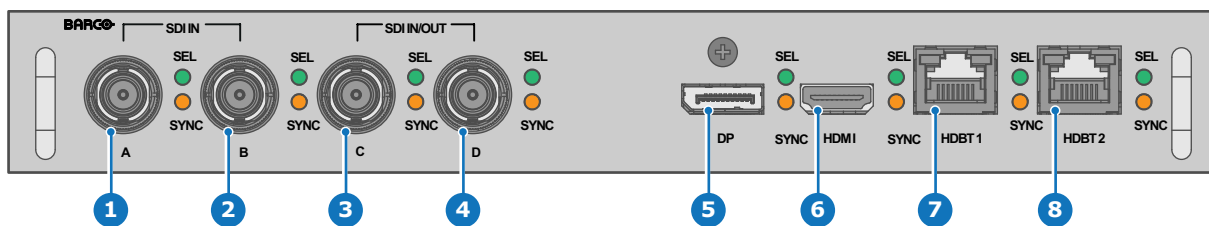


Image 6-10

- |                                       |                            |
|---------------------------------------|----------------------------|
| <b>1</b> Quad SDI channel A: 3G input | <b>5</b> DisplayPort Input |
| <b>2</b> Quad SDI channel B: 3G input | <b>6</b> HDMI input        |
| <b>3</b> Quad SDI channel C: 3G input | <b>7</b> HDBaseT input 1   |
| <b>4</b> Quad SDI channel D: 3G input | <b>8</b> HDBaseT input 2   |

The yellow LED lights up when valid input sync is detected.

The green LED lights up when the input is selected.

### Input specifications – SDI Inputs



3G SDI follows the SMPTE 425M standard Level A  
HD-SDI follows the SMPTE 292M standard

<b>Color space</b>	YCbCr		
<b>Color depth</b>	10 bpc		
<b>Chroma sampling</b>	4:2:2		
<b>Not supported<sup>2</sup></b>	<ul style="list-style-type: none"> <li>• Audio support</li> <li>• 3D support</li> <li>• Interlaced support</li> <li>• Segmented frame support</li> <li>• Loop-through functionality</li> </ul>		
Video timings progressive <sup>3</sup>	Type	Port type	Format
	HD-SDI	Single link Quad link	Up to 1920 x 1080 @24 Hz Up to 1920 x 1080 @25 Hz Up to 1920 x 1080 @30 Hz Up to 1280 x 720 @50 Hz Up to 1280 x 720 @60 Hz

2: The Mark II board has support for

3: For the full list of video timings, see Appendix

3G-SDI Level A	Single link Quad link	Up to 2048 x 1080 @50 Hz Up to 2048 x 1080 @60 Hz
3G-SDI "BarcoLink"	Single link Quad link	1920 x 1200 @50 Hz, @59.94 Hz and @60 Hz.

## Input specifications – HDMI Input

<b>Pixel rate</b>	25 – 600 MHz pixel clock
<b>HDCP support</b>	<ul style="list-style-type: none"> <li>• HDCP 1.x</li> <li>• HDCP 2.2</li> <li>• RGB 4:4:4</li> </ul>
<b>Color space</b>	<ul style="list-style-type: none"> <li>• YCbCr 4:2:0</li> <li>• YCbCr 4:2:2</li> <li>• YCbCr 4:4:4</li> <li>• RGB 4:4:4</li> </ul>
<b>Color depth</b>	<ul style="list-style-type: none"> <li>• 24 bpp</li> <li>• 30 bpp</li> <li>• 36 bpp</li> </ul>
<b>3D support</b>	<ul style="list-style-type: none"> <li>• Field sequential 3D (Active 3D)</li> <li>• Passive 3D not supported on this board.</li> </ul>
<b>For future release</b>	<ul style="list-style-type: none"> <li>• Interlaced support</li> </ul>
<b>Audio</b>	not supported
<b>Video timings<sup>3</sup></b>	<ul style="list-style-type: none"> <li>• Up to 4096 x 2160 @24 Hz</li> <li>• Up to 4096 x 2160 @25 Hz</li> <li>• Up to 4096 x 2160 @30 Hz</li> <li>• Up to 2048 x 1080 @48 Hz</li> <li>• Up to 4096 x 2160 @50 Hz</li> <li>• Up to 4096 x 2160 @60 Hz</li> </ul>
<b>Native video timings</b>	<ul style="list-style-type: none"> <li>• UDX-U-series: 1600 x 1200 @60 Hz</li> <li>• UDX-W-series: 1920 x 1200 @60 Hz</li> <li>• UDX-4k-series: 3840 x 2400 @60 Hz</li> </ul>



**CAUTION:** The HDBaseT inputs can bridge a distance of 100 m but are sensitive to radiated electromagnetic interference: radiated electromagnetic interference (e.g. from GSM or switching inductive or capacitive loads) within the limits of electromagnetic compatibility requirements of 3 V/m can cause random flashes or temporary loss of the projected image.  
As such, shielded CAT-6 cables with metal RJ-45 connectors are recommended; choose cable length no longer than required and route HDBT cable optimally screened from possible sources of electromagnetic emission.

## Input specifications – HDBaseT inputs

<b>Pixel rate</b>	25 – 297 MHz pixel clock
<b>Color space</b>	<ul style="list-style-type: none"> <li>• YCbCr 4:2:2</li> <li>• YCbCr 4:4:4</li> <li>• RGB 4:4:4</li> </ul>
<b>Color depth</b>	<ul style="list-style-type: none"> <li>• 24 bpp</li> <li>• 30 bpp</li> <li>• 36 bpp</li> </ul>
<b>HDCP support</b>	HDCP 1.x supported on HDBaseT Input 1
<b>Network support</b>	Yes, on HDBaseT Input 1

- For future release**
- 3D support
  - Interlaced support

**Audio** not supported

**Video timings progressive<sup>3</sup>**

**Layout mode**

**Supported formats**

Standard layout (1x1 layout)

- Up to 4096 x 2160 @24 Hz
- Up to 4096 x 2160 @25 Hz
- Up to 4096 x 2160 @30 Hz
- Up to 2048 x 1080 @48 Hz
- Up to 2560 x 1600 @50 Hz
- Up to 2560 x 1600 @60 Hz

2 Column mode (2x1 layout)

- 1920 x 2160 @50 Hz
- 1920 x 2160 @60 Hz
- 2048 x 2160 @50 Hz
- 2048 x 2400 @60 Hz

**Native video timings**

- UDX-U-series: 1600 x 1200 @60 Hz
- UDX-W-series: 1920 x 1200 @60 Hz
- UDX-4k-series: 3840 x 2160 @60 Hz



**CAUTION:** In order to display high resolution images (e.g.: 3840 x 2160 @60 Hz) via the DP1.2 input, the quality of the cable must be adequate, in addition the length of the cable can also influence the performance. In case there is an issue with one of these criteria the automatic link-training initiated by the DP-standard may decide to switch to a lower resolution.

## Input specifications – DisplayPort 1.2 input

**Pixel rate** Up to 600 MHz pixel clock

**Color space**

- YCbCr 4:2:2
- YCbCr 4:4:4
- RGB 4:4:4

**Color depth**

- 24 bpp
- 30 bpp
- 36 bpp

**Data rate support**

- 1.62 Gbps: Reduced Bit Rate (RBR)
- 2.7 Gbps: High Bit Rate (HBR)
- 5.4 Gbps: High Bit Rate 2 (HBR2)

**HDCP support** HDCP 1.4

**For future release**

- Interlaced support

**Audio** not supported

**3D support**

- Field sequential 3D (Active 3D)
- Passive 3D not supported on this board.

**Video timings progressive<sup>3</sup>**

**2D / 3D**

**Layout Mode**

**Supported formats**

2D

Standard layout (1x1 layout)

- Up to 4096 x 2160 @24 Hz
- Up to 4096 x 2160 @30 Hz
- Up to 2048 x 1080 @48 Hz
- Up to 4096 x 2160 @50 Hz
- Up to 4096 x 2160 @60 Hz
- Up to 2560 x 1600 @120 Hz

Active 3D	Standard layout (1x1 layout)	<ul style="list-style-type: none"> <li>• 1600 x 1200 @120 Hz</li> <li>• 2560 x 1080 @120 Hz</li> <li>• 2560 x 1600 @120 Hz</li> </ul>
-----------	------------------------------	---------------------------------------------------------------------------------------------------------------------------------------

<b>Native video timings</b>	<ul style="list-style-type: none"> <li>• UDX-U-series: 1600 x 1200 @60 Hz</li> <li>• UDX-W-series: 1920 x 1200 @60 Hz</li> <li>• UDX-4k-series: 3840 x 2400 @60 Hz</li> </ul>
-----------------------------	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

## 6.6 Input source connections – Quad DP 1.2 Input board

### Quad DP 1.2 Input board

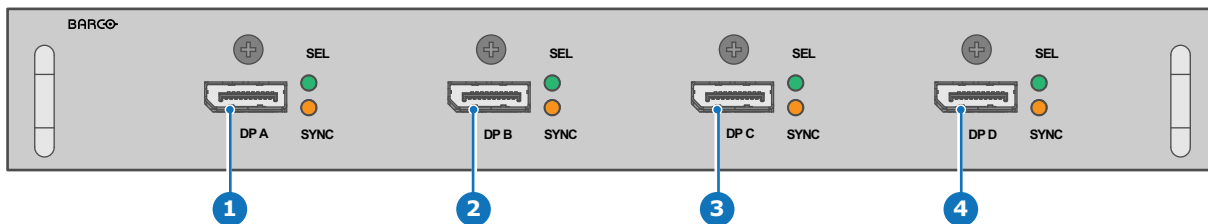


Image 6-11

- 1 Quad DisplayPort channel A input
- 2 Quad DisplayPort channel B input
- 3 Quad DisplayPort channel C input
- 4 Quad DisplayPort channel D input

The yellow LED lights up when valid input sync is detected.

The green LED lights up when the input is selected.

### Input specifications – DisplayPort 1.2 inputs

<b>Pixel rate</b>	Up to 600 MHz pixel clock		
<b>Color space</b>	<ul style="list-style-type: none"> <li>• YCbCr 4:2:2</li> <li>• YCbCr 4:4:4</li> <li>• RGB 4:4:4</li> </ul>		
<b>Color depth</b>	<ul style="list-style-type: none"> <li>• 24 bpp</li> <li>• 30 bpp</li> <li>• 36 bpp</li> </ul>		
<b>Data rate support</b>	<ul style="list-style-type: none"> <li>• 1.62 Gbps: Reduced Bit Rate (RBR)</li> <li>• 2.7 Gbps: High Bit Rate (HBR)</li> <li>• 5.4 Gbps: High Bit Rate 2 (HBR2)</li> </ul>		
<b>For future release</b>	<ul style="list-style-type: none"> <li>• Interlaced support</li> <li>• HDCP 1.4</li> </ul>		
<b>Audio</b>	not supported		
<b>3D support</b>	<ul style="list-style-type: none"> <li>• Field sequential 3D (Active 3D)</li> <li>• Passive stereoscopic 3D (Passive stereo) converted to active 3D</li> </ul>		
<b>Video timings progressive<sup>4</sup></b>	<b>2D / 3D</b>	<b>Layout Mode</b>	<b>Supported formats</b>
	2D	Standard layout (1x1 layout)	<ul style="list-style-type: none"> <li>• Up to 4096 x 2160 @24 Hz</li> <li>• Up to 4096 x 2160 @30 Hz</li> </ul>

4: For the full list of video timings, see Appendix

		<ul style="list-style-type: none"> <li>• Up to 2048 x 1080 @48 Hz</li> <li>• Up to 4096 x 2160 @50 Hz</li> <li>• Up to 4096 x 2160 @60 Hz</li> <li>• Up to 2560 x 1600 @120 Hz</li> </ul>
2D	2 column mode (2x1 layout)	<ul style="list-style-type: none"> <li>• 1920 x 2160 @60 Hz</li> <li>• 1920 x 2160 @120 Hz</li> <li>• 1920 x 2400 @60 Hz</li> <li>• 2048 x 2160 @60 Hz</li> <li>• 2048 x 2160 @120 Hz</li> </ul>
2D	4 quadrant mode (2x2 layout)	<ul style="list-style-type: none"> <li>• 960 x 1080 @120 Hz</li> <li>• 960 x 1200 @120 Hz</li> <li>• 1280 x 1080 @60 Hz</li> <li>• 1280 x 1080 @120 Hz</li> <li>• 1280 x 1600 @60 Hz</li> <li>• 1280 x 1600 @120 Hz</li> <li>• 1920 x 1080 @120 Hz</li> <li>• 1920 x 1200 @120 Hz</li> <li>• 2048 x 1080 @120 Hz</li> </ul>
2D	4 column mode (4x1 layout)	<ul style="list-style-type: none"> <li>• 960 x 2160 @120 Hz</li> <li>• 960 x 2400 @120 Hz</li> <li>• 1024 x 2160 @60 Hz</li> </ul>
Active 3D	Standard layout (1x1 layout)	<ul style="list-style-type: none"> <li>• 1600 x 1200 @120 Hz</li> <li>• 2560 x 1080 @120 Hz</li> <li>• 2560 x 1600 @120 Hz</li> </ul>
Active 3D	2 column mode (2x1 layout)	1920 x 2160 @120 Hz
Active 3D	4 quadrant mode (2x2 layout)	<ul style="list-style-type: none"> <li>• 1920 x 1080 @120 Hz</li> <li>• 1920 x 1200 @120 Hz</li> <li>• 2048 x 1080 @120 Hz</li> </ul>
Active 3D	4 column mode (4x1 layout)	<ul style="list-style-type: none"> <li>• 960 x 2160 @120 Hz</li> <li>• 960 x 2400 @120 Hz</li> <li>• 1024 x 2160 @120 Hz</li> </ul>
Passive stereo	Standard layout (1x1 layout)	3840 x 2160 @60 Hz
Passive stereo	2 column mode (2x1 layout)	1920 x 2160 @60 Hz

**Native video timings**

- UDX-U-series: 1600 x 1200 @60 Hz
- UDX-W-series: 1920 x 1200 @60 Hz
- UDX-4k-series: 3840 x 2400 @60 Hz

## 6.7 Input source connections – Fiber-Network Input Board

### Fiber-Network Input board

To connect 12G SDI over fiber.

The input board is delivered without any connector. It is up to the customer to buy the necessary connectors, transceivers and cables. These parts can be mounted on the indicated places on the front panel of the board.



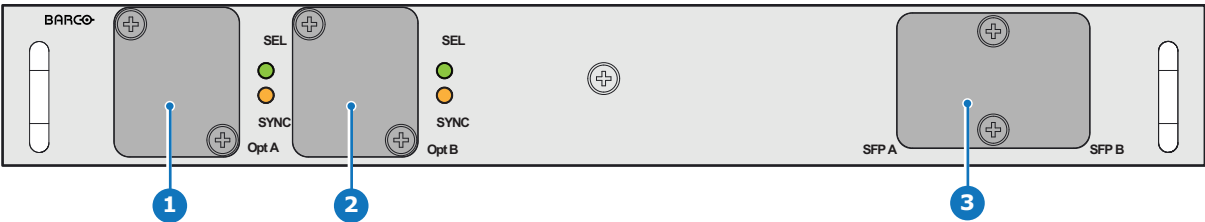


Image 6-12

- 1** Neutrik Duo optical connector or Neutrik Quad optical connector
- 2** Neutrik Duo optical connector or Neutrik Quad optical connector
- 3** 2x12G SDI/10GE transceiver

Input specifications

Color space	YCbCr		
Color depth	10 bpc		
Chroma sampling	4:2:2		
Audio support	not supported		
Video timings progressive <sup>5</sup>	Type	Port type	Format
	HD-SDI	Single link	<ul style="list-style-type: none"><li>Up to 1920 x 1080 @24 Hz</li><li>Up to 1920 x 1080 @25 Hz</li><li>Up to 1920 x 1080 @30 Hz</li><li>Up to 1280 x 720 @50 Hz</li><li>Up to 1280 x 720 @60 Hz</li><li>Up to 1280 x 720 @24 Hz</li><li>Up to 1280 x 720 @30 Hz</li><li>Up to 1280 x 720 @25 Hz</li></ul>
	3G-SDI	Single link	1920 x 1080 @50 Hz and @60 Hz 1920 x 1200 @50 Hz, @59.94 Hz and @60 Hz. 2048 x 1080 @50 Hz and @60 Hz
	12G-SDI	Single link	3840 x 2160 @50 Hz and @60 Hz 4096 x 2160 @50 Hz and @60 Hz 3840 x 2400 @50 Hz, @59.94 and @60 Hz

5: For the full list of video timings, see Appendix

### User case 1 : SFP+ transceiver + Fiber connection (integrated or separated)

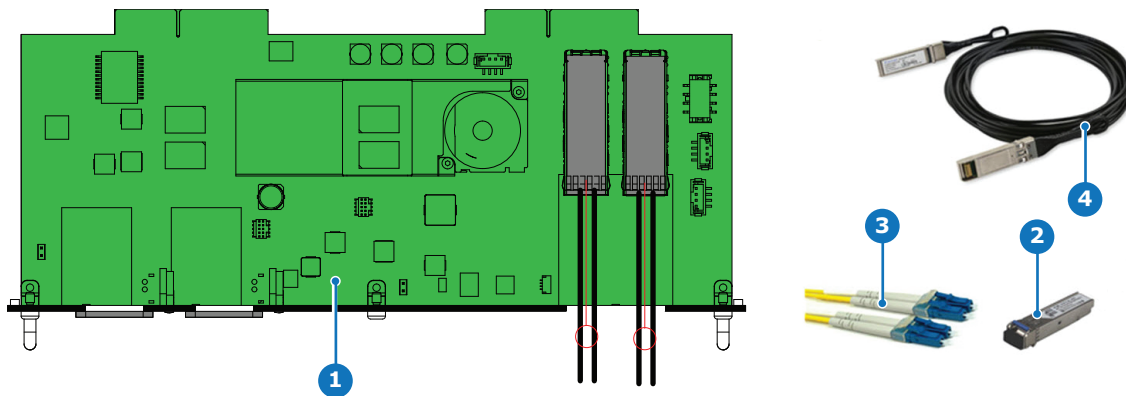


Image 6-13

- 1 Fiber-Network input board
- 2 SFP+ transceiver
- 3 Optional breakout Optical adapter
- 4 Fiber cable

Barco delivers only the Fiber-Network input board.

The customer has to buy the SFP+ transceiver and the optional breakout adapter or the fiber integrated cable.

1. Remove the plate covering the access to the SFP cages.
2. Insert the SFP+ transceivers
3. Connect the breakout adapter or immediately the optical cable.

