

# **User's manual**

## **OVERVIEW D2 WEB INTERFACE**

R59770139

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	main issue	update
chapter 1		
chapter 2		
chapter 3		
chapter 4		
chapter 5		
chapter 6		

new: The corresponding chapters are new or completely revised.  
corr.: Passages of the corresponding chapter were corrected; see modification bars.  
add.: Passages of the corresponding chapter were added; see modification bars.

## Document History

Modifications, which result in a new version, are indicated by a vertical bar.

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

# Revision sheet

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From:

Date: \_\_\_\_\_

Please correct the following points in this documentation (R59770139):

page	wrong	correct

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# 1 Introduction

This chapter explains the structure of the manual itself and the used typographic styles and symbols. Safety information is provided concerning the operation of computer systems from Barco.

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## 1.1 How this manual is organized

This section explains the structure of the manual itself and the used typographic styles and symbols. Safety information is provided concerning the operation of computer systems from BARCO.

- Introduction  
informs about the manual itself, the used styles and icons
- General  
informs about the discussed user mode of the web interface
- How to..  
describes some of the most frequent actions and how they are performed using the web interface
- Graphical user interface  
shows the pages of the graphical user interface of the web application, explains the entries and lists the respective options
- Troubleshooting  
gives advice and tells the hotline address for further information and help
- Glossary  
explains some of the words and expression used in the manual

Chapters and pages are numbered separately. Chapters are indicated by a »point syntax«, e. g. 4.2.3







---

## 1.2 Styles and Symbols

The typographic styles and the symbols used in this document have the following meaning:

<b>Bold</b>	Labels, menus and buttons are printed in <b>Bold</b> font.
Condensed	Links to both other chapters of this manual and to sites in the Internet are printed <b>condensed</b> . In the on-line version of this manual all hyperlinks appear <b>teal</b> .
Courier	Names of files and parts from programs are printed in the <b>Courier</b> font.
<b>Courier bold</b>	Inputs you are supposed to do from the keyboard are printed in <b>Courier bold</b> font.

	The sheet icon indicates additional notes.
	Next to this icon you find further information.
	This arrow marks tips.
	Next to this icon you find important notes.

## 2 General

The Web interface is a graphical user interface to configure and manage projection systems of the OverView D2 series. Depending on the skills of the user, parameters and settings are shown or hidden, read only or editable. When the projector is addressed, the web interface is launched in operator mode (lowest privileges). To switch to a different mode, authorization (password) is required.

The manual shows and describes the user interface of the service (expert) level. Entries which can not be read or edited in the operator level are written in *italic*.



**In case of higher level login and the GUI is not touched for 2 hours the system switches back to operator access rights.**

**If then a command which requires higher privileges is selected, a page is displayed informing "user access rights too low". Log again in with higher rights.**

---

## 3 How to ...

### 3.1 Learn the IP Address of a projector

The IP Address of a projector is always indicated on the small LC display on the projection unit. You have to go behind the display wall and read the display.

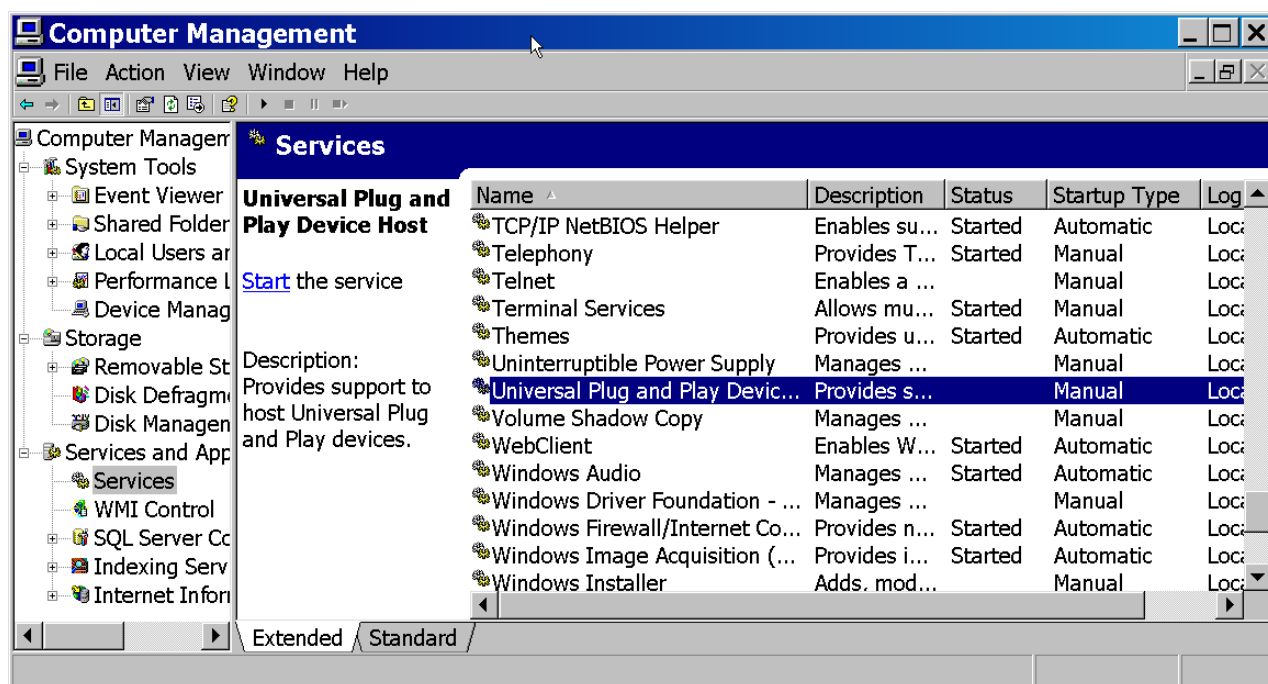
In case the Barco Wall Control Manager (BCM) software is running and the respective projector is part of a configured wall, the BCM will show you its IP address in the grid of the BCM client application.

