

an introduction to
the projector

F85
User Manual



Contents of this User's Guide

1	Introduction	6
1.1	Thank you	
2	Safety Instructions	9
2.1	SAFETY	
2.2	WARNINGS	
2.2.1	INFORMATION AND WARNING ABOUT POTENTIAL HEALTH ISSUES RELATED TO MERCURY VAPOR (UHP lamps only)	
2.2.2	HEAVY DUTY AND CONTINUOUS USE (UHP lamps only)	
2.2.3	SERVICE PERSONNEL INFORMATION WARNING (UHP lamps only)	
2.2.4	REMOTE CONTROL WARNING	
2.2.5	WARNING SYMBOLS	
2.3	FCC	
2.4	WEEE INFORMATION	
2.5	RECYCLING	
2.6	SERVICE INFORMATION	
3	What's in the box?	13
4	Getting to know the projector	15
4.1	Overview	
4.2	Indicators	
4.2.1	The status indicator	
4.2.2	Keypad	
4.2.3	Remote control	
4.2.4	Connectivity	
4.2.5	Graphical User Interface (GUI)	
5	Basic setup	21
5.1	Lens	
5.1.1	Lens and lens mount	
5.1.2	Inserting a lens	
5.1.3	Replacing a lens	
5.2	Adjusting on screen image size and position	
5.3	Lamp operation	
5.4	Projector rotation	
5.5	Ceiling mount	
5.6	Connection and cables	
5.6.1	Setting up a video source	
5.6.2	Setting up a computer source	

5.6.3	Connecting command and control interfaces	
5.6.4	Attaching X-PORT™ modules	
5.7	Using X-PORT™ modules	
5.7.1	X-PORT DCC120	
5.7.2	X-PORT 3G-SDI	
5.7.3	X-PORT HDMI 3D	
5.8	Image alignment	
5.9	Setting image orientation	
5.10	Using source scan	
5.11	Limiting OSD messages	
5.12	Changing the language of the menu system	
5.13	Identifying system status	
5.13.1	Getting information about the active source	
5.14	Configuring 3D (AS3D)	
5.15	Image sizes	
6	Advanced setup	33
6.1	Controlling multiple projectors with remote control ID (RCID)	
6.2	Protecting the projector with a pin code	
6.3	Using dual head input	
6.4	Multi-channel 3D synchronization	
6.4.1	Synchronous frame sequential	
6.4.2	Asynchronous frame sequential	
6.4.3	Synchronous side-by-side	
6.4.4	Asynchronous side-by-side	
6.5	Setting custom color space and digital level	
6.6	Disabling IR receivers	
6.7	Controlling screens with triggers	
6.8	Setting aspect trigger behavior	
6.9	Automatic power on/off	
6.9.1	Using the timer	
6.9.2	Using DPMS (Display Power Management Signaling)	
6.10	Disabling LED indicators	
6.11	Setting the background color	
6.12	Selecting the startup logo	
6.13	Setting OSD menu timeout	
6.14	Selecting the startup logo	

7	Optimising the picture	41
7.1	Calibration data	
7.1.1	Updating RealColor™ calibration data	
7.1.2	Gamma	
7.1.3	RealColor™ operating modes	
7.1.4	Setting a white point or color temperature	
7.1.5	Defining the system color gamut	
8	Maintenance	47
8.1	Software upgrades	
8.2	Lamp replacement	
9	Technical specifications	49
9.1	Product details	

1 Introduction

1.1 Thank you

Thank you for purchasing this projector.

When referring to the term F85 in this document, it means that the content is applicable for following Barco products:

- F85 1080p
- F85 WUXGA

The F85 digital projector is designed with the latest state-of-the-art technologies in illumination, imaging, optics, electronics, thermal and industrial design in order to serve traditional as well as novel imaging applications across a variety of markets.

Features

- Full HD 1080p or WUXGA resolution, 3-chip DLP® technology
- Patented Dual Arch™ illumination system and optics
- RealColor advanced color management suite
- Fail safe, dual lamp architecture
- Optomechanical IRIS for customizable brightness and contrast
- Powered horizontal and vertical lens shift, allows direct stacking
- Full 10-bit color resolution for minimised artefacts and image fidelity
- Elevated contrast levels for unmatched image dynamics
- Dynamic Black for improved video contrast
- Advanced optical color processing
- Wide range of projection lenses
- Highly versatile color management and calibration options
- Built-in real time clock for timed operations/events
- Economy mode for reduced power consumption and prolonged lamp life
- Compact 3-chip design
- Direct view status LCD and lamp function indicators
- Multiple video and graphics inputs for virtually any video and data source
- HDMI ver. 1.3a
- LAN and RS232 ports for control and monitoring
- Dual X-PORT functionality allows additional inputs and signal processing

Symbols used in this documentation



WARNING: Used to point out potential danger to people or equipment when using this product or peripheral equipment.



NOTE: Used to point out essential handling requirements for the projector, which if not acted on may cause product malfunctioning.



TIP: Used to give advice which benefits the projector usage or conditions related to projector performance.

The specifications and functionality of this projector may change without prior notice.

The cabinet colour of your projector may differ from the one shown in the pictures in this manual.

2 Safety Instructions

This device complies with safety regulations for Information Technology Equipment for use in an office environment. Before using the device for the first time, please read the safety instructions thoroughly.

2.1 SAFETY

This user guide contains important information about safety precautions and the set-up and use of the projector. Please read the manual carefully before you operate the projector.

2.2 WARNINGS

Use only the cables and cords supplied with the projector or original replacement cables. Using other cables or cords may lead to malfunction and permanent damage of the unit.

Always use 3-prong / grounded power cord to ensure proper grounding of the unit. Never use 2-prong power cords, as this is dangerous and could lead to electrical shock.

Never open the unit. The projector contains no user serviceable parts. Refer all repairs to qualified personnel only. Make sure that no objects enter into the vents and openings of the set.

Do not spill any liquids on the projector or into the vents or openings of the unit.

Always remove lens cap before switching on the projector. If the lens cap is not removed, it may melt due to the high energy light emitted through the lens. Melting the lens cap may permanently damage the surface of the projection lens.

Do not look into the projection lens when the projector is switched on. The strong light may permanently damage sight.

Do not look into the laser beam when activated on the remote control. Laser light may permanently damage sight. Do not point laser beam at people or animals.

Only place the projector on a stable surface, or mount it securely using an approved ceiling-mount secured to a suitable construction. For stacking, maximum two projectors may be stacked. See detailed instructions in separate installation guide.

Do not drop the projector.



Always operate the projector according to the rotation guidelines. Operating the unit in other positions may reduce lamp life significantly, and may lead to overheating, resulting in malfunctioning.



Always allow ample airflow through the projector. Never block any of the air vents. Never cover the unit in any way while running. Allow for sufficient distance to walls and ceilings to avoid overheating.

Minimum safety distance to any side of the unit with ventilation slots is 60 cm / 24".

Hot air is exhausted from the rear vent. Do not place objects that are sensitive to heat nearer than 60 cm / 24" to the exhaust vent.

The projector is designed for indoor use only. Never operate the unit outdoors.

Do not operate the projector outside its temperature and humidity specifications, as this may result in overheating and malfunctioning.



Connecting sources to a powered projector may result in product failure. It is recommended that the power cable connector (projector-end) or the mains power socket are accessible whilst the product is in use to enable mains power to be disconnected or switched off when connecting source devices. This should be considered during product installation.

Only connect the projector to signal sources and voltages as described in the technical specification. Connecting to unspecified signal sources or voltages may lead to malfunction and permanent damage of the unit.

In order to prevent damage to the projector caused by overvoltages (e.g. lightning), we recommend connection to a line (mains) circuit which has overvoltage protection.

Allow unit to cool down for 60 minutes before changing the lamp. USE ONLY ORIGINAL LAMPS.

2.2.1 INFORMATION AND WARNING ABOUT POTENTIAL HEALTH ISSUES RELATED TO MERCURY VAPOR (UHP lamps only)

This projector uses a very powerful UHP™ lamp for illumination to produce an extremely bright image.

This technology is similar to other high-pressure discharge lamps that are extensively used in cars, street lights and other lighting appliances today. These lamps, like fluorescent lighting, contain small amounts of mercury. The amount of mercury present in a lamp is far below the limits of danger set by the authorities. It is very important that lamps containing mercury are treated properly to minimize potential health hazards.

The UHP™ lamp, like any other high brightness projector lamp, is under high-pressure when operating. While the lamp and the projector are carefully designed to minimize the probability of lamp rupture, the lamp may break while operating and small amounts of mercury vapor may be emitted from the projector. The probability of rupture increases when the lamp reaches its nominal life. It is therefore highly recommended that the lamp is replaced when the rated lifetime is reached.

As a general precaution, secure good ventilation in the room when operating the projector. If lamp rupture occurs, evacuate the room and secure good ventilation. Children and pregnant women in particular should leave the room.

When replacing a worn lamp, dispose of the used lamp carefully by proper recycling.

Mercury is a naturally occurring, stable metallic element that may pose a safety risk to people under certain conditions. According to the Public Health Statement for Mercury published by the Agency for Toxic Substances and Disease Registry ("ATSDR", part of the United States Public Health Service), the brain, central nervous system and kidneys are sensitive to the effects of mercury, and permanent damage can occur at sufficiently high levels of exposure. Acute exposure to high concentrations of mercury vapor can cause conditions such as lung and airway irritation, tightness in the chest, a burning sensation in the lungs, coughing, nausea, vomiting and diarrhea. Children and fetuses are particularly sensitive to the harmful effects of metallic mercury to the nervous system.

Seek medical attention if any of the above symptoms are experienced or if other unusual conditions are experienced following lamp rupture.

2.2.2 HEAVY DUTY AND CONTINUOUS USE (UHP lamps only)

The projector contains moving parts (such as cooling fans) that have limited life-expectancies. When the projector has been used for 8 000 hours, and when the unit is used in mission-critical applications, it is recommended that the projector is given preventive maintenance by a qualified service person. A message will appear on the screen when the projector is due for preventive maintenance. This will help ensure long term stable operation.

2.2.3 SERVICE PERSONNEL INFORMATION WARNING (UHP lamps only)

Use UV radiation eyes and skin protection during servicing.

2.2.4 REMOTE CONTROL WARNING



Laser radiation class II product; wavelength 670nm; maximum output 1mW.

Remote control complies with applicable requirements of 21 CFR 1040.10 and 1040.11.

Remote control complies with applicable requirements of EN/IEC 60825-1/2007



Use of controls or adjustments, or performance of procedures other than those specified in the User Guide, may result in hazardous radiation exposure.

2.2.5 WARNING SYMBOLS

Here is a list of warning symbols found on the product label(s):

READ USER GUIDE Attention! Read the user guide for further information!

DANGEROUS VOLTAGE Danger! High voltage inside the product!

HOT Warning! Hot surfaces!

WAIT Warning! Wait until cooled down!

MERCURY Warning! Lamp contains mercury! Recycle properly, do not dispose of in ordinary waste!

UV Warning! UV radiation inside the product!

RECYCLE Warning! Recycle properly, do not dispose of in ordinary waste!

2.3 FCC

FCC regulations provide that changes or modifications not expressly approved by the party responsible manufacturer could void your 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 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.

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.

CANADA

This Class A digital apparatus complies with Canadian ICES-003. / Cet appareil numérique de la classe A est conforme à la norme NMB- 003 du Canada.

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.

2.4 WEEE INFORMATION

This product conforms to all requirements of the EU Directive on waste electrical and electronic equipment (WEEE). This product shall be recycled properly. It can be disassembled to facilitate proper recycling of its individual parts. This product is using projection lamps that shall be recycled properly. Consult your dealer or relevant public authority regarding drop-off points for collection of WEEE.

2.5 RECYCLING

This product contains chemicals, including lead, known to the State of California to cause birth defects or other reproductive harm. Recycle properly, do not dispose of in ordinary waste!

2.6 SERVICE INFORMATION

This product contains no user serviceable parts. If the product fails to function as expected, please first check that all connections are properly made, and that the power cord is properly connected. Please check that the projector as well as the video and computer sources are all switched on. Cables and cords may break over time. Try to change cables and cords, in case there is a bad or intermittent connection. Check if the circuit breaker or fuse of your mains is intact. In the event of product failure, please contact your reseller. You should prepare a description of the symptoms of failure you experience. Please also state product number and serial number as printed on the label on the side of the projector.

3 What's in the box?

The following components are standard delivery:

Projector



Power Cable (Country Dependant)



Remote Control



User Documentation



Please verify that you have all components upon unpacking the unit, and its contents. Check next page for additional accessories.



Please save packaging materials for future use, should it be necessary to ship the unit.

Additional accessories available for the projector:

HDMI-cable (2m)



DVI-cable (2m)



Stacking Set



4 Getting to know the projector

4.1 Overview

- A Lens
- B IR sensor
- C1 Ventilation - Air flow IN
- C2 Ventilation - Air flow OUT
- D Lens release
- E Power connector
- F Keypad
- G Connector panel
- H LCD
- I Lamp lids
- J Adjustable stacking- and levelling feet
- K Adjustment screws for stacking- and levelling feet
- L Security lock
- M Ceiling mount



Figure 4-1. - Projector front view

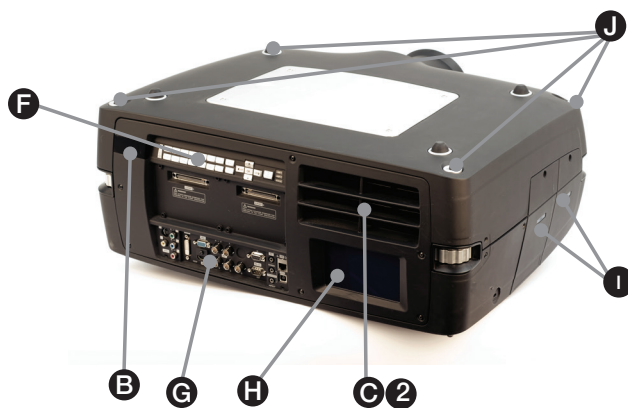


Figure 4-2. - Projector rear view

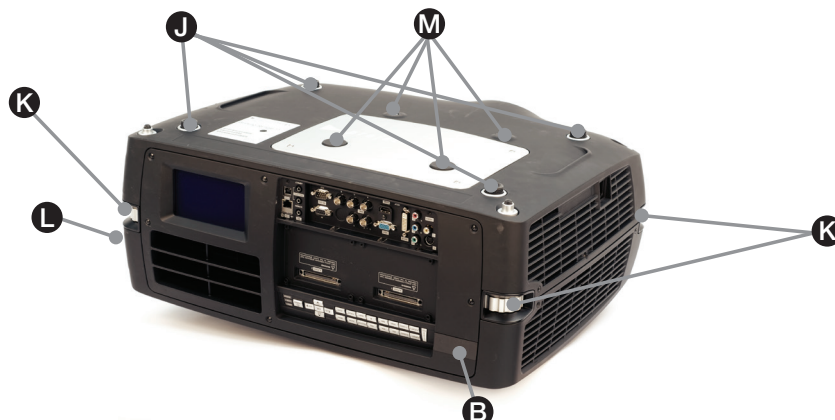


Figure 4-3. - Projector bottom view

* Features in the user guide pictures/drawings may be different from your projector depending on model/version.

4.2 Indicators

System status indicators are located to the right of the keypad on the back of the projector. Figure 4-4 shows the three status indicators – one for each lamp and one for the system status.



Figure 4-4. The lamp indicators

For the lamp indicators the following apply:

- PERMANENT GREEN LIGHT: The lamp is on and operating normally.
- PERMANENT YELLOW LIGHT: The lamp is off. The lamp may be disabled in the menu or the system is in standby.
- PERMANENT RED LIGHT: Lamp life has expired, lamp is not igniting or lamp door is open. If the lamp life has expired, please change projection lamp immediately. Failing to change lamp may lead to lamp explosion. Please replace with original Barco replacement lamp.
- FLASHING YELLOW LIGHT: The lamp is cooling down. The total cooling down time is approximately 45 seconds.
- NO LIGHT: No lamp inserted.



The replacement lamps must be purchased from an authorized Barco dealer for the warranty of the product to be valid. Using lamps from any other after market supplier will void the warranty.

4.2.1 The status indicator

- PERMANENT GREEN LIGHT: The projector is turned on and in normal operation.
- PERMANENT YELLOW LIGHT: The projector is in standby mode. If the projector was powered off by the power saving feature (DPMS), it will automatically power on when you connect a valid source.
- FLASHING YELLOW LIGHT: Please wait. The yellow light will flash a period after power cord is connected (20-30 sec.), and a period after going to standby mode while lamp is cooling down (approximately 45 sec.). The projector may not be turned on again until the light has turned to permanent yellow.
- FLASHING RED LIGHT: Projector is overheated. Turn off immediately! Check if air inlets are covered or if ambient temperature is outside specifications. The projector cannot be restarted until the power cord is disconnected and reconnected again. If the projector continues to flash red, you will need to return the unit for service.

4.2.2 Keypad



Figure 4-5. Projector keypad

The projector has an illuminated keypad on the back of the unit. Figure 4-5 shows the keypad.

The keypad is used to:

- navigate the menu system
- scroll the information in the LCD panel
- directly select input sources
- enter pin code (if enabled)
- power on/off
- adjust basic image functions

The keypad is illuminated for operation in dark environments. Available functions are illuminated in yellow while selected (active) functions are illuminated in green. Functions that are not available are not illuminated.

4.2.3 Remote control

The remote control allows flexible access to the projector settings, either through direct keys, or through the menu system. The remote control is backlit for use in dark environments. It also has a data-jack that allows for wired connection to the projector. When the wire is connected, the IR (infra-red) beam and internal batteries are switched off.



Figure 4-6. Remote control



Do not look into the laser beam when activated on the remote control. Laser light may permanently damage eyesight. Avoid pointing the laser beam at people or animals.



Only use the supplied remote control, otherwise the result may be malfunction.

4.2.4 Connectivity

The projector features a wide range of video inputs and command/control connectors. Figure 4-7 shows the connector panel.

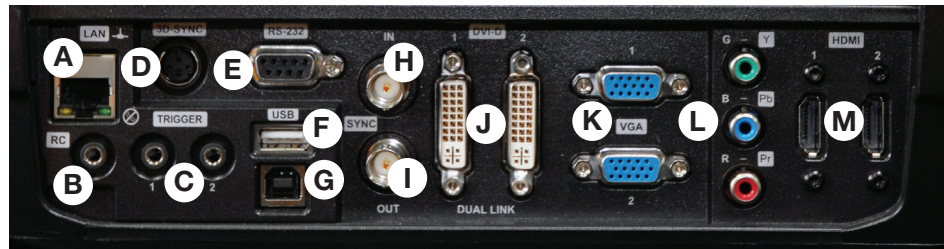


Figure 4-7. Connector panel

- A** LAN: 10/100 Mbit Ethernet connector for command, control and software upgrade.
- B** RC INPUT: 3.5mm mini-jack connector. Allows connection of external IR receiver or wired remote control.
- C** TRIGGERS: 3.5mm mini-jack connector triggers. Used for controlling peripheral equipment like motorized screens.
- D** 3D SYNC: For 1080/WUXGA 3D projectors used to attach external ir-glass emitters
- E** RS-232: Allows for wired remote control and monitoring of many projector functions used in installation environments.
- F** USB-A: Allows for software upgrades using a standard USB memory stick.
- G** USB-B: Reserved for future use.
- H** SYNC-IN: Allows for taking an external vertical sync signal and using that with the select video input. This is mainly used in multiple projector installations with requirement of video synchronization between the units.
- I** SYNC-OUT: Constantly outputs the vertical sync signal of the active video input. This is mainly used in multiple projector installations with requirement of synchronization between the units.
- J** DVI-D: Two Dual Link DVI-D connectors with bandwidth up to 330 Mhz total. These connectors can also be used to form one uniform image by feeding half of the image into each connector. HDCP compliant for sources up 165 Mhz.
- K** VGA: Two VGA connectors with bandwidth up to 165 Mhz
- L** YPbPr: Analog video input supporting YPbPr and RGB (sync-on-green) video standard up to 1080i.
- M** HDMI 1.3: Two HDMI 1.3a connectors with bandwidth up to 165 Mhz each. These connectors can also be used to form one uniform image by feeding half of the image into each connector. HDCP compliant. All video formats specified by the HDMI 1.3a are supported.