### User case 2 : SFP+ copper transceiver + cable (integrated or separate)

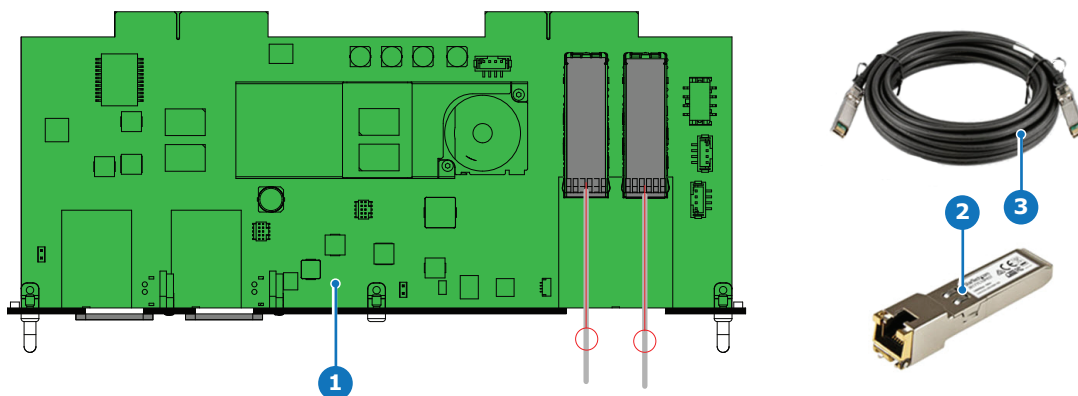


Image 6-14

- 1 Fiber-Network input board
- 2 SFP+ copper transceiver
- 3 Copper cable

Barco delivers only the Fiber-Network input board.

The customer has to buy the SFP copper transceiver and the cable.

1. Remove the plate covering the access to the SFP cages.
2. Insert the SFP+ copper transceivers
3. Connect the copper cable.

### Use case 3 : Neutrik OpticalCon Duo + SFP+ transceiver + internal fiber

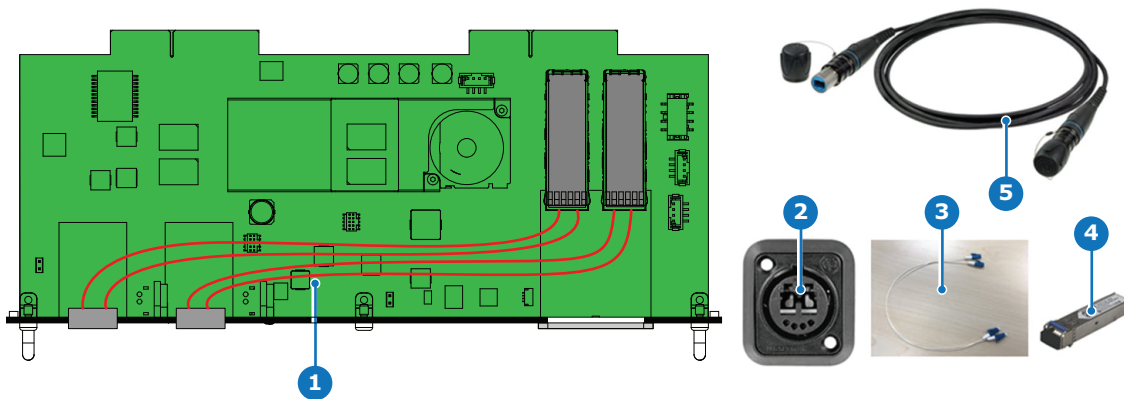


Image 6-15

- |                                    |                           |
|------------------------------------|---------------------------|
| <b>1</b> Fiber-Network input board | <b>4</b> SFP+ transceiver |
| <b>2</b> Neutrik OpticalCon DUO    | <b>5</b> Cable            |
| <b>3</b> internal fiber cable      |                           |

Barco delivers only the Fiber-Network input board.

The customer has to buy the SFP+ transceiver, the Neutrik OpticalCon Duo, the internal cable and cable.

1. Remove both plates covering the access to the Neutrik connector locations.
2. Mount the Neutrik OpticalCon Duo connectors.
3. Remove the plate covering the access to the SFP cage and insert the SFP+ transceivers. Re-install the cover plate.
4. Mount the optical internal cables between the Neutrik connectors and the SFP+ transceivers.

### Use case 4 : Neutrik OpticalCon Quad + SFP+ transceiver + internal fiber

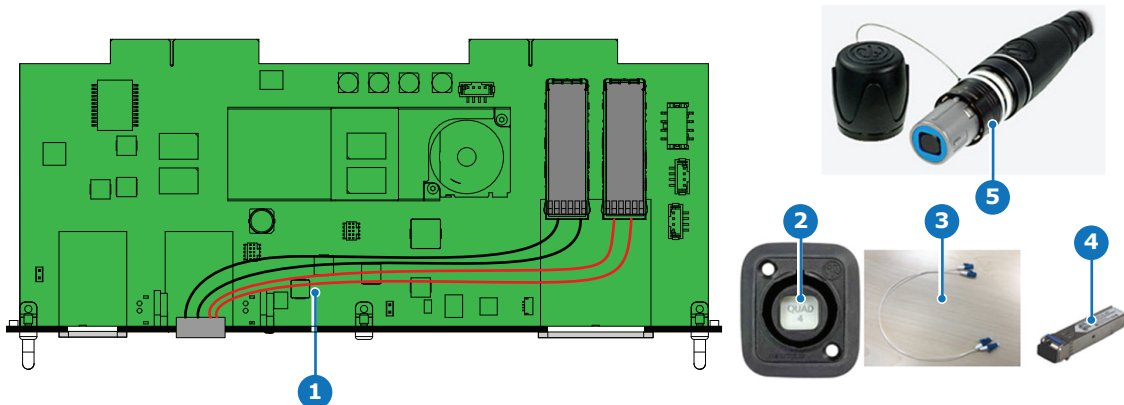


Image 6-16

- |                                    |                              |
|------------------------------------|------------------------------|
| <b>1</b> Fiber-Network input board | <b>4</b> SFP+ transceiver    |
| <b>2</b> Neutrik OpticalCon Quad   | <b>5</b> Advanced quad cable |
| <b>3</b> internal fiber cable      |                              |

Barco delivers only the Fiber-Network input board.

The customer has to buy the SFP+ transceiver, the Neutrik OpticalCon Quad, the internal cable and cable.

1. Remove one plate covering the access to a Neutrik connector location.
2. Mount the Neutrik OpticalCon Quad connector.
3. Remove the plate covering the access to the SFP cage and insert the SFP+ transceivers. Re-install the cover plate.
4. Mount the optical internal cables between the Neutrik connector and the SFP+ transceivers.

## Use case 5 : Loopthrough mode

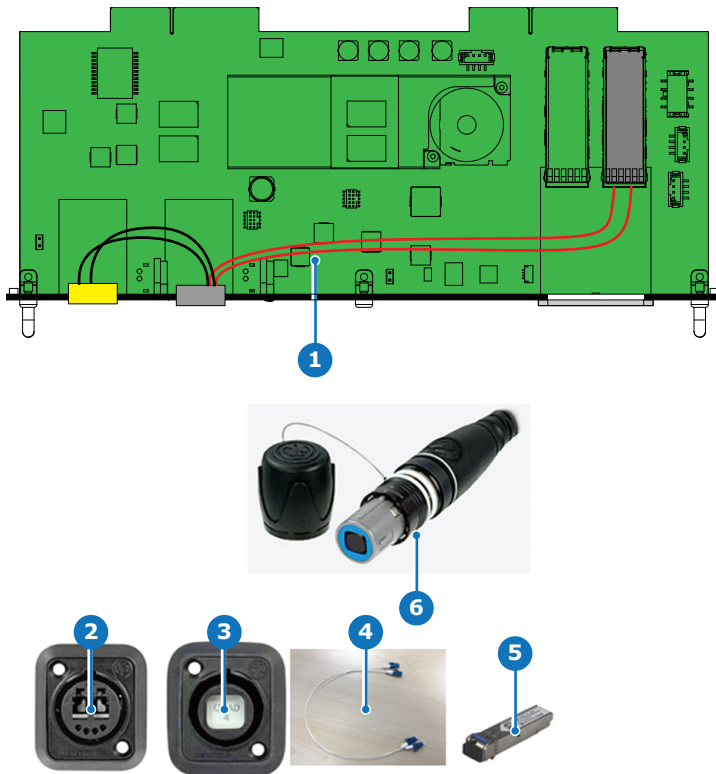


Image 6-17

- |   |                           |   |                      |
|---|---------------------------|---|----------------------|
| 1 | Fiber-Network input board | 4 | internal fiber cable |
| 2 | Neutrik OpticalCon Duo    | 5 | SFP+ transceiver     |
| 3 | Neutrik OpticalCon Quad   | 6 | Advanced Quad cable  |

Barco delivers only the Fiber-Network board.

The customer has to buy the SFP+ transceivers, both Neutrik connectors, the internal cable and the cable.

1. Remove both plates covering the access to a Neutrik connector locations.
2. Mount the Neutrik OpticalCon Quad connector and the Neutrik OpticalCon Duo.
3. Remove the plate covering the access to the SFP cage and insert the SFP+ transceivers. Re-install the cover plate.
4. Mount the fiber internal cables between the Neutrik OpticalCon Quad and the SFP+ transceivers.
5. Mount the fiber internal cables between the Neutrik OpticalCon Quad and the Neutrik OpticalCon Duo.

## 6.8 Communication connections

### Communication Panel

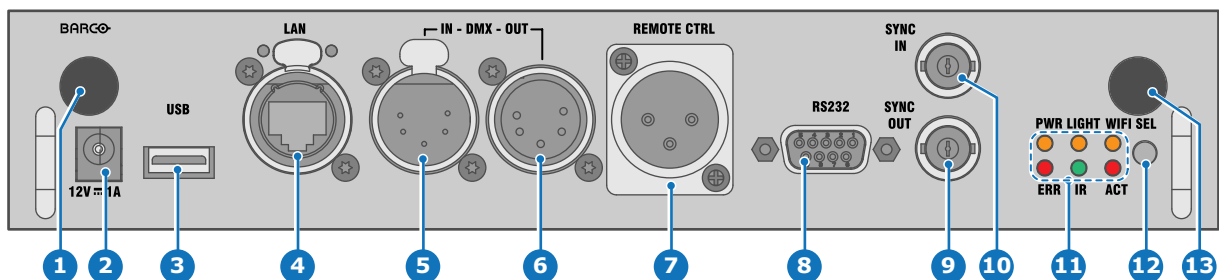


Image 6-18

- |   |                                                        |    |                                |
|---|--------------------------------------------------------|----|--------------------------------|
| 1 | WIFI antenna for wireless IP (optional)                | 8  | RS232 for serial communication |
| 2 | 12V 1A output                                          | 9  | Sync Out 3D                    |
| 3 | Firmware update / USB download log files               | 10 | Sync In 3D                     |
| 4 | 10/100 base-T for external control over IP and Art-Net | 11 | Status lights                  |
| 5 | DMX interface input                                    | 12 | IR receive sensor              |
| 6 | DMX interface output                                   | 13 | GSM antenna input (optional)   |
| 7 | XLR input for wired projector control                  |    |                                |

## 12 V output

12 V output, maximum 1 A, available when projector is not in stand by.

## DMX interface

DMX is used as communication bus between different devices in the light technic. Each device has an input and an output, so that the bus can be looped between the different devices. According the standard a five wire cable with XLR connector is used.

You can use the DMX input port to connect a DMX device (DMX console) to the projector. This way you can control the projector from that DMX device (console). The DMX output port can be connected with the next device in the loop.

Pin	Description
1	Earth
2	Cold
3	Hot
4	Return - (or not used)
5	Return + (or not used)



### DMX

DMX-512 Lighting protocol over RS-485 interface. Carries information of 512 channels from a lighting controller to lighting devices. Standardized by USITT.

## RS232/RS422 input

The communication interface of the UDX series projector supports RS232 and RS422 serial communication on two different types of input connectors, a Sub-D connector and an USB connector acting as RS input when connected to an USB input of a PC.

You can use the RS232/RS422 input to connect a local PC to your UDX series projector. By this way you can configure and control your projector from your local PC.

Advantages of using RS232/RS422 serial communication:

- easy adjustment of the projector via PC (or MAC).
- allow storage of multiple projector configurations and set ups.
- wide range of control possibilities.
- address range from 0 to 255.
- sending data to the projector (update).
- copying data from the projector (backup).

### RS232/422 input (Sub-D) port

Pin	Description
1	DCD : Data Carrier Detect
2	RXD- : Receive Data

**RS232/422 input (Sub-D) port**

Pin	Description
3	TXD- : Transmitted Data
4	DTR : Data Terminal Ready [RS232] TXD+ : Transmitted Data [RS422]
5	GND : Ground
6	DSR : Data Set Ready [RS232] RXD+ : Received Data [RS422]
7	— (not connected) —
8	CTS : Clear To Send
9	RI : Ring Indicator

**RS232**

An Electronic Industries Association (EIA) serial digital interface standard specifying the characteristics of the communication path between two devices using either D-SUB 9 pins or D-SUB 25 pins connectors. This standard is used for relatively short-range communications and does not specify balanced control lines. RS-232 is a serial control standard with a set number of conductors, data rate, word length and type of connector to be used. The standard specifies component connection standards with regard to computer interface. It is also called RS-232-C, which is the third version of the RS-232 standard, and is functionally identical to the CCITT V.24 standard. Logical '0' is  $> +3V$ , Logical '1' is  $< -3V$ . The range between  $-3V$  and  $+3V$  is the transition zone.

**RS422**

An EIA serial digital interface standard that specifies the electrical characteristics of balanced (differential) voltage, digital interface circuits. This standard is usable over longer distances than RS-232. This signal governs the asynchronous transmission of computer data at speeds of up to 920,000 bits per second. It is also used as the serial port standard for Macintosh computers. When the difference between the 2 lines is  $< -0.2V$  that equals with a logical '0'. When the difference is  $> +0.2V$  that equals to a logical '1'.

**USB port**

The communication interface is equipped with a master USB port, type “A” connector. This USB port will simplify the service procedures for firmware updates or for downloading the log files without a network connection.

If the only file on the USB device is the firmware file (a “\*.fw” file), the projector will automatically start one of the following processes.



- **cornet<version nr>.fw**: The projector will upgrade or downgrade, depending on the version number.
- **LogExtractor.fw**: The log files will be downloaded.



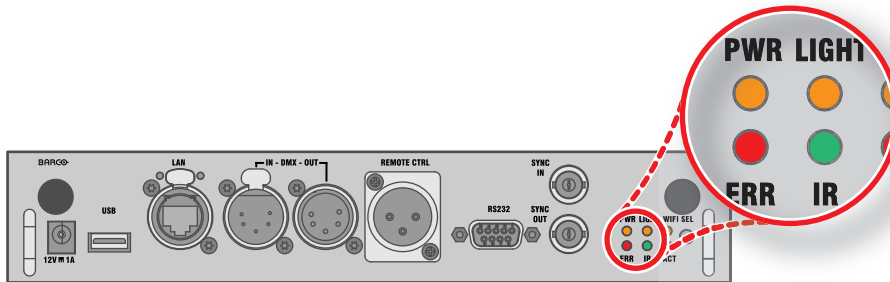
Make sure that any used USB-stick is FAT32 compatible and contains no other files or folders.

## 6.9 LED and Button indication chart

### Button Backlight Status

Button	Color status	Description
Standby button 	Blinking WHITE (slow)	Projector starts up (booting)
	Blinking WHITE (fast)	Firmware upgrade
	Solid WHITE	Projector is in Standby mode
	Blinking BLUE	Projector goes to ON mode
	Solid BLUE	Projector is ON
	Blinking RED	Error condition
Shutter button 	Off (no color)	Projector is OFF, starts up, or is in Standby mode.
	Solid WHITE	Projector is ON, shutter is open
	Solid RED	Projector is ON, shutter is closed

### LED Status



LED	Color status	Description
PWR (power LED)	Off	Projector powers up
	RED	Projector is in Standby
	ORANGE	Projector is Ready
	GREEN	Projector is on
LIGHT (Illumination LED)	Off	Light source is off
	RED	No light source detected
	ORANGE	Light source is on in ECO mode
	GREEN	Light source is on in normal mode
	GREEN-ORANGE	Light source 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





# WiFi & GSM Module

# 7



Regulatory information for US and Canada can be accessed in the OSD of the projector. In order access it, select *System Settings* → *Regulatory Information* → *Country*.

## 7.1 Compliance FCC

### Federal Communication Commission Interference Statement

You are cautioned that changes or modifications not expressly approved by the part responsible for compliance could void the user's authority to operate the equipment.

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 in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:**

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation of the device.

### FCC RF Radiation Exposure Statement:

1. This Transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.
2. This equipment complies with RF radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with a minimum distance of 20 cm between the radiator and your body.

FCC ID: 2AOUF-R8767900X

## 7.2 Compliance IC

### Radio Frequency (RF) exposure information

This equipment (IC 23575-R8767900X) complies with IC radiation exposure limits set forth for an uncontrolled environment.

This equipment should be installed and operated with a minimum distance of 20 centimeters between the radiator and your body.

### Industry Canada statement

This device complies with Industry Canada's license-exempt RSSs

Operation is subject to the following two conditions:

1. this device may not cause interference, and
2. this device must accept any interference, including interference that may cause undesired operation of the device.

Operation in the band 5150-5250 MHz is only for indoor use to reduce the potential for harmful interference to co-channel mobile satellite systems. For the frequency 5600-5650 MHz, no operation is permitted".

### Industry Canada class A emission compliance statement

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Canadian ICES-003.

These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

### Informations concernant l'exposition aux fréquences radio (RF)

Cet équipement (IC 23575-R8767900X) est conforme aux limites d'exposition aux rayonnements IC établies pour un environnement non contrôlé.

Cet équipement doit être installé et utilisé avec un minimum de 20 cm de distance entre la source de rayonnement et votre corps.

### Avis d'industrie Canada

Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence.

L'exploitation est autorisée aux deux conditions suivantes:

1. l'appareil ne doit pas produire de brouillage, et
2. l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

La bande 5 150-5 250 MHz est réservés uniquement pour une utilisation à l'intérieur afin de réduire les risques de brouillage préjudiciable aux systèmes de satellites mobiles utilisant les mêmes canaux.

Pour la fréquence 5600-5650 MHz, aucune opération est autorisée

### Avis de conformité a la réglementation d'Industrie Canada

Cet appareil numérique de la classe A est conforme a la norme NMB-003 du Canada.

## 7.3 Installation of the WiFi module



**WARNING:** The procedures below may only be performed by Barco trained and qualified technicians.



**CAUTION:** Always wear a wrist band which is connected to the ground while handling the electrostatic discharge (ESD) sensitive parts.



After the installation, the WiFi module needs to be configured.

### Required tools

Phillips screwdriver PH1

### How to install

1. Remove the Communication board.
2. Remove the drive fastener (D) from the front side of the Communication module.

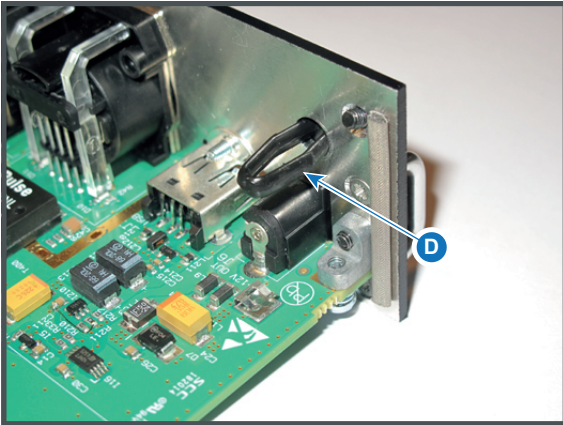


Image 7-1

3. Plug in the antenna wire connector on the WIFI module. Ensure to use bottom connection.

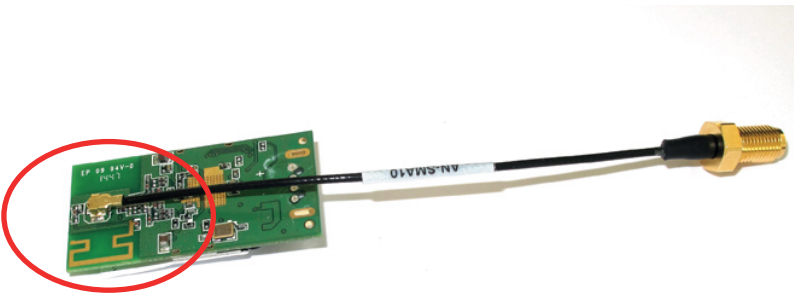


Image 7-2

4. Place the WiFi module (2) upon the plastic socket (1). Note that the plastic socket is provided with two positioning pins which fits the small holes of the WiFi module.
5. Press the plastic cover (3) upon the plastic socket containing the WiFi module as illustrated.