In case there is only a limited number of projectors, and you see their IP addresses in [Windows XP My Network Places](#) (or as a result of the Barco Wall Control Manager scanning for projectors), you can one by one enter the IP address in a web browser, open the home page of the projector, and then click on **Identify**. The addressed projector will display a white background with a centered blue bordered square thus informing you about its position in the display wall.

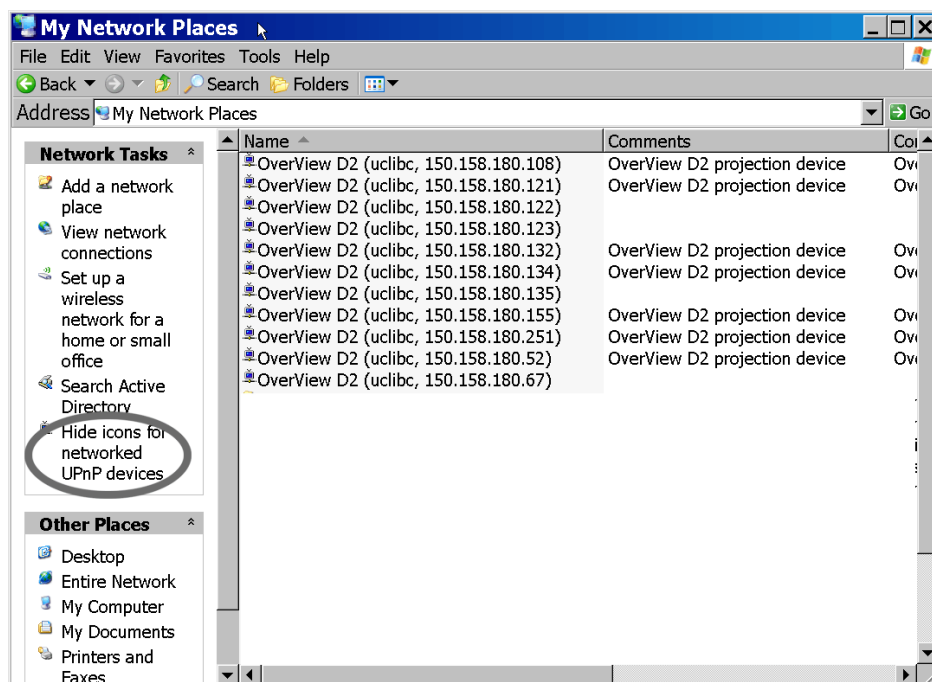
### 3.2 See the IP addresses of all projectors in the subnet

In case the PC runs on Windows XP and the service Universal Plug and Play Device Host is running, you can see them in **My Network Places** if **Show icon for UPnP devices for networked devices** is selected (if asked, confirm to open the Windows firewall port settings).

To start the Universal Plug and Play Device Host service, right click on **My Computer** and select **Manage** from the context menu. Select **Services**, and then navigate to **Universal Plug and Play Device Host service**. Right click on the entry and select **Start**.



Right click on **My Network Places** and select **Properties**. On the left side of the window, in the section **Other Places** select **My Network Places**. Now the section **Network Tasks** provides the option **Show/Hide icons for networked UPnP devices**.



### 3.3 Log in with service/expert privileges

Enter the IP address of the projection module into a web browser.

The home page of the projector will be displayed with operator privileges. To log in as e.g. service use the link on the red top bar.

barco.com

Barco Security & Monitoring

You are currently logged in at operator level. [Log in](#)

Barco | OverView D2

Home

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

Wall Information	
Wall Identification	Athens - Sales Meeting
Wall Size	2x2
Module Position	B1
Projector Status	On
Identify Projector	<a href="#">Identify</a>

Network Settings	
IP Address	150.158.180.26
Subnet Mask	255.255.252.0
MAC Address	00:04:A5:00:15:46

BARCO

Visibly yours


The following page is displayed. Enter the credentials and click on **Log In**.

barco.com

---

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)

---



**Barco | OverView D2**

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

## Barco | OverView D2

Home

Welcome to **Barco OverView D2**.


You are currently logged in at **operator level**. [Log in](#)

Name

---

Password

---



Visibly yours

### 3.4 Setup the network

Every projection units can be addressed, configured and controlled by a standard web browser using its IP address. During production, every projection unit has got a default IP address. This IP address is shown on the small LCD display of the projection unit.



**Leaving factory, all projection units have got the IP address 192.168. 10. 2**



**In a network, the IP address has to be unique!**

### 3.4.1 Static IP address



**Make sure that the projection modules are switched off!**

In case the devices have to be assigned a static IP address (manual assignment of an IP address), proceed as follows:

Ask the network administrator for allowed IP addresses. The number of IP addresses needs to be equal the number of projection modules + 1.

Ask for the subnet mask (and the default gateway).

Let's assume the IP addresses given by the network administrator are in the range of the default factory IP address. (In case they are different, proceed accordingly.)

The projection modules in a display wall are named according their position. Seen from front, the most left projection module of the top row is called A1, the following one A2 and so on.