4.2.5 Graphical User Interface (GUI)

The projector has an easy-to-use on screen display (OSD) system for controlling the extensive number of features implemented. Figure 4-8. Top level OSD menu, shows the top level of the OSD menu.

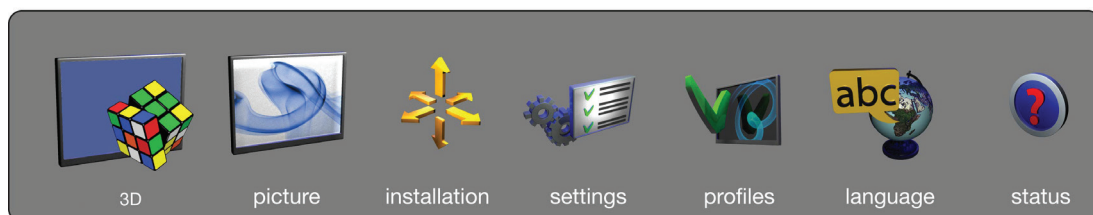


Figure 4-8. Top level OSD menu

Activate the menu by pressing the “MENU” button on either the keypad or the remote control. Navigate the menu using the arrow keys.

The various functions in OSD menu is described in Chapter “5 Basic setup”.

5 Basic setup

5.1 Lens

5.1.1 Lens and lens mount

A range of fixed and zoom lenses is available to cover most applications, both front and rear. The lenses are powered and fitted with a bayonet mount for ease of installation.



Switch off all equipment before setting-up for proper function.

When mounting and changing lenses, be aware that the optical system is exposed to dust and foreign particles as long as the lens is not attached to the system. Do not leave the lens mount open longer than necessary to change lens. If a lens is not mounted, always insert the protection lid to avoid dust and foreign particles entering the internal optics.

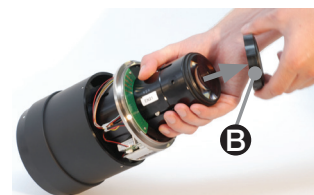
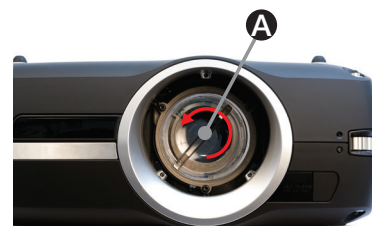


Never run the projector without lens mounted.

5.1.2 Inserting a lens

To insert a lens please follow this procedure:

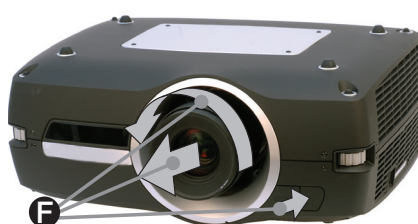
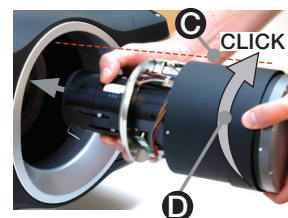
- A** Remove the protection lid from the bayonet mount by turning the knob anti-clockwise.
- B** Remove the rear lens cap.
- C** Attach the projection lens using the bayonet mount, observing the red insertion marks.
- D** Turn the lens firmly clockwise until it stops with a click.
- E** Remove the lens cap from the projection lens. If you switch the projector on with the lens cap in place, the lens cap may melt, damaging not only the lens cap, but also the projection lens and surrounding parts.



5.1.3 Replacing a lens

To replace a lens please follow this procedure:

- F** To change lens, first remove the current lens by pushing the release button and twisting the lens counter-clockwise until it comes loose. Pull the lens out.
- G** Insert the new lens as described in above.



5.2 Adjusting on screen image size and position

Adjusting the placement of the image on screen can be done using the:

1. Adjustable feet (E in Figure 5-1).
2. Lens shift mechanism controlled from the keypad, the remote control, RS-232 or LAN (A in Figure 5-1).
3. Zoom (for lenses with zoom) in the lens controlled from the keypad, the remote control, RS-232 or LAN (B in Figure 5-1).

After the correct image size and position is found, please adjust the image focus using the keypad, the remote control, RS-232 or LAN. (4 in Figure 5-1).

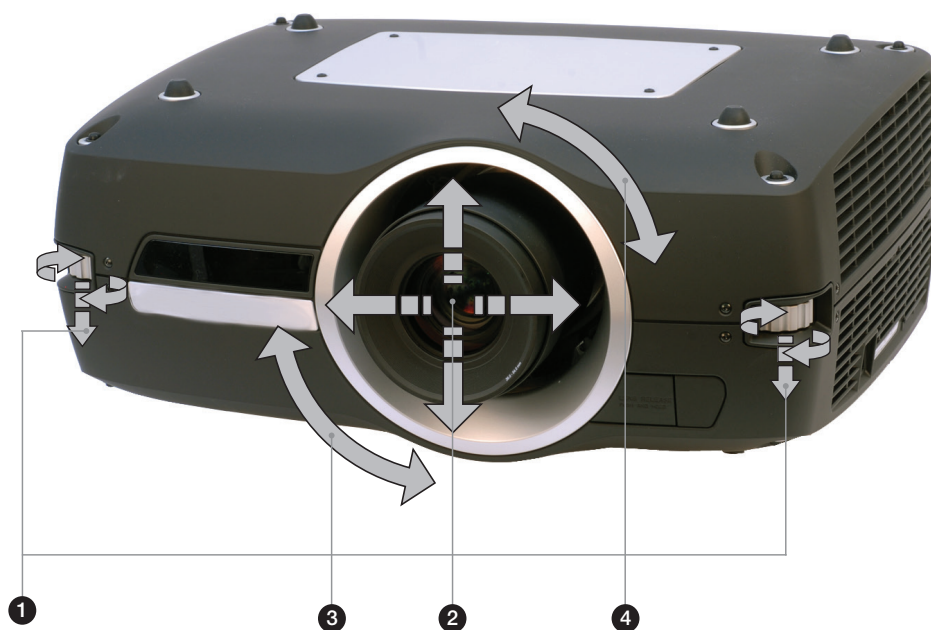


Figure 5-1. Image size and position adjustment

5.3 Lamp operation

The projector is fitted with two individual projection lamps that can be run in various modes. In addition, lamps can be replaced as needed separately. This ensures an optimized cost of ownership. Individual lamp timers are maintained for each lamp.

Lamp operation mode is controlled in the INSTALLATION > LAMPS sub menu.

5.4 Projector rotation

Always operate the projector horizontally, within the range of the adjustable front and rear feet. The projector may be rotated so that the lens points downwards. It may not be rotated around the through-the-lens axis.



Operating the unit in other positions may reduce lamp life significantly, and may lead to overheating, finally resulting in malfunctioning.

5.5 Ceiling mount

The projector can be ceiling mounted using an approved UL tested/ listed ceiling mount fixture, with a capacity of minimum 160 kg / 353 lbs. For ceiling mount use M6 screws that penetrate maximum 12 mm / 0.5" into the projector body. Figure 5-3 gives detailed information about the alignment of the ceiling mount screw holes in the projector.



For proper ventilation the minimum distance from ceiling/ rear wall should be: 30 / 60 cm, 12 / 24 inch.

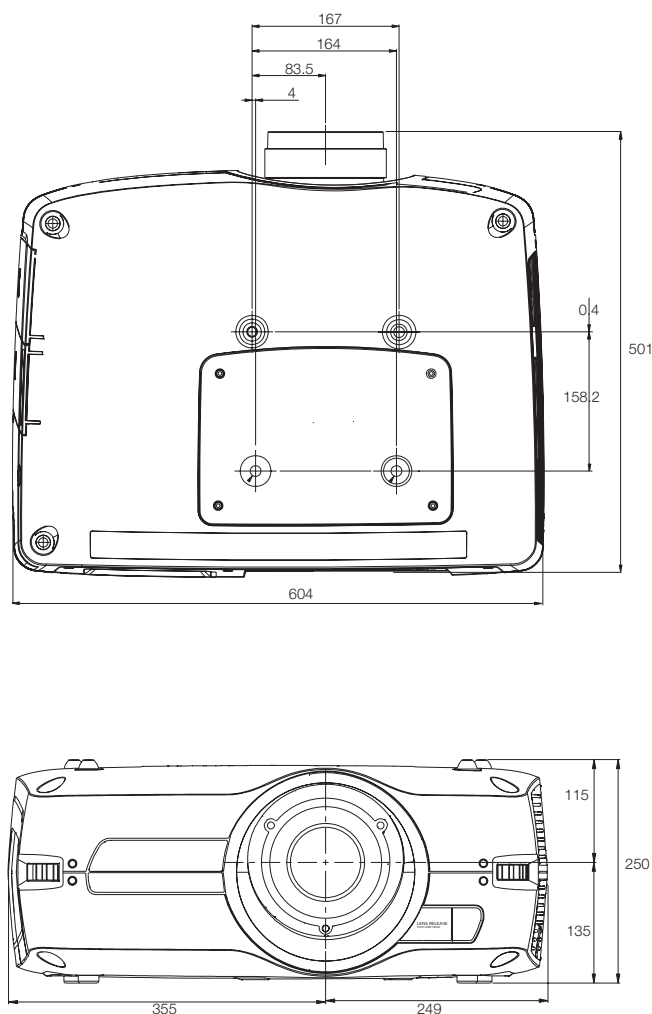


Figure 5-2. Ceiling mount

5.6 Connection and cables



Before setting up, switch off all equipment and disconnect the power cord.

In order to prevent damage to the projector caused by overvoltages (e.g. lightning), we recommend connection to a line (mains) circuit which has overvoltage protection when installing.

5.6.1 Setting up a video source

For best quality video, connect a digital video source using the HDMI 1.3a interface (O), see Figure 5-3. The HDMI input is HDCP copy protection compliant. Depending on cable quality, the projector is supporting the use of cables with lengths up to 20 meters (65 feet).

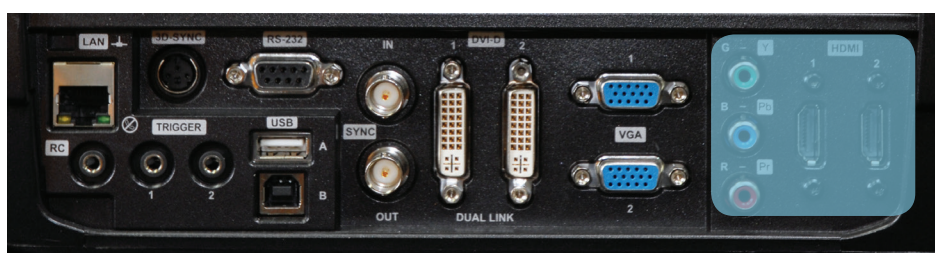


Figure 5-3. Connecting a video source

5.6.2 Setting up a computer source

The projector may be connected to up to six computer sources simultaneously, using the HDMI (O), DVI-D (J) or VGA (K) interfaces, shown in Figure 5-3/Figure 5-4. The digital interfaces (DVI/HDMI) will yield a projected image with very low noise.

Both DVI and HDMI are HDCP compliant with sources up to 1920x1200@60Hz (single link source up to 165 Mhz). Additional functionality may be achieved using additional X-PORT connectors like 3G-SDI, DisplayPort 1.1a and HDMI 3D (see separate sections).



Figure 5-4. Connecting a computer source



HDCP is not supported on higher resolution sources like 2560x1600@60Hz (WQXGA).

Connect the power cord after the other cables have been inserted properly.

5.6.3 Connecting command and control interfaces

The projector is supporting RS-232 and LAN command and control interfaces. Use the ASCII based, simple instruction set (SIS) protocol to communicate with the projector. A detailed description of the ASCII protocol is available for download at www.barco.com. Connect the power cord after the command and control cables are inserted properly.



Figure 5-5. Connecting command interfaces

5.6.4 Attaching X-PORT™ modules



X-PORT™ modules are separately available for purchase and not included with the base projector.



Switch off projector and disconnect power cord before attaching X-PORT™ module. Before attaching any X-PORT module, please make sure you have the latest SW running on the projector. Please go to www.barco.com to download the current SW and update the projector accordingly. See chapter 8 for details on how to upgrade the projector SW.

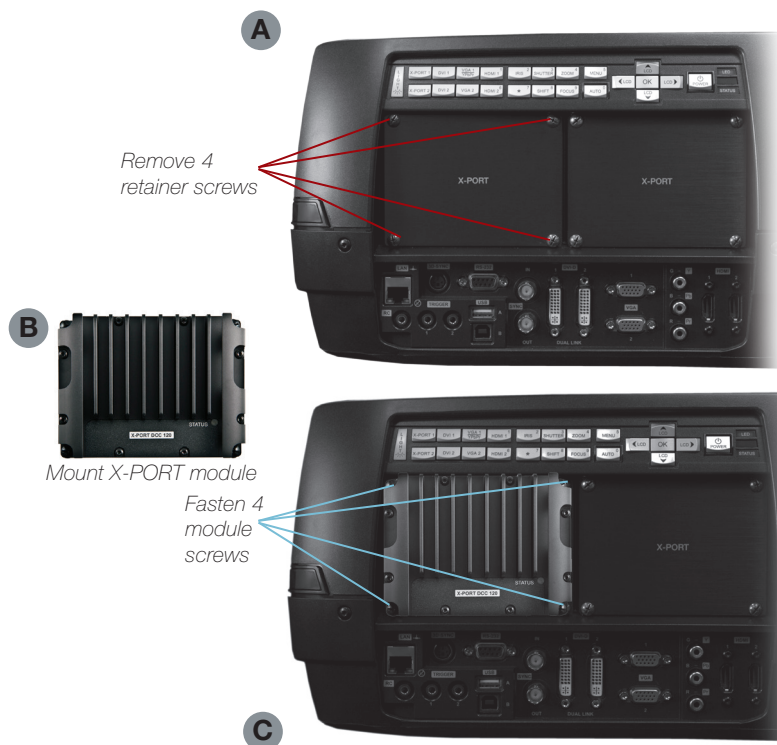
The projector supports up to two X-PORT™ modules simultaneously:

- X-PORT™ 1 for additional image processing (X-PORT™ DCC120*). Left hand side.
- X-PORT™ 2 for additional connectivity (X-PORT™ 3G-SDI, X-PORT™ DisplayPort 1.1a and X-PORT™ HDMI 3D*). Right hand side.

* X-PORT™ modules subject to availability.

To attach an X-PORT™ module, please follow this procedure:

- A** Remove cover plate, by removing the four screws.
- B** Attach module. Observe X-PORT™ 1 and 2 positions are different. Attaching X-PORT™ modules in the wrong position will leave the module non-functional, but it is not destructive.
- C** Fix the four mounting screws securely.



* Features in the user guide pictures/drawings may be different from your projector depending on model/version.

Finally connect power cord and switch on projector.



The first time after a module is attached, the projector will automatically update and configure the module. This may take a few minutes. Please ensure that power remains on during this period!

5.7 Using X-PORT™ modules

X-PORT™ modules allows for extra functionality with the projector. This includes more connectivity as well as additional image processing.

Functionality may include extended connectivity (like 3G-SDI and HDMI 3D) and additional 3D format support (like Blu-Ray frame packed, dual input sources, double flash 3D etc.)



Please refer to Chapter 6.4 for information on multi channel 3D sync.

5.7.1 X-PORT DCC120

X-PORT DCC120 is an X-PORT 1 module (post processing) adding additional 3D capabilities and multi-projector synchronization capabilities to the system.

5.7.1.1 3D formats supported

By using X-PORT DCC120 the following 3D format will then be supported:

Dual head input: When “Dual head” is enabled, the projector will combine the signals from DVI1 and DVI2 (or HDMI1 and HDMI2), place them beside each other and interpret it as a single source. The two sources need to have the same resolution. For example, if both inputs are 1920x1200 @ 60Hz, the combined dual head source will be seen by the projector as a single 3840x1200 @ 60Hz source. If, now, 3D mode is set to side-by-side, the projector will take the left half of this combined image, which is in fact the source on DVI1, and use it as the left eye source. The same goes for DVI2 being the right eye source.

Side-by-side: In side-by-side 3D, each input frame is divided in half and the left half of the frame is used as the left eye frame and the right half of the input frame is used as the right eye frame. This makes the output width become half of the input width. If, for example, the input is 1920x1200 @ 60Hz, the output will be 960 x 1200 @ 120Hz.

Frame sequential: n frame sequential 3D, every other frame is interpreted as the left eye frame and the other input frame is interpreted as the right eye frame. To ensure that the projector chooses the correct frames as the left eye and right eye frames, a 3D sync signal should be connected from the IG's display adapter DIN connector to the projector's BNC sync-in connector. If such a signal isn't present, the projector will choose the first input frame as the left eye frame and the next input frame as the right eye frame. This will be wrong half the times the signal is acquired.

5.7.2 X-PORT 3G-SDI

The X-PORT 3G-SDI module is an X-PORT2 interface module to support all SDI, HD-SDI and 3G-SDI formats.

5.7.2.1 Connectivity

PARAMETER	VALUE
Main connectors	2xBNC-F Input A1, Input B1
Redundancy connectors	2xBNC-F Input A2, Input B2
Video formats	<ul style="list-style-type: none"> - SDI (SMPTE 259M, up to 360 Mbps) - HD-SDI (SMPTE 292M, up to 1.485 Gbps) - 3G-SDI (SMPTE 424M/425M, up to 3.0 Gbps)
Nominal impedance	75 Ohms
Scan format	Interlaced or progressive
Return loss	<-15 dB, DC @ 1 MHz to 1.5 GHz
Clock rate	Up to 3 Gbit/s (3G-SDI)
Maximum resolution	1920x1080p@60Hz

5.7.2.2 Cable Lengths

PARAMETER	VALUE
3G-SDI	Max 100 m (RG-5 18 AWG/1694A)
HD-SDI	Max 110 m (RG-5 18 AWG/1694A)
SDI	Max 400 m (RG-5 18 AWG/1694A)

5.7.3 X-PORT HDMI 3D

The X-PORT HDMI 3D module is an X-PORT2 interface module to support various 3D formats from the HDMI 3D specification.

5.7.3.1 Connectivity

PARAMETER	VALUE
Main connectors	2xHDMI Type A Input A, Input B
Video formats	720p or 1080p
Scan format	Progressive only
Clock rate	Up to 225 MHz
Maximum resolution	1920x1080p@60Hz

5.7.3.2 3D modes supported

RESOLUTION	REFRESH	HDMI 3D MODE
1080p	60Hz, 50 Hz	Side by side, Top/Bottom
1080p	24 Hz	Side by side, Top/Bottom, Frame packed
720p	60Hz, 50 Hz, 24 Hz	Side by side, Top/Bottom, Frame packed

5.8 Image alignment

For easier alignment of the projector, test images are built into the system.

To enable test images, go to the menu entry **INSTALLATION > TEST IMAGE**. Cycle the various test images using the arrow keys. When a test image matching the aspect ratio of your screen has been found, use the zoom, focus, lens shift and physical projector alignment to match the screen.

5.9 Setting image orientation

In relation to the screen, the projector supports the following installation orientations:

- Desktop front (default)
- Ceiling front
- Desktop rear
- Ceiling rear

To set the image orientation go to menu entry **INSTALLATION > IMAGE ORIENTATION**

5.10 Using source scan

The projector can automatically scan through all the input connectors for a valid signal. If a valid signal is found, the image will set up. This is called source scan.

Source scan is default disabled. When disabled, the projector will only search the selected input connector for a valid signal. Use the keypad, remote control or any command and control interface to change in selected input interface.

To set the source scan setting, go to menu entry **INSTALLATION > SOURCE SCAN**

5.11 Limiting OSD messages

When detecting sources and using the various features of the projector, OSD messages will appear on the screen. Which messages that are appearing can be partially controlled by the user. The OSD can run in these modes:

- ON. All messages, warning and information OSDs are displayed.
- OFF. No messages are shown.
- Only warnings. Only critical warning messages like temperature overheating will be shown.

Go to menu entry **INSTALLATION > OSD ENABLE** to control the OSD behavior

5.12 Changing the language of the menu system

The projector menu system has a total of 11 user-selectable languages embedded for easier use all over the world. The default language is English.