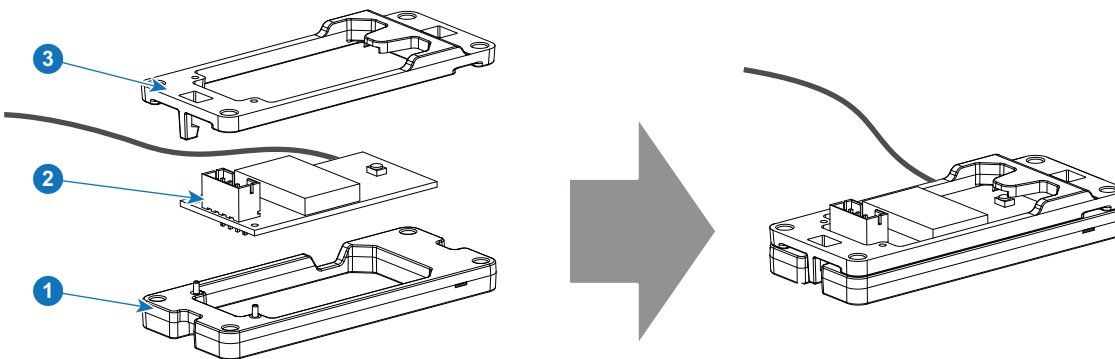


Image 7-3

6. Install the WiFi assembly on the Communication board as illustrated. Use four screws (4) and 4 nuts (5) to secure the WiFi assembly.

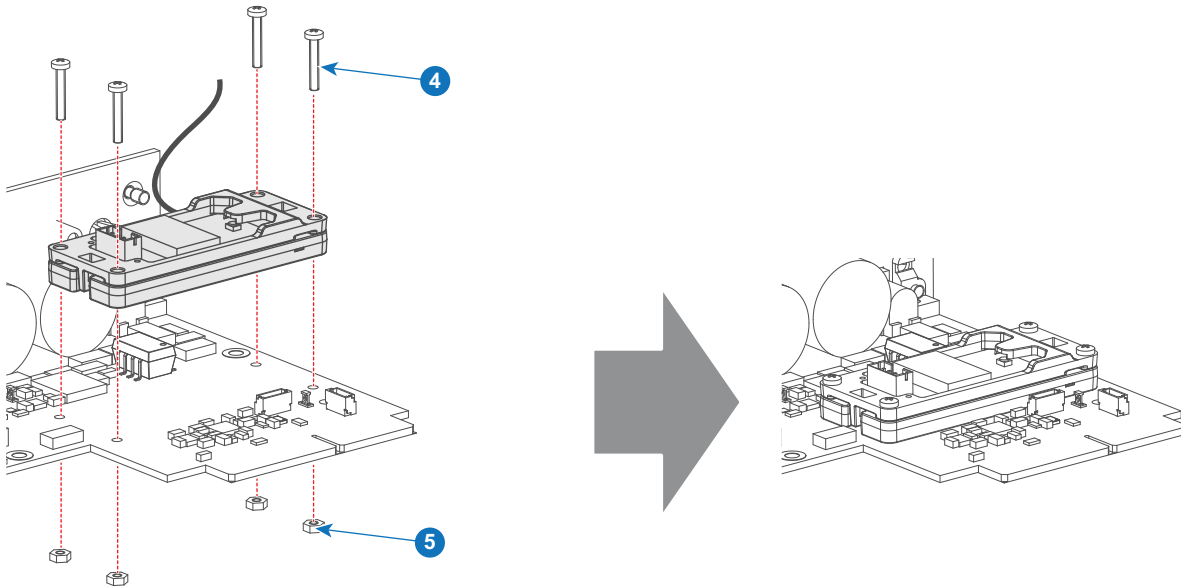


Image 7-4

7. Install the data wire by plugging in the electrical connectors (connector J327, reference 1).

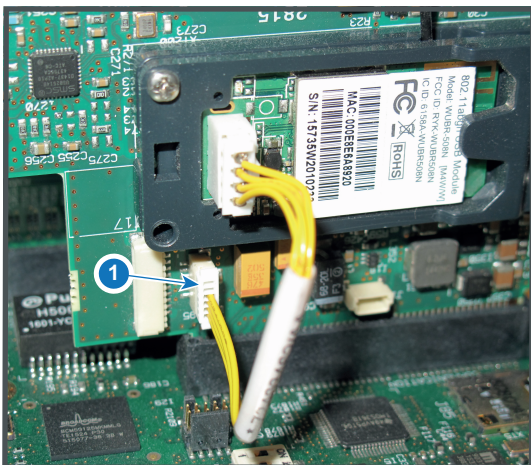


Image 7-5

8. Position the antenna (7) in the hole on the front side of the Communication module.
9. Secure the antenna wire by installing the lock washer and nut (8).



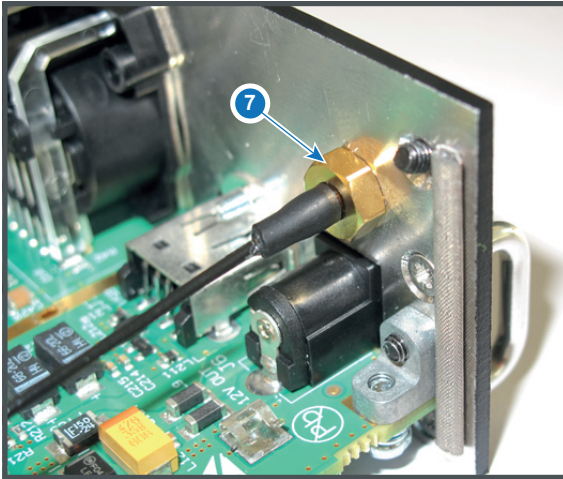


Image 7-6



10. Turn on the antenna (9).



Image 7-7

11. Stick the black label with certification numbers on the front plate of the communication board.

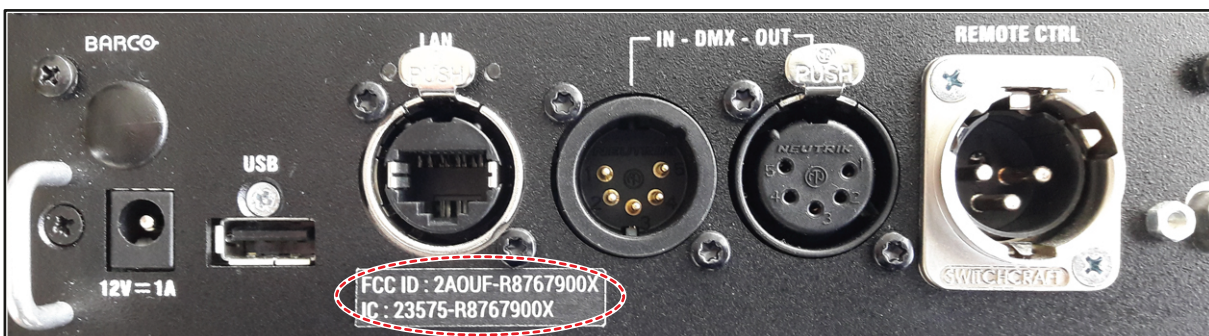


Image 7-8: Example of the black label on the communication board

12. Reinsert the communication board.

## 7.4 Installation of the GSM module



**WARNING:** The procedures below may only be performed by Barco trained and qualified technicians.



**CAUTION:** Always wear a wrist band which is connected to the ground while handling the electrostatic discharge (ESD) sensitive parts.

### Required tools

Phillips screwdriver PH1

### Required parts

SIM card (not delivered)

### How to install

1. Remove the Communication board.
2. Remove the drive fastener (1) from the front side of the Communication module.

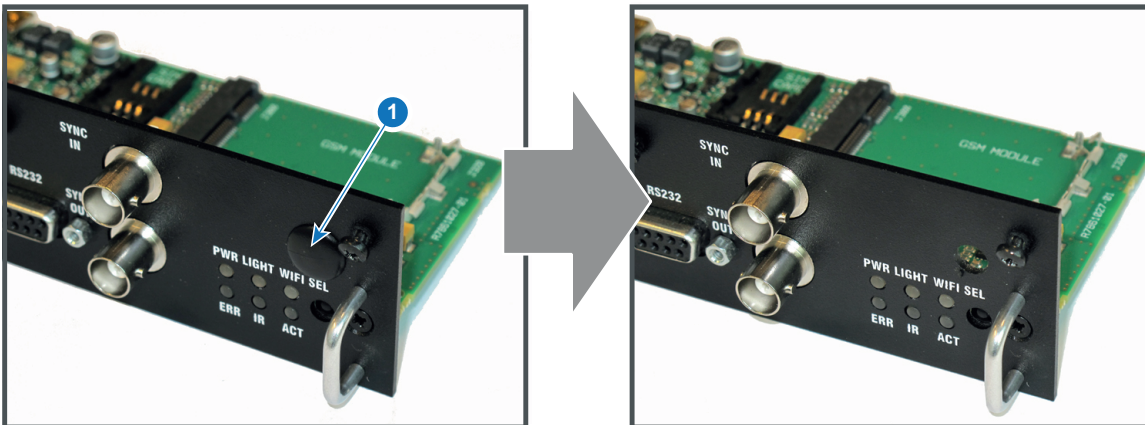


Image 7-9

3. Slide in the SIM card into the SIM card holder (2).  
Ensure that the truncated corner of the SIM card is facing the edge of the module (3).

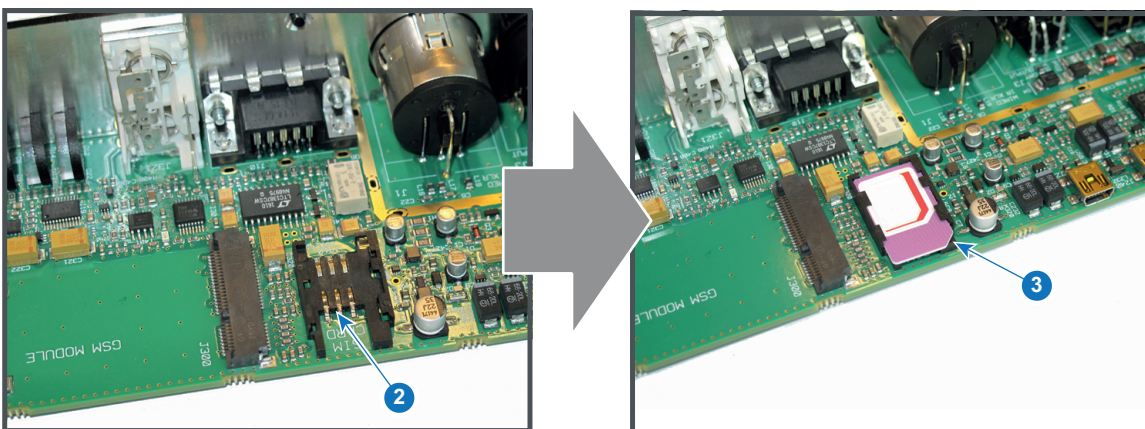


Image 7-10

4. Plug in the antenna wire connector on the front side of the GSM module (4).

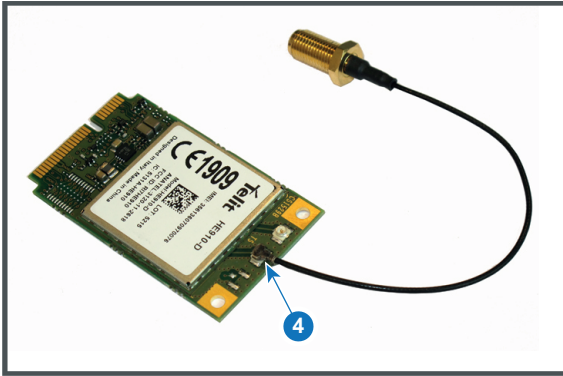


Image 7-11

5. Insert the GSM module with antenna wire into the connector (5). Push the other side of the module down until it clicks so that the module is secured (6).

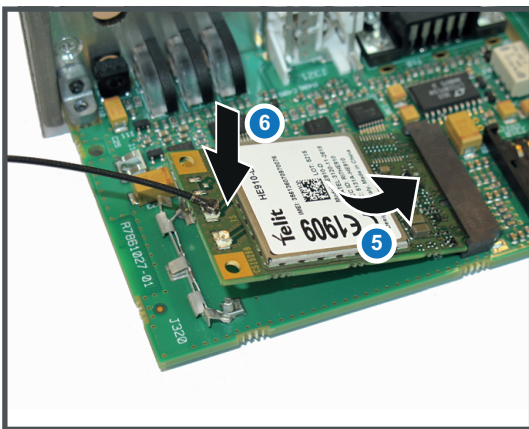


Image 7-12

6. Push the antenna connector through the hole in the front plate and secure the antenna wire by installing the lock washer and nut (7).

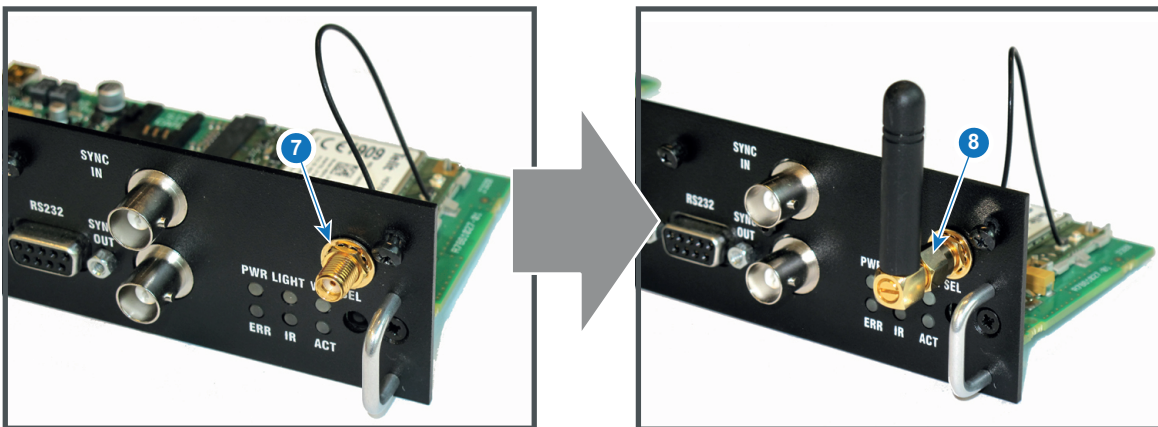


Image 7-13

7. Install the antenna by screwing it on its base (8).
8. Stick the black label with certification numbers on the front plate of the communication board.



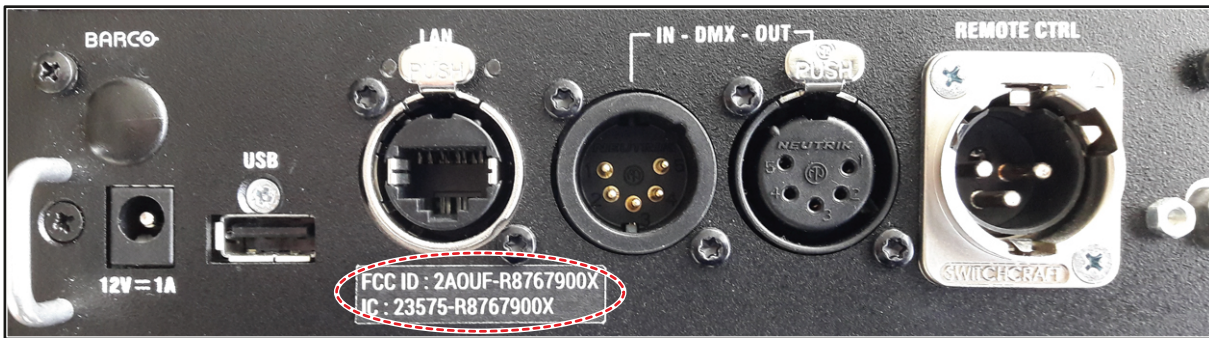


Image 7-14: Example of the black label on the communication board

9. Reinsert the communication board.



# Getting Started

# 8

## How to control the projector ?

The projector can be controlled by the local keypad, by the remote control unit or by browser application.

## Location of the local keypad ?

The local keypad is located on the input side of the projector.

## Remote control functions.

This remote control includes a battery powered infrared (IR) transmitter that allows the user to control the projector remotely. This remote control is used for source selection, control, adaptation and set up.

Other functions of the remote control are :

- switching between stand by and operational mode.
- switching to "pause" (blanked picture, full power for immediate restarting)
- direct access to all connected sources.

## Overview

- Power on projector
- Switching to standby
- Power off projector
- Using the RCU
- Projector Address
- Quick setup via Direct access
- Software update

## 8.1 Power on projector

### How to power on

1. Press the mains switch at the side of the projector to switch on this projector.

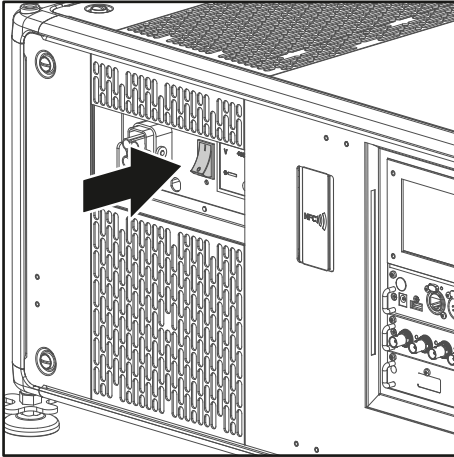


Image 8-1: Mains switch

- When 'O' is pressed, the projector is switched off.
- When 'I' is pressed, the projector is switched on.

The projector starts up to standby mode. The **Power on/off** button will blink until standby mode is achieved. Once in standby mode, the Power on/off button will be lit WHITE, but the display will be off.

2. Press the **Power on/off** button on the projector, or the **Power On** button on the remote control.

The projector will continue to power on mode. The **Power on/off** button will blink until the projector is ready. Once the projector is ready, the Power button will be lit BLUE.

The start up screen is displayed on the touch panel and when fully started up, it changes to the overview screen.

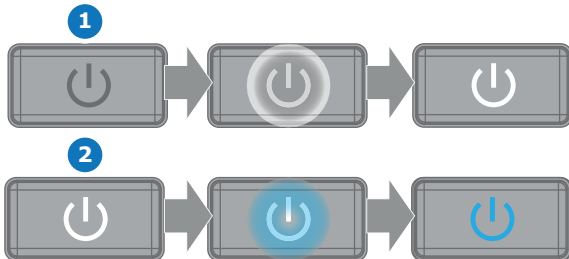


Image 8-2



The current mains input voltage is indicated on the voltmeter just above the power switch.