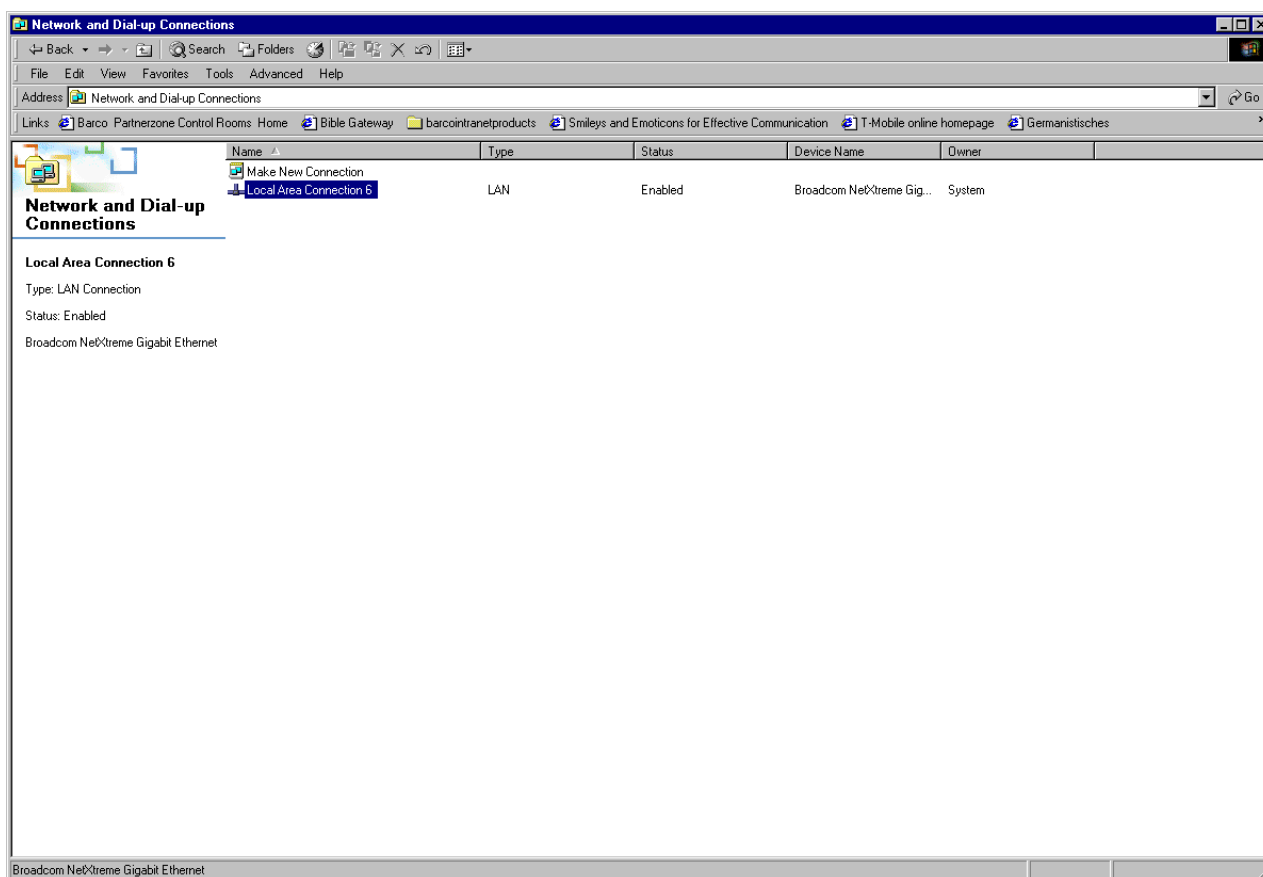
Allocate the IP address to the projection modules, e.g. in a drawing:

<b>A1</b> 192.168. 10. 2	<b>A2</b> 192.168. 10. 3	<b>A3</b> 192.168. 10. 4	<b>A4</b> 192.168. 10. 5
<b>B1</b> 192.168. 10. 6	<b>B2</b> 192.168. 10. 7	<b>B3</b> 192.168. 10. 8	<b>B4</b> 192.168. 10. 9

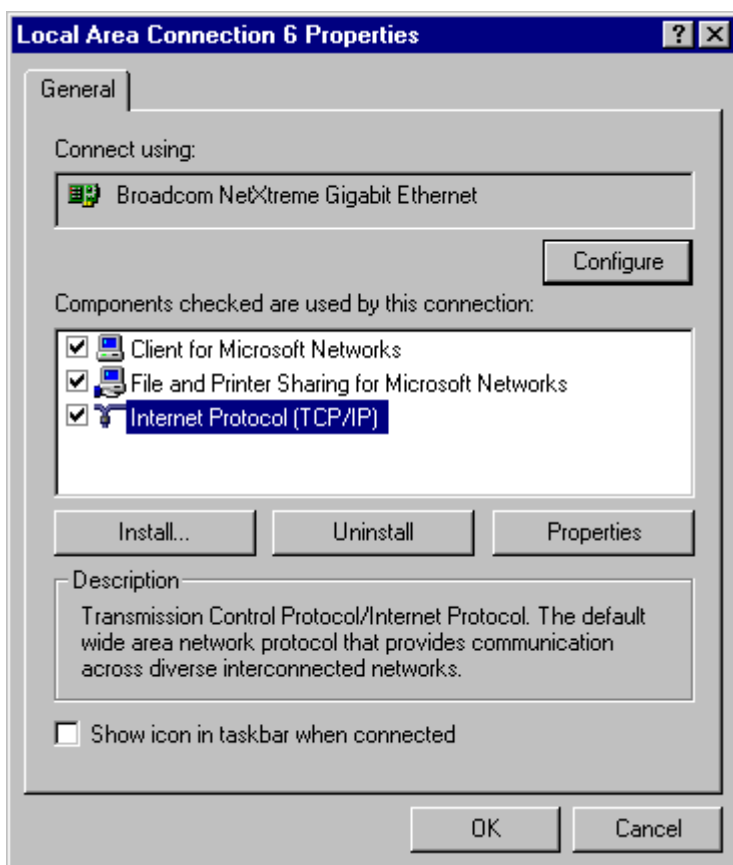
Connect a PC to the LAN switch of the display wall.

Boot the PC.

In case your PC is based on WindowsXP, select **Start|Control Panel|Network connections**.