The available languages are:

- English
- French
- German
- Spanish
- Russian
- Norwegian
- Swedish
- Korean
- Japanese
- Chinese Simplified
- Chinese Traditional
- Portuguese
- Italian

To change the language of the menu system, just select “LANGUAGE” from the top menu and select your desired language.

5.13 Identifying system status

For ease of use, the projector has a complete menu available for system status. It is easily accessible from the top menu. From this menu the following information can be read:

- Part number
- Serial number
- The year/week the projector was manufactured
- Current software version
- Runtime and remaining time for both lamps
- Total number of operating hours
- All network information
- Current lens mounted
- Currently active source

5.13.1 Getting information about the active source

By selecting STATUS > SOURCE INFORMATION basic information about currently active source is displayed.

If a deeper analysis is required for the currently active source, select STATUS > SOURCE INFORMATION > ADVANCED. This menu provides detailed timing information for the currently active source.

5.14 Configuring 3D (AS3D)

The projector has support for AS3D. AS3D images require active shutter glasses to work. To enable active stereo select 3D > 3D MODE. Enabling 3D mode will configure the projector for the use with an active stereo source.



The only active stereo 3D format natively supported by the projector is sequential left/right at a frequency between 100 and 120 Hz. Both DVI and HDMI connectors can be used for sources up to 165 Mhz. For sources between 165 and 330 Mhz, only DVI dual link is supported.

After enabling stereo mode, configure the glass type being used by selecting 3D > 3D GLASSES TYPE. The follow glasses are support:

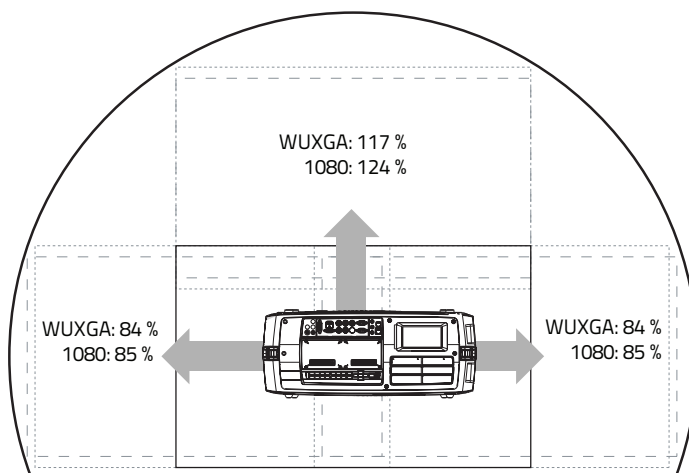
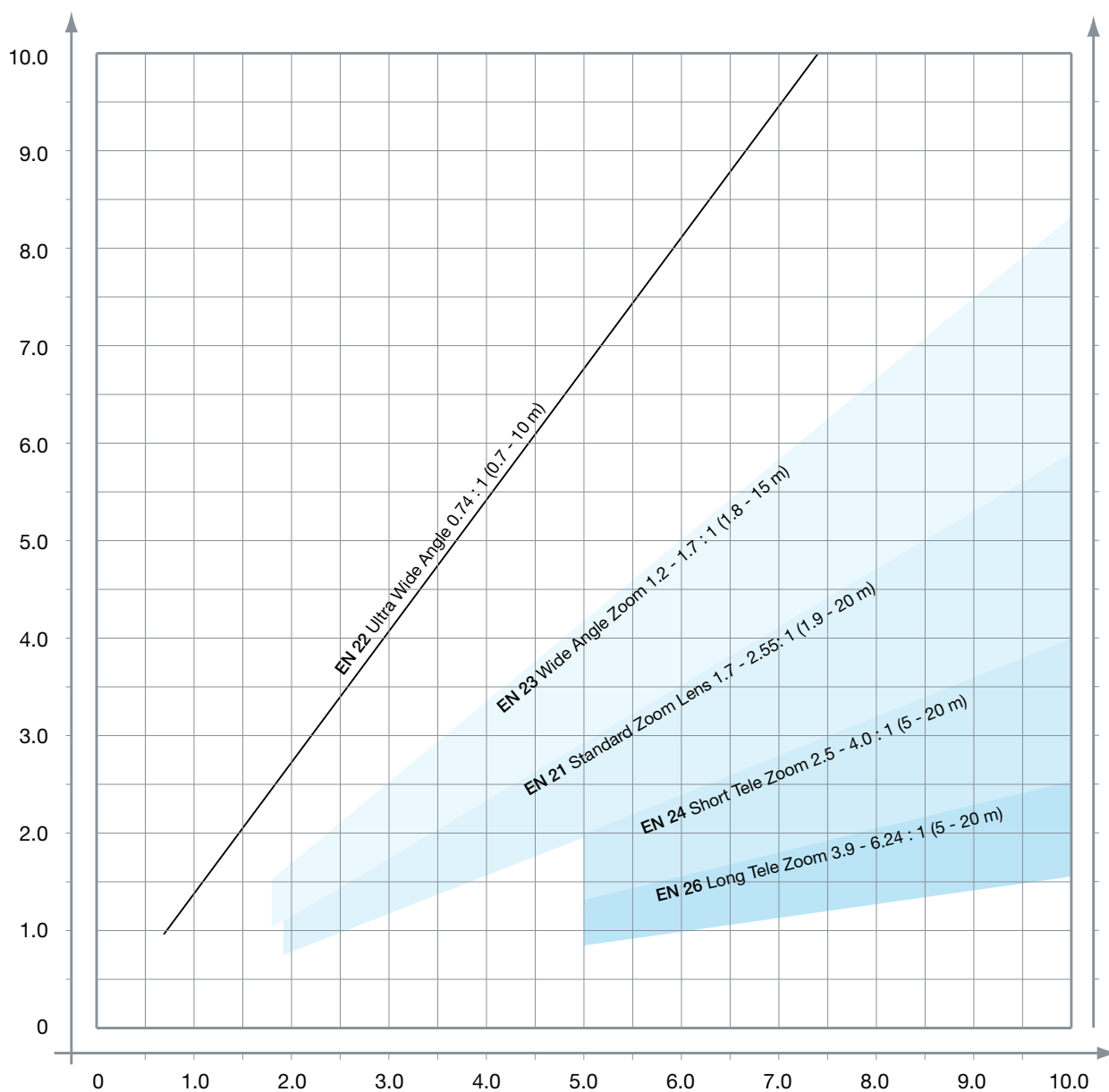
- IR
- IR high brightness (may cause crosstalk)

When using IR glasses it is important to configure the phase delay between the glasses and actual image. This is done using 3D > 3D LOCK PHASE DELAY with values 0 and 179 degrees.

If left/right data channels are swapped there will be no 3D effect in the image, only parallel distortion between the channels. This can be countered by enabling the 3D > SWAP EYES feature.

5.15 Image sizes

1920 x 1080 / 1920 x 1200 (1080 / WUXGA)



6 Advanced setup

6.1 Controlling multiple projectors with remote control ID (RCID)

The remote control can be operated either in 'broadcast mode', or 'individual mode'. When several projectors are in use in an installation, individual control may be convenient. Individual control is available either by wired remote control, using the data-jack, or by using an individual number code. For individual control, first set the individual RC ID code using the projector menu system, see the SETTINGS sub menu. Then, to select a specific projector to control, first press the '*' button in the lower keypad area, then the code as set in the target projector. A code can be in the range '0'..'99'. '0' is reserved for broadcast. To select another target, repeat the process by pressing '*' and a new code. To exit individual control, press '*'* twice or press '*' and '0'.

6.2 Protecting the projector with a pin code

The projector may be controlled by a PIN (Personal Identification Number) code. The PIN code is 4 digits, and if the PIN code is activated, you must enter the correct code to unlock the projector. Factory set PIN (1234).

To activate, deactivate or change the PIN code, see the SETTINGS > PIN CODE sub menu.



**If an incorrect PIN code is entered, you may try again two times.
If you fail three times in a row, a PUK (unlock) code is needed.
The PUK code is supplied with the product.**



Entering the puk code correctly is the customers responsibility

If you also fail three times with the PUK code, the projector locks up permanently, and can only be unlocked by a special service unlock code.

To access this code, you will need to contact your dealer or a service station. The service unlock code will be generated based on a secure, encrypted number that is produced by the projector itself. The projector will produce a new number every time.



To unlock the projector, proof of ownership must be provided by the customer

6.3 Using dual head input

For extended flexibility to connect high resolution sources with a pixel clock over 165 MHz, the projector is supporting a dual head input mode. In this mode the left and right half of the image can be connected to the DVI 1/DVI 2 or HDMI 1/HDMI 2 interfaces respectively (Figure 6-1).




To enable this mode, go to the menu INSTALLATION > DUAL HEAD SETUP. Side-by-side is the only available option at this time.



Figure 6-1. Dual input mode

An example of this is feeding a WUXGA (1920 x1200) 120Hz source with 960 x 1200 - 120Hz source resolutions on each the DVI interfaces.

When enabling this mode, the EDID data on each of the DVI connectors will automatically be changed from WUXGA (1920 x 1200) 120Hz to 960 x 1200 - 120Hz.

-  **For the image to be displayed in this mode, the resolution must be exactly the same on both connectors.**
-  **In this mode the two connected sources must have exactly the same timing. A drift in timing between the inputs will result in a visible split in the center of image.**
-  **Some graphic cards have problems with detecting the change from single head to dual head mode. If problems occur, disconnect both signal cables before enabling or disabling the dual mode in the menu.**

6.4 Multi-channel 3D synchronization

X-PORT DCC120 has advanced capabilities for handling synchronization of multiple projectors in a 3D installation.

6.4.1 Synchronous frame sequential

A typical synchronous frame sequential 3D setup is shown in Figure 6-2.

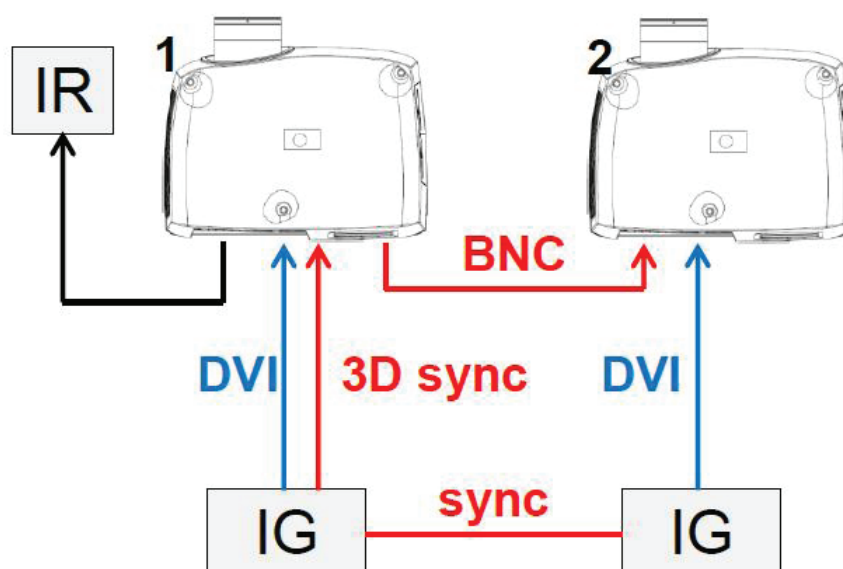


Figure 6-2. Synchronous frame sequential 3D

In this case IGs are synchronized and 3D sync from the source is connected from the DIN connector on the IG to the BNC sync-in connector. The source 3D sync is then sent to every projector in the setup. See table below.

SETTING	PROJECTOR 1	PROJECTOR 2
3D	Frame sequential	Frame sequential
3D L/R sync	BNC sync-in	BNC sync-in
3D BNC sync-out signal	Pass through	Pass through

6.4.2 Asynchronous frame sequential

This mode is not supported.

6.4.3 Synchronous side-by-side

Figure 6-3 illustrates a typical synchronous side-by-side 3D setup.

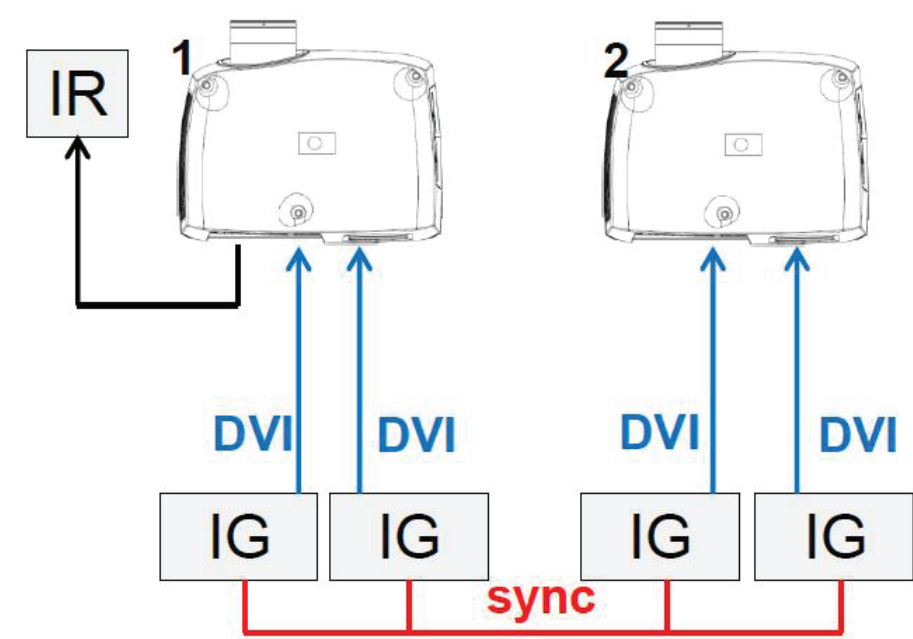


Figure 6-3. Synchronous side-by-side setup

Since the sources are synchronized in this setup, synchronization management is not required in the projector. The table below shows the recommended system settings.

SETTING	PROJECTOR 1	PROJECTOR 2
3D	Side-by-side	Side-by-side
3D L/R sync	Source	Source
3D BNC sync-out signal	Not used, but can be set to 3D glass sync.	Not used, but can be set to 3D glass sync.

6.4.4 Asynchronous side-by-side

In asynchronous side-by-side 3D, the projectors utilize the BNC sync-in and sync-out connectors to distribute a system wide display sync. This display sync is used by all projectors to perform frame rate conversion on the input signals if necessary. Figure 6-4 illustrates this setup.

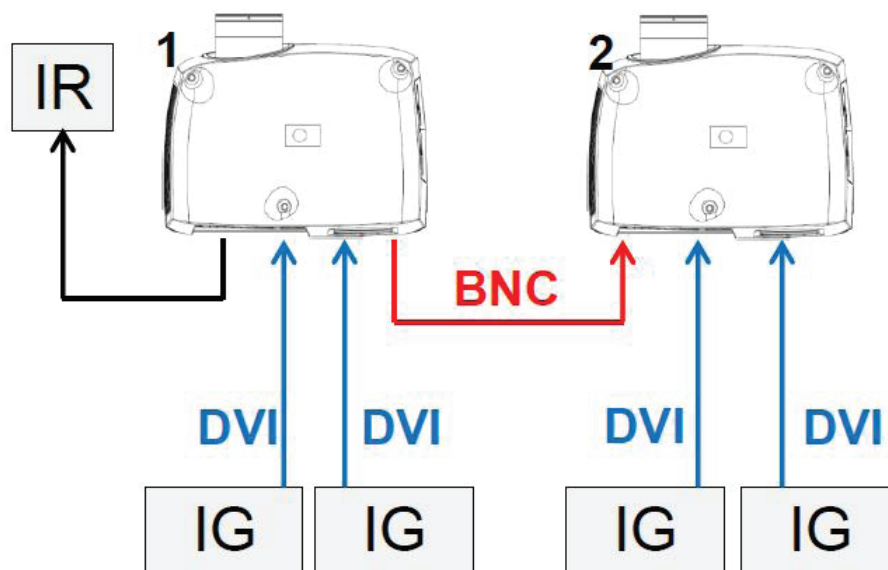


Figure 6-4. Asynchronous side-by-side setup

As seen in Figure 6-4, an extra cable is connected between BNC sync-out on projector 1 and BNC sync-in on projector 2. In this setup the projectors need the settings in the table below to send/utilize the display sync correctly.

SETTING	PROJECTOR 1	PROJECTOR 2
3D	Side-by-side	Side-by-side
3D L/R sync	Source	BNC sync-in
3D BNC sync-out signal	3D display L/R sync	Pass through

6.5 Setting custom color space and digital level

The projector will automatically try to set the correct color space and digital drive level based on information from the source.

To manually override the automatically detected color space and digital level go to menu entry PICTURE -> ADVANCED. Set the "digital color space and level" to manual and select your color space and digital drive level.

6.6 Disabling IR receivers

The projector has 3 IR receivers as shown in chapter "4.1 Overview".

These receivers can be individually disabled if necessary. Go to menu entry INSTALLATION > IR FRONT / IR REAR to disable the receivers.

6.7 Controlling screens with triggers

The projector has two programmable triggers with 3.5 mm mini-jack connectors. These can be used to enable or disable screens, curtains or other peripheral equipment.

To change trigger settings, go to menu entry INSTALLATION > TRIGGER

By default:

- Trigger 1 is set to control a screen depending on whether projector is powered on or not.
- Trigger 2 is set to control a screen depending on the aspect ratio of currently active source.

Both triggers can be manually overridden both in the menu system and by using the command and control protocol through RS-232 or LAN.

6.8 Setting aspect trigger behavior

To customize the aspect trigger functionality, go to menu entry INSTALLATION > TRIGGER > ASPECT TRIGGER BEHAVIOR. In this sub-menu it is selectable for which input aspect ratios the trigger will be enabled.

6.9 Automatic power on/off

The projector can be automatically powered on or off by using the internal timer function or DPMS.

6.9.1 Using the timer

The projector features a real-time clock that enables timing control. This means that the projector can be programmed to switch on and off at certain pre-set times during a weekly cycle.

To allow for a flexible schedule, 10 'programs' are available. With each program, you can define the switch on or switch off time for a single day (Monday to Sunday), all work days (Monday through Friday), or week-end (Saturday and Sunday). One, several or all programs can be active at the same time as desired. In this way, a flexible scheme can be established. Observe the 24 hour time format. For more information, see the SETTINGS > TIMER menu.

The following example illustrates a case where the projector turns on at 08:00 in the morning (8 am) and switches off at 20:00 (8 pm) on weekdays (Monday through Friday). Weekends (Saturdays and Sundays), it turns on at 10:00 (10 am) and off at 18:00 (6 pm). VGA is used as the source. For this, four programs are needed, 2 for on and two for off.

6.9.2 Using DPMS (Display Power Management Signaling)

The projector is enabled for DPMS (Display Power Management Signaling). When enabled, the projector will automatically switch to standby mode after a specified time if there is no valid source present at its inputs. When a valid source is reconnected, the projector will start up again.

To enable or disable DPMS, go to menu entry **SETTINGS > DPMS**. The desired DPMS timeout is set in the **DPMS > DPMS TIMEOUT** menu entry.

DPMS is disabled by default.

6.10 Disabling LED indicators

In certain installations it may be desirable to completely disable the LED indicator in the keypad of the projector. To disable the LED indicators, go to menu entry **SETTINGS > LED INDICATORS MUTE**.

If the LED indicators are enabled, the timeout period can be set in the menu under **SETTINGS > BACKLIGHT TIMEOUT**.

6.11 Setting the background color

The background color displayed when the projector is searching for a source can be set to a set of predefined colors. Go to menu entry **SETTINGS > BACKGROUND** to set the desired color. Default is black. Setting OSD menu timeout

If the OSD menu is open and not used for a defined period of time, it will automatically be disabled. The default time is 30 seconds. This timeout interval can be controlled from 5 seconds to 60 seconds. The timeout can also be set to "never" for the OSD menu to never timeout. Go to menu entry **SETTINGS > MENU TIMEOUT** to change this setting.

6.12 Selecting the startup logo

When the projector is starting up, a logo is displayed in the entire image. The logo can also be set to "black" if it is desirable to disable the manufacturer's default logo. Go to menu entry **SETTINGS > SPLASH** to change this setting.