The background image of the startup screen and info screens can be changed with Projector Toolset with an installed UDX plug-in.

### Status overview


Once the projector is started, press **Status** to get an overview of parameters such as :

- Device serial number and article number
- Current firmware version and model name
- Current illumination (in percentage)
- Projector runtime in hours
- Uptime in hours

- Chosen source
- Current resolution and refresh rate
- Chosen communication method and IP address (if connected)
- Active functions

## Starting image projection

1. Make sure the available sources are connected to the appropriate input ports.

 **Tip:** If properly connected, the “SYNC” LED will light up ORANGE.

2. Press the **Input Selection** button on the keypad or on the remote control until:
  - the LED of the selected source (the “SEL” LED) lit up GREEN, and
  - the image of the selected source is projected.

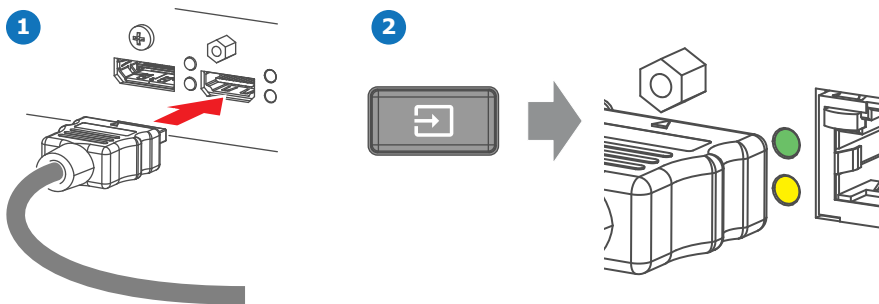


Image 8-3

## 8.2 Switching to standby

### How to switch to standby

1. Press and hold the **Power on/off** button for 3 seconds on the local keypad, or press the **Power Off** button on the remote control.

The projector goes to standby mode. The after-cooling cycle will start (about 30 seconds). During this period the Power on/off button will blink. Once the after-cooling cycle has ended, the projector will be in standby mode and the Power on/off button will be lit WHITE.

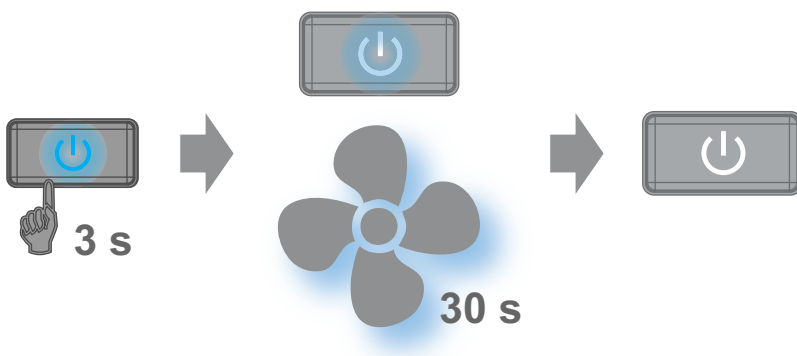


Image 8-4

## 8.3 Power off projector



**CAUTION:** This procedure assumes the projector is in **standby** mode.

## How to power off

1. Switch off the projector with the mains switch. '0' must be pressed.

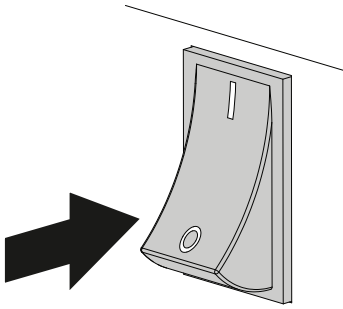


Image 8-5

2. Unplug the power cord from the projector.

## 8.4 Using the RCU

### Pointing to the reflective screen

1. Point the front of the RCU to the reflective screen surface.

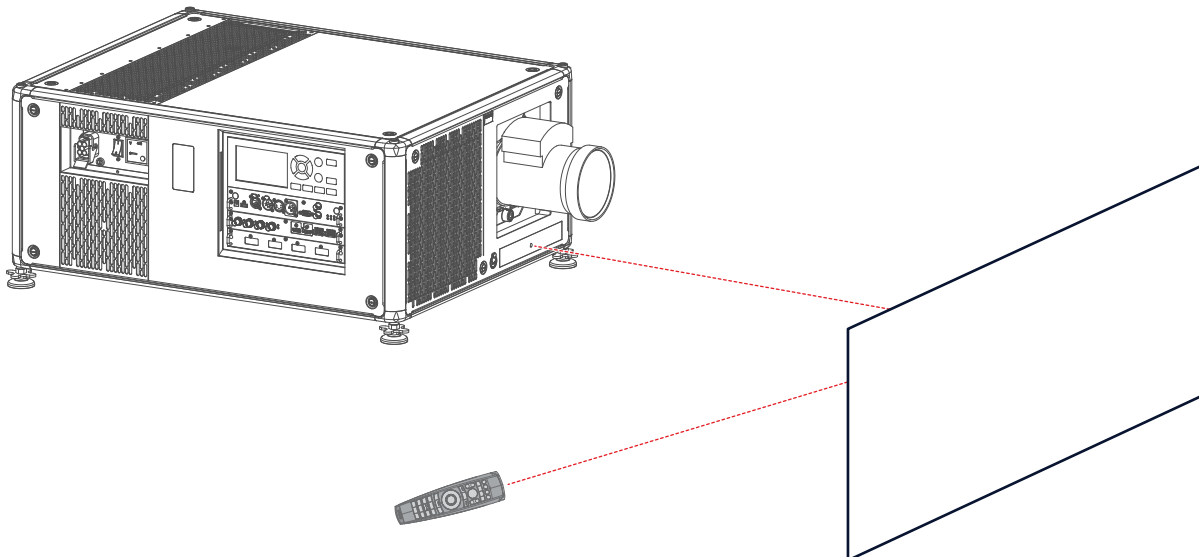


Image 8-6: IR control via reflective screen

### Hardwired to the XLR input

1. Plug one end of the remote cable in the connector on the bottom of the RCU.
2. Plug the other end in the big connector on the communication interface of the projector, labelled 'Remote CTRL'.



**Note:** Plugging the remote control will switch the broadcast address of the remote control to the default value '0'. This is the only broadcast address that will work when hardwired. If you want to change the broadcast address after disconnecting the remote control, see "Projector Address", page 89.

### Pointing directly to the IR sensor

When using the wireless remote control, make sure you are within the effective operating distance (30 m, 100 ft in a straight line). The remote control unit will not function properly if strong light strikes the sensor window or if there are obstacles between the remote control unit and the projector IR sensor.

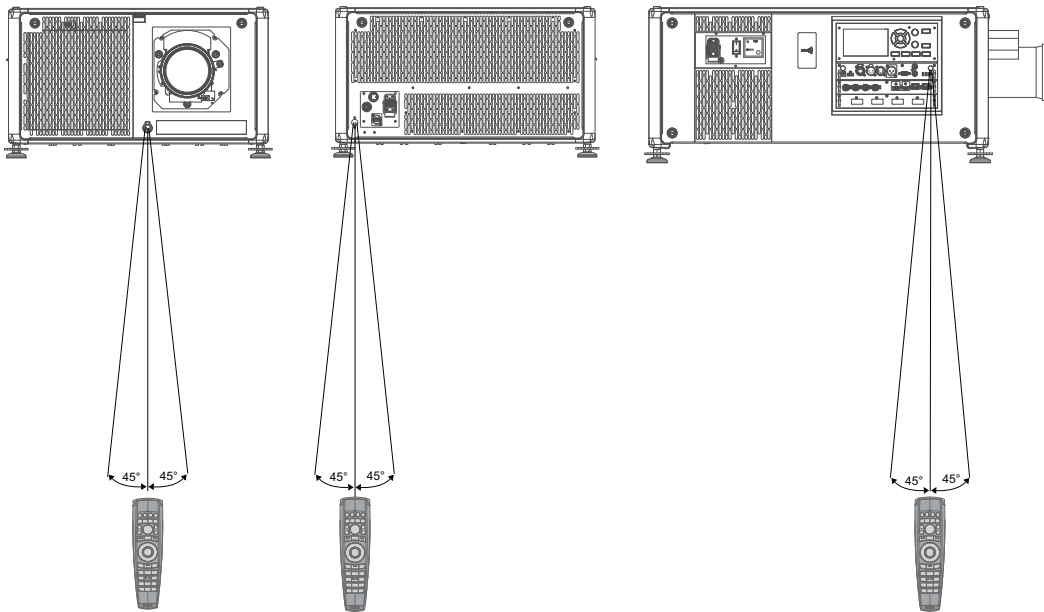


Image 8-7: RCU to one of the IR sensors

### Using the RCU in combination with a 3D emitter

When using a 3D emitter that radiates IR beams (e.g. the optional 3D emitter that Barco provides), the IR beams of the 3D emitter may interfere with the IR communication between projector and the RCU.

If such interference occurs, connect the RCU to the projector using the remote cable with XLR connector. It is also advised to turn the IR receivers of the projector off to avoid the 3D emitter interference. The IR receivers can be turned off in the GUI: *System Settings* → *Communication* → *IR Control*.

## 8.5 Projector Address



#### Projector address

Address installed in the projector to be individually controlled.



#### Broadcast address

Projector will always execute the command coming from a RCU programmed with that broadcast address.

### 8.5.1 Controlling the projector

#### Why a projector address?

As more than one projector can be installed in a room, each projector should be separately addressable with an RCU or computer. Therefore each projector has its own address.

#### Set up an individual Projector Address

The set up of a projector address can be done via the software.

#### Projector controlling

When the address is set, the projector can be controlled now:

- with the RCU: only for addresses between 1 and 31.

#### Broadcast Address

Every projector has a broadcast (common) address '0' or '1'. The default address is '0'.

The choice between '0' and '1' can be selected in the GUI: “System Settings” → “Communication” → “IR Control”.



Placing new batteries in the remote control or plugging the remote to a projector via a cable will automatically reset the address back to its default value '0'.

## 8.6 Quick setup via Direct access

### Quick source selection

1. Press the **Input** button on the remote control or local keypad.

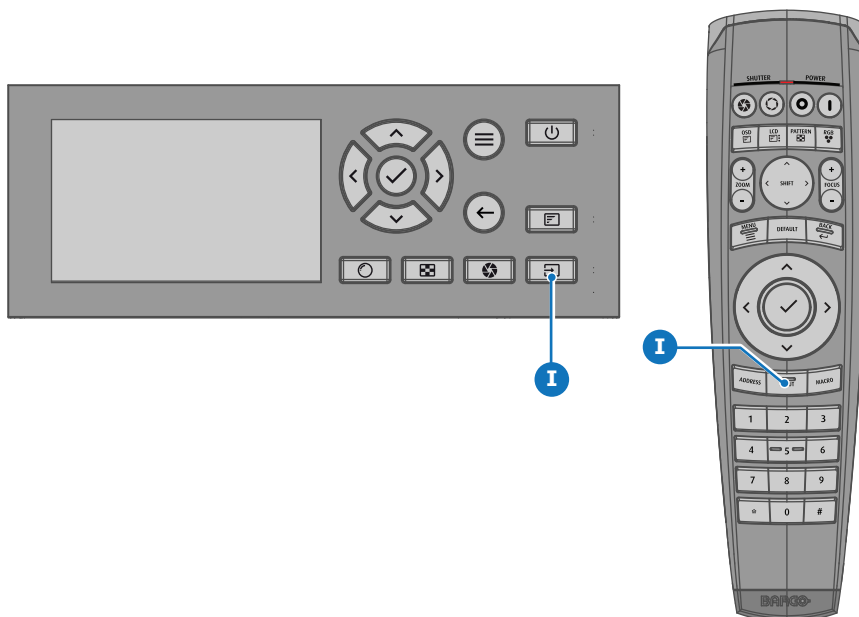


Image 8-8

The *Source selection* menu opens on the LCD display.

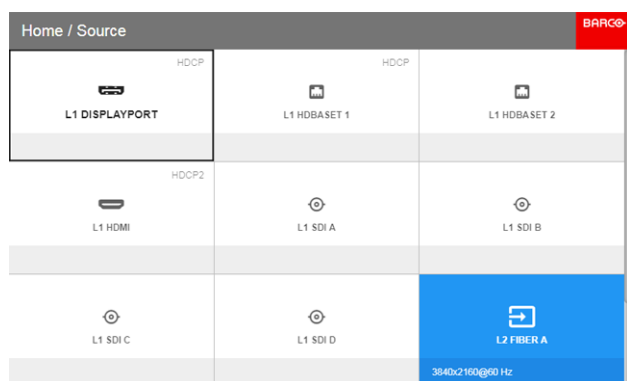


Image 8-9: Input selection

2. Use the arrow keys to select the desired source.

### Quick test pattern selection

1. Press the Test pattern button on the remote control or local keypad.



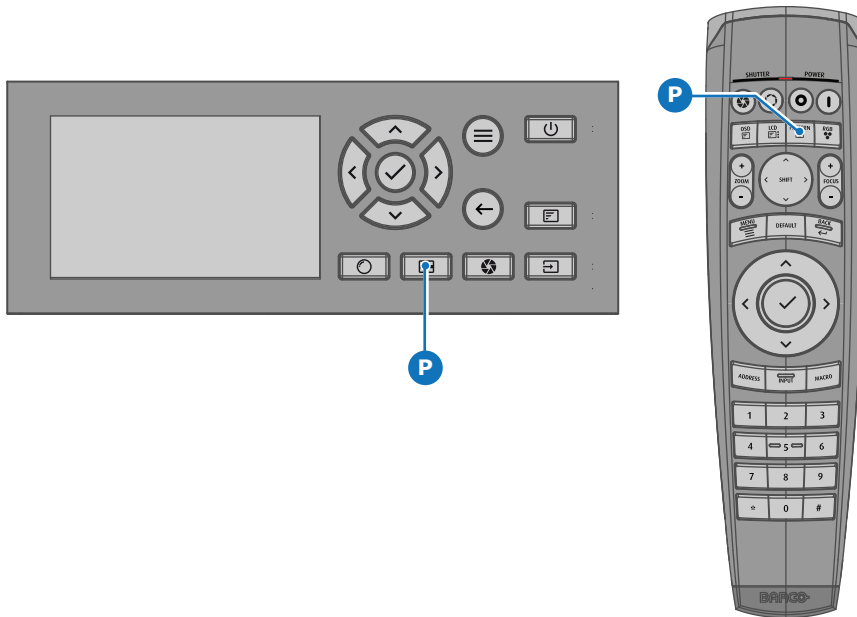


Image 8-10

The *Test pattern* menu opens on the LCD display.

2. Use the arrow keys to select the desired test pattern.

## 8.7 Software update



**CAUTION:** Make sure not to power off or unplug the projector while the software update is going on.

### How to update the software

1. Power on the projector. Wait until the **Power on/off** button is lit white or blue.
2. Download and install the latest version of Projector Toolset for Pulse. The program can be downloaded for free from Barco's website, (URL: <http://www.barco.com>). Click on *myBarco* and log in to get access to secured information. Registration is necessary.  
If you are not yet registered, click on *New to myBarco* and follow the instructions. With the created login and password, it is possible to log in where you can download the software.
3. Download the latest firmware (format .fw) from Barco's website in the same way as for Projector Toolset.
4. Start Projector Toolset and make a connection with the projector. For more information, see the Projector Toolset user guide.
5. Select tab **Update settings**.
6. Fill out the path to the update file (1)

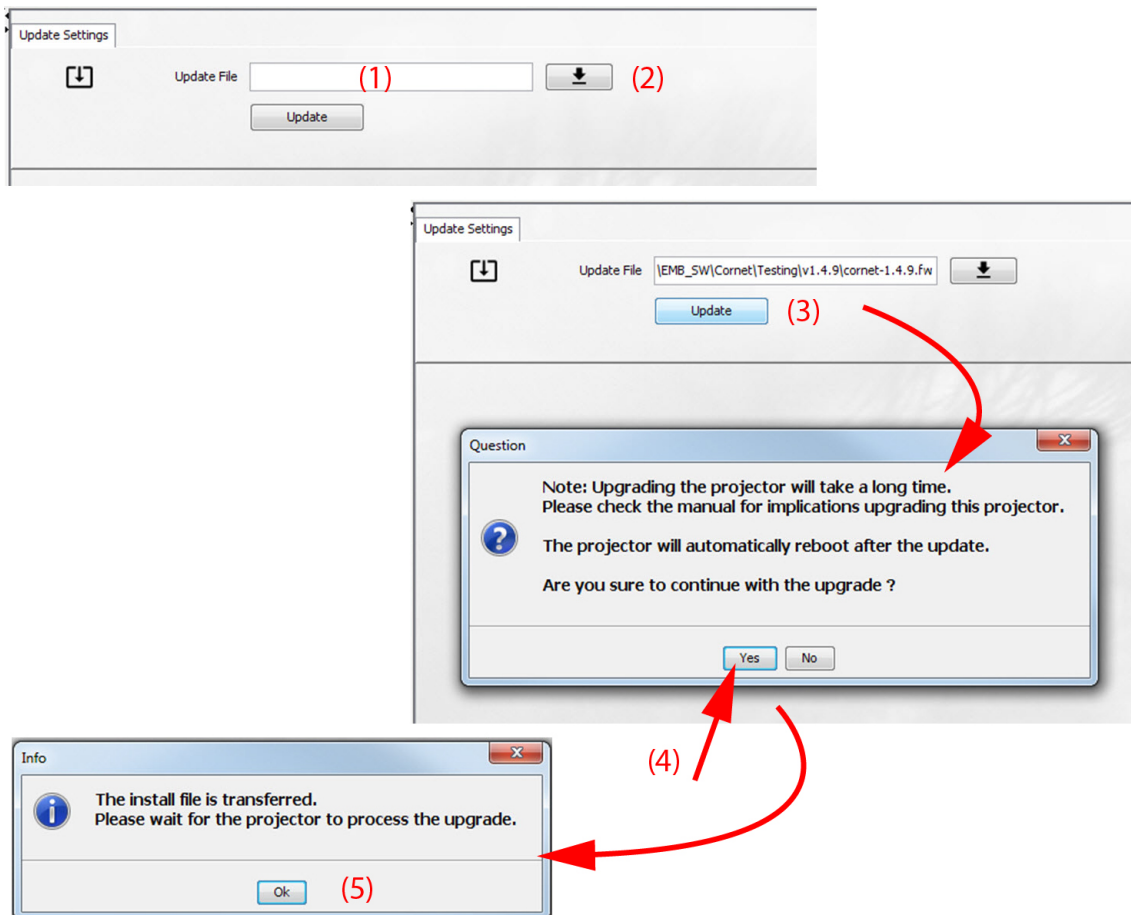



Image 8-11: Update Pulse projector

or

click on the path selection icon (2) to open a browser window.

7. Browse to the desired update package (format .fw) and click **Select Update Package**.  
The path will be filled out in the input field next to *Update File*.
8. Click **Update** (3).  
The update starts. This action can take a long time. A message is displayed.
9. Click **Yes** to continue (4).  
The update file will be transferred to the projector and installed. The projector will reboot.  
A message is displayed. Click Ok to clear the message.