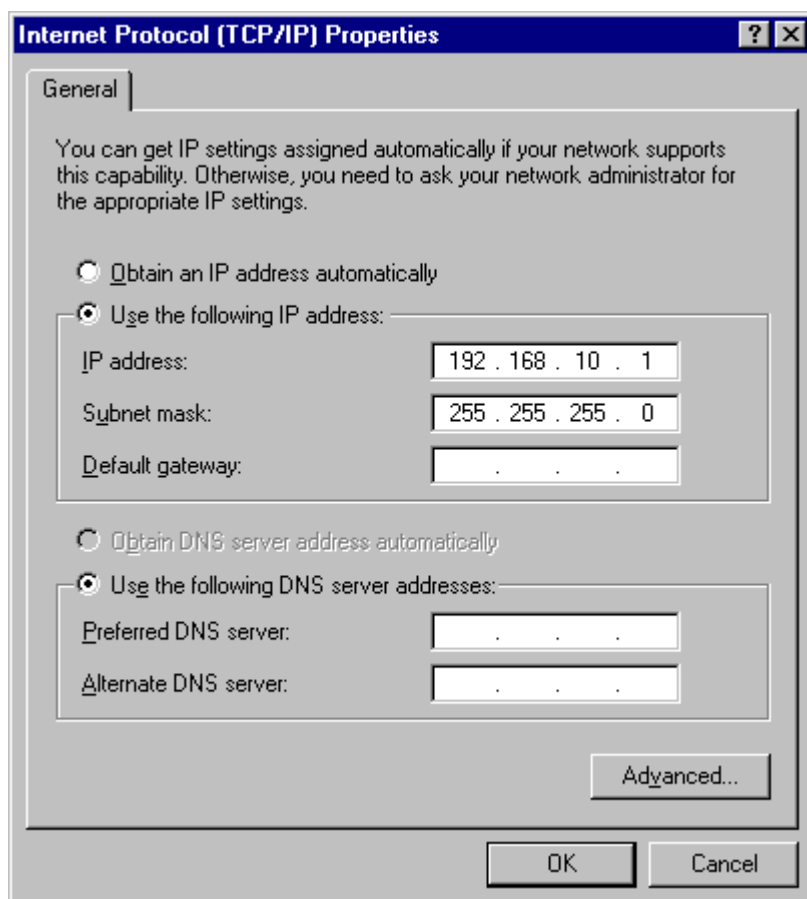


Right-click on the entry **Local Area Connection**, and then select **Internet Protocol (TCP/IP)**.



Click on **Properties**.

Assign the following address to your PC: **192.168.10.1**. and the subnet mask **255.255.255.0**



These settings ensure that your PC is able to communicate with the projection module (which, as mentioned above, has the IP address **192.168.10.2**).



**Even in case the IP addresses given by the network administrator are in a different address range and subnet, the PC has to be first configured like this to be able to communicate to the projection module with the default factory IP address.**

Switch on the projection module A1.

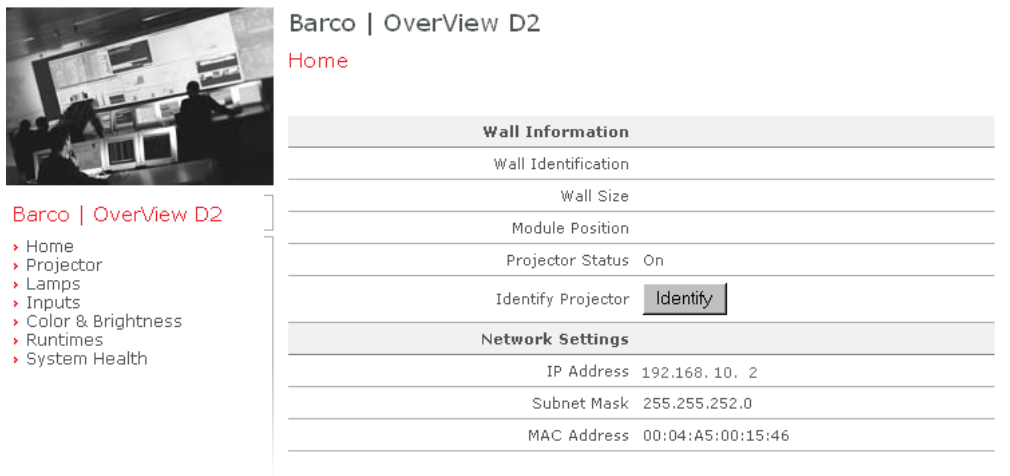
Start a web browser, and connect to the projection module A1 using the following URL: <http://192.168.10.2>

The following dialog pops up:



barco.com

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)



Barco | OverView D2

Home

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

**Wall Information**

Wall Identification

Wall Size

Module Position

Projector Status On

Identify Projector

**Network Settings**

IP Address 192.168.10.2

Subnet Mask 255.255.252.0


MAC Address 00:04:A5:00:15:46



To assign an IP address, the module position and the wall size you have to log in as service. Click on the link **Log in** located on the top red bar and fill in the following dialog:

barco.com

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)



Barco | OverView D2

Home

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

Welcome to **Barco OverView D2**.

You are currently logged in at **operator level**. [Log in](#)

Name

Password



When you are logged in at service level, use the left navigation bar and navigate and click on **Projector**:




## Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
  - › Input Timings
  - › Input Configuration
- › Color & Brightness
- › Runtimes
- › System Health
- › Firmware
- › Hardware
- › Maintenance
  - › Logging

## Barco | OverView D2

## Projector

Module Position	<input type="text" value="A2"/>
Model Name	GH2 SXGA+
PU Serial Number	
IU Serial Number	6890014920
Firmware Version	01.10 Build 0067
Background	<input type="text" value="Red"/>
Orientation	<input type="text" value="Front / Ceiling"/>
Overtemperature Protection	<input type="text" value="Enabled"/>
Display Resolution	<input type="text" value="SXGA+ (1400x1050)"/>
Automatic Startup	<input type="text" value="Enabled"/>
Projector Status	
Reboot	<input type="button" value="Reboot"/>
<b>Network Settings</b>	
IP Address Configuration	<input type="text"/>
IP Address	192.168.10.2
IP Address	<input type="button" value="Release..."/>
Subnet Mask	255.255.252.0
<input type="button" value="Apply"/> <input type="button" value="Reset"/>	



Enter the module position.