6.13 Setting OSD menu timeout

If the OSD menu is open and not used for a defined period of time, it will automatically be disabled. The default time is 30 seconds. This timeout interval can be controlled from 5 seconds to 60 seconds. The timeout can also be set to "never" for the OSD menu to never timeout. Go to menu entry **SETTINGS > MENU TIMEOUT** to change this setting.

6.14 Selecting the startup logo

When the projector is starting up, a logo is displayed in the entire image. The logo can also be set to "black" if it is desirable to disable the manufacturer's default logo. Go to menu entry **SETTINGS > SPLASH** to change this setting.

7 Optimising the picture

The projector has power features for picture optimization. This chapter describes details in using these features. All color calibration is done using Barco's proprietary RealColor™ solution.

7.1 Calibration data

All Barco projectors are measured and calibrated with high precision equipment at the factory for the best out-of-box experience. Over the lifetime of the lamps the characteristics of the projector might change slightly. The same applies when replacing lamps.




7.1.1 Updating RealColor™ calibration data

For accurate results with the RealColor™ system, accurate measurement data is required.

RealColor™ calibration data can be found under the menu entry PICTURE > CALIBRATION > REALCOLOR CALIBRATION > MEASURED VALUES

X, Y and relative luminance values for red, green, blue, white is entered in this menu. All values can also be updated using the communications protocol over RS-232 or LAN.

Measurements must be done on the built in test patterns. In the user menu these patterns can be accessed through PICTURE > CALIBRATION > REALCOLOR CALIBRATION > CALIBRATION TESTIMAGE. Use the arrow keys to cycle through the images.

-  **Performing a factory reset of the projector will restore the measured values to the values measured in the factory.**
-  **When measuring data, a high quality measurement instrument is highly recommended for accurate results. Spectrometers (like PhotoResearch PR-655) are preferred.**
-  **For an easier calibration procedure, automated calibration can be achieved using Barco's software package ProNet. A license for the calibration software package of ProNet must be purchased separately.**

7.1.2 Gamma

The projector features a set of 8 built in gamma curves: Film 2.2, Film 2.4, Film 2.6, Film 2.8, Video 1, Video 2, Computer 1, Computer 2. The different gamma curves are displayed below.



The names of the curves are descriptive for their recommended use. Use any of the computer curves for video applications will results in significant image noise.

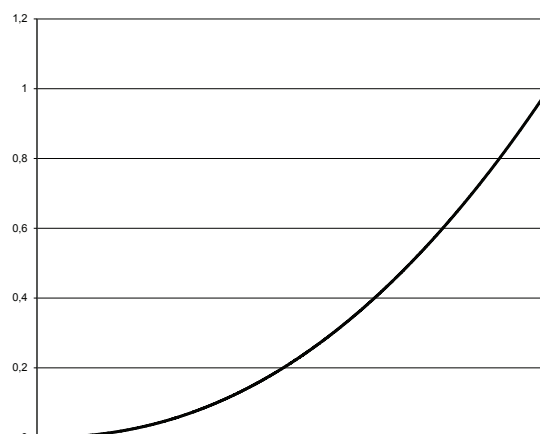


Figure 7-1. Film 2.2 gamma

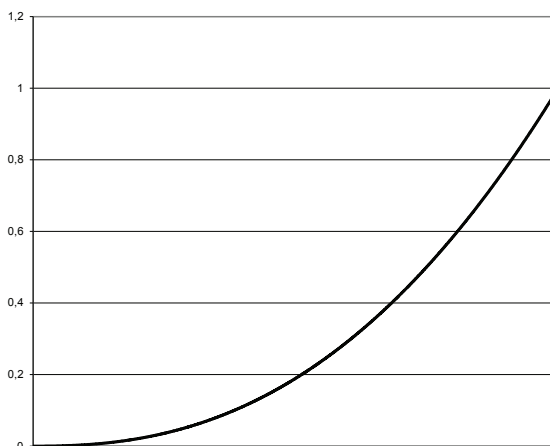


Figure 7-2. Film 2.4 gamma

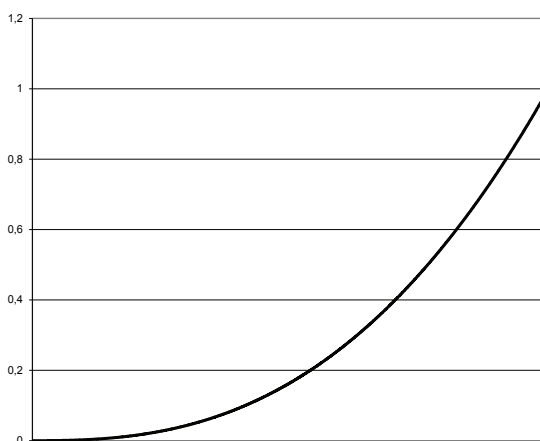


Figure 7-3. Film 2.6 gamma

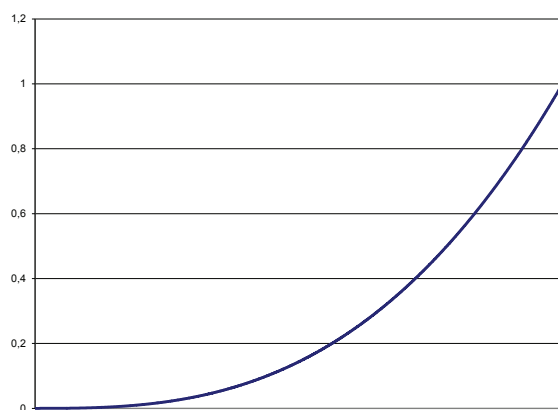


Figure 7-4. Film 2.8 gamma

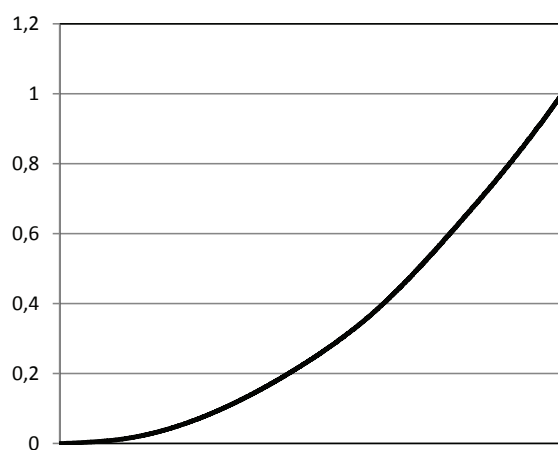


Figure 7-5. Video 1 gamma

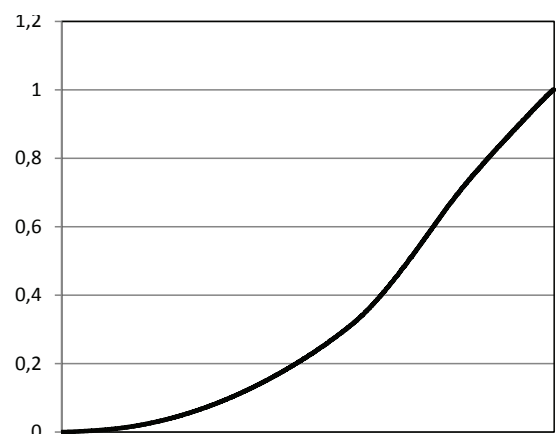


Figure 7-6. Video 2 gamma

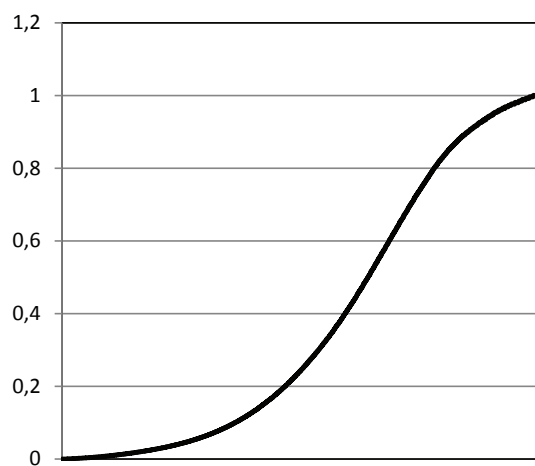


Figure 7-7. Computer 1 gamma

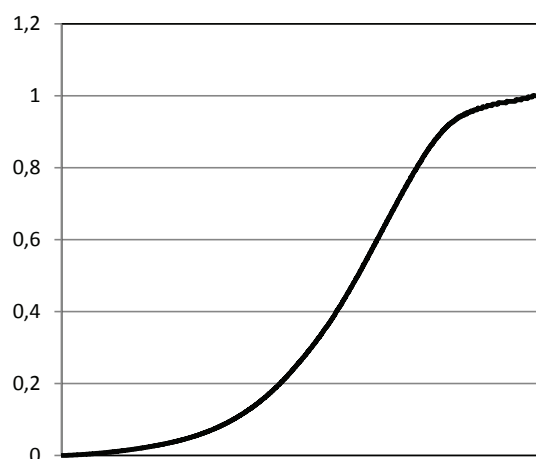


Figure 7-8. Computer 2 gamma

7.1.3 RealColor™ operating modes

Before any color correction is applied to the image, the feature must be enabled. Go to menu entry PICTURE > REALCOLOR > COLOR CORRECTION to enable RealColor™.

RealColor™ can operate in 3 modes:

- Color temperature/white point correction only.
- Red, Green, Blue, White correction. In this mode optimal color coordinates for Cyan, Magenta and Yellow will be computed automatically.
- Red, Green, Blue, Cyan, Magenta, Yellow, White. In this mode color points and intensity for each color can be manipulated separately.

To change the RealColor™ mode, please go the menu entry PICTURE > REALCOLOR > DESIRED VALUES > DESIRED COORDS MODE.

7.1.4 Setting a white point or color temperature

After enabling RealColor™, set the color temperature in the menu entry PICTURE > REALCOLOR > COLOR TEMPERATURE. Values between 3200K and 9300K can be selected. These color temperatures are tracking the “black body curve”- the black curved line in the center of CIE Chart in Figure 7-9. The default is the D65 illuminant at 6500K.

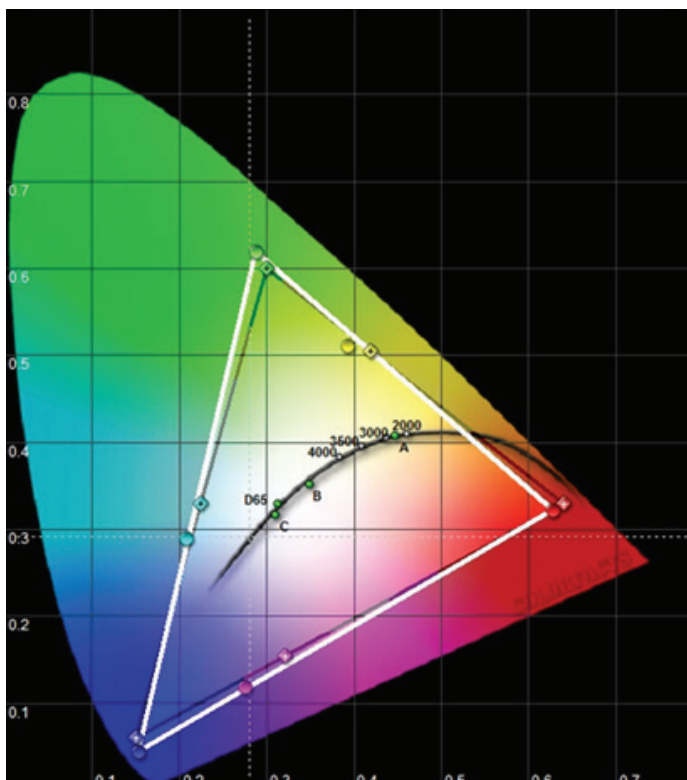


Figure 7-9. CIE Chart with the black body

The white point can also be set to a custom value defined by an x, y coordinate not linked to the black body. Go to menu entry PICTURE > REALCOLOR > X-COORDINATE and PICTURE > REALCOLOR > Y-COORDINATE to change the white point.

7.1.5 Defining the system color gamut

All colors visible to the eye are defined by CIE Chart in Figure 7-9. The boundary of the colors the projector can display is called the system color gamut. The white triangle in Figure 7-9 is an example of a system color gamut. By default the projector has the widest possible system gamut.



The system color gamut cannot be expanded outside native color gamut.

It may be desirable to change the system color gamut of the projector to:

- Color match multiple projectors.
- Meet defined color standards, like REC 709.
- Create a special “look” to the image.

RealColor™ has to be enabled for the desired system gamut to be applied. Go to menu entry PICTURE > REALCOLOR > COLOR CORRECTION to enable RealColor™.

Before the system color gamut can be change the desired RealColor™ mode has to be defined. To change the RealColor™ mode, please go the menu entry PICTURE > REALCOLOR > DESIRED VALUES > DESIRED COORDS MODE.

After RealColor™ is enabled and the desired color correction mode is selected, please go the menu entry PICTURE > REALCOLOR > DESIRED VALUES to change the color points to the your desired system color gamut.



For graphical visualization of the system color gamut and easy color management for a single or multiple projectors, the ProNet software package could be used. A license for the calibration software package of ProNet must be purchased separately.

8 Maintenance

8.1 Software upgrades

In order to upgrade your projector, please follow the method described below.

- You will need a USB stick set up with a FAT-file system to perform this upgrade
- Access the upgrade software from the following web-address;
www.barco.com
- Download and save the newest firmware.zip file to your PC desktop
- Unzip and extract the firmware file to the root of a USB memory stick
- Set the projector in standby mode
- Insert the USB stick in the projector and wait for a few seconds
- The LCD display will indicate that it has detected an upgrade file on the memory stick.
Wait a few seconds while the file is validated
- Remove the memory stick when the LCD display instructs you to do so.
PS! Important that the USB is safely removed from computer, using the eject function on your PC.
- Do not remove the power cord while the upgrade is still in progress
- The projector may restart several times during the upgrade

The upgrade has finished successfully when the ordinary LCD display returns.

Please refer to our website at barco.com to download the required files or seek other information

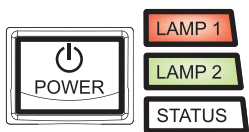
8.2 Lamp replacement

The LAMP indicators on the keypad will turn red when lamp life expires.

Change the lamp when lifetime expires. Always replace lamp with the same type and rating. **USE ORIGINAL LAMPS ONLY.**

The lamp includes an electronic lamp timer that is tracking the life time of the lamp.

Always disconnect the power cord and wait until the projector has cooled down (60 minutes) before opening the lamp cover. Release the screw (LAMP 1) or (LAMP 2) (see below) depending on which lamp that needs to be replaced.

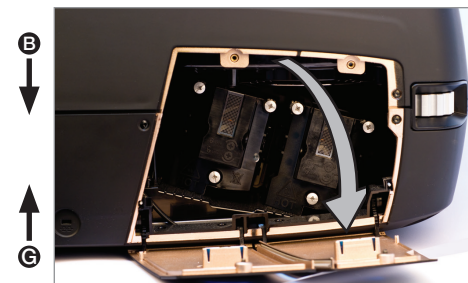


! Be careful not to touch the protective glass when replacing the lamp, this may cause the protective glass to overheat and break while in use.

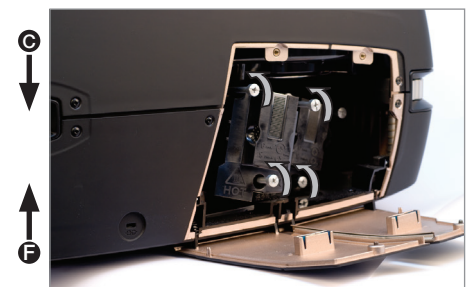


! Be extremely careful when removing the lamp module. In the unlikely event that the bulb ruptures, small glass fragments may be generated. The lamp module is designed to contain these fragments, but use caution when removing the lamp module.

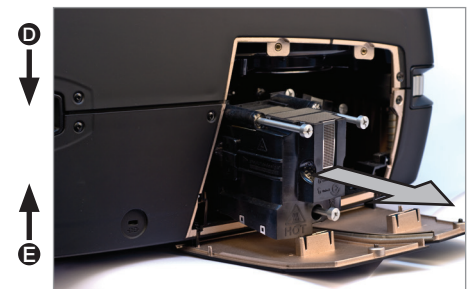
- A Remove lamp lid (1 & 2) locking screws.
- B Open the lamp lid(s).
- C Unscrew the three locking screws.
- D Pull the lamp out.
- E Replace with a new lamp in reverse order. When inserting a new lamp, observe the guide pins.
- F Reenter the tree locking screws.
- G Close the lamp lid.
- H Turn the locking screw clockwise.



💡 Lamp assembly 1 and 2 are different and have separate article numbers. Make sure to order the correct one when replacing one of the lamps.



! In the unlikely event of a lamp rapture, a limited amount of mercury vapor may be emitted into the room. To avoid inhaling this mercury vapor (which is toxic, and can be harmful for lungs and nervous system) the room should be thoroughly ventilated for a period of at least 30 minutes. There are no known health hazards from exposure to lamps that are intact and which are used within an enclosed fixture. No adverse effects are expected from occational exposure to broken lamps. As a matter of good practise, avoid prolonged or frequent exposure to lamps unless there is adequate ventilation. The major hazard from broken lamps is the possibility of sustaining glass cuts.



9 Technical specifications

9.1 Product details

technology	three-chip DMD™ (Digital Micromirror Device™)
concept	sealed, all-glass optical design with lens shift
available resolutions	WUXGA (1920 x 1200) 1080p (1920 x 1080)
connectivity	<i>please refer to section 4.2.4 Connectivity for complete list</i>
dimensions (dwh)	376 x 510 x 223 mm (ex. lens)
weight	about 25 kg (ex. lens)
environmental	RoHS, WEEE
security	4-digit PIN code, Kensington lock
power requirements	4.7A 230 VAC, 50 Hz 11.3A ~100-240V 50-60Hz <1080W power consumption
BTU/hr	<2900
conformances	CE, cCSAus, FCC Class A
operating temperature	0 – 40°C / 32 – 104°F, 0 – 1500 m 0 – 35°C / 32 – 95°F, 1500 – 3000 m
operating / storage	20 – 80% / 10 – 90% RH
lamp	2 x 400W UHP™
lamp life	1500/2000 hrs full/eco (4000 hrs in auto switch eco mode*)
lamp part no. (lamp assy 1)	400-0650-xx
lamp part no. (lamp assy 2)	400-0660-xx

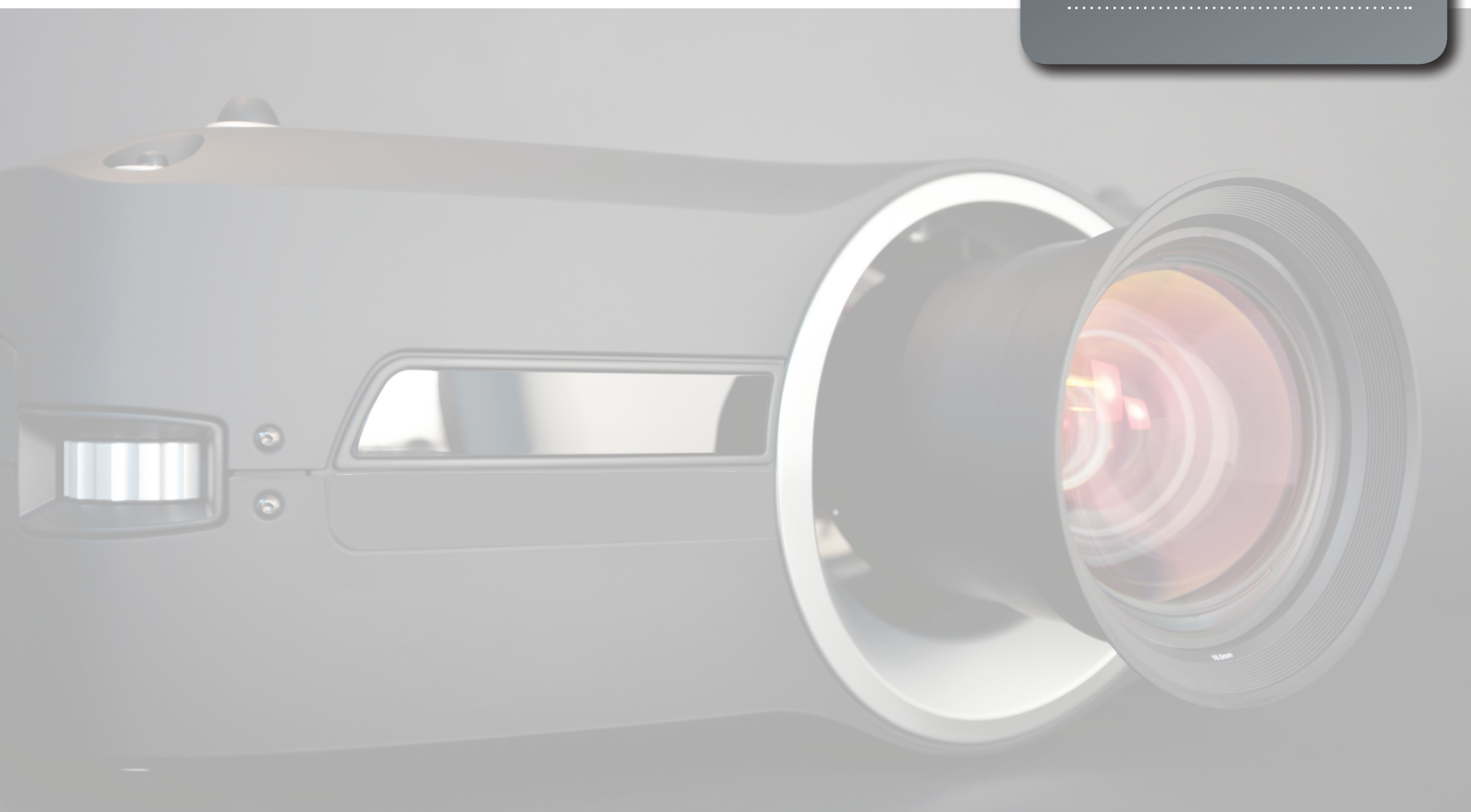
* Option in lamp sub menu: One lamp will be lit at the time and the projector will automatically switch between the lamps in a specified interval (1hr to 24hr).