## How to update the software if the projector isn't connected to the network

1. Power on the projector. Wait until the **Power on/off** button is either lit white or blue.
2. Download the latest firmware file (format .fw) from Barco's website. The firmware can be downloaded for free from Barco's website, (URL: <http://www.barco.com>). Click on *myBarco* and log in to get access to secured information. Registration is necessary.  
  
If you are not yet registered, click on *New to myBarco* and follow the instructions. With the created login and password, it is possible to log in where you can download the software.
3. Place the firmware file on a clean USB flash drive.
  -  **Note:** Make sure the flash drive is FAT32 compatible & no other files are on the flash drive.
4. Plug the flash drive in the USB port on the Communication Panel.

The update file will be transferred to the projector and installed. The projector will reboot when completed.



Take note that the update process can take a long time to complete.



# Maintenance

## About this chapter

This chapter contains general maintenance procedures.

## Overview

- Cleaning the lens
- Cleaning the exterior of the projector
- Replacement of the metal dust filters
- Replacement of the synthetic air filter

## 9.1 Cleaning the lens



To minimize the possibility of damage to optical coatings, or scratches to lens surfaces follow the cleaning procedure as described here precisely.

### Required tools

- Compressed air.
- Clean Toraysee® cloth or any micro fiber lens cleaning cloth.
- Clean cotton cloth.

### Required parts

Lens cleaner (e.g. Carl Zeiss lens cleaner or Purasol® or any water-based lens cleaner)

### How to clean the lens?

1. Blow off dust with clean compressed air (or pressurized air cans<sup>6</sup>).
2. Clean with lens cleaner together with a clean lens cleaning cloth to remove the dust and contamination. Use big wipes in one single direction.
 

**Warning:** Do not wipe back and forwards across the lens surface as this tends to grind dirt into the coating.
3. Use a dry lens cleaning cloth to remove left liquid or stripes. Polish with small circles.
4. If there are still fingerprints on the surface, wipe them off with lens cleaner together with a clean lens cleaning cloth. Polish again with a dry one.



If smears occur when cleaning lenses, replace the cloth. Smears are the first indication of a dirty cloth.

## 9.2 Cleaning the exterior of the projector

### How to clean the exterior of the projector ?

1. Switch off the projector and unplug the projector from the mains power net.
2. Clean the housing of the projector with a damp cloth. Stubborn stains may be removed with a cloth lightly dampened with a mild detergent solution.

## 9.3 Replacement of the metal dust filters



**CAUTION:** The high density filter must be replaced on a regular basis, depending on the environment conditions of the projector.



**WARNING:** Switch off the projector and unplug the power cord before starting the procedure.

### Required tools

- Vacuum cleaner
- Compressed air

<sup>6</sup>: Pressurized air cans are not efficient if there is too much dust on the surface, the pressure is too low

## Required parts

Metal air filters

### How to replace the small air filter

1. Remove the light processor cover. See “Removal of the left cover”, page 100.
2. Locate the metal filter on the inside of the cover.
3. Push both filter holders to the outside and flip the filter out of the holder as illustrated.

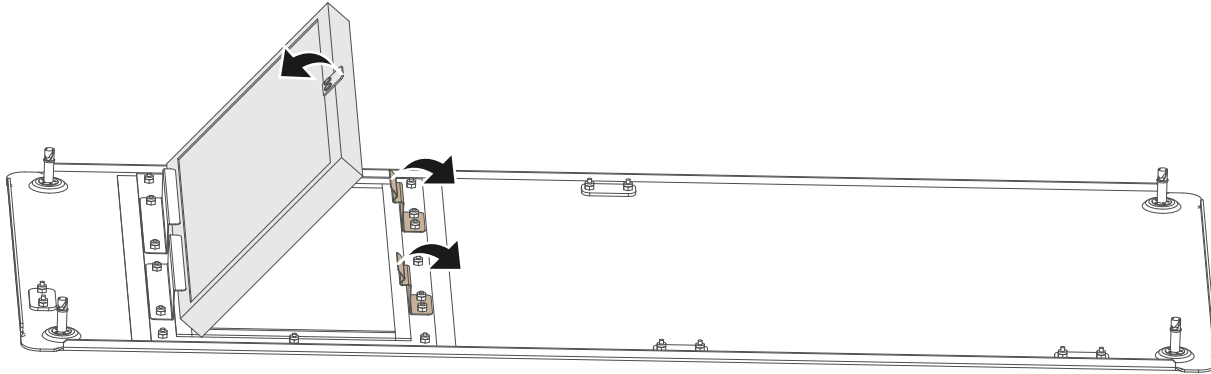


Image 9-1: Small metal filter replacement

4. Remove the filter and clean it.
5. Install either the cleaned filter or a new filter (if the old one is no longer usable).



**Caution:** Take notice of the air flow direction of the filter (made visible by a label). Make sure the arrow points towards the inside of the projector.

6. Install the light processor cover again. See “Mounting the left cover”, page 102.

### How to replace the large air filter

1. Remove the small top cover. See “Removal of the small top cover”, page 101.
2. Push both filter holders to the outside and flip the filter out of the holder as illustrated.

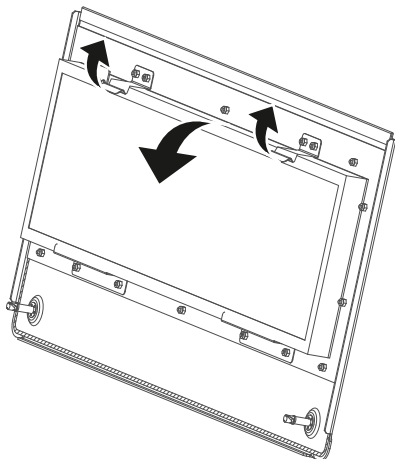


Image 9-2: Small top cover filter replacement

3. Remove the filter and clean it.
4. Install either the cleaned filter or a new filter (if the old one is no longer usable).



**Caution:** Take notice of the air flow direction of the filter (made visible by a label). Make sure the arrow points towards the inside of the projector.

5. Install the small top cover again. See "Mounting the small top cover", page 103.

### Clean the metal dust filters

1. Remove most contamination with a vacuum cleaner.
2. Blow remaining dust away with compressed air in an other room or outside.



If you cannot clean the filter anymore, insert a new one.

## 9.4 Replacement of the synthetic air filter



**WARNING:** Switch off the projector and unplug the power cord before starting the procedure.

### Required parts

New synthetic filter

### How to remove

1. Remove the front cover. See "Removal of the front cover", page 100.
2. Push both filter holders to the outside and flip the filter out of the holder as illustrated.

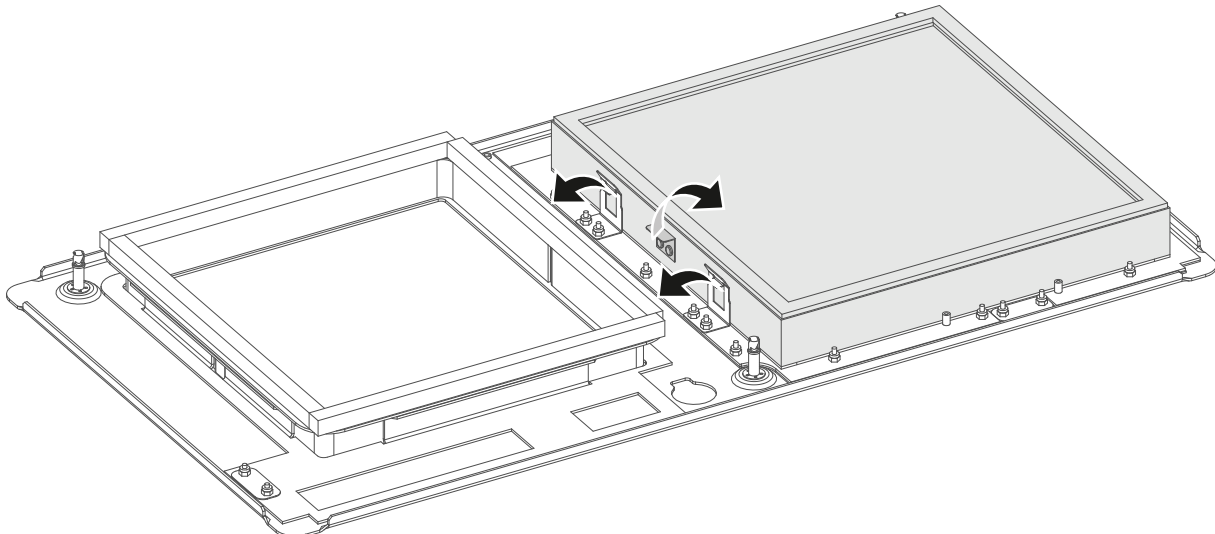


Image 9-3: Remove old filter

3. Remove the filter and insert a new one.



**Caution:** Take notice of the air flow direction of the filter (made visible by a label). Make sure the arrow points towards the inside of the projector.

4. Install the front cover. See "Mounting the front cover", page 102



**CAUTION:** Never clean the filter. Always replace with a new one.



**CAUTION:** Never use the projector with removed filters !



# Removal and installation of the projector covers

# 10

## Overview

- Removal of the front cover
- Removal of the left cover
- Removal of the back cover
- Removal of the small top cover
- Mounting the front cover
- Mounting the left cover
- Mounting the back cover
- Mounting the small top cover

## About this chapter

Most maintenance and service procedures demand removing one or more of the projector covers to gain access to the parts to maintain or to service.

The procedures in this chapter describe, with detailed step by step actions and illustrations, how to remove or install the projector covers.



**WARNING:** Always switch off the projector and unplug the power cord before removing one of the covers, unless otherwise stated.

## 10.1 Removal of the front cover

### Required tools

7 mm flat screw driver

### How to remove

1. Remove the lens. See “Lens removal”, page 47.
2. Release the three captive screws (reference 1).

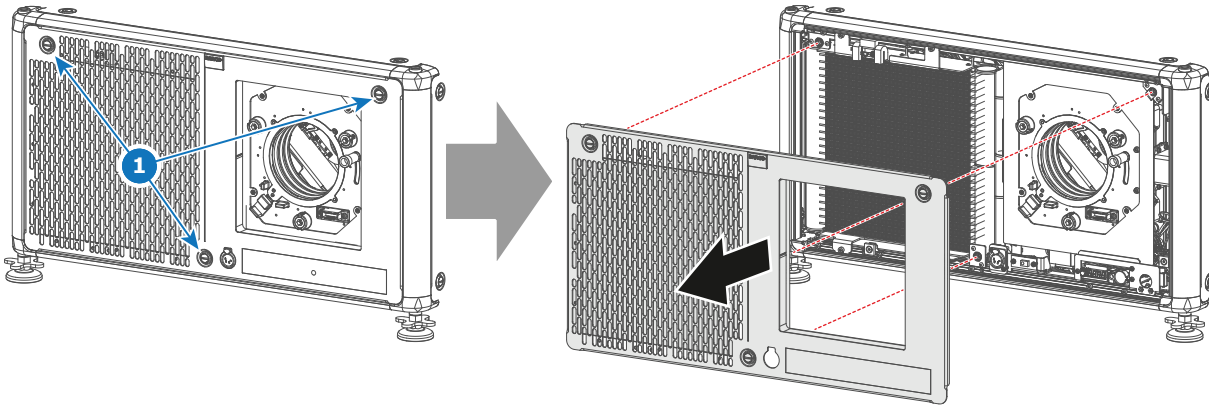


Image 10-1: Front cover removal

3. Remove the front cover.

## 10.2 Removal of the left cover

### Required tools

7 mm flat screw driver

### How to remove

1. Loosen the four captive screws (reference 1) of the light processor cover. Use a 7 mm flat screwdriver.
2. Remove the cover from the projector.

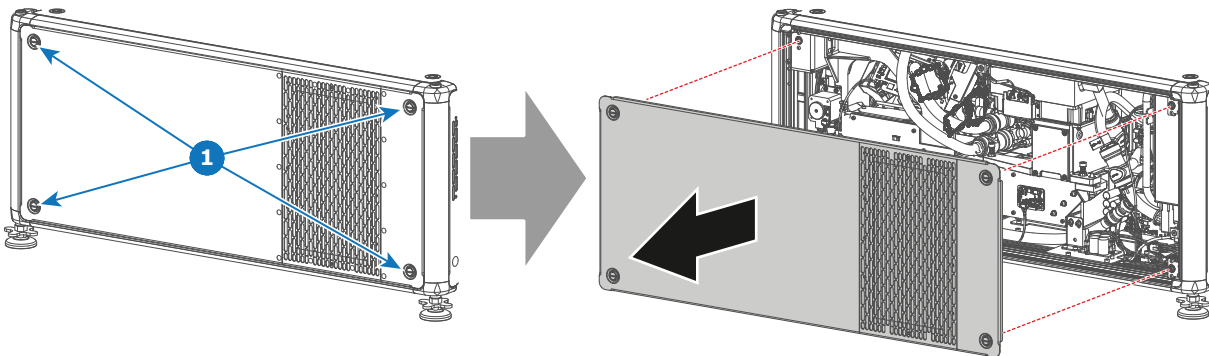


Image 10-2: Removal of the left cover (light processor side)

## 10.3 Removal of the back cover

### Required tools

7 mm flat screw driver

### How to remove

1. Loosen the captive three screws (reference 1) of the backside of the projector. Use a 7 mm flat screwdriver.
2. Remove the cover from the projector.

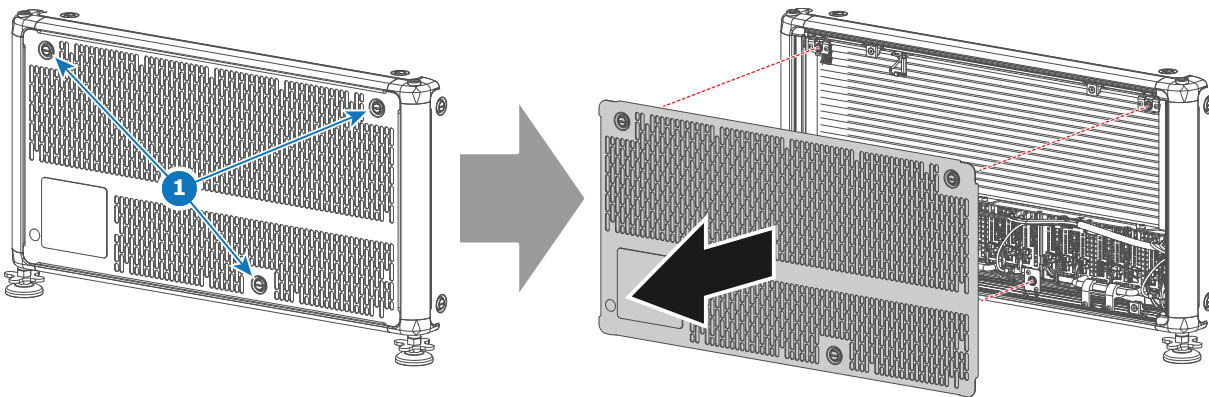


Image 10-3: Remove back cover

## 10.4 Removal of the small top cover

### Required tools

7 mm flat screw driver

### How to remove

1. Loosen the two captive screws (reference 1) of the small top cover at the back side of the projector.

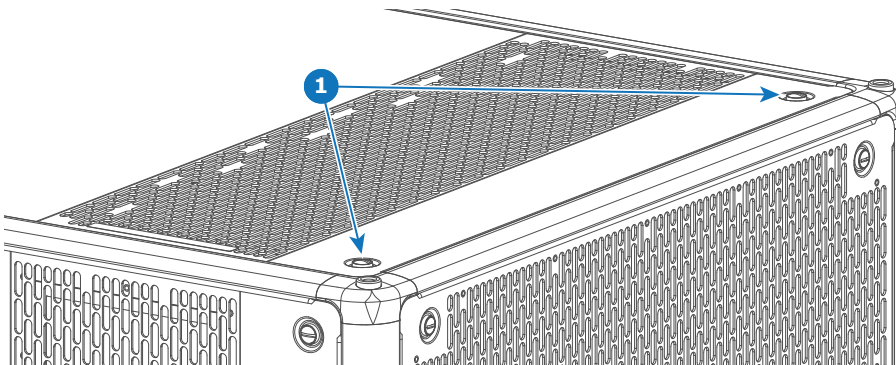


Image 10-4



**Caution:** Only loosen the captive screws at the backside of the projector. It is not necessary to loosen the captive screws at the front side of the top cover.

2. Flip the small cover open and remove it carefully.

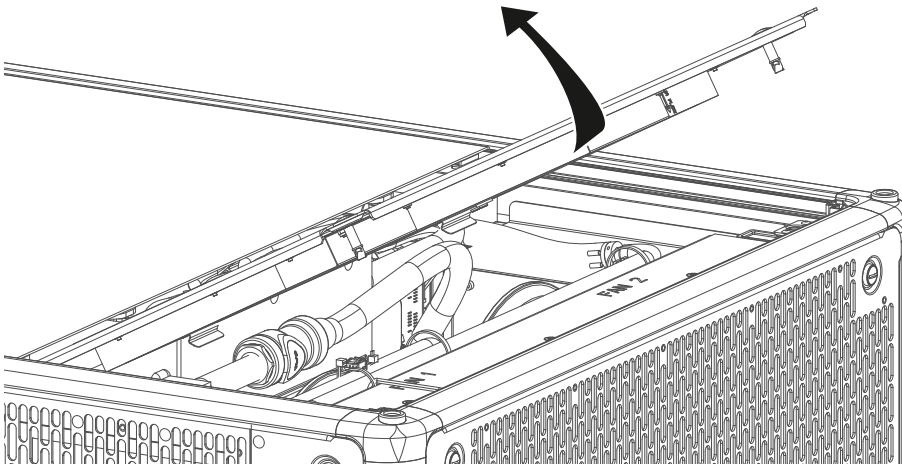


Image 10-5: Flip the small top cover

## 10.5 Mounting the front cover

### Required tools

7 mm flat screw driver

### How to mount

1. Place the front cover on its place, with the filter facing the projector.

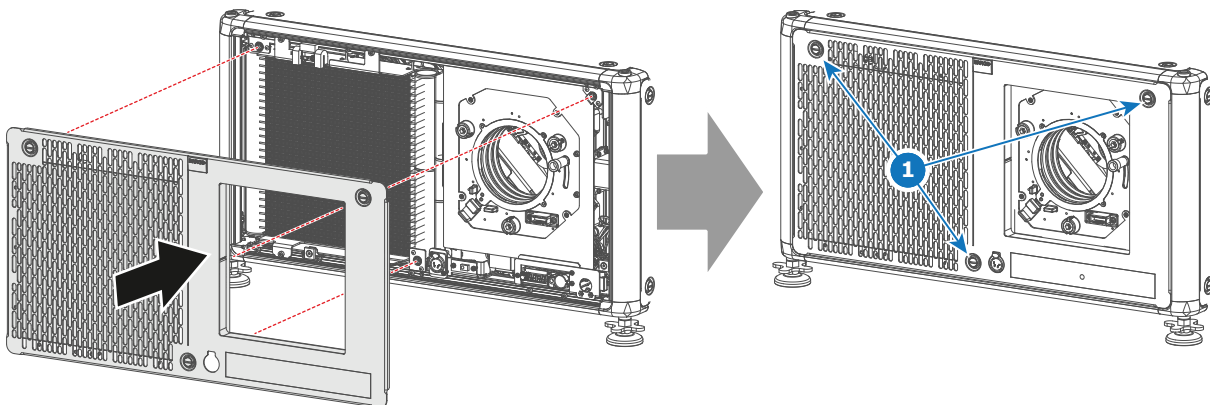


Image 10-6: Mount front cover

2. Fasten the three captive screws (reference 1).
3. Mount the lens again. See "Lens installation", page 45.

## 10.6 Mounting the left cover

### Required tools

7 mm flat screw driver

### How to mount

1. Place the cover on its place, with the grating of the filter facing the **backside** of the projector.



**Caution:** Do NOT try to fasten the cover while holding it upside down (with the filter facing the front side). This WILL damage the projector.