On the bottom of the page, select **IP Address Configuration** as **Static**. Click **Apply**.

Now the IP address (and subnet mask) can be edited. Enter the respective IP Address (and subnet mask).

Click **Apply**. The changes get effective after reboot!



**After reboot you can no longer communicate to the projection module if the IP address is in a different subnet,. – Configure all projection modules of the display wall, and then re-configure the IP address of your PC to be a member of the same subnet again.**

(About the other settings on this page, refer to the [reference section of the user interface](#).

Switch the projector to standby and reboot the projector.

Proceed accordingly with all projectors of the display wall. Switch them on one by one and assign them the module position and allocated IP address.



**Do not switch on more than one projector before completion of the addressing procedure!**

### 3.4.2 Dynamic IP Address (DHCP Server)

In case of a DHCP server, all devices connected to the LAN automatically receive a unique IP address.

After setting up the display wall, all projection modules are connected to a LAN switch.

Connect the LAN switch to the LAN, and switch on the projection modules: The DHCP server will assign them a unique IP address.

This IP address is indicated on the small LCD display of the illumination unit and thus visible on the rear side of the system.

The projection modules in a display wall are named according their position. Seen from front, the most left projection module of the top row is called A1, the following one A2 and so on.

Note the IP address indicated on the small LCD display e.g. in a drawing:

<b>A1</b> 111.222.254. 1	<b>A2</b> 111.222.254.112	<b>A3</b> 111.222.254. 33	<b>A4</b> 111.222.254. 65
<b>B1</b> 111.222.254. 15	<b>B2</b> 111.222.254. 46	<b>B3</b> 111.222.254.147	<b>B4</b> 111.222.254. 48



**The IP addresses in the drawing are only fictive!**

**Please note:**

**The IP addresses dynamically assigned by a DHCP servers usually are at random and not subsequently.**


Connect your computer to the LAN, and address and configure every individual projection module by entering its "personal URL" into a web browser:

<http://111.222.254.1>

The following dialog is displayed:

barco.com

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)



**Barco | OverView D2**  
Home

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

Wall Information	
Wall Identification	
Wall Size	
Module Position	
Projector Status	On
Identify Projector	<input type="button" value="Identify"/>

Network Settings	
IP Address	111.222.254. 1
Subnet Mask	255.255.252.0
MAC Address	00:04:A5:00:15:46


BARCO  
Visibly yours

Now you have to assign the module position. You might use your drawing, and/or click on the button **Identify**: the addressed projection module will show a white picture with a centered blue bordered square.

To assign the module position, you need service privileges. Log in at service level using the link provided on the top red bar and fill in the required information:

barco.com

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)



**Barco | OverView D2**  
Home

Welcome to **Barco OverView D2**.  
You are currently logged in at **operator level**. [Log in](#)

Name


Password

BARCO  
Visibly yours

On the left navigation bar, navigate and click on **Projector**. The following dialog pops up where you can enter the respective module position:

barco.com

Barco Security & Monitoring



Barco | OverView D2

- Home
- Projector
- Lamps
- Inputs
  - Input Timings
  - Input Configuration
- Color & Brightness
- Runtimes
- System Health
- Firmware
- Hardware
- Maintenance
  - Logging

You are currently logged in at **service level**. [Log in](#)

Barco | OverView D2

Projector

Module Position

A2

Model Name

GH2 SXGA+

PU Serial Number

IU Serial Number

6890014920

Firmware Version

01.10 Build 0067

Background

Red

Orientation

Front / Ceiling

Overtemperature Protection

Enabled


Display Resolution

SXGA+ (1400x1050)

Automatic Startup

Enabled

Projector Status



Reboot

Reboot

Network Settings

IP Address Configuration

DHCP

IP Address

111.222.254. 1

IP Address

Release...

Subnet Mask

255.255.252.0

Apply

Reset

BARCO

Visibly yours

Enter the module position and click the **Apply** button..

Proceed accordingly with all projection modules.

### 3.5 Identify the addressed projection system in the display wall

The addressed projection system shows one of its pages in the web browser.


On the navigation bar, navigate to and click on **Home**.

The following page shows up.



Barco Security & Monitoring

You are currently logged in at **operator level**. [Log in](#)



Barco | OverView D2

Home

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

Barco | OverView D2

Wall Information	
Wall Identification	Athens - Sales Meeting
Wall Size	2x2
Module Position	B1
Projector Status	On
Identify Projector	<input type="button" value="Identify"/>
Network Settings	
IP Address	150.158.180.26
Subnet Mask	255.255.252.0
MAC Address	00:04:A5:00:15:46



Click on **Identify**: the addressed projector will display a white background with a centered blue bordered square.