For a more extensive and up to date overview of technical specifications, please refer to the product page on our home page www.barco.com

投影机简介

F85
用户指南



用户指南目录

1	简介	6
1.1	谢谢	
2	安全说明	9
2.1	安全性	
2.2	警告	
2.2.1	关于汞蒸气的相关潜在健康问题的信息和警告（仅适用于 UHP 灯管）。	
2.2.2	耐用和持续使用（仅适用于 UHP 灯管）	
2.2.3	服务人员信息警告（仅适用于 UHP 灯管）	
2.2.4	遥控器警告	
2.2.5	警告符号	
2.3	FCC	
2.4	WEEE 信息	
2.5	回收利用	
2.6	服务信息	
3	包装清单	13
4	了解投影机	15
4.1	概观	
4.2	指示灯	
4.2.1	状态指示灯	
4.2.2	键盘	
4.2.3	遥控器	
4.2.4	连接	
4.2.5	图形用户界面（GUI）	
5	基本设置	21
5.1	镜头	
5.1.1	镜头和镜头接口	
5.1.2	插入镜头	
5.1.3	更换镜头	
5.2	调整屏幕图像尺寸和位置	
5.3	灯泡运作	
5.4	投影机旋转	
5.5	吊装支架	
5.6	连接和电缆	
5.6.1	设置视频源	
5.6.2	设置计算机来源	
5.6.3	连接命令和控制接口	

5.6.4	连接 X-PORT™ 模块	
5.7	使用 X-PORT™ 模块	
5.7.1	X-PORT DCC120	
5.7.2	X-PORT 3G-SDI	
5.7.3	X-PORT HDMI 3D	
5.8	图像对齐	
5.9	设置图像取向	
5.10	使用来源扫描	
5.11	限制 OSD 消息	
5.12	更改菜单系统的语言	
5.13	确定系统状态	
5.13.1	获取有关活跃来源的信息	
5.14	配置 3D (AS3D)	
5.15	图像尺寸	
6	高级设置	33
6.1	利用遥控器 ID (RCID) 控制多台投影机	
6.2	使用 PIN 码保护投影机	
6.3	使用双头输入	
6.4	多通道 3D 同步	
6.4.1	同步帧连续	
6.4.2	异步帧连续	
6.4.3	同步并排	
6.4.4	异步并排	
6.5	设置定制色彩空间和数字电平	
6.6	禁用红外接收器	
6.7	使用触发器控制屏幕	
6.8	设置宽高比触发器行为	
6.9	自动打开/关闭	
6.9.1	使用定时器	
6.9.2	使用 DPMS (显示器电源管理信号)	
6.10	禁用 LED 指示灯	
6.11	设置背景颜色	
6.12	选择启动徽标	
6.13	设置 OSD 菜单超时	
6.14	选择启动徽标	

7	优化图片	41
7.1	校准数据	
7.1.1	更新 RealColor™ 校准数据	
7.1.2	伽玛	
7.1.3	RealColor™ 操作模式	
7.1.4	设置白点或色温	
7.1.5	定义系统颜色色域	
8	维护	47
8.1	软件升级	
8.2	灯泡更换	
9	技术规范	49
9.1	产品详情	

1 简介

1.1 谢谢

感谢您购买此投影机。

为服务于各种市场上的传统和新型成像应用，F85 数字投影机采用了照明、成像、光学、电学、热学和工业设计领域内最新、最先进的技术，从而将传统和新型成像应用投放到各种市场上。

产品特点

- 全高清 1080p 或 WUXGA 分辨率，三芯片 DLP® 技术
- 已获专利的 Dual Arch™ 照明系统和光学器件
- RealColor 高级色彩管理组件
- 防故障双灯结构
- 光学机构光圈，提供自定义亮度和对比度
- 配置全功能水平和垂直镜头位移功能，可直接叠放
- 用于最小化效应和图像逼真度的全 10 位颜色分辨率
- 提高了不匹配图像的动态对比度级别
- 用于改进视频对比度的动态黑色补偿
- 先进的光学色彩处理
- 各种投影机镜头
- 多种多样的色彩管理和校准选项
- 用于定时操作/事件的内置实时时钟
- 经济模式，可降低功耗和延长灯泡寿命
- 紧凑的三芯片设计
- 直接查看状态 LCD 和灯管功能指示灯
- 用于几乎任何视频和数据源的多视频和图形输入
- HDMI1.3a 版
- LAN 和 RS232 端口用于控制和监视
- 双 X-PORT 功能便于附加输入和信号处理

本文档中使用的符号



警告：用于指出在使用本产品或外围设备时可能对人或设备产生的潜在危险。



注意：用于指出投影机的基本操作要求，如果未按照要求使用，可能导致产品出现故障。



提示：用于对投影机的最佳使用方法或与投影机性能有关的状况给出建议。

本投影机的规格和功能可能有所更改，恕不提前通知。
您的产品的外壳颜色可能与本手册中的图片上所示的颜色不一样。

2 安全说明

本设备符合在办公环境中使用信息技术设备的安全规定。首次使用设备之前，请仔细阅读安全说明。

2.1 安全性

本用户指南包含有关安全预防措施及安装和使用投影机的重要信息。操作投影机之前请仔细阅读本手册。

2.2 警告

仅使用投影机随附的电缆电线或原装更换电缆。
使用其他电缆或电线可能会导致本机故障和永久性损坏。

始终使用三相/接地电源线，以确保设备正确接地。切勿使用两相电源线，因为此类电源线很危险，可能会导致电击事故的发生。

切勿拆开本机。本投影机不含任何用户可以自行维修的零件。所有维修工作仅可交由合格的人员处理。请确保无任何物品进入装置的通风口和开口内。

请勿将任何液体溅落到投影机或本机的通风口或开口内。

在打开投影机之前先卸下镜头盖。如果未卸下镜头盖，则可能会被镜头放射的高能量光线融化。融化的镜头盖可能会对投影机镜头表面造成永久性损坏。

请勿在打开投影机时朝投影机镜头里面看。强烈的光线可能对视力造成永久性损伤。请勿直视遥控器上已激活的激光束。激光可能可能对视力造成永久性损伤。请勿将激光束指向人或动物。

仅可将投影机放置在稳固的表面上，或使用固定到适当结构上的经认可的吊装支架安全地安装。对于叠放，最多可叠放两台投影机。请参阅各安装指南中的详细说明。

请勿摔落投影机。



始终根据旋转指南操作投影机。在其他位置操作本机会极大地降低灯泡寿命，并会导致过热，从而引起故障。

始终允许足够的气流通过投影机。切勿阻塞任何通气口。切勿在本机运行时以任何方式进行覆盖。使本机与墙壁和天花板之间保持足够的距离，以免过热。

从通风口到本机任一侧的最短安全距离为 60 厘米/24 英寸。

后通风口排放热空气。请勿将对热量敏感的物品放置在距离排气口 60 厘米/24 英寸的范围内。

本投影机仅限于室内使用。切勿在室外操作本机。

请勿在超出投影机温度和湿度规格的环境中进行操作，因为这可能导致机器过热并发生故障。

将来源连接到通电的投影机可能导致产品出现故障。

建议在使用本产品时让电缆接头（投影机端）或主电源插座处于容易接近的位置，以便在连接来源设备时可断开或关闭主电源。这在产品安装时就应考虑到。



仅将投影机连接到技术规范中所述的信号源和电压。若连接到非指定的信号源或电压，可能导致本机发生故障并造成永久性损坏。

为了防止过电压（例如，闪电时）对投影机造成损坏，我们建议将产品连接到具备过电压保护的（主）电路。

在更换灯管之前使投影机冷却 60 分钟。只能使用原装灯管。

2.2.1 关于汞蒸气的相关潜在健康问题的信息和警告（仅适用于 UHP 灯管）。

本投影机使用大功率 UHP™ 灯泡进行照明，以产生极其明亮的图像。

此技术与现今汽车、街灯和其他照明器具中广泛应用的其他高压放电管类似。这些灯泡（如荧光灯）含有少量的汞。灯泡中的汞含量远远低于权威机构制定的危险限制范围。正确处理含汞灯泡，从而最大限度地降低潜在健康危害，这一点十分重要。

与其他高亮度投影机灯泡一样，UHP™ 灯泡在运作时将处于高压之下。虽然灯泡和投影机经过巧妙设计，可最大程度降低灯泡破裂的可能性，但灯泡在运作时仍可能破裂，并且投影机中可能会放射出少量的汞蒸气。当灯泡达到其额定寿命时，破裂的可能性将增加。因此强烈建议您更换达到额定寿命的灯泡。

作为一般预防措施，请确保投影机运行时室内通风良好。如果灯泡发生破裂，请撤离房间并确保良好通风。特别是儿童和孕妇更应离开房间。

通过正确回收利用来仔细处理使用过的灯泡。

汞是一种自然产生、稳定的金属元素，在某些情况下可能存在安全风险。根据有毒物质和疾病登记署（“ATSDR”，美国公共卫生署的下属机构）针对汞发布的公共卫生声明，大脑、中枢神经系统和肾脏对汞的影响较敏感，如暴露在足够高浓度下，可能会对某些器官造成永久性损害。急性接触高浓度的汞蒸气可引起诸如肺癌和呼吸道刺激、胸闷、肺部烧灼感、咳嗽、恶心、呕吐和腹泻等症状。在金属汞对神经系统的有害影响方面，儿童和胎儿尤其敏感。

如果灯泡破裂后发生上述任何症状，或者发生其他不寻常症状，请送医治疗。

2.2.2 耐用和持续使用（仅适用于 UHP 灯管）

投影机包含具有有限预期寿命的移动零件（如冷却风扇）。当投影机使用 8000 小时后，以及当投影机在关键任务应用中使用，建议由合格的服务人员执行定期检修。当投影机需要执行定期检修时，屏幕上将显示一条消息。这将有助于确保长期稳定的操作。

2.2.3 服务人员信息警告（仅适用于 UHP 灯管）

在维修过程中，使用防 UV 辐射眼睛和皮肤保护装置。

2.2.4 遥控器警告



激光辐射 2 级产品；波长为 670nm；最大输出功率为 1mW。

遥控器符合 21 CFR 1040.10 和 1040.11 的适用要求。

遥控器符合 EN/IEC 60825-1/2007 的适用要求。

采取本用户指南说明之外的控制、调整或执行步骤可能导致危险的辐射暴露。

2.2.5 警告符号

下面列出可在产品标签上找到的警告符号：

- ⚠ 请阅读用户指南注意事项！请阅读用户指南获取更多信息！
- ⚠ 危险电压危险！产品内存在高电压！
- ⚠ 热警告！热表面！
- ⚠ 等待警告！等待，直至冷却！
- ⚠ 汞警告！灯泡含汞！适当回收利用，请勿按照普通废物处理方式进行处理！
- ⚠ 紫外线警告！产品内存在紫外线辐射！
- ♻ 回收利用警告！适当回收利用，请勿按照普通废物处理方式进行处理！

2.3 FCC

在 FCC 规定中，任何未经制造商责任方明确批准的更改或修改，都将导致用户使用本设备的权利失效。



本设备经测试证明符合 FCC 规则第 15 部分中 A 类数字设备的限制规定。这些限制旨在对设在商业环境的设备所发出的有害干扰提供合理保护。

本设备会产生、使用及发出射频能量，如不按照说明安装及使用，可能对无线电通信造成有害干扰。在住宅区操作本设备可能导致有害干扰，在此情况下将要求用户自费消除此干扰。

本设备符合 FCC 规则第 15 部分的规定。须在以下两种条件下操作：

- (1) 本设备不会造成有害干扰，且
- (2) 本设备必须能承受任何干扰，包括会造成意外操作的干扰。

加拿大

本 A 类数字设备符合加拿大 ICES-003 规定。/ Cet appareil numérique de la classe A est conforme à la norme NMB-003 du Canada.

警告



本产品为 A 类产品。在住宅环境中，本产品可能导致无线电干扰，在此情况下将要求用户采取充分措施。

2.4 WEEE 信息

本产品符合欧盟对于报废电子电气设备（WEEE）指令的所有要求。应正确回收利用本产品。它可以拆卸，以便正确回收利用各零件。本投影机使用的投影机灯泡应正确加以回收利用。关于收集 WEEE 的收集点，请咨询您的经销商或相关公共机构。

2.5 回收利用

本产品含有加州当局已知可导致出生缺陷或生殖系统受损的化学成分（包括铅）。适当回收利用，请勿按照普通废物处理方式进行处理！

2.6 服务信息

此产品不含任何用户可以自行修理的零件。如果产品无法按预期操作，请首先检查是否已正确连接了所有零件，然后检查电源线是否正确连接。请检查投影机以及视频和电脑来源是否已全部打开。电缆和电线可能随着时间流逝而破损。如果连接不良或断断续续，请尝试更换电缆和电线。请检查断路器和干线的保险丝是否完好无损。如果产品出现故障，请联系您的经销商。您应该准备好所遭遇故障症状的描述。此外，请说明投影机侧面标签上打印的产品编号和序列号。

3 包装清单

以下组件为标配：

投影机



电源线（各个国家/地区不一样）



遥控器



用户文档



在拆包时请核对所有组件是否齐全。请检查下一页上列出的随附配件。



请保存包装材料，以供将来需要装运本产品时使用。

本投影机随附的附件：

HDMI 电缆（2 米）



DVI 电缆（2 米）



安装架



4 了解投影机

4.1 概观

- A 镜头
- B 红外感应器
- C1 通风口 - 气流入
- C2 通风口 - 气流出
- D 镜头释放钮
- E 电源连接器
- F 键盘
- G 连接器面板
- H LCD
- I 灯泡盖
- J 可调整的叠放或水平调节底脚
- K 用于叠放或水平调节底脚的调整!
- L 防盗锁
- M 吊装支架



图 4-1. 投影机前视图



图 4-2. - 投影机后视图



图 4-3. - 投影机底视图

* 用户指南图片/图示中的功能可能与您的投影机不一样，具体取决于型号/版本。

4.2 指示灯

系统状态指示灯位于投影机背面的键盘右侧。图 4-4 显示了三个状态指示灯 - 每个灯泡使用一个指示灯，另一个用于指示系统状态。



图 4-4. 灯泡指示灯

灯泡指示灯的状态如下所示：

- 常亮绿灯：灯泡打开且正常运行。
- 常亮黄灯：灯泡关闭。可能在菜单中禁用了灯泡或系统处于待机状态。
- 常亮红灯：灯泡寿命已到，或者灯泡未亮起，或者灯罩处于打开状态。如果灯泡寿命已到，请立即更换投射灯泡。不更换灯泡可能导致灯泡爆炸。请使用原装 Barco 备用灯泡来更换。
- 闪烁黄灯：灯泡正在冷却。总计冷却时间大约为 45 秒。
- 无灯光：未插入灯泡。



备用灯泡必须从 Barco 的授权经销商处购买，产品的质保才有效。使用任何其他二级市场供应商的灯泡将使质保失效。

4.2.1 状态指示灯

- 常亮绿灯：投影机已打开并且运作正常。
- 常亮黄灯：投影机处于待机模式。如果投影机由于触发节能功能（DPMS）而关闭，则当您连接有效来源时它将自动接通电源。
- 闪烁黄灯：请等待。在连接电源线后，黄灯将闪烁 20-30 秒，进入待机模式片刻后灯泡开始冷却时，黄灯将闪烁约 45 秒。在灯变为常亮黄色之前，不得再次打开投影机。
- 闪烁红灯：投影机过热。立即关闭！检查通风口是否被覆盖或者周围温度是否超出规定。在断开电源线并再次重新连接之前，投影机无法重新启动。如果投影机继续闪烁红灯，则需要将本机返修。

4.2.2 键盘



图 4-5. 投影机键盘

投影机的背面配有一个发光键盘。图 4-5 显示了键盘。

键盘用于：

- 导览菜单系统
- 在 LCD 面板滚动显示信息
- 直接选择输入源
- 输入 pin 码（如已启用）
- 开机/关机
- 调节基本图像功能

键盘可发光以便在黑暗的环境中运作。可用功能以黄色光表示，已选（激活）功能以绿色光表示。不可用功能无亮光。

4.2.3 遥控器

遥控器允许通过直接键或菜单系统灵活访问投影机设置。背光式遥控器可在黑暗环境中使用。此外，它还具有一个数据插孔，允许通过有线方式连接到投影机。连接导线后，IR（红外线）光束和内部电池将关闭。



图 4-6. 遥控器



请勿直视遥控器上已激活的激光束。激光可能对视力造成永久性损伤。请勿将激光束指向人或动物。



只能使用随附的遥控器，否则遥控结果可能不是您想要的。

4.2.4 连接

投影机配备范围广泛的视频输入和命令/控制连接器。

图 4-7 显示了连接器面板。

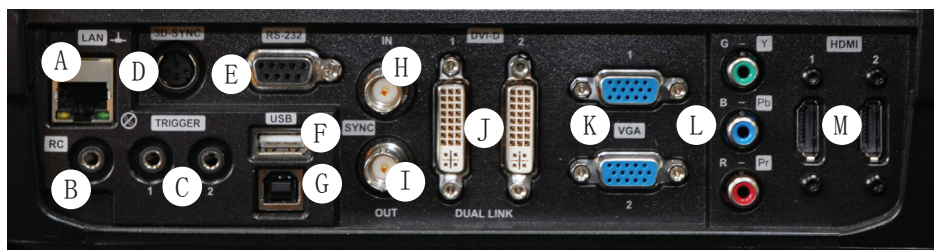


图 4-7. 连接器面板

- A LAN: 10/100 Mb 以太网接口用于命令、控制和软件升级。
- B RC 输入: 3.5mm 迷你插孔连接器。允许连接外部 IR 接收器或有线遥控。
- C TRIGGERS: 3.5mm 迷你插孔连接器触发器。用于控制电动幕等外设。
- D 3D SYNC: 对于 1080/WUXGA 3D 投影机, 用于连接外部红外玻璃发射器。
- E RS-232: 允许有线遥控和监视安装环境中使用的众多投影机功能。
- F USB-A: 允许使用标准 USB 记忆棒进行软件升级。
- G USB-B: 保留以供将来使用。
- H SYNC-IN: 允许捕捉外部垂直同步信号并使用它作为所选视频输入。主要用在安装有多个投影机的环境, 需要在多个投影机之间进行视频同步时使用它。
- I SYNC-OUT: 持续输出活跃视频输入的垂直同步信号。主要用在安装有多个投影机的环境, 需要在多个投影机之间同步时使用它。
- J DVI-D: 两个双链接 DVI-D 连接器, 总带宽高达 330 Mhz。还可通过将图像的一半分别输送到每个连接器, 让这些连接器形成一个统一的图像。HDCP 兼容高达 165 Mhz 的来源。
- K VGA: 两个 VGA 连接器的带宽高达 165 Mhz
- L YPbPr: 模拟视频输入, 支持高达 1080i 的 YPbPr 和 RGB (绿同步) 视频标准。
- M HDMI 1.3: 两个 HDMI 1.3a 连接器, 每个带宽高达 165 Mhz。还可通过将图像的一半分别输送到每个连接器, 让这些连接器形成一个统一的图像。兼容 HDCP。HDMI 1.3a 指定的所有视频格式均被支持。