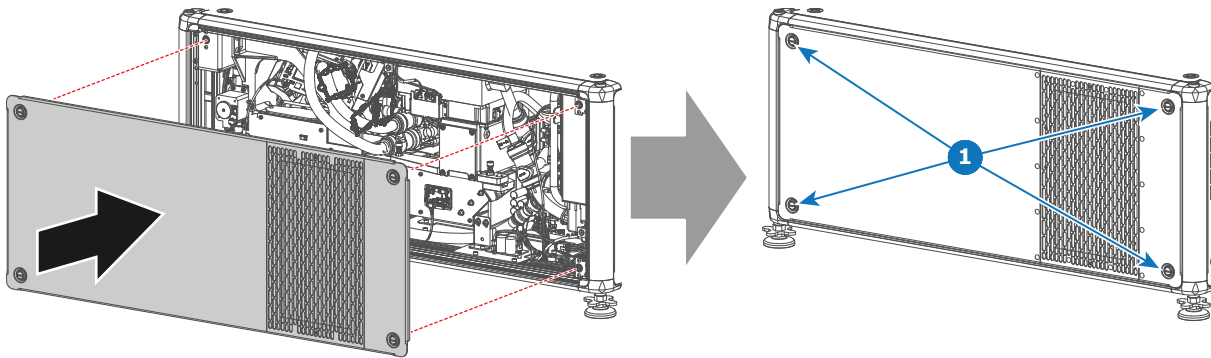


Image 10-7: Mount left cover (light processor side)

2. Fasten the four captive screws (reference 1).

## 10.7 Mounting the back cover

### Required tools

7 mm flat screw driver

### How to mount

1. Place the back cover on the backside of the projector.

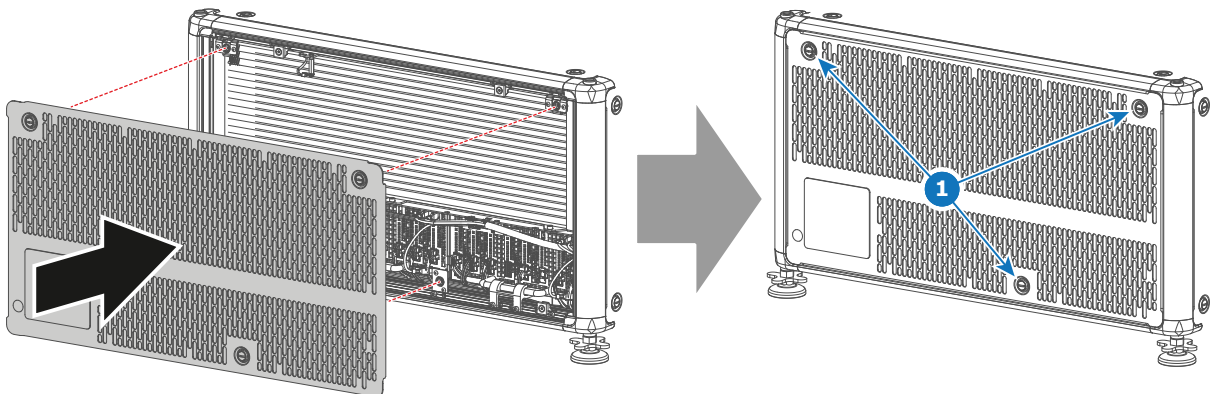


Image 10-8: Mount back cover

2. Fasten the three captive screws (reference 1).

## 10.8 Mounting the small top cover

### Required tools

7 mm flat screw driver

### How to mount

1. Slide the small top cover into the gapes of the large top cover (reference 1, Image 10-9).

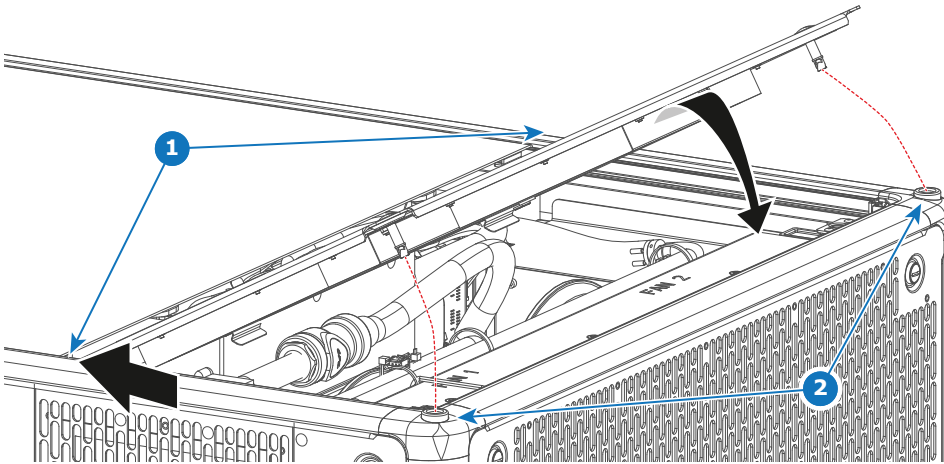


Image 10-9

2. Flip down the cover, so that the captive screws nicely fit the inserts (reference 2).
3. Fasten the two captive screws (reference 1, Image 10-9).

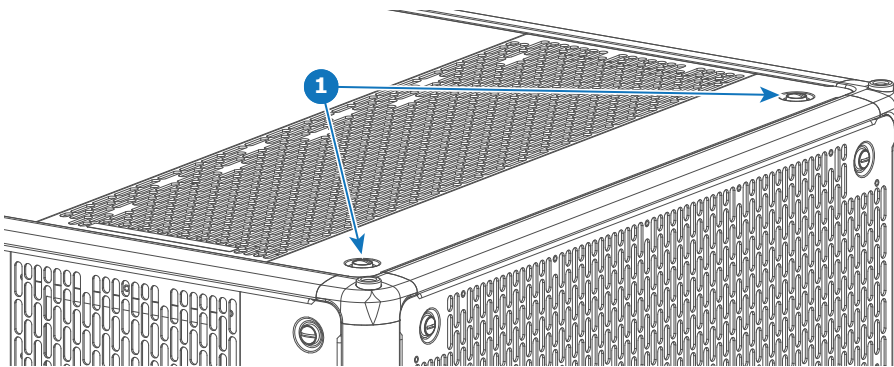


Image 10-10

# Specifications



## About this chapter

This chapter gives an overview of the specification of the UDX projector as well as the dimensions and the center of gravity.

## Overview

- Specifications of the UDX-4K40
- Specifications of the UDX-4K32
- Specifications of the UDX-4K22
- Specifications of the UDX-W40
- Specifications of the UDX-W32
- Specifications of the UDX-W26
- Specifications of the UDX-W22
- Specifications of the UDX-U40
- Specifications of the UDX-U32
- Dimensions of a UDX
- Dimensions of the rigging frame
- Dimensions of the flight case
- Technical Regulations



## A.1 Specifications of the UDX-4K40

### Specifications

<b>Projector type</b>	4K UHD 3-chip DLP digital projector
<b>Technology</b>	0.9 DMD™ x3
<b>Resolution</b>	3,840 x 2,400 (4K UHD) / 2,560 x 1,600 (native)
<b>Brightness</b>	37,500 (WQ)/36,500 (4K UHD) center lumens // 36,500 (WQ)/35,500 (4K UHD) ansi lumen // 40,000 ISO
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37, 0.65-0.85, 0.8-1.16:1 ; 1.25-1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	V: -100% to +130% / H: +/- 40% on zoom lenses (memorized)
<b>Color correction</b>	P7
<b>Light source</b>	laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	20,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Orientation</b>	360°
<b>Sealed DLP™ core</b>	standard
<b>DMX 512</b>	standard
<b>WARP</b>	Direct adjust OSD + toolset
<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 240Hz*
<b>Inputs</b>	Single HDBaseT; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink Ultra
<b>Optional Inputs</b>	Quad DP1.2, Fiber SFP input
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,160)
<b>Max. pixel clock</b>	600 MHz
<b>Software tools</b>	Projector Toolset + Android** app + iOS** app
<b>Control</b>	XLR wired + IR, RS232, Wifi** (opt), GSM** (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi** (optional)
<b>Power requirements</b>	120-160 V (reduced power) / 200-240V (+/- 10%), 20A, 50-60Hz



<b>Max. power consumption</b>	3750W
<b>Noise level (typical at 25°C/ 77°F)</b>	58dB(A)
<b>Operational ambient temperature</b>	0-40°C / 32°-104°F (reduce power >35°C)
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 12,795 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm / 25.98 x 32.67 x 13.77 inches
<b>Shipping Dimensions</b>	(WxLxH) 800 x 1,200 x 685 mm / 31.49 x 47.24 x 26.96 inches
<b>Weight</b>	92kg (202 lbs)/shipping weight from factory: 110kg (242 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1 complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years

## A.2 Specifications of the UDX-4K32

### Specifications

<b>Projector type</b>	4K UHD 3-chip DLP digital projector
<b>Technology</b>	0.9" DMD™ x3
<b>Resolution</b>	3,840 x 2,400 (4K UHD) / 2,560 x 1,600 (native)
<b>Brightness</b>	31,000 (WQ)/30,000 (4K UHD) center lumens* // 30,000 (WQ)/29,000 (4K UHD) ansi lumens // 33,000 ISO
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37, 0.65-0.85, 0.8-1.16:1 ; 1.25-1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	V: -100% to +130% / H: +/- 40% on zoom lenses (memorized)
<b>Color correction</b>	P7
<b>Light source</b>	laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	25,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Orientation</b>	360°
<b>Sealed DLP™ core</b>	standard
<b>DMX 512</b>	standard
<b>WARP</b>	Direct adjust OSD + toolset

<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 200Hz*
<b>Inputs</b>	Single HDBaseT; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink
<b>Optional Inputs</b>	Quad DP1.2
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,160)
<b>Max. pixel clock</b>	600 MHz
<b>Software tools</b>	Projector Toolset + Android** app + iOS** app
<b>Control</b>	XLR wired + IR, RS232, Wifi** (opt), GSM** (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi** (optional)
<b>Power requirements</b>	120-160 V (reduced power) / 200-240V (+/- 10%), 20A, 50-60Hz
<b>Max. power consumption</b>	2,900W nom/3,100W max / STBY less than 10W
<b>Noise level (typical at 25°C/ 77°F)</b>	52dB(A)
<b>Operational ambient temperature</b>	0-40°C / 32°-104°F
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 9,895 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm / 25.98 x 32.67 x 13.77 inches
<b>Shipping Dimensions</b>	(WxLxH) 800 x 1,200 x 685 mm / 31.49 x 47.24 x 26.96 inches
<b>Weight</b>	92kg (202 lbs)/shipping weight from factory: 110kg (242 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1 complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years
<b>*</b>	+/- 10%

## A.3 Specifications of the UDX-4K22

### Specifications

<b>Projector type</b>	4K UHD 3-chip DLP digital projector
<b>Technology</b>	0.9" DMD™ x3
<b>Resolution</b>	3,840 x 2,400 (4K UHD) / 2,560 x 1,600 (native)
<b>Brightness</b>	20,000 (WQ)/19,000 (4K UHD) center lumens* // 19,000 (WQ)/18,000 (4K UHD) ansi lumens // 21,500 ISO
<b>Contrast ratio</b>	2,000:1

<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37, 0.65-0.85, 0.8-1.16 ; 1.25-1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	Vert -100% to +130% / Hor +/-40% on zoom lenses memorized
<b>Color correction</b>	P7
<b>Light source</b>	Laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	25,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Sealed DLP™ core</b>	Standard
<b>Orientation</b>	360°
<b>DMX 512</b>	standard
<b>WARP</b>	Direct adjust OSD + toolset
<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 200Hz*
<b>Inputs</b>	Single HDBaseT; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink
<b>Optional Inputs</b>	Quad DP1.2
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,160)
<b>Max. pixel clock</b>	600 Mhz
<b>Software tools</b>	Projector Toolset + Android* app + iOS* app
<b>Control</b>	XLR wired + IR, RS232, Wifi* (opt), GSM* (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi* (optional)
<b>Power requirements</b>	120-160 V(reduced power) / 200-240 V (+/- 10%), 20 A, 50-60 Hz
<b>Max. power consumption</b>	1,900W @ 230 volts STBY<10W
<b>Noise level (typical at 25°C/ 77°F)</b>	49 dB(A)
<b>Operational ambient temperature</b>	0°-40°C/ 32°-104°F (45°C reduced power)
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 6,600 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm (25.98 x 32.67 x 13.77")
<b>Shipping Dimensions</b>	(WxLxH) 980 x 1,200 x 760 mm (38.58 x 47.24 x 29.92")

<b>Weight</b>	87.5 kg (193 lbs)/shipping weight from factory: 105 kg (231 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1, complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years
<b>*</b>	Software upgradeable. Check with your local authorized Barco sales representative for full details.

## A.4 Specifications of the UDX-W40

### Specifications

<b>Projector type</b>	WUXGA 3-chip DLP digital projector
<b>Technology</b>	0.98 DMD™ x3
<b>Resolution</b>	1920 x 1200
<b>Brightness</b>	40,000 center lumen/ 39,000 ansi lumen / 43,000 ISO
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37, 0.65-0.85, 0.8-1.16:1 ; 1.25-1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	V: -100% to +130% / H: +/- 40% on zoom lenses (memorized)
<b>Color correction</b>	P7
<b>Light source</b>	laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	20,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Orientation</b>	360°
<b>Sealed DLP™ core</b>	standard
<b>DMX 512</b>	standard
<b>WARP</b>	Direct adjust OSD + toolset
<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 200Hz*
<b>Inputs</b>	Single HDBaseT; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink Ultra
<b>Optional Inputs</b>	Quad DP1.2, Fiber SFP input

<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,160)
<b>Max. pixel clock</b>	600 MHz
<b>Software tools</b>	Projector Toolset + Android** app + iOS** app
<b>Control</b>	XLR wired + IR, RS232, Wifi** (opt), GSM** (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi** (optional)
<b>Power requirements</b>	120-160 V (reduced power) / 200-240V (+/- 10%), 20A, 50-60Hz
<b>Max. power consumption</b>	3750W
<b>Noise level (typical at 25°C/ 77°F)</b>	58dB(A)
<b>Operational ambient temperature</b>	0-40°C / 32°-104°F (reduce power >35°C)
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 12,795 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm / 25.98 x 32.67 x 13.77 inches
<b>Shipping Dimensions</b>	(WxLxH) 800 x 1,200 x 685 mm / 31.49 x 47.24 x 26.96 inches
<b>Weight</b>	92kg (202 lbs)/shipping weight from factory: 110kg (242 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1 complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years

## A.5 Specifications of the UDX-W32

### Specifications

<b>Projector type</b>	WUXGA 3-chip DLP digital projector
<b>Technology</b>	0.96" DMD™ x3
<b>Resolution</b>	1,920 x 1,200
<b>Brightness</b>	32,000 center lumens* / 31,000 ansi lumen / 34,000 ISO
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37, 0.65-0.85, 0.73:1 ; 1.2:1 ; 0.8-1.16 ; 1.25 -1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	V: -100% to +130% / H: +/-40% on zoom lenses (memorized)
<b>Color correction</b>	P7
<b>Light source</b>	laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	25,000 hrs

<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Sealed DLP™ core</b>	Standard
<b>Orientation</b>	360°
<b>DMX 512</b>	Standard
<b>WARP</b>	Direct adjust OSD + toolset
<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 200Hz*
<b>Inputs</b>	Single HDBaseT; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink
<b>Optional Inputs</b>	Quad DP1.2
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,160)
<b>Max. pixel clock</b>	600 MHz
<b>Software tools</b>	Projector Toolset + Android** app + iOS** app
<b>Control</b>	XLR wired + IR, RS232, Wifi** (opt), GSM** (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi** (optional)
<b>Power requirements</b>	120-160V (reduced power) / 200-240V (+/- 10%), 20A, 50-60Hz
<b>Max. power consumption</b>	2,900 W nom / 3,100 W max. / STBY less than 10 W
<b>Noise level (typical at 25°C/ 77°F)</b>	52dB(A)
<b>Operational ambient temperature</b>	0-40°C / 32°-104°F
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 9,895 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm / 25.95 x 32.7 x 13.78 inches
<b>Shipping Dimensions</b>	(WxLxH) 800 x 1200 x 685 mm / 31.49 x 47.24 x 26.96 inches
<b>Weight</b>	92kg (202 lbs)/shipping weight from factory: 110kg (242 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1 complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years
<b>*</b>	+/- 10%

## A.6 Specifications of the UDX-W26

### Specifications

<b>Projector type</b>	WUXGA 3-chip DLP digital projector
<b>Technology</b>	0.96" DMD™ x3
<b>Resolution</b>	1,920 x 1,200
<b>Brightness</b>	26,000 center lumens* / 25,000 ansi lumens / 28,000 ISO
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37:1 ; 0.65:1 ; 0.73:1 ; 0.85:1 ; 1.2:1 ; 1.25 -1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	Vert -100% to +130% / Hor +/-40% on zoom lenses memorized
<b>Color correction</b>	P7
<b>Light source</b>	Laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	40,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Sealed DLP™ core</b>	standard
<b>Orientation</b>	360°
<b>DMX 512</b>	standard
<b>WARP</b>	Direct adjust OSD + toolset
<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 200Hz*
<b>Inputs</b>	Single HDBt; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink
<b>Optional Inputs</b>	Quad DP1.2
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,560)
<b>Max. pixel clock</b>	600 Mhz
<b>Software tools</b>	Projector Toolset + Android app* + iOS app*
<b>Control</b>	XLR wired + IR, RS232, Wifi (opt), GSM (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi (optional)*
<b>Power requirements</b>	120-160V (reduced power)/ 200-240V (+/- 10%), 20A, 50-60Hz (reduced power on 110v)

<b>Max. power consumption</b>	2,450W nom/2,650W max. / STBY less than 10W
<b>Noise level (typical at 25°C/ 77°F)</b>	52dB(A)
<b>Operational ambient temperature</b>	0°-40°C/ 32°-104°F (45°C reduced power)
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 8,342 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm (25.98 x 32.67 x 13.77")
<b>Shipping Dimensions</b>	(WxLxH) 800 x 1,200 x 685 mm (31.49 x 47.24 x 26.96")
<b>Weight</b>	92kg (202 lbs)/shipping weight from factory: 110kg (242 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	TBD
<b>Warranty</b>	3 years
<b>*</b>	Software upgradeable, please contact your local authorized Barco sales representative

