7.3 Replacement of lamp modules

In case of a lamp failure, the respective status LED (lamp top: top LED, lamp bottom: mid LED) blinks slowly red.

The power LED blinks slowly green to indicate a non critical error. For acknowledge, push up the standby switch for 6 seconds.

Lamp failures can only be detected if the lamp is running.

OverView D is designed as a dual lamp system. In case a lamp is broken, replace it immediately to ensure to have a good lamp in case the other lamp fails, too.

If there is no lamp for replacement on stock, DO NOT remove the broken lamp. The cooling concept requires that two lamps are installed!

After the replacement of a lamp module, the new serial number has to be entered, and the lamp optimization procedure has to be carried out, cf. Reset runtime, Lamp optimization.

Bevor replacing a lamp module, this lamp has to be inactivated!

Only open the lamp door when the lamp door LED shines red!

7.3.1 Behavior on lamp failure

Lamp failures can only be detected if the lamp is running!
Lamp failures set the Lamp Error Flag.
It is recommended to first reset the flag without replacing the lamp and to retry ignition after a few minutes. Since the lamps are UHP lamps, e.g. a fluctuation in power voltage will shut down them and set the error flag although the lamps are still ok. Therefore always try re-ignition before replacing.

In case **Error Box** is enabled (cf. Error box), after the detection of a lamp failure the following warning pops up:

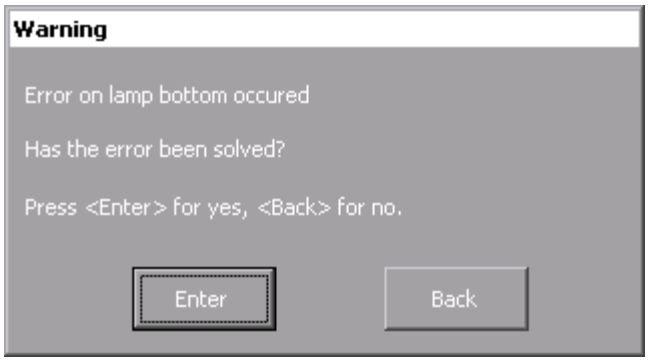

Figure 7-1
Warning on Lamp failure

In case this message is acknowledged **YES**, the system requires confirmation:

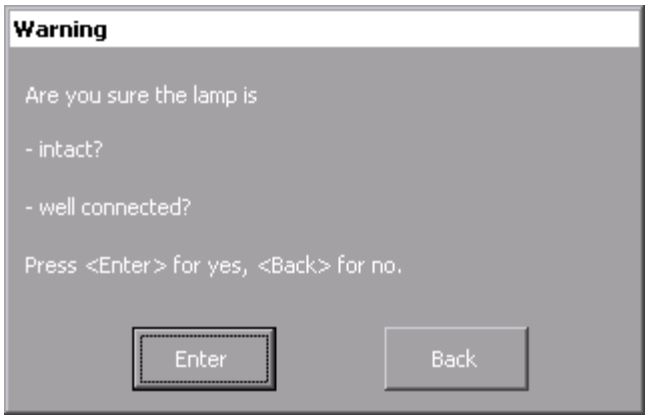

Figure 7-2
Confirmation on lamp replacement

In case of a positive acknowledge, the **Lamp Error Flag** is reset.

In case the warning on lamp failure has not been positively answered, the **lamp error** stays saved.

The lamp operation mode is still valid, but the lamp lift can no longer be moved.

Press the On/Res. switch for about 6 sec. on the rear of the system to reset the error.

In **Hot Standby** mode, after resetting the error, the lamp is ignited. If ignition is successful and the lamp has been switched on, the lift can be moved again. If ignition is a failure, the lamp error is set again and the lift remains locked.

In **Cold Standby** mode, since the replaced lamp is the inactive lamp, after resetting the error, there is no lamp check, and the lamp remains switched off. The lift can be moved again. If then the system changes the active lamp by means of the lift, the new lamp is tried to be lighted. If it is a flop, the error flag is set again, and within about 5 seconds, the projector switches back to the lamp which has been the active one. Then the lift is locked again.

In Cold Standby, after switching the active lamp, the lamp which has been active at that time is only switched off if the second lamp succeeds in being switched on.