4.2.5 图形用户界面 (GUI)

本投影机有一个易用的屏幕显示 (OSD) 系统，可用于控制各种功能执行。图 4-8. 顶层 OSD 菜单 显示了 OSD 菜单的最顶层。

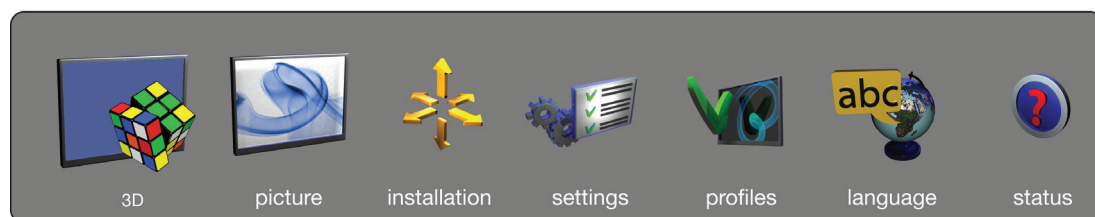


图 4-8. 顶层 OSD 菜单

按下键盘或遥控器上的“MENU”按钮可激活菜单。使用箭头键导览菜单。

OSD 菜单中的各种功能在“5 Basic setup”章节中说明。

5 基本设置

5.1 镜头

5.1.1 镜头和镜头接口

提供各种固定及变焦镜头，可涵盖大部分应用（前和后）。镜头配有插刀式接口，便于安装。



安装之前请关闭所有设备，以使本机正常运作。

安装和更换镜头时，要注意只要镜头未连接到系统，光学系统就可能暴露在尘土和异物中。打开镜头接口的时间不得超过更换镜头所需的时间。在未安装镜头的情况下，应始终插入护盖以免尘土和异物进入内部光学系统。

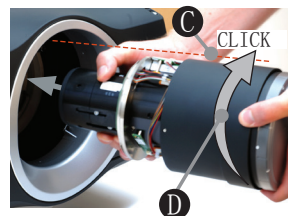
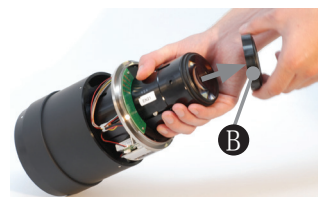
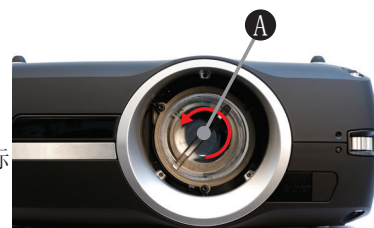


切勿在未安装镜头的情况下运行投影机。

5.1.2 插入镜头

如需插入镜头，请按照以下步骤操作：

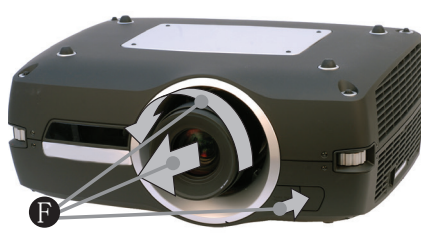
- A 逆时针旋转旋钮，从插刀式接口卸下护盖。
- B 卸下后镜头盖。
- C 使用插刀式接口连接投影机镜头，同时观察红色插入标记。
- D 顺时针用力旋转镜头，直至镜头“咔”的一声固定到位。
- E 从投影机镜头上卸下镜头盖。如果在未卸下镜头盖的情况下打开投影机，则镜头盖可能被融化，这不仅可以损坏镜头盖，还会损坏投影机镜头和周围零件。



5.1.3 更换镜头

如需更换镜头，请按照以下步骤操作：

- F 要更换镜头，首先通过按下释放钮并逆时针旋钮镜头直至其松动为止，卸下当前的镜头。将镜头拔出。
- G 如上所述插入新镜头。



5.2 调整屏幕图像尺寸和位置

调整屏幕图像的布置可使用以下方法来完成：

1. 可调式支脚（图 5-1 中的 E）。
2. 通过键盘、遥控器、RS-232 或 LAN（图 5-1 中的 A）控制镜头位移机械装置。
3. 通过键盘、遥控器、RS-232 或 LAN（图 5-1 中的 B）控制镜头中的缩放（对于带缩放功能的镜头）。

找到适合的图像尺寸和位置之后，使用键盘、遥控器、RS-232 或 LAN 调节图像焦点。（图 5-1 中的 4）。

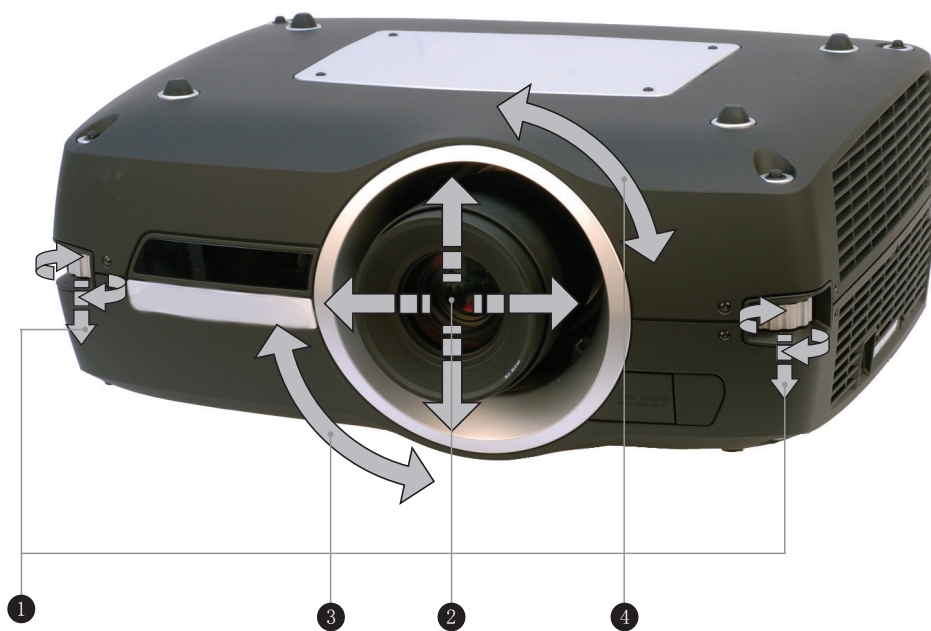


图 5-1. 图像尺寸和位置调节

5.3 灯泡运作

投影机配有两个单独的投影灯泡，可以在各种模式下运作。此外，灯泡可以根据需要单独更换。这确保购买成本最优化。每个灯泡均配有各自的灯泡定时器。

灯泡运作模式在 INSTALLATION > LAMPS（安装 > 灯泡）子菜单中控制。

5.4 投影机旋转

始终在可调整的前后底脚范围内水平操作投影机。投影机可以旋转，以使镜头点降低。不得围绕穿过镜头的轴进行旋转。



在其他位置操作本机会极大地缩短灯泡寿命，并会导致过热，最终引起故障。

5.5 吊装支架

可使用许可的 UL 测试/列出的吊装支架将投影机安装在天花板上，该支架的最小承载力为 160 千克/353 磅。使用 M6 螺钉将吊装支架穿进投影机主机，最多可穿进 12 毫米/0.5 英寸。图 5-3 给出了有关投影机中的吊装支架螺纹孔对准的详细信息。



为保证适当通风，距离天花板/后墙的最小距离应为：
30/60 厘米，12/24 英寸。

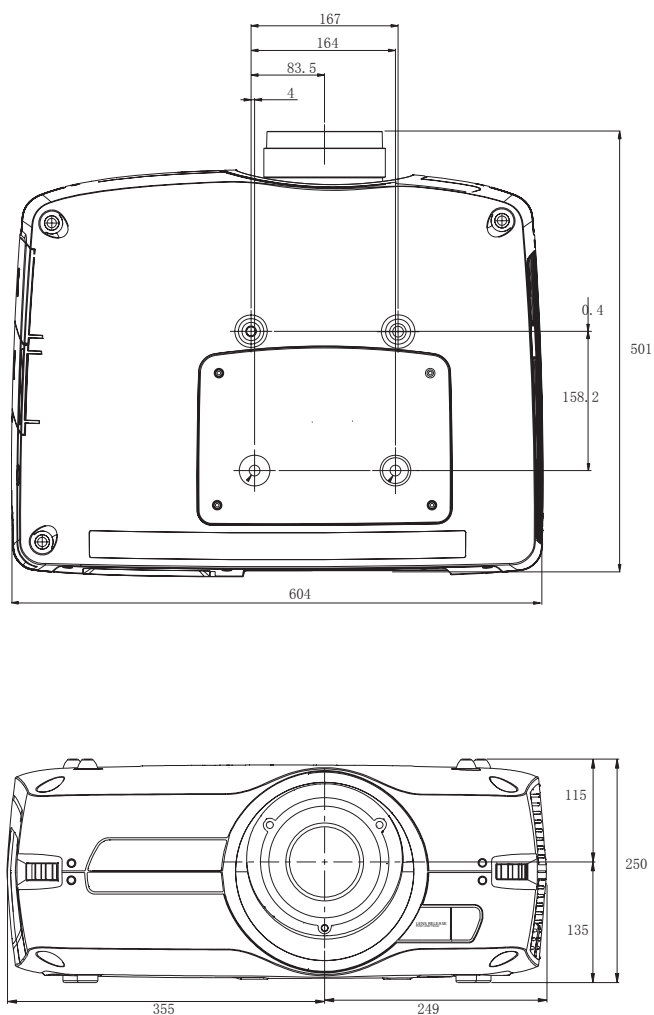


图 5-2. 吊装支架

5.6 连接和电缆



在安装之前，关闭所有设备并断开电源线。

为防止由于过电压（例如，闪电）而导致投影机损坏，我们建议在安装时将本机连接到具备过电压保护的（干线）电路。

5.6.1 设置视频源

为获得最佳品质的视频，请使用 HDMI 1.3a 接口 (O) 连接数字视频源，参见图 5-3。HDMI 输入与 HDCP 版权保护兼容。取决于电缆的质量，投影机支持使用长达 20 米（65 英尺）的电缆。



图 5-3. 连接视频源

5.6.2 设置计算机来源

使用 HDMI (O)、DVI-D (J) 或 VGA (K) 接口，可将投影机同时连接到多达六个计算机来源，如图 5-3/图 5-4 所示。数字接口（DVI/HDMI）生成噪音极低的投影图像。

DVI 和 HDMI 均兼容 HDCP，适合分辨率高达 1920x1200@60Hz（单链接来源高达 165 Mhz）的来源。使用 3G-SDI、DisplayPort 1.1a 和 HDMI 3D 等附加 X-POR 连接器（参见单独小节），可实现附加功能。



图 5-4. 连接计算机来源



HDCP 不支持更高的分辨率来源，例如 2560x1600@60Hz (WQXGA)。

在所有其他电缆均已正确插入之后，连接电源线。

5.6.3 连接命令和控制接口

本投影机支持 RS-232 和 LAN 命令以及控制接口。使用基于 ASCII 的简单指令集 (SIS) 协议与投影机通信。ASCII 协议的详细说明可在 www.barco.com 下载。在命令和控制电缆正确插入之后连接电源线。



图 5-5. 连接命令接口

5.6.4 连接 X-PORT™ 模块



X-PORT™ 模块需单独购买，不包括在基本投影机配件中。



关闭投影机并断开电源线，然后才可连接 X-PORT™ 模块。在连接任何 X-PORT 模块之前，请确保您的投影机正在运行最新的软件。请前往 www.barco.com 下载最新的软件并相应地更新投影机。请参见第 8 章，了解有关如何升级投影机软件的详细信息。

本投影机支持同时使用两个 X-PORT™ 模块：

- X-PORT™ 1 用于附加图像处理（X-PORT™ DCC120*）。左侧。
- X-PORT™ 2 用于附加连接（X-PORT™ 3G-SDI、X-PORT™ DisplayPort 1.1a 和 X-PORT™ HDMI 3D*）。右侧。

* X-PORT™ 模块视供应情况而定。

如需连接 X-PORT™ 模块，请按照以下步骤操作：

- A 旋开四个螺丝，卸下盖板。
- B 连接模块。请注意，X-PORT™ 1 和 2 位置不一样。将 X-PORT™ 模块连接到错误位置将导致模块无法正常工作，但不会损坏。
- C 牢固地装上四个固定螺丝。



* 用户指南图片/图示中的功能可能与您的投影机不一样，具体取决于型号/版本。

最后连接电源线并打开投影机。



第一次连接某个模块之后，投影机将自动更新并配置该模块。这可能需要几分钟。请确保在此期间不要断电！

5.7 使用 X-PORT™ 模块

X-PORT™ 模块为投影机提供额外功能。包括更多连接选项以及附加的图像处理。X-PORT 模块包括扩展连接（例如，3G-SDI 和 HDMI 3D）以及附加的 3D 格式支持（例如，蓝光帧封装、双输入源、帧 Flash 3D 等）。



请参阅第 6.4 章，了解多通道 3D 同步的信息。

5.7.1 X-PORT DCC120

X-PORT DCC120 是一个 X-PORT 1 模块（后处理），为系统添加附加的 3D 功能和多投影机同步功能。

5.7.1.1 支持的 3D 格式

通过使用 X-PORT DCC120，可支持以下 3D 格式：

双头输入： 启用“双头”时，投影机将合并来自 DVI1 和 DVI2（或 HDMI1 和 HDMI2）的信号，将它们并列摆放并表现为单个源。这两个源需要使用相同的分辨率。例如，如果两个输入都为 1920x1200 @ 60Hz，则合并的双头源将被投影机当作单个 3840x1200 @ 60Hz 来源。如果现在将 3D 模式设置为并排，则投影机将提取合并图像的左半部分（实际上是 DVI1 上的来源）并将它当作左眼来源。同样的，DVI2 成为右眼来源。

并排：在并排 3D 中，每个输入帧分为两半，帧的左半部分当作左眼帧，输入帧的右半部分当作右眼帧。这使得输出宽度成为输入宽度的一半。例如，如果输入为 1920x1200 @ 60Hz，则输出将为 960 x 1200 @ 120Hz。

帧连续：n 帧连续 3D，每隔一帧被解释为左眼帧，另一个输入帧被解释为右眼帧。为确保投影机选择正确的帧作为左眼和右眼帧，3D 同步信号应从 IG 显示适配器 DIN 连接器连接到投影机的 BNC 同步输入连接器。如果此类信号不存在，则投影机将选择第一个输入帧作为左眼帧，下一个输入帧作为右眼帧。时间过去一半时，获取的信号将发生错误。

5.7.2 X-PORT 3G-SDI

X-PORT 3G-SDI 模块是 X-PORT2 接口模块，支持所有 SDI、HD-SDI 和 3G-SDI 格式。

5.7.2.1 连接

参数	值
主连接器	2xBNC-F 输入 A1、输入 B1
冗余连接器	2xBNC-F 输入 A2、输入 B2
视频格式	<ul style="list-style-type: none"> - SDI (SMPTE 259M, 高达 360 Mbps) - HD-SDI (SMPTE 292M, 高达 1.485 Gbps) - 3G-SDI (SMPTE 424M/425M, 高达 3.0 Gbps)
额定阻抗	75 欧姆
扫描格式	隔行或逐行
回波损耗	<-15 dB, DC @ 1 MHz 至 1.5 GHz
时钟频率	高达 3 Gb/s (3G-SDI)
最高分辨率	1920x1080p@60Hz

5.7.2.2 电缆长度

参数	值
3G-SDI	最长 100 米 (RG-5 18 AWG/1694A)
HD-SDI	最长 110 米 (RG-5 18 AWG/1694A)
SDI	最长 400 米 (RG-5 18 AWG/1694A)

5.7.3 X-PORT HDMI 3D

X-PORT HDMI 3D 模块是 X-PORT2 接口模块，支持 HDMI 3D 规格的各种 3D 格式。

5.7.3.1 连接

参数	值
主连接器	2xHDMI A 类 输入 A, 输入 B
视频格式	720p 或 1080p
扫描格式	仅逐行
时钟频率	高达 225 MHz
最高分辨率	1920x1080p@60Hz

5.7.3.2 支持的 3D 模式

分辨率	刷新率	HDMI 3D 模式
1080p	60Hz, 50 Hz	并排, 上/下
1080p	24 Hz	并排, 上/下, 帧封装
720p	60Hz, 50 Hz, 24 Hz	并排, 上/下, 帧封装

5.8 图像对齐

为了方便投影机对齐，系统中内置了测试图像。

如需启用测试图像，请转至菜单项 INSTALLATION > TEST IMAGE（安装 > 测试图像）。使用箭头键循环查看各个测试图像。当找到匹配您的屏幕高宽比的测试图像时，使用缩放、对焦、镜头平移和投影机物理对齐来匹配屏幕。

5.9 设置图像取向

针对屏幕位置，投影机支持以下安装方向：

- 桌面向前（默认）
- 天花板向前
- 桌面向后
- 天花板向后

如需设置图像取向，请转至菜单项 INSTALLATION > IMAGE ORIENTATION（安装 > 图像取向）。

5.10 使用来源扫描

本投影机可自动扫描在所有输入连接器中的有效信号。如果找到有效信号，将设置该图像。这成为来源扫描。

来源扫描的默认设置为禁用。当禁用时，投影机将仅在所选输入连接器中搜索有效信号。使用键盘、遥控器或任何命令与控制接口来更改所选输入接口。

如需设定来源扫描设置，请转至菜单项 INSTALLATION > SOURCE SCAN（安装 > 来源扫描）。

5.11 限制 OSD 消息

检测到来源和使用投影机的各种功能时，屏幕上将显示 OSD 消息。用户可部分地控制显示哪些消息。OSD 可运行在以下模式：

- 开。所有消息、警告和信息 OSD 均显示。
- 关。不显示消息。
- 仅警告。仅显示温度过高等关键警告消息。

转至菜单项 INSTALLATION > OSD ENABLE（安装 > 启用 OSD）以控制 OSD 行为。

5.12 更改菜单系统的语言

投影机菜单系统内嵌 11 种语言可供用户选择，以便更容易在全世界使用。默认语言是英语。

可用语言为：

- 英语
- 法语
- 德语
- 西班牙语
- 俄语
- 挪威语
- 瑞典语
- 韩语
- 日语
- 简体中文
- 繁体中文
- 葡萄牙语
- 意大利语

如需更改菜单系统的语言，只需从顶层菜单选择“LANGUAGE（语言）”，然后选择所需的语言。

5.13 确定系统状态

为方便使用，投影机拥有完整的菜单用于显示系统状态。从顶层菜单可以很容易地访问该菜单。在此菜单中可显示以下信息：

- 产品型号
- 序列号
- 投影机的制造年份/周
- 当前软件版本
- 两个灯泡的运行时间和剩余使用时间
- 总运转小时数
- 所有网络信息
- 当前安装的镜头
- 当前活跃来源