### 3.6 Apply a test pattern for geometry adjustment

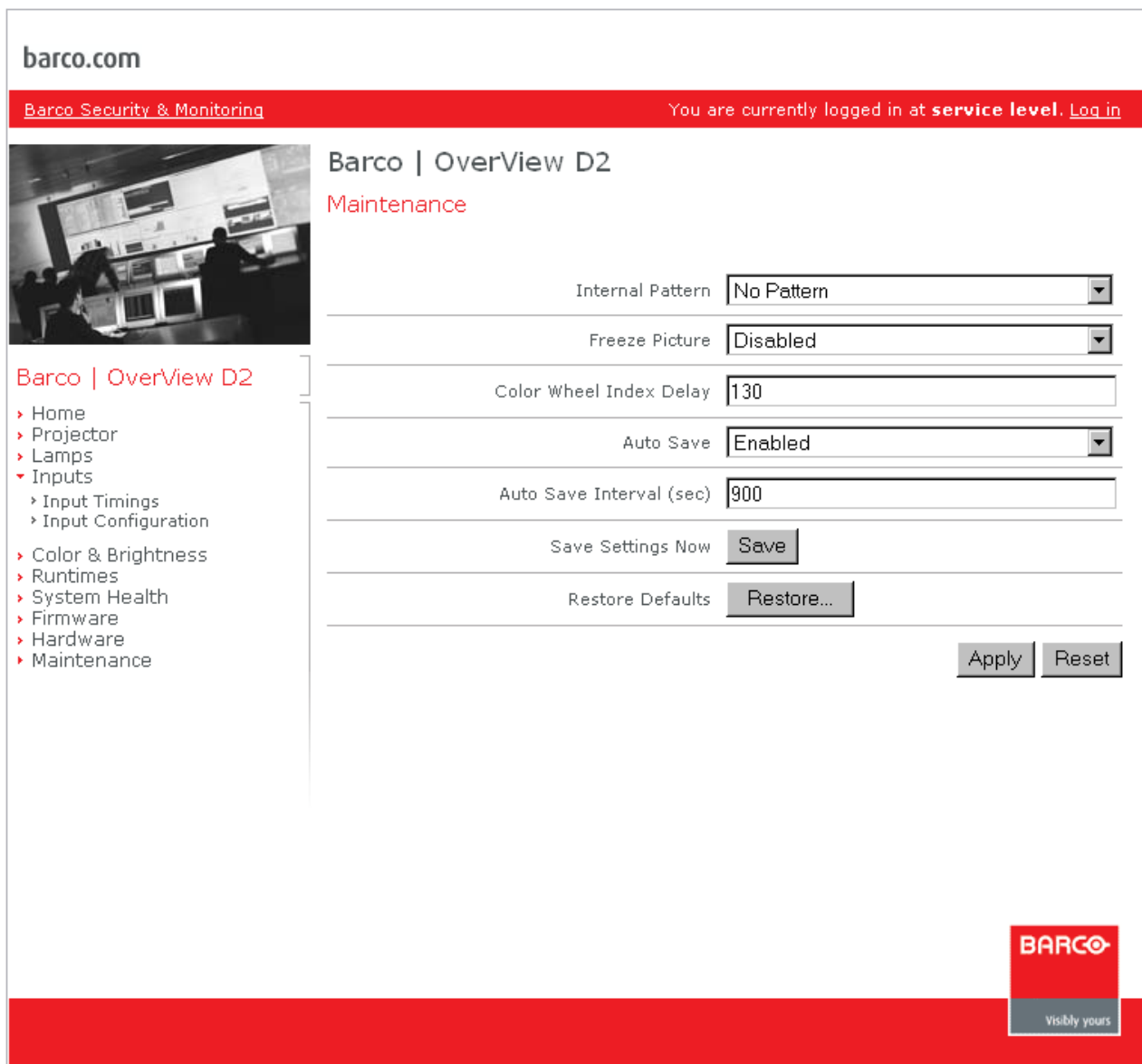
Applying a test pattern requires service privileges.

Enter the IP Address of the respective projection system into a web browser. The home page of the web application is displayed.

Log in with the required privileges.

On the navigation bar, navigate to and click on **Maintenance**.

The following page shows up.



The screenshot shows the Barco | OverView D2 Maintenance page. The page has a red header with the Barco logo and the text "Barco Security & Monitoring" and "You are currently logged in at **service level**. [Log in](#)". The main content area is titled "Barco | OverView D2" and "Maintenance". On the left, there is a sidebar with a navigation menu. The main content area contains several settings:

- Internal Pattern: No Pattern (dropdown menu)
- Freeze Picture: Disabled (dropdown menu)
- Color Wheel Index Delay: 130 (text input)
- Auto Save: Enabled (dropdown menu)
- Auto Save Interval (sec): 900 (text input)
- Save Settings Now: Save (button)
- Restore Defaults: Restore... (button)
- Apply (button)
- Reset (button)

The sidebar navigation menu includes the following links:

- Home
- Projector
- Lamps
- Inputs
  - Input Timings
  - Input Configuration
- Color & Brightness
- Runtimes
- System Health
- Firmware
- Hardware
- Maintenance

The Barco logo is visible in the bottom right corner of the page.

Please refer to the [reference section](#) to learn more about the available test pattern.

Select the desired test pattern out of the **Internal Pattern** list box and activate your selection by clicking on the **Apply** button.

### 3.7 Set the lamp power and/or the lamp operating mode

The lamps in OverView D2 projection systems can be run with 120W or with 132W. Next to the cost of ownership due to power consumption, also the lifetime of the lamps depend on the lamp power.

The dual lamp system of the projection system can be run with both lamps on (hot standby mode for 100% availability of the display wall) or with only the active lamp on (cold standby mode). Hot standby requires a license key and is enabled via the software Barco Wall Control Manager.

In case hot standby mode is enabled the operating mode of the system can be set to both, hot standby and cold standby.