7.3.2 Unpacking a lamp module

The lamp packing consists of a polystyrene box with two identical shaped layers, the top layer and the bottom layer. A label indicates how to place the box

Place the box on a table.
Cut the label on the joint between top layer and bottom layer.
Remove the top layer.
Fetch the lamp on the top and lift it outside.

Take care not to touch the glass top of the reflector!

In case it is a lamp module of 200W, you have to remove the polystyrene cushions first:

If you accidentally made any fingerprints on the glass top of the reflector, clean the glass top with alcohol before inserting the lamp module!

Carefully check the lamp module: in case there are any small remains of the polystyrene, take a paintbrush and remove them!

Note that there may be laws concerning disposal and recycling of burnt-out lamps in your country! Please contact your local authorities to get further information!

7.3.3 Illumination unit with 2x120W lamps or 2x100W lamps

The lamp module must be replaced if a fault occurs and if the lamp does not succeed in re-ignition again.

The cooling concept of OverView D requires that the lamp lift is always armed with two lamps! Do not remove the broken lamp if there is no replacement for it!

With OverView D, lamps are hot swappable and can be replaced while the equipment is on. When opening the lamp cover, the lamp driver will be disconnected, and there is no risk of electrical shock. However it is NOT recommended to open the lamp door if the lamp door LED does not show red.

Only open the lamp door when the lamp door LED shines red!
The hot lamp is at high pressure. Do not open the lamp housing before the lamp has cooled down! Wait at least about 5 minutes after switching off the lamp.

Always hold the lamp by its socket, and never on the glass bulb or reflector! Use fabric gloves when replacing!

7.3.3.1 Removing the lamp module

- Use a hexagon key size 3 (the key is provided with the system)
- To open the lamp door, a quarter turn counterclockwise will do
- Open the lamp door.

Figure 7-3
opening the lamp door

Now you can see the lamp, fixed into its position by means of a securing ring [1].

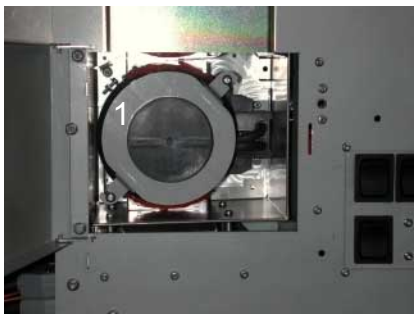

Figure 7-4
inside the lamp housing

- Press the securing ring, and turn it counterclockwise until the hooks are released from the guide rods.

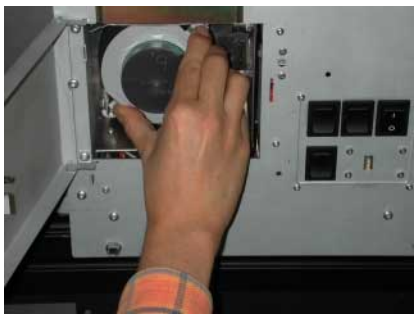

Figure 7-5
the securing ring

- Remove the securing ring
- Withdraw the lamp module. While withdrawing, the plug is disconnected.

Figure 7-6
withdrawing the lamp module

7.3.3.2 Inserting a lamp module

The following description applies if the lamp has already been removed as described above and the lamp cover is still opened.

- Fetch the lamp module on its housing. The power socket is on the right side.
- Insert the lamp carefully. Take care that the "tubes" slide on the guide rods [2].

Figure 7-7
lamp and lamp housing

- Mind the position of the fingers: the force is to apply on the outer part of the module

Figure 7-8
applying the force on the lamp module

- Press the lamp module tightly into its socket
- Apply the securing ring on the lamp and press it while turning
- Turn the securing ring until its hooks click round the guide rods.

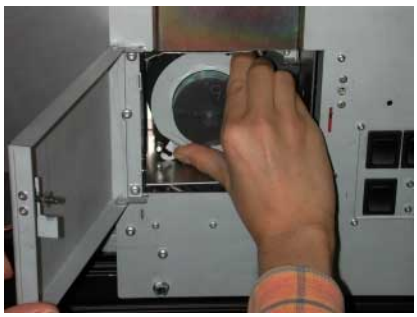

Figure 7-9
inserting the securing ring

- Close the lamp door
- Use the hexagon key and lock the lamp door by turning the screw a quarter turn clockwise.