5.13.1 获取有关活跃来源的信息

选择 STATUS > SOURCE INFORMATION（状态 > 来源信息），即可显示当前活跃来源的基本信息。

如果需要对当前活跃来源执行更深层分析，请选择 STATUS > SOURCE INFORMATION > ADVANCED（状态 > 来源信息 > 高级）。此菜单提供当前活跃来源的详细定时信息。

5.14 配置 3D (AS3D)

本投影机支持 AS3D。AS3D 图像需要主动式快门眼镜才能观看。如需启用立体视觉，请选择 3D > 3D MODE (3D > 3D 模式)。启用 3D 模式即可将投影机配置为适合主动立体来源。



本投影机本机支持的唯一主动立体 3D 格式为频率为 100 至 120 Hz 之间的连续左/右图像。DVI 和 HDMI 连接器可用于高达 165 Mhz 的来源。对于 165 至 330 Mhz 之间的来源，只有 DVI 双链接才支持。

启用立体模式之后，通过选择 3D > 3D GLASSES TYPE (3D > 3D 眼镜类型) 来配置要使用的眼镜类型。支持以下眼镜：

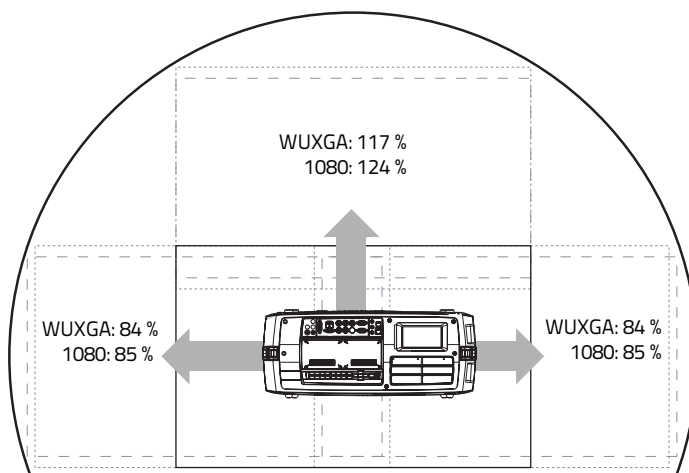
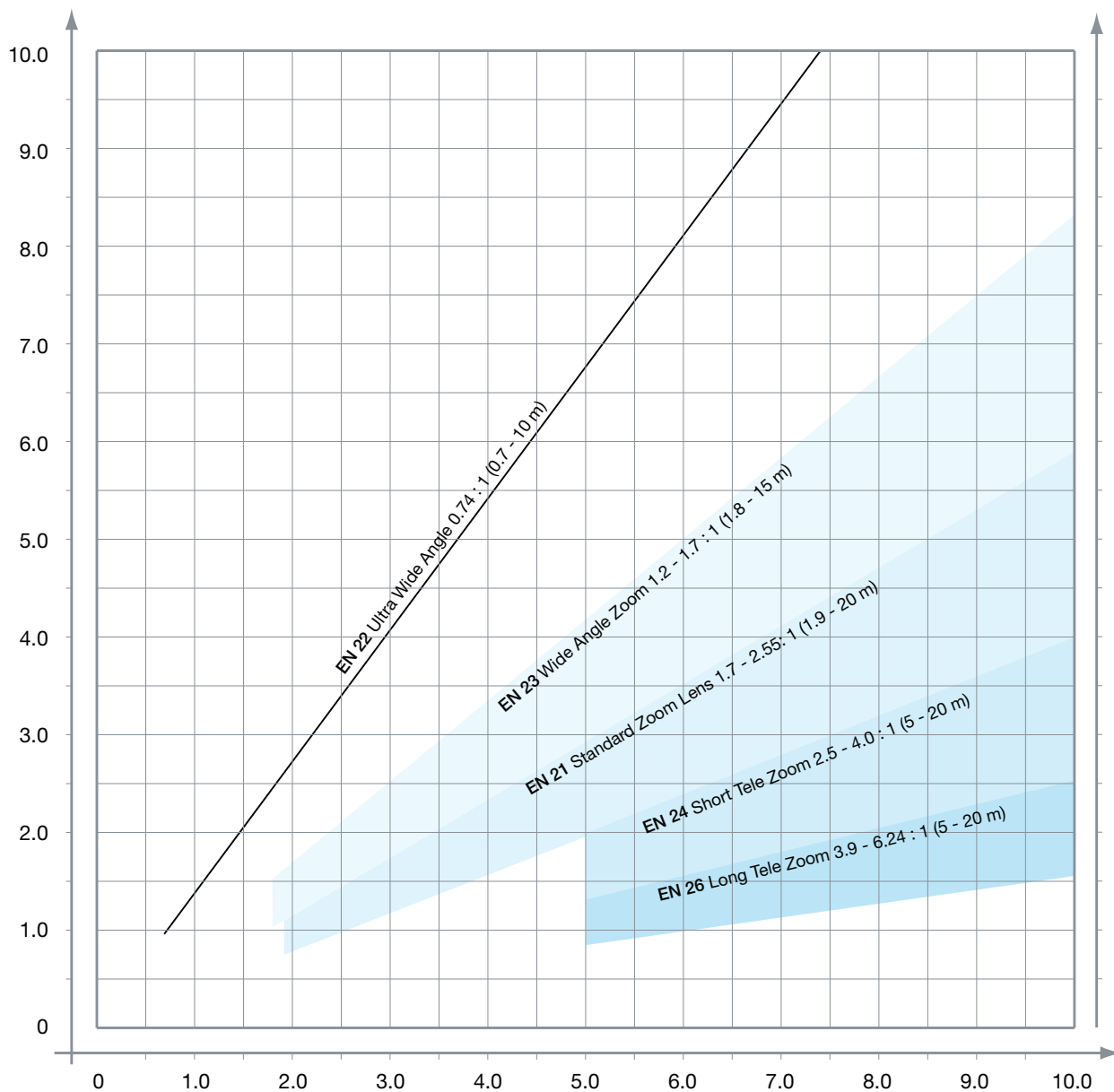
- 红外
- 红外高亮度（可能导致串扰）

使用红外眼镜时，一定要记住配置眼镜和实际图像之间的相位延迟。使用 3D > 3D LOCK PHASE DELAY (3D > 3D 锁定相位延迟) 将值配置为 0 至 179 度。

如果左/右数据通道交换，则图像中不会有 3D 效果，只会在通道间生成平行变形。通过启用 3D > SWAP EYES (3D > 换眼) 功能来阻止此变形。

5.15 图像尺寸

1920 x 1080 / 1920 x 1200 (1080 / WUXGA)



6 高级设置

6.1 利用遥控器 ID (RCID) 控制多台投影机

遥控器可以在‘广播模式’或‘个体模式’下运作。当一次安装使用多台投影机时，单独控制会很方便。单独控制可使用数据插孔进行有线遥控，也可以使用单独数字代码进行控制。对于单独控制，首先使用投影机菜单系统设置单个 RC ID 代码，请参阅 SETTINGS (设置) 子菜单。然后，要选择特定的投影机进行控制，首先按键盘区下方的“*”，然后按目标投影机中设置的代码。代码范围可介于 0-99 之间。“0”保留用于广播。如需选择另一个目标，通过按“*”和新代码重复此过程。如需退出单独控制，请按“*”两次，或按“0”。

6.2 使用 PIN 码保护投影机

投影机可由 PIN (个人识别编号) 码控制。PIN 码有 4 位数字，如果已激活 PIN 码，则您必须输入正确的代码才能解锁投影机。出厂设置 PIN (1234)。

如需激活、停用或更改 PIN 码，请参见 SETTINGS > PIN CODE (设置 > PIN 码) 子菜单。



如果输入了错误的 PIN 码，您可以再尝试两次。
如果您连续三次输入了错误代码，则需要 PUK (解锁) 码。
本产品提供 PUK 码。



正确输入 PUK 码是客户的责任

如果 PUK 码输入也失败了三次，则投影机将永久锁定，只能由特殊服务解锁代码解锁。

要获得此代码，您将需要联系经销商或维修站。服务解锁代码将根据投影机自身产生的安全加密数字生成。投影机每次都将产生新的数字。



如需解锁投影机，客户必须提供所有权证明

6.3 使用双头输入

为扩展适应性，以便连接像素始终超过 165 MHz 的更高分辨率来源，投影机支持双头输入模式。在此模式下，图像的左和右半部分可分别连接到 DVI 1/DVI 2 或 HDMI 1/HDMI 2 接口（图 6-1）。

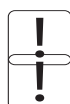
如需启用此模式，请转至菜单 INSTALLATION > DUAL HEAD SETUP（安装 > 双头设置）。此时，并排是唯一可用的选项。

图 6-1. 双输入模式



此模式的示例如下：在每个 DVI 接口传输 960 x 1200 - 120Hz 来源分辨率，从而形成 WUXGA (1920 x 1200) 120Hz 来源。

启用此模式时，每个 DVI 连接器上的 EDID 数据将自动从 WUXGA (1920 x 1200) 120Hz 更改为 960 x 1200 - 120Hz。



为了让图像在此模式下正确显示，两个连接器上的分辨率必须完全相同。



在此模式下，两个连接的来源必须拥有完全相同的时序。输入之间出现时序漂移将导致图像中间出现可见的分离。



有些图形卡无法检测单头到双头模式的变化。如果出现问题，请先断开两根信号电缆，然后再在此菜单中启用或禁用双头模式。

6.4 多通道 3D 同步

X-PORT DCC120 具备高级功能，可处理 3D 环境中多台投影机的同步。

6.4.1 同步帧连续

典型的同步帧连续 3D 设置如图 6-2 所示。

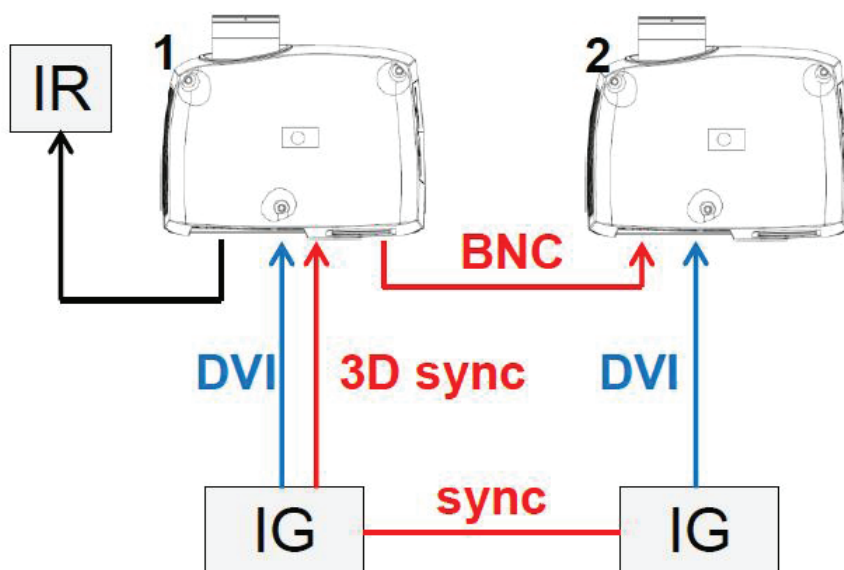


图 6-2. 同步帧连续 3D

在此情况下，IG 已同步且来自来源的 3D 同步从 IG 上的 DIN 连接器连接到 BNC 同步输入连接器。然后来源 3D 同步发送到安装的每台投影机。参见下表。

设置	投影机 1	投影机 2
3D	帧连续	帧连续
3D L/R 同步	BNC 同步输入	BNC 同步输入
3D BNC 同步输出信号	通过	通过

6.4.2 异步帧连续

不支持此模式。

6.4.3 同步并排

图 6-3 说明了典型同步并排 3D 设置。

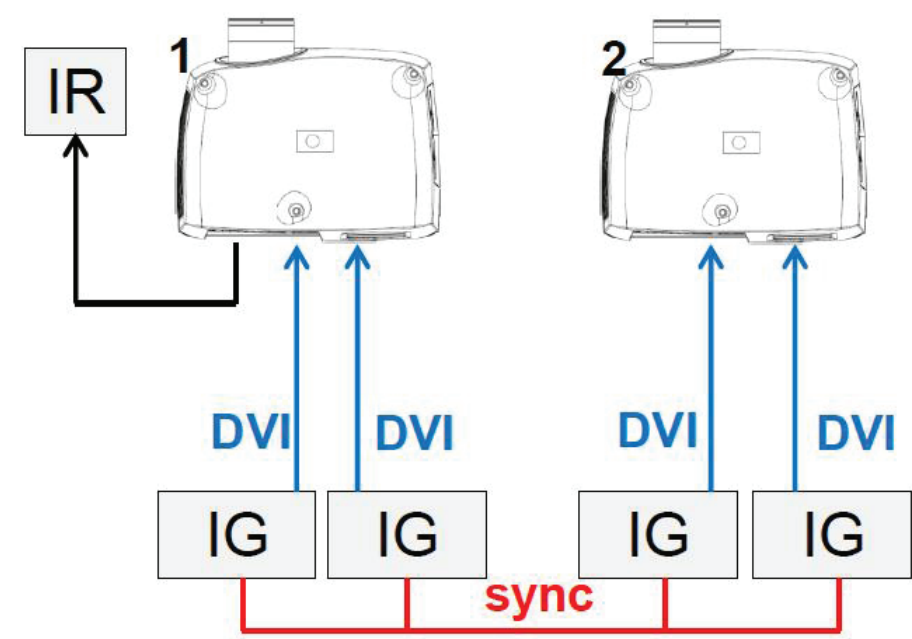


图 6-3. 同步并排设置

由于在此设置中来源已同步，所以不需要在投影机中设置同步管理。下表显示了推荐的系统设置。

设置	投影机 1	投影机 2
3D	并排	并排
3D L/R 同步	来源	来源
3D BNC 同步输出信号	未使用，但可设置为 3D 眼镜同步。	未使用，但可设置为 3D 眼镜同步。

6. 4. 4 异步并排

在异步并排 3D 中，投影机利用 BNC 同步输入和同步输出连接器来分配系统端显示同步。如有必要，所有投影机均使用此显示同步对输入信号执行帧速率转换。图 6-4 说明了此设置。

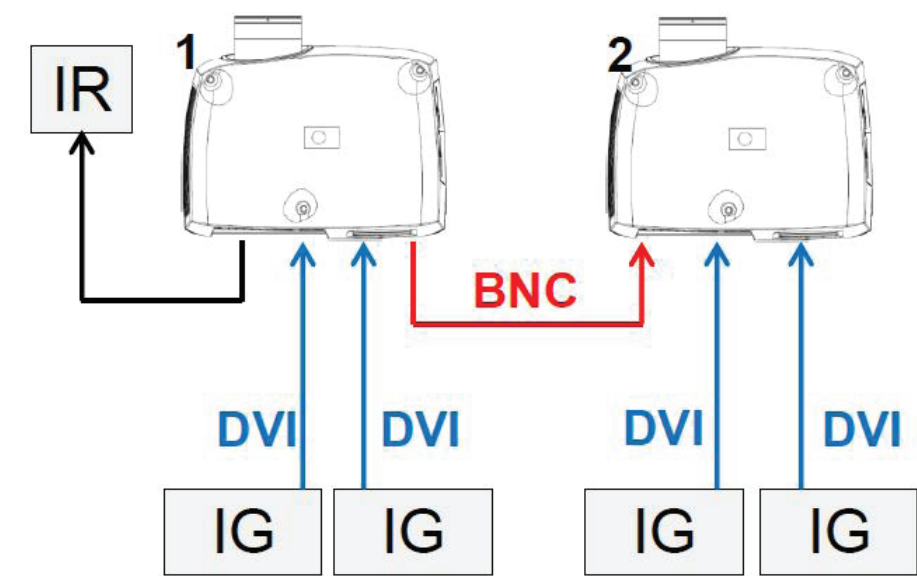


图 6-4. 异步并排设置

如图 6-4 所示，在投影机 1 的 BNC 同步输出和投影机 2 的 BNC 同步输入之间连接了额外的电缆。在此设置中，投影机需要使用下表所列设置以正确发送/利用显示同步。

设置	投影机 1	投影机 2
3D	并排	并排
3D L/R 同步	来源	BNC 同步输入
3D BNC 同步输出信号	3D 显示 L/R 同步	通过

6.5 设置定制色彩空间和数字电平

本投影机将自动根据来源信息尝试设置适合的色彩空间和数字电平。

如需手动改写自动检测到的色彩空间和数字电平，请转至菜单项 PICTURE → ADVANCED（图片 > 高级）。将“数字色彩空间和电平”设置为手动并选择您的色彩空间和数字驱动电平。

6.6 禁用红外接收器

本投影机有 3 个红外接收器，如“4.1 Overview”所示。

如有需要，这些接收器可分别禁用。转至菜单项 INSTALLATION > IR FRONT / IR REAR（安装 > 前红外/后红外）以禁用接收器。

6.7 使用触发器控制屏幕

本投影机有两个带 3.5 毫米迷你插孔连接器的可编程触发器。它们可用于启用或禁用屏幕、幕墙或其他外设。

如需更改触发器设置，请转至菜单项 INSTALLATION > TRIGGER（安装 > 触发器）

默认情况下：

- 触发器 1 设置为根据投影机的开启和关闭来控制屏幕。
- 触发器 2 设置为根据当前活跃来源的屏幕宽高比来控制屏幕。

这两个触发器均可在菜单系统中手动改写，还可通过 RS-232 或 LAN 命令和控制协议来改写。

6.8 设置宽高比触发器行为

如需定制宽高比触发器功能，请转至菜单项 INSTALLATION > TRIGGER > ASPECT TRIGGER BEHAVIOR（安装 > 触发器 > 宽高比触发器行为）。在这个子菜单中，可选择触发器将启用哪个输入宽高比。

6.9 自动打开/关闭

可使用内部定时器功能或 DPMS 自动打开或关闭投影机。

6.9.1 使用定时器

投影机配有可进行时间控制的实时时钟。这表示投影机可设计为在特定的预设时间（每周循环）打开或关闭。

为了允许建立弹性时间表，本机提供了 10 个‘程序’。对于每个程序，您可以为某天（周一到周日）、所有工作日（周一到周五）或周末（周六和周日）定义打开或关闭时间。根据需要，可同时激活一个、几个或所有程序。通过此方式可以建立弹性时间表。遵照 24 小时时间格式。有关更多信息，请参阅 SETTINGS > TIMER（设置 > 定时器）菜单。

以下示例展示了投影机在工作日（周一至周五）早上 08:00 (8 am) 打开并在晚上 20:00 (8 pm) 关闭。在周末（周六和周日），投影机在 10:00 (10 am) 打开并在 18:00 (6 pm) 关闭。VGA 用作来源。对于此实例，需要四个程序，其中两个程序用于打开，另外两个用于关闭。

6.9.2 使用 DPMS（显示器电源管理信号）

本投影机支持 DPMS（显示器电源管理信号）。启用后，如果输入不包含有效信号源，则在指定的时间之后投影机将自动切换为待机模式。重新连接有效信号源后，投影机将再次启动。

如需启用或禁用 DPMS，请转至菜单项 **SETTINGS > DPMS**（设置 > DPMS）。所需的 DPMS 超时在 **DPMS > DPMS TIMEOUT**（DPMS > DPMS 超时）菜单项中设置。

DPMS 默认为禁用。

6.10 禁用 LED 指示灯

在某些环境中，可能需要完全禁用投影机键盘中的 LED 指示灯。如需禁用 LED 指示灯，请转至菜单项 **SETTINGS > LED INDICATORS MUTE**（设置 > LED 指示灯熄灭）。

如果 LED 指示灯已启用，则可在 **SETTINGS > BACKLIGHT TIMEOUT**（设置 > 背光灯超时）菜单下设置超时时间。

6.11 设置背景颜色

投影机搜索来源时所显示的背景颜色可设置为一组预定义的颜色。转至菜单项 **SETTINGS > BACKGROUND**（设置 > 背景）以设置所需的颜色。默认为黑色。设置 OSD 菜单超时

如果 OSD 菜单已打开且在预定义的一段时间未使用，则它将自动禁用。默认时间为 30 秒。此超时时间可设置为 5 秒至 60 秒。该超时也可设置为“永不”，让 OSD 菜单永不超时消失。转至菜单项 **SETTINGS > MENU TIMEOUT**（设置 > 菜单超时）以更改此设置。