## A.7 Specifications of the UDX-W22

### Specifications

<b>Projector type</b>	WUXGA 3-chip DLP digital projector
<b>Technology</b>	0.96" DMD™ x3
<b>Resolution</b>	1,920 x 1,200
<b>Brightness</b>	21,000 center lumens* / 20,000 ansi lumens
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	16:10
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37:1 ; 0.65:1 ; 0.73:1 ; 0.85:1 ; 1.2:1 ; 1.25 -1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	Vert -100% to +130% / Hor +/-40% on zoom lenses memorized
<b>Color correction</b>	P7
<b>Light source</b>	Laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	25,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Sealed DLP™ core</b>	standard
<b>Orientation</b>	360°
<b>DMX 512</b>	standard*
<b>WARP</b>	Direct adjust OSD + toolset



<b>Image processing</b>	Embedded warp & blend
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 3 flash up to 200Hz*
<b>Inputs</b>	Single HDBt; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad SDI/ HDSDI/dual HDSDI/6G/BarcoLink
<b>Optional Inputs</b>	Quad DP1.2
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,560)
<b>Max. pixel clock</b>	600 Mhz
<b>Software tools</b>	Projector Toolset + Android app* + iOS app*
<b>Control</b>	XLR wired + IR, RS232, Wifi, GSM (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi (optional)*
<b>Power requirements</b>	120-160V (reduced power)/ 200-240V (+/- 10%), 20A, 50-60Hz (reduced power on 110v)
<b>Max. power consumption</b>	1,900 W @ 230 volts/ STBY less than 10W
<b>Noise level (typical at 25°C/ 77°F)</b>	49dB(A)
<b>Operational ambient temperature</b>	0°-40°C/ 32°-104°F (45°C reduced power)
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 6,600 BTU/h
<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm (25.98 x 32.67 x 13.77")
<b>Shipping Dimensions</b>	(LxWxH) 1200 x 800 x 685 mm / (47.24 x 31.49 x 26.96")
<b>Weight</b>	87.5kg (193 lbs)/shipping weight from factory: 105kg (231 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1 complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years
<b>*</b>	Software upgradeable, please contact your local authorized Barco sales representative

## A.8 Specifications of the UDX-U40

## A.9 Specifications of the UDX-U32

### Specifications

<b>Projector type</b>	UXGA 3-chip DLP digital projector
<b>Technology</b>	0.96" DMD™ x3
<b>Resolution</b>	1,600 x 1,200

<b>Brightness</b>	30,000 center lumens* / 29,000 ansi lumen / 32,000 ISO
<b>Contrast ratio</b>	2,000:1
<b>Brightness uniformity</b>	95%
<b>Aspect ratio</b>	4:3
<b>ScenergiX</b>	Horizontal and vertical edge blending
<b>Lenses</b>	TLD+ 0.37, 0.65-0.85, 0.73:1 ; 1.2:1 ; 0.8-1.16 ; 1.25-1.6:1 ; 1.5-2.0:1 ; 2.0-2.8:1 ; 2.8-4.5:1 ; 4.5-7.5:1 ; 7.5-11.5:1
<b>Optical lens shift</b>	V: -100% to +130% / H: +/- 40% on zoom lenses (memorized)
<b>Color correction</b>	P7
<b>Light source</b>	laser phosphor with inorganic phosphor wheel
<b>Light source lifetime</b>	25,000 hrs
<b>Optical dowser</b>	Digital
<b>Picture-in-picture</b>	Two sources simultaneously
<b>Sealed DLP™ core</b>	standard
<b>Orientation</b>	360°
<b>DMX 512</b>	standard
<b>WARP</b>	Direct adjust OSD + toolset
<b>Image processing</b>	Embedded warp & blend engine
<b>Keystone correction</b>	Yes
<b>Integrated web server</b>	Yes
<b>CLO (constant light output)</b>	Standard
<b>3D</b>	Active eye wear (optional), passive circular (optional); 2 flash up to 200Hz*
<b>Inputs</b>	Single HDBaseT; HDMI 2.0 (HDCP 2.2); DP 1.2 (HDCP 1.3); Quad 3G/12G SDI / BarcoLink
<b>Optional Inputs</b>	Quad DP1.2
<b>Input resolutions</b>	From NTSC up to 4K (4,096 x 2,160)
<b>Max. pixel clock</b>	600 MHz
<b>Software tools</b>	Projector Toolset + Android** app + iOS** app
<b>Control</b>	XLR wired + IR, RS232, Wifi** (opt), GSM** (opt)
<b>Network connection</b>	10/100 base-T, RJ-45 connection, Wifi** (optional)
<b>Power requirements</b>	120-160V (reduced power) / 200-240V (+/- 10%), 20A, 50-60Hz
<b>Max. power consumption</b>	2,900W nom/3,100W max / STBY less than 10W
<b>Noise level (typical at 25°C/ 77°F)</b>	52dB(A)
<b>Operational ambient temperature</b>	0-40°C / 32°-104°F
<b>Operational humidity</b>	0-80% (non condens)
<b>Dissipation BTU</b>	Max. 9,895 BTU/h

<b>Dimensions (WxLxH)</b>	660 x 830 x 350 mm / 25.98 x 32.7 x 13.78 inches
<b>Shipping Dimensions</b>	(WxLxH) 800 x 1,200 x 685 mm / 31.49 x 47.24 x 26.96 inches
<b>Weight</b>	92 kg (202 lbs)/shipping weight from factory: 110 kg (242 lbs)
<b>Standard accessories</b>	Power cord, wireless/XLR wired rugged remote control, bottom rigging kit/ clamps
<b>Certifications</b>	Compliant with UL60950-1 and EN60950-1, complies with FCC rules & regulations, part 15 Class A and CE EN55032 Class A, Rohs
<b>Warranty</b>	3 years
<b>*</b>	+/- 10%

## A.10 Dimensions of a UDX

### Overview

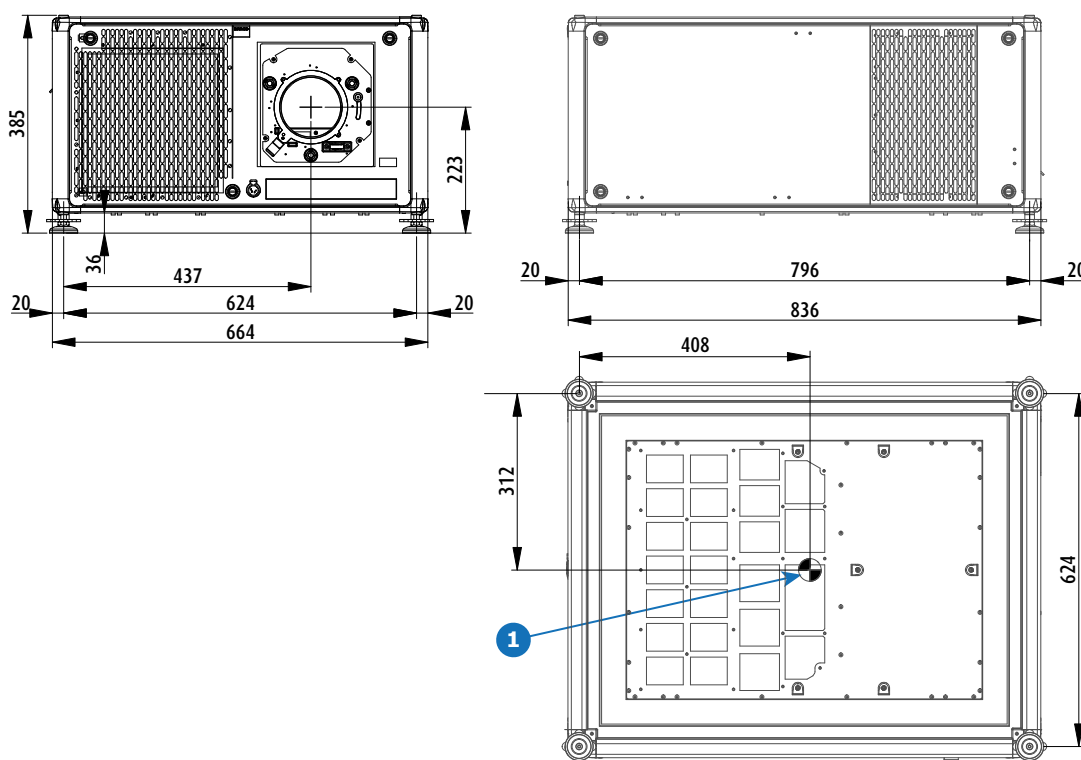


Image A-1: Dimensions, in mm

**1** Geometrical centre

## A.11 Dimensions of the rigging frame

### Overview

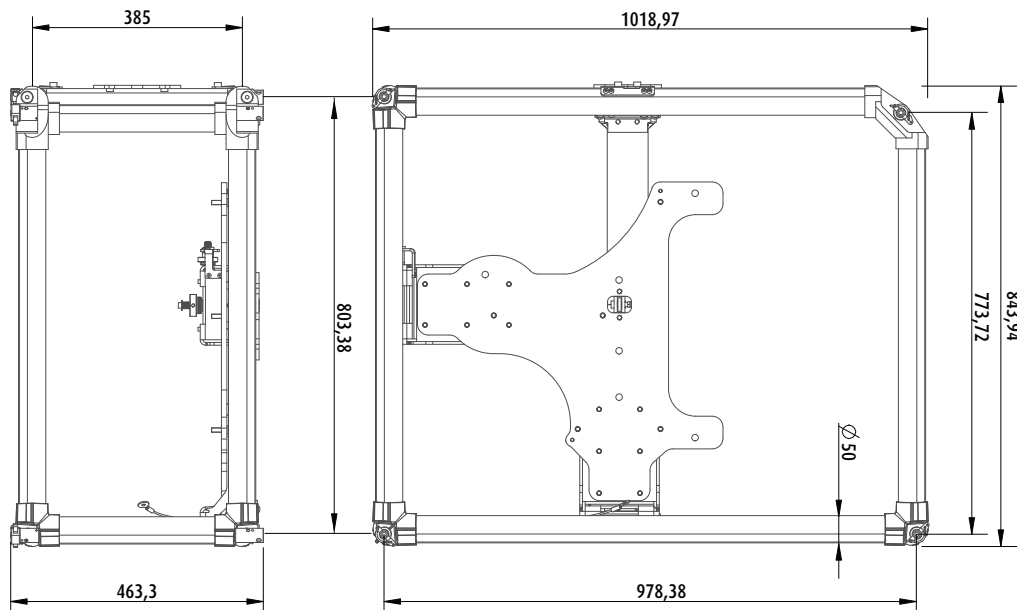


Image A-2: Dimensions, in mm

## A.12 Dimensions of the flight case

### Overview

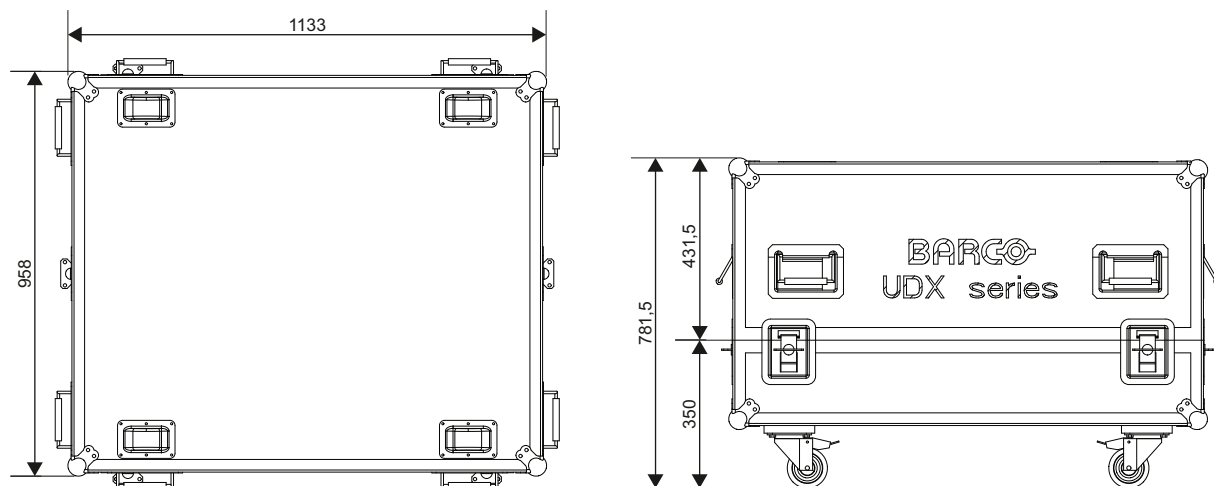


Image A-3: Dimensions, in mm

## A.13 Technical Regulations

### Certificates



Image A-4:  
EAC mark



Image A-5:  
RoHS



Image A-6:  
RoHS OK



Image A-7: CE  
mark



Image A-8:  
CCC mark



Image A-9:  
CEBEC  
mark





# Stacking UDX projectors

# B

## B.1 Stacking UDX projectors



**WARNING:** UDX projectors can be stacked up on top of each other on a flat surface, or suspended from a truss using the rigging frame. But keep the following in mind:

It is allowed to stack **maximum three** projectors

It is allowed to suspend **maximum two** projectors

### How to stack

1. Make sure that each projector is installed in their respective rigging frame.
2. If pre-installed, remove all four locking pins (reference 1, Image 10-128) from each rigging frame, except the frame that will be installed on top of the stack.

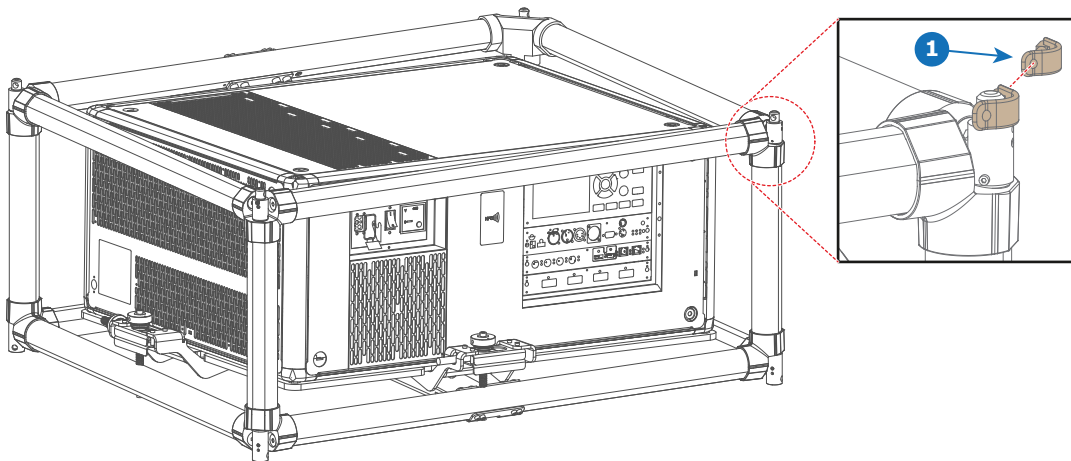


Image B-1

#### 1 Locking pin



*Note:* Even if not all pins are necessary in your current setup, it is important to keep all locking pins to their respective rigging frame for future use.

3. Stack the frames. Make sure the stacking pins of both frames are aligned.

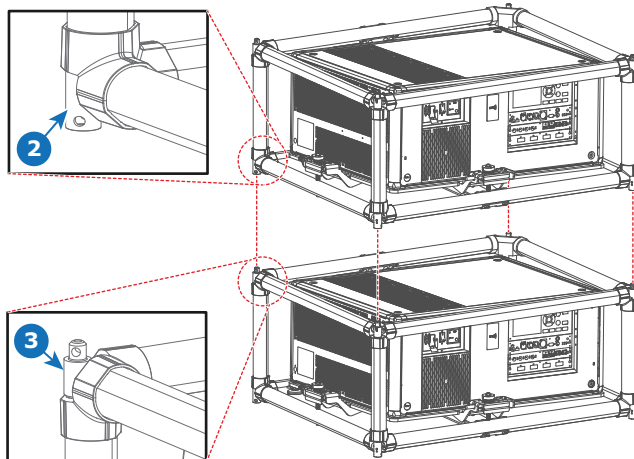


Image B-2

- 2 Lower stacking pins
- 3 Upper stacking pins

4. Install a locking pin (reference 1, Image 10-130) through the overlapping hole of both stacking pins.



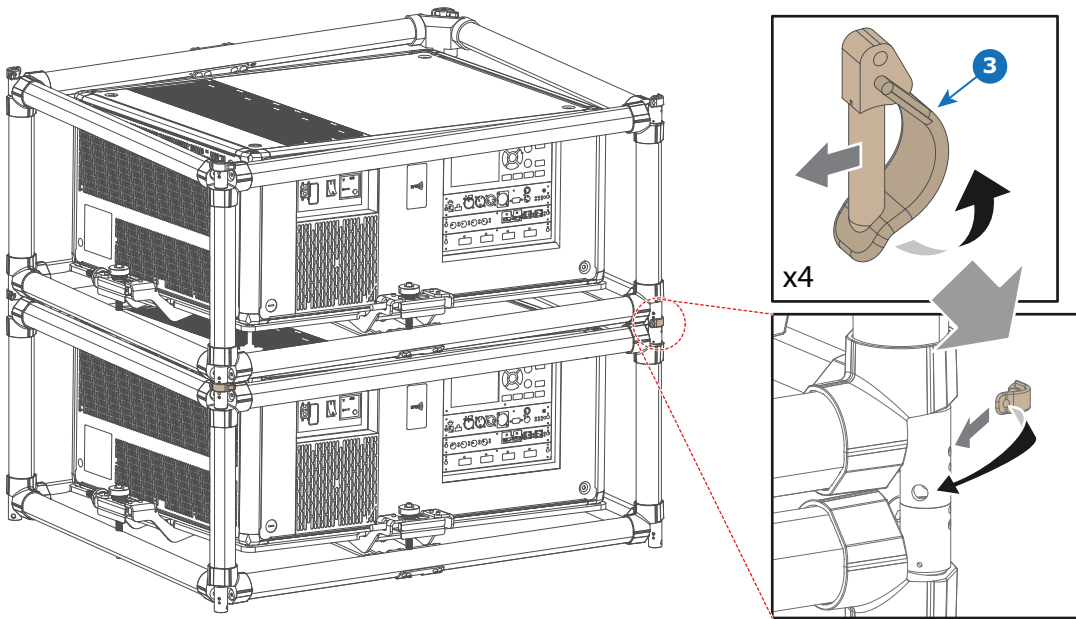


Image B-3

5. Repeat the previous step for each overlapping corner of all stacked rigging frames.



In long-term installations, it is advised to also install swivels between the two projectors in order to make it easier to access the metal air filter on the top of the projector.



# Overview video timings for video interfaces

C

## C.1 Overview video timings

### List of compatible signals

The following table specifies the video signals that the projector can project. Barco Events projectors supports the signal with “X” in the Compatible signals column.

**Note:** Support for refresh rates 24.00, 30.00, 60.00 Hz automatically includes support of 1/1.001 x those refresh rates.