The lamp door must not be open for more than 15 minutes. If not closed within this period, the projector will show a warning, and then go to standby after another 5 minutes.

If the operation mode of the projector has been **Hot Standby**, the new lamp is immediately switched on.

In case the operation mode has been **Cold Standby** or **Auto switch**, the lamp will be switched on automatically in case it becomes the active lamp (i.e. in case of a lamp failure of the other lamp or after the switch cycle.

After the replacement of a lamp module, the new serial number has to be entered, and it is highly recommended to select the lamp optimization procedure, cf. Reset runtime, Lamp optimization.

In emergency cases the lamp optimization procedure can be skipped for the moment and carried out later.

7.3.4 Illumination unit with 2x200W lamps

Due to the higher light output of the 200W lamps compared to 100W lamps or 120W lamps, the illumination to house the 2x200W lamp has a dedicated cooling concept. In addition the lamp modules are different.

The lamp module must be replaced if a fault occurs and if the lamp does not succeed in re-ignition again.

7.3.4.1 Removing the lamp module

- Use a hexagon key size 3 (the key is provided with the system)
- To open the lamp door, a quarter turn counterclockwise will do
- Open the lamp door.

Figure 7-10
opening the lamp door

Now you can see the lamp, fixed into its position by means of a "locking slider".

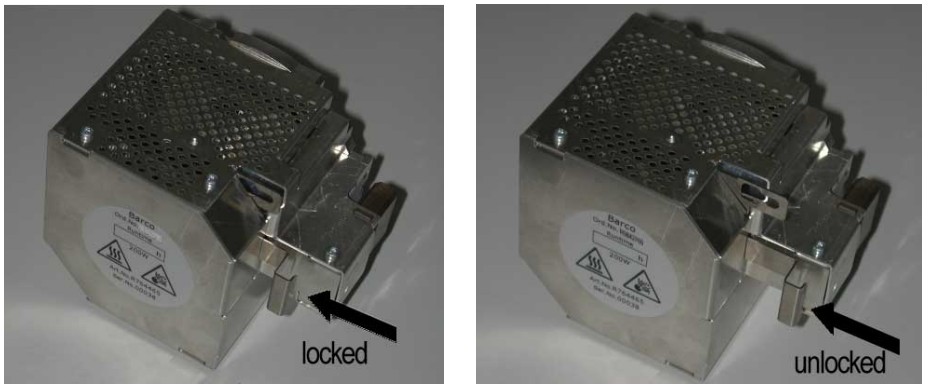

Figure 7-11
Position of slider

- Push the locking slider to the right.

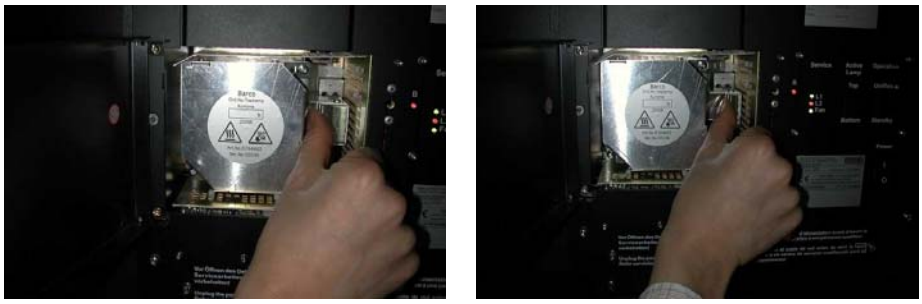

Figure 7-12
Locking slider

- Withdraw the lamp module. While withdrawing, the plug is disconnected.