6.12 选择启动徽标

当投影机启动时，屏幕上会显示徽标。如果想要禁用制造商默认徽标，也可将徽标设置为“黑色”。转至菜单项 **SETTINGS > SPLASH**（设置 > 初始屏幕）以更改此设置。

6.13 设置 OSD 菜单超时

如果 OSD 菜单已打开且在预定义的一段时间未使用，则它将自动禁用。默认时间为 30 秒。此超时时间可设置为 5 秒至 60 秒。该超时也可设置为“永不”，让 OSD 菜单永不超时消失。转至菜单项 **SETTINGS > MENU TIMEOUT**（设置 > 菜单超时）以更改此设置。

6.14 选择启动徽标

当投影机启动时，屏幕上会显示徽标。如果想要禁用制造商默认徽标，也可将徽标设置为“黑色”。转至菜单项 **SETTINGS > SPLASH**（设置 > 初始屏幕）以更改此设置。

7 优化图片

本投影机具备强大的图片优化功能。本章详细说明如何使用这些功能。所有色彩校正均使用 Barco 专有的 RealColor™ 解决方案来完成。

7.1 校准数据

所有 Barco 投影机在出厂时均使用高精度设备测量和校准，以实现最佳的开箱即用体验。随着灯泡的使用寿命逐渐减少，投影机的特性可能会稍有改变。更换灯泡时也会出现相同的情况。

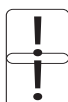
7.1.1 更新 RealColor™ 校准数据

为了让 RealColor™ 系统获得准确结果，需要有准确的测量数据。

RealColor™ 校准数据可在菜单项 PICTURE > CALIBRATION > REALCOLOR CALIBRATION > MEASURED VALUES（图片 > 校准 > 真实色彩校准 > 测量值）下面找到。

红色、绿色、蓝色和白色的 X、Y 和相对亮度值在此菜单中输入。所有这些值也可通过 RS-232 或 LAN 通信协议进行更新。

测量必须针对内置测试图案来执行。这些模式可通过用户菜单 PICTURE > CALIBRATION > REALCOLOR CALIBRATION > CALIBRATION TESTIMAGE（图片 > 校准 > 真实色彩校准 > 校准测试图像）来访问。使用箭头键循环切换图像。



对投影机执行出厂重置即可将测量值恢复为出厂测量的值。

测量数据时，强烈建议使用高质量测量仪器，以便获得精确结果。首选分光仪（例如 PhotoResearch PR-655）。



为了让校准程序更简单，可使用 Barco 的软件包 ProNet 实现自动化校准。ProNet 校准软件包的许可证必须单独购买。

7.1.2 伽玛

本投影机配备一组 8 个内置伽玛曲线：影片 2.2、影片 2.4、影片 2.6、影片 2.8、视频 1、视频 2、计算机 1、计算机 2。不同的伽玛曲线显示如下。



曲线的名称仅为描述其推荐用途。将任意计算机曲线用于视频应用将导致图像出现明显噪点。

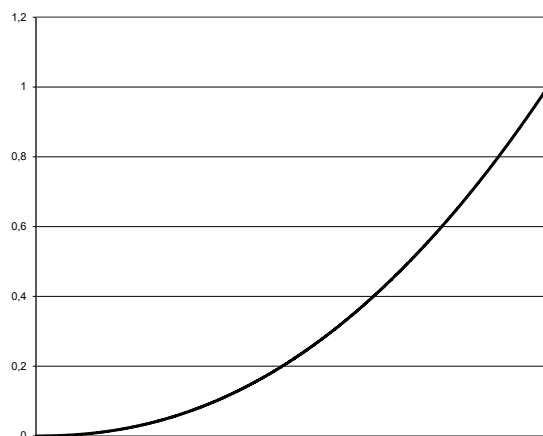


图 7-1. 影片 2.2 伽玛

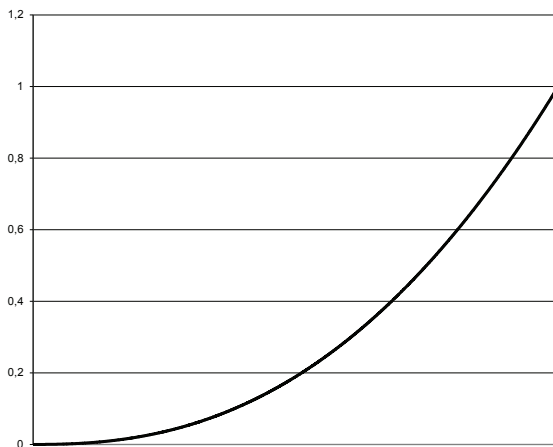


图 7-2. 影片 2.4 伽玛

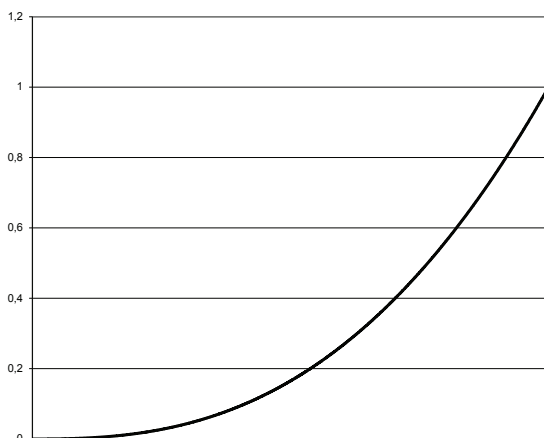


图 7-3. 影片 2.6 伽玛

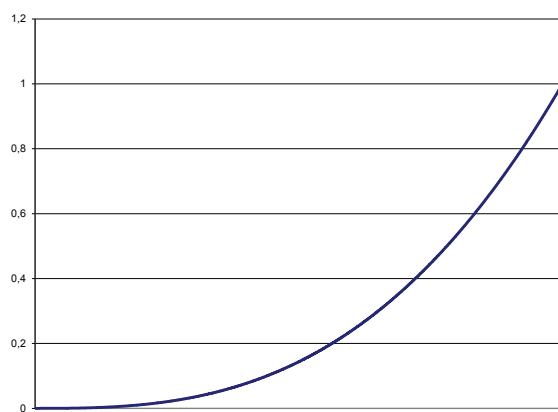


图 7-4. 影片 2.8 伽玛

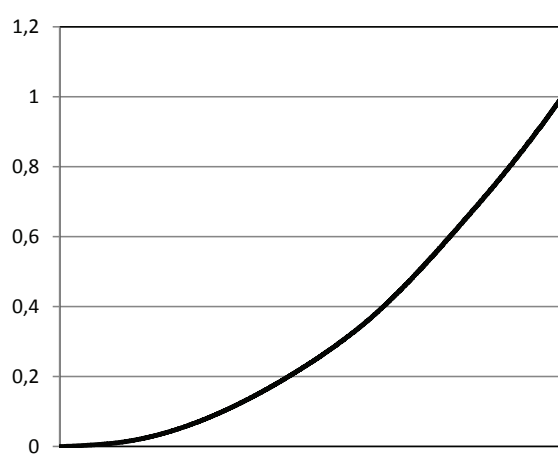


图 7-5. 视频 1 伽玛

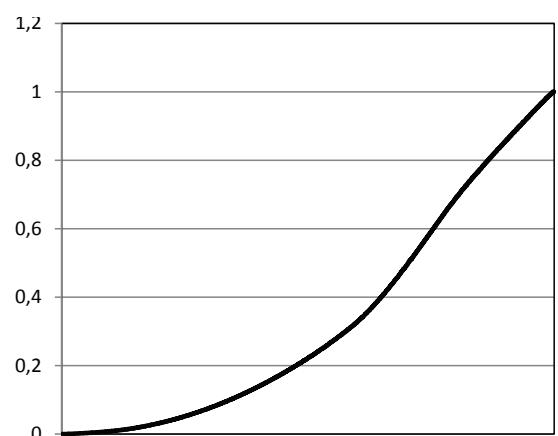


图 7-6. 视频 2 伽玛

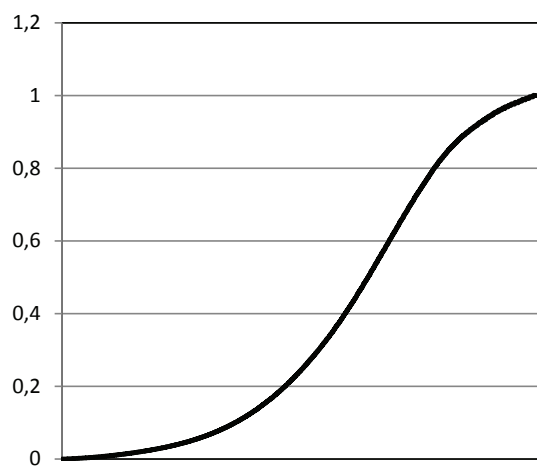


图 7-7. 计算机 1 伽玛

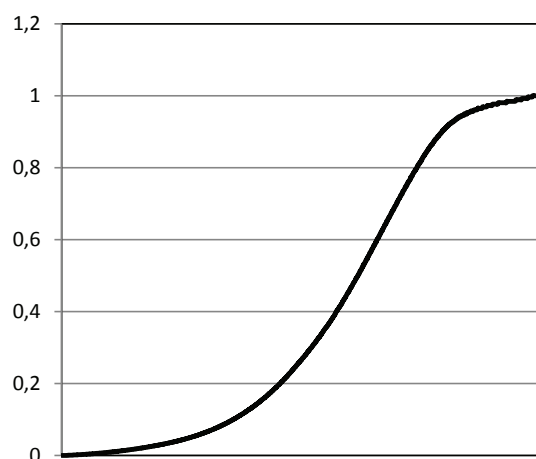


图 7-8. 计算机 2 伽玛

7.1.3 RealColor™ 操作模式

在任何色彩校正应用到图像之前，必须先启用该功能。转至菜单项 PICTURE > REALCOLOR > COLOR CORRECTION（图片 > 真实色彩 > 色彩校正）以启用 RealColor™。

RealColor™ 可在 3 种模式下操作：

- 仅色温/白点校正。
- 红色、绿色、蓝色、白色校正。在此模式下，青色、洋红和黄色的最佳色彩坐标将自动计算。
- 红色、绿色、蓝色、青色、洋红、黄色、白色。在此模式下，每种颜色的色点和亮度可单独操控。

如需更改 RealColor™ 模式，请转至菜单项 PICTURE > REALCOLOR > DESIRED VALUES > DESIRED COORDS MODE（图片 > 真实色彩 > 所需值 > 所需坐标模式）。

7.1.4 设置白点或色温

启用 RealColor™ 之后，在菜单项 PICTURE > REALCOLOR > COLOR TEMPERATURE（图片 > 真实色彩 > 色温）中设置色温。可选择介于 3200K 和 9300K 之间的值。这些色温跟随“黑体曲线”——图 7-9 中的 CIE 图表中央的黑色弯曲线。在 6500K 时默认为 D65 照度。

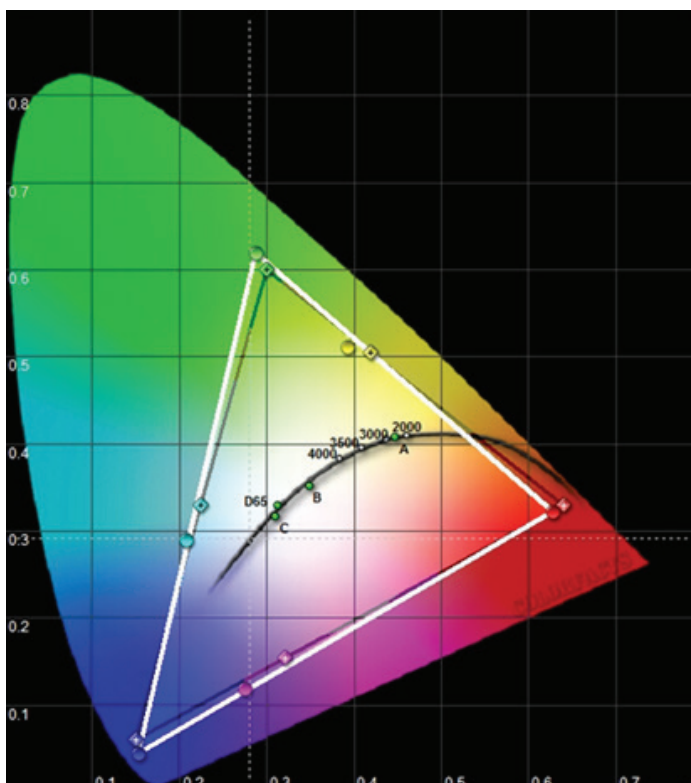


图 7-9. 带黑体的 CIE 图表

白点也可设置为由 x、y 坐标定义且未链接到黑体的定制值。转至菜单项 PICTURE > REALCOLOR > X-COORDINATE（图片 > 真实色彩 > X 坐标）和 PICTURE > REALCOLOR > Y-COORDINATE（图片 > 真实色彩 > Y 坐标）以更改白点。

7.1.5 定义系统颜色色域

眼睛可看到的所有颜色均由图 7-9 中的 CIE 图表定义。投影机可显示的颜色界限称为系统色域。图 7-9 中的白色三角形是系统色域的一个示例。默认情况下，投影机拥有尽可能宽的系统色域。



系统色域不能扩展至超出原生色域。

可能需要将投影机的系统色域更改为：

- 匹配多台投影机的颜色。
- 符合已确定的颜色标准，例如 REC 709。
- 为图像生成特殊的“外观”。

RealColor™ 必须启用，才能应用所需的系统色域。转至菜单项 PICTURE > REALCOLOR > COLOR CORRECTION（图片 > 真实色彩 > 色彩校正）以启用 RealColor™。

必须先定义所需的 RealColor™ 模式，然后才可更改系统色域。如需更改 RealColor™ 模式，请转至菜单项 PICTURE > REALCOLOR > DESIRED VALUES > DESIRED COORDS MODE（图片 > 真实色彩 > 所需值 > 所需坐标模式）。

RealColor™ 启用且选择所需的色彩校正模式之后，请转至菜单项 PICTURE > REALCOLOR > DESIRED VALUES（图片 > 真实色彩 > 所需值）以将色点更改为所需的系统色域。



为了以图形方式显示系统色域及方便单台或多台投影机的颜色管理，可使用 ProNet 软件包。ProNet 校准软件包的许可证必须单独购买。

8 维护

8.1 软件升级

为了升级您的投影机，请遵照下面描述的方法操作。

- 您将需要使用格式化为 FAT 文件系统的 U 盘来执行此升级
- 从以下网址获得升级软件：
www.barco.com
- 下载最新的 firmware.zip 文件并保持到您的 PC 桌面
- 将固件文件解压缩至 USB 盘根目录
- 将投影机设置为待机模式
- 将 USB 盘插入投影机并等待几秒钟
- LCD 显示屏将指明投影机在 USB 盘上检测到升级文件。等待几秒钟，让系统对文件进行验证
- 当 LCD 显示屏提示您移除 USB 盘时，请移除它。
注意！请记住，使用 PC 上的弹出功能，安全地从计算机上移除 USB 盘。
- 在升级进行时切勿拔下电源线
- 在升级过程中投影机可能会重启几次

当 LCD 显示屏变回平常模样时，升级成功完成。

请访问我们的网站：barco.com，下载所需的文件或寻找其他信息。

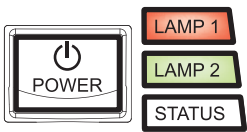
8.2 灯泡更换

在灯泡使用期限到期时，键盘上的 LAMP（灯泡）指示灯变为红色。

使用期限到期后请更换灯泡。始终使用相同类型和额定值的替换灯泡。只能使用原装灯泡。

灯泡包括追踪灯泡使用期限的电子灯泡计时器。

在打开灯泡盖之前，应始终断开电源线并等待投影机冷却（60 分钟）。旋开螺钉（灯泡 1）或（灯泡 2）（参见下文），具体取决于需要更换哪个灯泡。

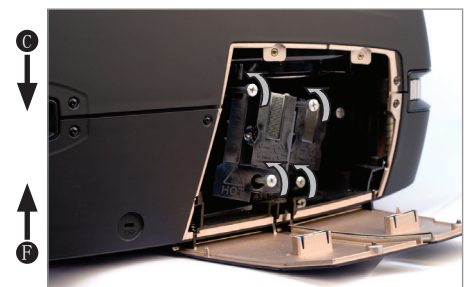
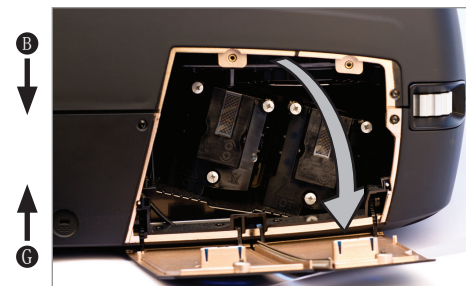


更换灯泡时当心不要碰触护镜，这可能导致护镜过热或在使用时破裂。



卸下灯泡模块时要极其小心。万一灯泡破裂，可能会产生小玻璃碎片。灯泡模块设计为包含这些碎片，但在卸下灯泡模块时要小心。

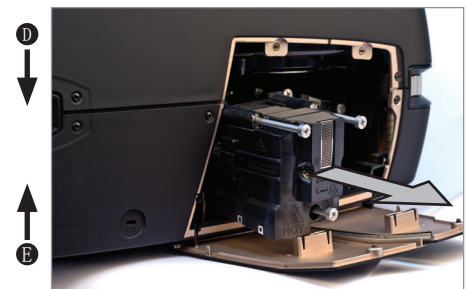
- A 卸下灯泡盖（1 & 2）锁紧螺钉。
- B 打开灯泡盖。
- C 旋开三个锁紧螺钉。
- D 拔出灯泡。
- E 按相反的顺序装回新灯泡。装入新灯泡时，请对准定位销。
- F 重新装入三个锁紧螺钉。
- G 关闭灯泡盖。
- H 沿顺时针方向转动锁紧螺钉。



灯泡组件 1 和 2 不一样，它们拥有单独的产品编号。更换其中一个灯泡时，请确保订购适合的灯泡。



万一灯泡爆裂，可能会有少量的汞蒸气排放到房间内。为避免吸入汞蒸气（有毒，可能对肺和神经系统造成伤害），房间应保持通风至少 30 分钟。暴露在完好无损的灯泡照射下并在封闭的外壳内使用灯泡时，不存在已知的健康危害。偶尔接触损坏的灯泡预期不会产生有害影响。为了以防万一，在没有充足通风的情况下，应避免持续或频繁暴露在灯泡下。损坏的灯泡的最主要危害在于可能会受到玻璃割伤。



9 技术规范

9.1 产品详情

技术	三芯片 DMD™ (Digital Micromirror Device™)
概念	密封、全玻璃光学设计，带镜头位移
可用解决方案	WUXGA (1920 x 1200) 1080p (1920 x 1080)
连接	请参阅 4.2.4 Connectivity，获取完整列表
持续 (dwh)	376 x 510 x 223 mm (不包括镜头)
重量	大约 25 公斤 (不包括镜头)
环境	RoHS, WEEE
安全	4 位数字 PIN 码，防盗锁孔
电源要求	4.7A 230 VAC, 50 Hz 11.3A ~100-240V 50-60Hz <1080W 功率消耗
BTU/hr	<2900
符合性	CE, cCSAus, FCC A 类
工作温度	0 - 40°C / 32 - 104°F, 0 - 1500 m 0 - 35°C / 32 - 95°F, 1500 - 3000 m
工作/储存	20 - 80% / 10 - 90% RH
灯泡	2 x 400W UHP™
灯泡寿命	1500/2000 小时完整/节能(在自动开关节能模式下为 4000 小时*)
灯泡零件号 (灯泡组件 1)	400-0650-xx
灯泡零件号 (灯泡组件 2)	400-0660-xx

* 灯泡子菜单中的选项：每次点亮一个灯泡，投影机每隔规定时间（1 小时至 24 小时）将自动在灯泡之间切换。



如需更广泛和最新的技术规范概述，请参阅我们主页上的产品页：www.barco.com

PRODUCTION ADDRESS

Habornveien 53
1653 Gamle Fredrikstad
Norway

Model certification name:
GP4