Resolution	Vertical refresh rate (Hz)	Compatible signal				
		HDMI 2.0 Inputs	12G SDI Input on Mk II Input board & Fiber Network Inputs	3G SDI Inputs	DisplayPort 1.2 Inputs	HDBaseT & HDMI 1.4 Inputs
640 x 480	60	X	—	—	X	X
720 x 480	60	X	—	—	—	X
720 x 576	50	X	—	—	—	X
800 x 600	60	X	—	—	X	X
1024 x 768	60	X	—	—	X	X
1280 x 720	24	—	X	X	—	—
1280 x 720	25	—	X	X	—	—
1280 x 720	30	—	X	X	—	—
1280 x 720	50	X	X	X	X	X
1280 x 720	60	X	X	X	X	X
1280 x 800	60	X	—	—	X	X
1280 x 960	60	X	—	—	X	X
1280 x 1024	60	X	—	—	X	X
1400 x 1050	60	X	—	—	X	X
1600 x 1200	60	X	—	—	X	X
1600 x 1200	120	—	—	—	X	—
1920 x 1080	24	X	X	X	X	X
1920 x 1080	25	X	X	X	—	X
1920 x 1080	30	X	X	X	—	X
1920 x 1080	50	X	X	X	X	X
1920 x 1080	60	X	X	X	X	X
1920 x 1080	120	—	—	—	X	—
1920 x 1200	50	X	X	X	X	X
1920 x 1200	60	X	X	X	X	X
1920 x 1200	120	—	—	—	X	—
2048 x 1080	24	X	—	—	X	X
2048 x 1080	25	X	—	—	X	X
2048 x 1080	30	X	—	—	X	X

Resolution	Vertical refresh rate (Hz)	Compatible signal				
		HDMI 2.0 Inputs	12G SDI Input on Mk II Input board & Fiber Network Inputs	3G SDI Inputs	DisplayPort 1.2 Inputs	HDBaseT & HDMI 1.4 Inputs
2048 x 1080	48	X	—	—	X	X
2048 x 1080	50	X	X	X	X	X
2048 x 1080	60	X	X	X	X	X
2048 x 1080	120	—	—	—	X	—
2560 x 1600	50	X	—	—	X	X
2560 x 1600	60	X	—	—	X	X
2560 x 1600	120	—	—	—	X	—
3840 x 2160	24	X	—	—	X	X
3840 x 2160	25	X	—	—	X	X
3840 x 2160	30	X	—	—	X	X
3840 x 2160	50	X	X	—	X	—
3840 x 2160	60	X	X	—	X	—
3840 x 2400	50	X	—	—	X	—
3840 x 2400	60	X	—	—	X	—
4096 x 2160	24	X	—	—	X	X
4096 x 2160	25	X	—	—	X	X
4096 x 2160	30	X	—	—	X	X
4096 x 2160	50	X	X	—	X	—
4096 x 2160	60	X	X	—	X	—

## C.2 Overview video timings SDI Inputs

### Overview

The following standard video formats are available for the projector.

Video timing (active pixels x active lines)	Vertical refresh rate (Hz) <sup>7</sup>	Type	Port Type
1280 x 720	24	HD-SDI	Single Link & Quad Link
1280 x 720	25	HD-SDI	Single Link & Quad Link
1280 x 720	30	HD-SDI	Single Link & Quad Link
1280 x 720	50	HD-SDI	Single Link & Quad Link
1280 x 720	60	HD-SDI	Single Link & Quad Link
1920 x 1080	24	HD-SDI	Single Link & Quad Link

<sup>7</sup>: Support for refresh rates 24.00, 30.00 and 60.00 Hz automatically includes support of 1/1.001 x those refresh rates.

Video timing (active pixels x active lines)	Vertical refresh rate (Hz) <sup>7</sup>	Type	Port Type
1920 x 1080	25	HD-SDI	Single Link & Quad Link
1920 x 1080	30	HD-SDI	Single Link & Quad Link
1920 x 1080	50	3G-SDI	Single Link & Quad Link
1920 x 1080	60	3G-SDI	Single Link & Quad Link
1920 x 1200	50	3G-SDI "BarcoLink"	Single Link & Quad Link
1920 x 1200	59.94	3G-SDI "BarcoLink"	Single Link & Quad Link
1920 x 1200	60	3G-SDI "BarcoLink"	Single Link & Quad Link
2048 x 1080	50	3G-SDI	Single Link & Quad Link
2048 x 1080	60	3G-SDI	Single Link & Quad Link
3840 x 2160	50	12G-SDI <sup>8</sup>	Single Link
3840 x 2160	60	12G-SDI <sup>8</sup>	Single Link
4096 x 2160	50	12G-SDI <sup>8</sup>	Single Link
4096 x 2160	60	12G-SDI <sup>8</sup>	Single Link

## C.3 Overview video timings HDMI 2.0 inputs

### Overview

The following standard video formats are available for the projector.

**Note:** support for refresh rates 24.00, 30.00, 60.00 Hz automatically includes support of 1/1.001 x those refresh rates

Video timing (active pixels x active lines)	Vertical refresh rate (Hz)	Support for 3D?
640 x 480	60	
720 x 480	60	
720 x 576	50	
800 x 600	60	
1024 x 768	60	
1280 x 720	50	Frame packing Top – bottom
1280 x 720	60	Frame packing Top – bottom
1280 x 800	60	
1280 x 960	60	
1280 x 1024	60	
1400 x 1050	60	

<sup>7</sup>: Support for refresh rates 24.00, 30.00 and 60.00 Hz automatically includes support of 1/1.001 x those refresh rates.

<sup>8</sup>: 12G SDI board only, and only on Channel A

Video timing (active pixels x active lines)	Vertical refresh rate (Hz)	Support for 3D?
1600 x 1200	60	
1920 x 1080	24	Frame packing Top – bottom
1920 x 1080	25	
1920 x 1080	30	
1920 x 1080	50	Side by Side (SbS) Half
1920 x 1080	60	Side by Side (SbS) Half
1920 x 1200	50	
1920 x 1200	60	
2048 x 1080	24	
2048 x 1080	25	
2048 x 1080	30	
2048 x 1080	48	
2048 x 1080	50	
2048 x 1080	60	
2560 x 1600	50	
2560 x 1600	60	
3840 x 2160	24	
3840 x 2160	25	
3840 x 2160	30	
3840 x 2160	50	
3840 x 2160	60	
3840 x 2400	50	
3840 x 2400	60	
4096 x 2160	24	
4096 x 2160	25	
4096 x 2160	30	
4096 x 2160	50	
4096 x 2160	60	

## C.4 Overview video timings DisplayPort 1.2 inputs

### Overview

The following standard video formats are available for the projector.

**Note:** support for refresh rates 24.00, 30.00, 60.00 Hz automatically includes support of 1/1.001 x those refresh rates

Video timing (active pixels x active lines)	Vertical refresh rate (Hz)	Available layout modes, other than standard layout (1 x 1 layout) <sup>9</sup>	Support for 3D?
640 x 480	60		
800 x 600	60		
960 x 1080	120	4 Quadrant mode (2 x 2 layout)	Active 3D
960 x 1200	120	4 Quadrant mode (2 x 2 layout)	Active 3D
960 x 2160	120	4 Column mode (4 x 1 layout)	Active 3D
960 x 2400	120	4 Column mode (4 x 1 layout)	Active 3D
1024x 768	60		
1024 x 2160	60	4 Column mode (4 x 1 layout)	
1024 x 2160	120	4 Column mode (4 x 1 layout)	Active 3D
1280 x 720	50		
1280 x 720	60		
1280 x 800	60		
1280 x 960	60		
1280 x 1024	60		
1280 x 1080	60	4 Quadrant mode (2 x 2 layout)	
1280 x 1080	120	4 Quadrant mode (2 x 2 layout)	Active 3D
1280 x 1600	60	4 Quadrant mode (2 x 2 layout)	
1280 x 1600	120	4 Quadrant mode (2 x 2 layout)	Active 3D
1400 x 1050	60		
1600 x 1200	60		
1600 x 1200	120		Active 3D
1920 x 1080	50		
1920 x 1080	60		
1920 x 1080	120	4 Quadrant mode (2 x 2 layout)	Active 3D
1920 x 1200	50		
1920 x 1200	60		
1920 x 1200	120	4 Quadrant mode (2 x 2 layout)	Active 3D

9: Other layout modes are only available on Input boards that have multiple DP inputs.



<b>Video timing (active pixels x active lines)</b>	<b>Vertical refresh rate (Hz)</b>	<b>Available layout modes, other than standard layout (1 x 1 layout)<sup>9</sup></b>	<b>Support for 3D?</b>
1920 x 2160	60	2 Column mode (2 x 1 layout)	Passive stereo
1920 x 2160	120	2 Column mode (2 x 1 layout)	Active 3D
1920 x 2400	60	2 Column mode (2 x 1 layout)	
2048 x 1080	24		
2048 x 1080	25		
2048 x 1080	30		
2048 x 1080	48		
2048 x 1080	50		
2048 x 1080	60		
2048 x 1080	120	4 Quadrant mode (2 x 2 layout)	Active 3D
2048 x 2160	60	2 Column mode (2 x 1 layout)	
2048 x 2160	120	2 Column mode (2 x 1 layout)	Active 3D
2560 x 1080	120		Active 3D
2560 x 1440	120		Active 3D
2560 x 1600	50		
2560 x 1600	60		
2560 x 1600	120		
3840 x 2160	24		
3840 x 2160	25		
3840 x 2160	30		
3840 x 2160	50		
3840 x 2160	60		Passive Stereo
3840 x 2400	50		
3840 x 2400	60		
4096 x 2160	24		
4096 x 2160	25		
4096 x 2160	30		
4096 x 2160	50		
4096 x 2160	60		

9: Other layout modes are only available on Input boards that have multiple DP inputs.

## C.5 Overview video timings HDBaseT inputs

### Overview

The following standard video formats are available for the projector.

**Note:** support for refresh rates 24.00, 30.00, 60.00 Hz automatically includes support of 1/1.001 x those refresh rates.

Video timing (active pixels x active lines)	Vertical refresh rate (Hz)	Available layout modes, other than standard layout (1 x 1 layout)
640 x 480	60	
720 x 480	60	
720 x 576	50	
800 x 600	60	
1024 x 768	60	
1280 x 720	50	
1280 x 720	60	
1280 x 800	60	
1280 x 960	60	
1280 x 1024	60	
1400 x 1050	60	
1600 x 1200	60	
1920 x 1080	24	
1920 x 1080	25	
1920 x 1080	30	
1920 x 1080	50	
1920 x 1080	60	
1920 x 1200	50	
1920 x 1200	60	
1920 x 2160	50	2 Column mode (2 x 1 layout)
1920 x 2160	60	2 Column mode (2 x 1 layout)
2048 x 1080	24	
2048 x 1080	25	
2048 x 1080	30	
2048 x 1080	48	
2048 x 1080	50	
2048 x 1080	60	
2048 x 2160	50	2 Column mode (2 x 1 layout)
2048 x 2160	60	2 Column mode (2 x 1 layout)
2560 x 1600	50	
2560 x 1600	60	
3840 x 2160	24	

<b>Video timing (active pixels x active lines)</b>	<b>Vertical refresh rate (Hz)</b>	<b>Available layout modes, other than standard layout (1 x 1 layout)</b>
3840 x 2160	25	
3840 x 2160	30	
4096 x 2160	24	
4096 x 2160	25	
4096 x 2160	30	



# Glossary

## **HD**

Hazard Distance (HD) is the distance measured from the projection lens at which the intensity or the energy per surface unit becomes lower than the applicable exposure limit on the cornea or on the skin. The light beam is considered (to be) unsafe for exposure if the distance from a person to the light source is less than the HD.

## **HD**

Hazard Distance (HD) is the distance measured from the projection lens at which the intensity or the energy per surface unit becomes lower than the applicable exposure limit on the cornea or on the skin. The light beam is considered (to be) unsafe for exposure if the distance from a person to the light source is less than the HD.

## **Light processor unit**

Heart of the projector, unit inside this projector which is responsible for the creation of the image to be projected on the screen. Also called 'engine'.

## **Scheimpflug principle**

The "plane of sharp focus" can be changed so that any plane can be brought into sharp focus. When the DMD plane and lens plane are parallel, the plane of sharp focus will also be parallel to these two planes. If, however, the lens plane is tilted with respect to the DMD plane, the plane of sharp focus will also be tilted according to geometrical and optical properties. The DMD plane, the principal lens plane and the sharp focus plane will intersect in a line below the projector for downward lens tilt.

## **DMX**

DMX-512 Lighting protocol over RS-485 interface. Carries information of 512 channels from a lighting controller to lighting devices. Standardized by USITT.

## **RS232**

An Electronic Industries Association (EIA) serial digital interface standard specifying the characteristics of the communication path between two devices using either D-SUB 9 pins or D-SUB 25 pins connectors. This standard is used for relatively short-range communications and does not specify balanced control lines. RS-232 is a serial control standard with a set number of conductors, data rate, word length and type of connector to be used. The standard specifies component connection standards with regard to computer interface. It is also called RS-232-C, which is the third version of the RS-232 standard, and is functionally identical to the CCITT V.24 standard. Logical '0' is  $> +3V$ , Logical '1' is  $< -3V$ . The range between  $-3V$  and  $+3V$  is the transition zone.

## **RS422**

An EIA serial digital interface standard that specifies the electrical characteristics of balanced (differential) voltage, digital interface circuits. This standard is usable over longer distances than RS-232. This signal governs the asynchronous transmission of computer data at speeds of up to 920,000 bits per second. It is also used as the serial port standard for Macintosh computers. When the difference between the 2 lines is  $< -0.2V$  that equals with a logical '0'. When the difference is  $> +0.2V$  that equals to a logical '1'.

**Projector address**

Address installed in the projector to be individually controlled.

**Broadcast address**

Projector will always execute the command coming from a RCU programmed with that broadcast address.

# Index

## A

- Address
  - Program
  - RCU 35
- Air flow 29
- Air inlets 29
- Air outlets 29
- Alignment
  - Table mounted projector 40

## B

- Back cover
  - Mount 103
  - removal 100

## C

- Cleaning
  - Exterior 96
  - Lens 96
- Communication 53
  - DMX 71
  - Introduction 54
  - RS232 71
  - RS422 71
  - USB port 72
- Communication panel 70
- Compliance FCC 76
- Compliance IC 76
- Configurations
  - Front projection 25
  - Rear projection 26
- Connection
  - Power cable 40
  - Power net 40
- Cooler hose 30
- Cooling liquid circuit warning 12
- Cooling requirements 22

## D

- Dimensions
  - Flight case 118

- Projector 117
  - rigging frame 118
- DMX input 71
- DMX interface 71
- DMX out 71
- Download plug-in 29
- Download Projector Toolset 29
- Dust filter
  - Clean 98
  - Remove 98
- Dust filter, high density
  - Replace 96

## E

- Enclosed projection 18
- Environment conditions 22
- Exterior
  - Cleaning 96
- External cooler 30

## F

- Flight case 24
  - Safety 14
- Front cover
  - Mount 102
  - Removal 100
- Front projection 25
- Function
  - Button pressed indicator 35
  - RGB button 35
  - RGB filter 35
- Fuses 40

## G

- General
  - Download plug-in 29
  - Download Projector Toolset 29
- General considerations 10
- Getting started
  - Projector address 89
- Getting Started 85
- GSM module

Installation 75, 81

## H

Hazard Distance 16, 18  
 Modifying optics 20  
 Hazardous Chemicals 15  
 High Brightness precautions 16  
 Horizontal tilt range 28  
 How to use  
   RCU 88  
   Remote control 88

## I

Initial inspection 25  
   Box content 25  
 Input 53  
   Introduction 54  
   Source 57, 62, 65  
     Fiber 66  
     Network 66  
 Input & Communication  
   GSM module  
     Installation 75, 81  
   WiFi module  
     Installation 75, 77  
 Input & communication unit  
   Communication board  
     Installation 55  
     Removal 54  
   Input board  
     Installation 55  
     Removal 54  
 Install  
   cooler 41  
 Installation  
   Lens 45  
   Projector configurations 25  
 Installation preparations 21  
 Installation requirements 22  
   Clean air 22  
   Environment conditions 22  
   Power requirements 23  
   Projector weight 23

## L

Left cover  
   Mount 102  
   Remove 100  
 Lens  
   Available 44  
   Cleaning 96  
   Installation 45  
   Removal 47  
   Scheimpflug 49  
 Lens installation 45  
 Lens removal 47  
 Lens selection 45  
 Lenses 43  
   Lens selection 45

## M

Maintenance 95  
 Mechanical check 25  
 mini-jack  
   RCU 36  
 Mount  
   back cover 103  
   Front cover 102  
   Left cover 102  
   small top cover 103

## N

Notice on laser radiation  
   Laser radiation 11  
 Notice on optical radiation  
   Optical radiation 10  
 Notice on safety 10

## O

Off axis 27  
 On axis 27  
 Orientations  
   Front projection 25  
   Rear projection 26  
 Overview video timings 126

## P

Physical Installation 39  
 Positioning 27  
 Power cable  
   Connection 40  
 power net  
   Connection 40  
 Power off 87  
 Power on 86  
 Power requirements 23  
 Prevent  
   Electrical shock 11  
 Product safety labels 15  
 Projector  
   Positioning 27  
   Shift range 28  
 Projector address 89  
   Controlling 89  
 Projector configurations 25  
   Front projection 25  
   Rear projection 26  
 Projector covers 99  
 Projector weight 23  
 Pulse  
   RCU 31  
   Remote Control Unit 31

## Q

Quick setup 90



**R**

- RCU
  - Address 35
  - battery
    - installation 32
  - Functionality overview 34
  - How to use 88
  - mini-jack 36
  - Protocol setup 33
  - Sleeve 37
  - XLR 36
- RCU on/off 33
- Rear projection 18, 26
- Remote control
  - How to use 88
- Removal
  - back cover 100
  - Front cover 100
  - Lens 47
- Remove
  - Dust filter 98
  - Left cover 100
  - Small top cover 101
- Replace
  - Dust filter, high density 96
- RS232 71
- RS422 71

**S**

- Safety 9
  - Battery explosion 13
  - Cooling liquid circuit 12
  - Electrical shock 11
  - Fire hazard 13
  - Hazard Distance 16, 18
  - Hazardous Chemicals 15
  - Important instructions 11
  - Personal injury 12
  - Projector damage 13
  - Safety Data Sheet (SDS) 15
  - Servicing 14
- Safety Data Sheet (SDS) 15
- Scheimpflug 49
- Scheimpflug's law 49
- Serial communication 71
- Shift range 28
- Sleeve
  - RCU 37
- Small top cover
  - Mount 103
  - Remove 101
- Software update 91
- Source
  - Input 57, 62, 65
  - Fiber 66
  - Network 66
- Specifications 105
  - UDX-4K22 108
  - UDX-4K32 107
  - UDX-4K40 106
  - UDX-U32 115

- UDX-U40 115
- UDX-W22 114
- UDX-W26 113
- UDX-W32 111
- UDX-W40 110
- Stacking 121–122
- Standard source files 125
- Standby
  - Switch to 87
- Status Light 73
- Switching off 87
- Switching on 86
- Switching to standby 87

**T**

- Table mounted projector
  - Alignment 40
- Technical Regulations 118
- Tilt range
  - Horizontal 28
  - Vertical 28

**U**

- Unpacking 23
- USB port 72
- User definition 11

**V**

- Vertical tilt range 28
- Video timings DisplayPort Inputs
  - Overview 129
- Video timings HDBaseT Inputs
  - Overview 132
- Video timings HDMI Inputs
  - Overview 128
- Video Timings SDI Inputs 127

**W**

- Warnings
  - Cooling liquid circuit 12
- WiFi module
  - Installation 75, 77

**X**

- XLR
  - RCU 36