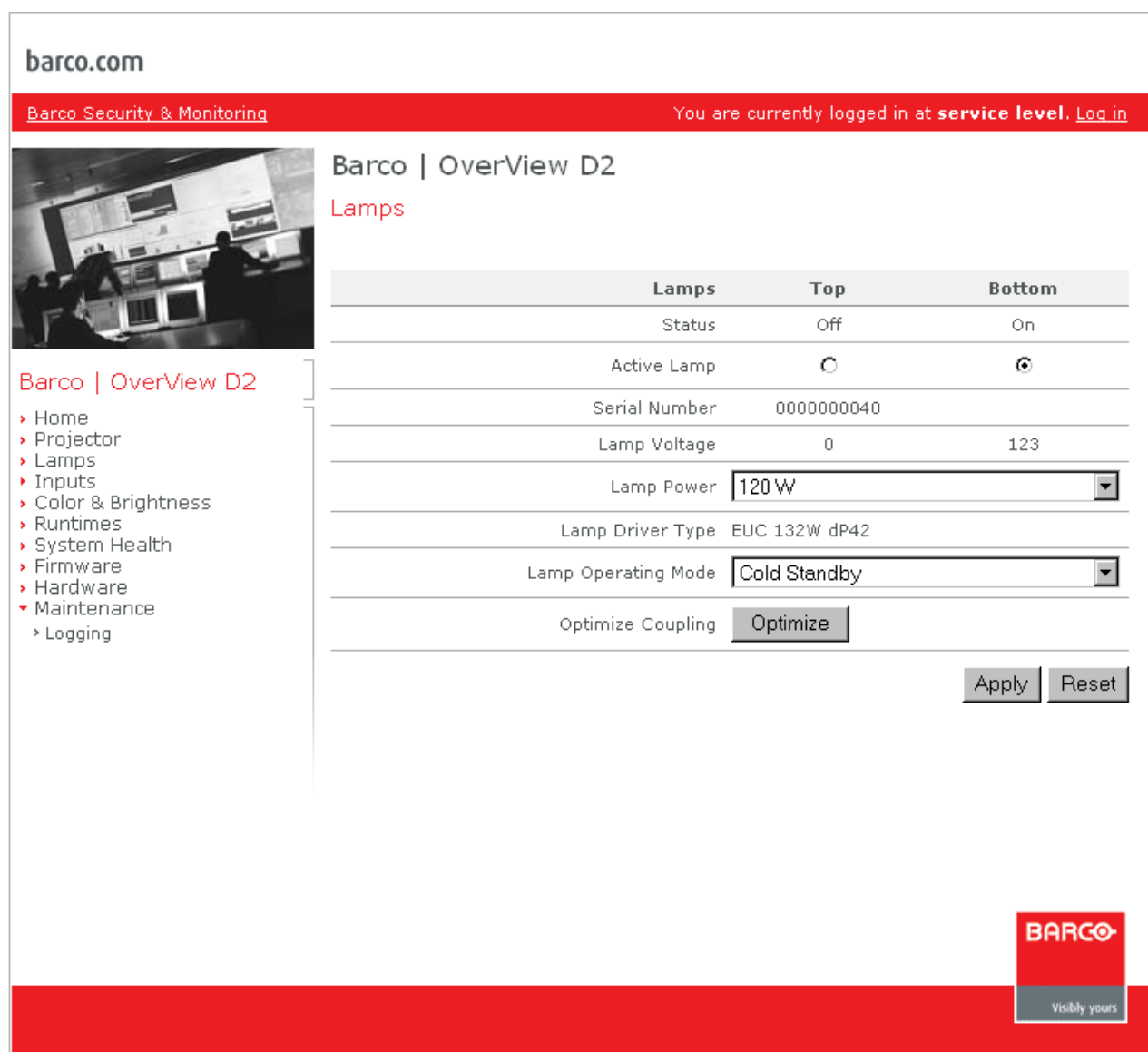
Setting the lamp power and the lamp operating mode require service privileges.

Enter the IP Address of the respective projection system into a web browser. The home page of the web application is displayed.

Log in with the required privileges.

On the navigation bar, navigate to and click on **Lamps**.

The following page shows up.



barco.com

Barco Security & Monitoring You are currently logged in at **service level**. [Log in](#)

Barco | OverView D2

Lamps

Lamps	Top	Bottom
Status	Off	On
Active Lamp	<input type="radio"/>	<input checked="" type="radio"/>
Serial Number	0000000040	
Lamp Voltage	0	123
Lamp Power	120 W	
Lamp Driver Type	EUC 132W dP42	
Lamp Operating Mode	Cold Standby	
Optimize Coupling	<input type="button" value="Optimize"/>	

BARCO  
Visibly yours

Set the desired lamp power and/or lamp operating mode by means of the respective list boxes.

Click on **Apply** to activate your settings.