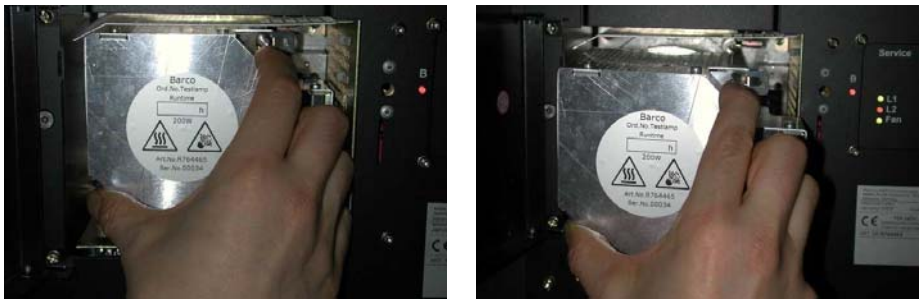

Figure 7-13
withdrawing the lamp module

- When the lamp is removed, you see the two guiding rods on the upper right/lower left and the additional fan for cooling.

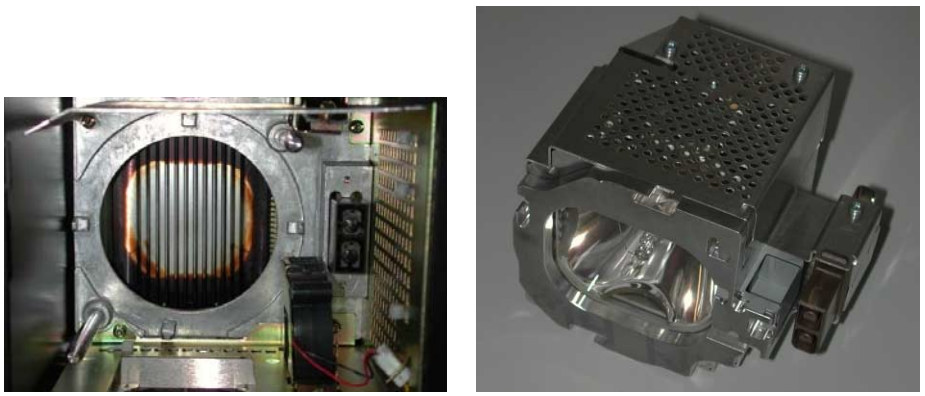

Figure 7-14
guiding rods and additional fan, lamp module with plug

7.3.4.2 Inserting a lamp module

The following description applies if the lamp has already been removed as described above and the lamp cover is still opened.

- Fetch the lamp module on its housing. The power socket is on the right side.
- Insert the lamp carefully. Take care that the "tubes" slide on the guide rods.
- Press the lamp module tightly into its socket.
- Lock the lamp into its position by pressing the locking slider to the left.

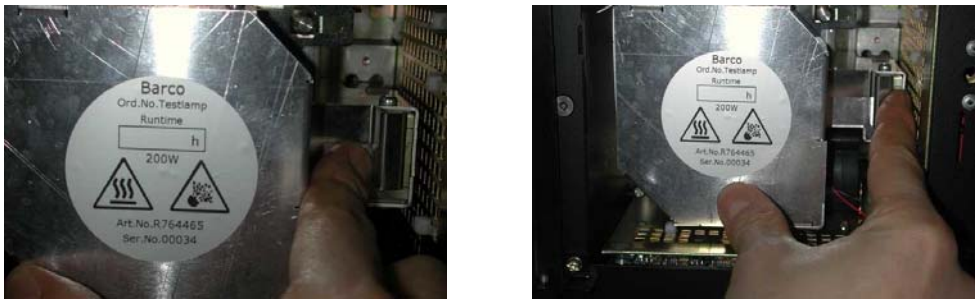

Figure 7-15
inserting the lamp and locking it

- Close the lamp door
- Use the hexagon key and lock the lamp door by turning the screw a quarter turn clockwise.

The lamp door must not be open for more than 15 minutes. If not closed within this period, the projector will show a warning, and then go to standby after another 5 minutes.

If the operation mode of the projector has been **Hot Standby**, the new lamp is immediately switched on.

In case the operation mode has been **Cold Standby** or **Auto switch**, the lamp will be switched on automatically in case it becomes the active lamp (i.e. in case of a lamp failure of the other lamp or after the switch cycle.

After the replacement of a lamp module, the new serial number has to be entered, and it is highly recommended to select the lamp optimization procedure, cf. Reset runtime, Lamp optimization.

In emergency cases the lamp optimization procedure can be skipped for the moment and carried out later.

7.3.5 Disposing lamp modules

Note that there may be laws concerning disposal and recycling of burnt-out lamps in your country! Please contact your local authorities to get further information!