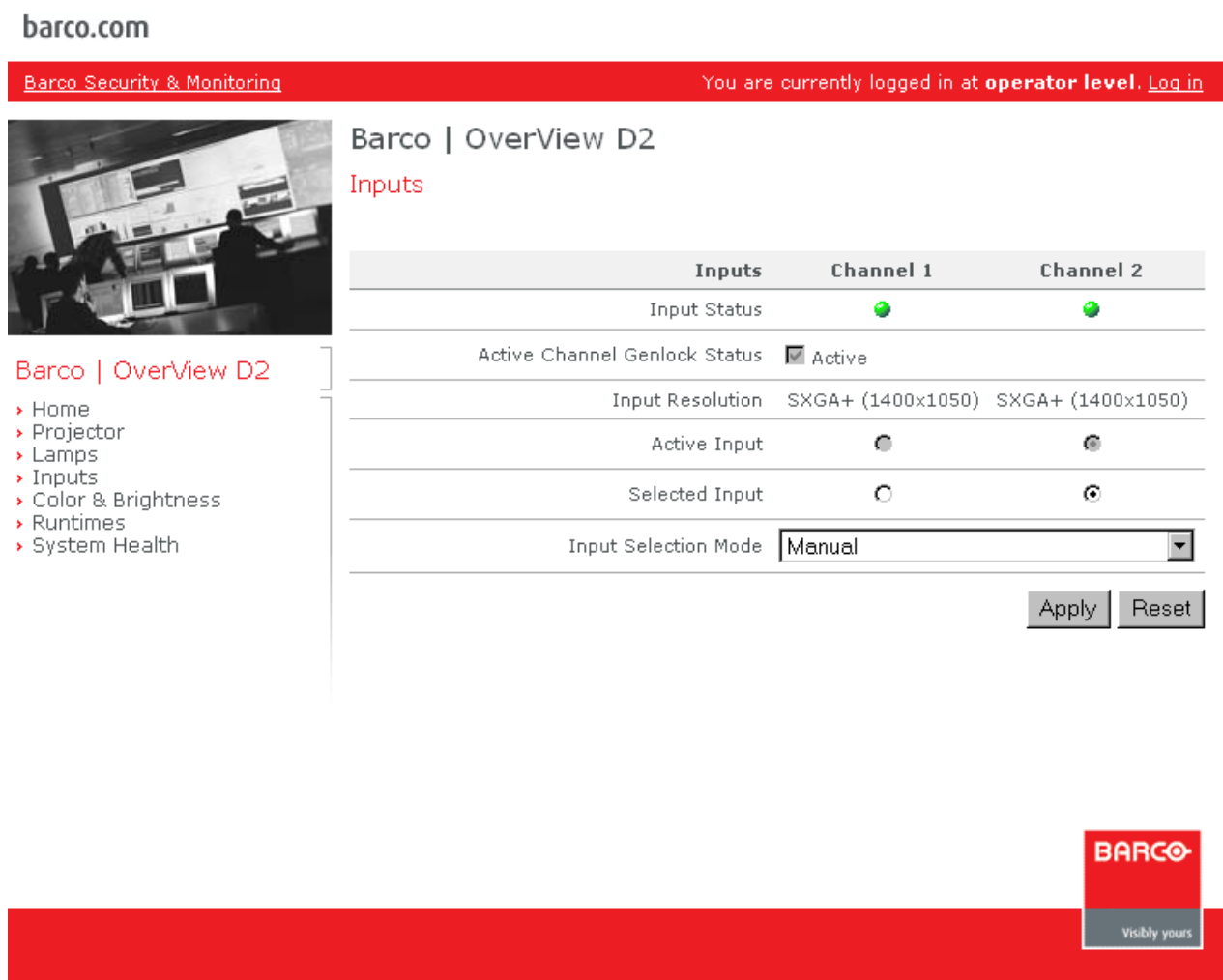
### 3.8 Select the active input

OverView D2 features two DVI interfaces with DVI IN loop through to DVI OUT. The active input (=input connected to the source to be displayed) can be selected as well as the system behavior on signal loss.

Enter the IP Address of the respective projection system into a web browser. The home page of the web application is displayed.

On the navigation bar, navigate to and click on **Inputs**.

The following page shows up.









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Barco | OverView D2

Inputs

Inputs	Channel 1	Channel 2
Input Status		
Active Channel Genlock Status	<input checked="" type="checkbox"/> Active	
Input Resolution	SXGA+ (1400x1050)	SXGA+ (1400x1050)
Active Input		
Selected Input		
Input Selection Mode	Manual	

Apply Reset

BARCO  
Visibly yours

Choose the selected input and activate your setting by clicking on the **Apply** button.

The behavior of signal loss is defined via the **Input Selection Mode**. To learn more about the input selection modes please refer to the [reference section](#) of the manual.

Select the desired mode and activate your setting by clicking on the **Apply** button.

### 3.9 Display one source on multiple projection modules

To display the same information on multiple projection modules, these modules have to be chained, i.e. the respective DVI OUT of the previous system has to be connected to the DVI IN of the following system.

The source is connected to the DVI IN of the first system.



**All projectors chained like described above are called group. Please check with Barco if the size of your group is within the supported range!**

To display the entire content of the source on multiple projection modules or to scale the source to be displayed enlarged on a group of projection modules the **Mode** parameter on the page **Input Configuration** has to be set accordingly.

Setting this parameter requires service privileges.

Enter the IP Address of the respective projection system into a web browser. The home page of the web application is displayed.

Log in with the required privileges.

On the navigation bar, navigate to and click on Inputs. The entry is expanded to give access to the pages of **Input Timings** and **Input Configuration**.

Click on **Input Configuration**. The following page shows up.

barco.com

Barco Security & Monitoring You are currently logged in at **service level**. [Log in](#)

Barco | OverView D2

Input Configuration

After changing these settings you might need to reboot your signal source.

Channel 1	
Mode	Custom
Group Size (hor. * vert.)	1 1
Group Position	0
Display Mode	Maintain Aspect Ratio

Channel 2	
Mode	Auto

Apply Reset

Barco | OverView D2

- Home
- Projector
- Lamps
- Inputs
  - Input Timings
  - Input Configuration
- Color & Brightness
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- Firmware
- Hardware
- Maintenance

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Please refer to the [reference section](#) of the manual to learn about the various modes and the related settings.

Adjust the parameters to suit your needs and activate your settings by clicking on the **Apply** button.

### 3.10 Update firmware and/or boot loader


The update of the boot loader requires expert privileges. If only a firmware update has to be done, service privileges are sufficient.

Enter the IP Address of the respective projection system into a web browser. The home page of the web application is displayed.

Log in with the required privileges.


On the navigation bar, navigate to and click on **Firmware**.

The following page shows up.



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## Barco | OverView D2

### Firmware

Firmware Version Details	
Firmware	01.03
Build Info	0060
FPGA	00CB
Ramdisk	2.4.28
Kernel	2.4.32-2.6
iIU	AA.21
U-Boot	1.1.4.1.3
OV2 Disk	00.72
OEM Flash	not available
API	0.6.0
Web GUI	00.39

### Software Integrity Status


Software Integrity Status ☒ ok


### Software Update

For updating firmware or u-boot, the projector needs to be switched to a updating mode. This includes shutting down the projector to standby and preparing the firmware for updating.

To switch the projector to updating mode, press 'Prepare Updating' button.

Prepare Updating





### Barco | OverView D2

- Home
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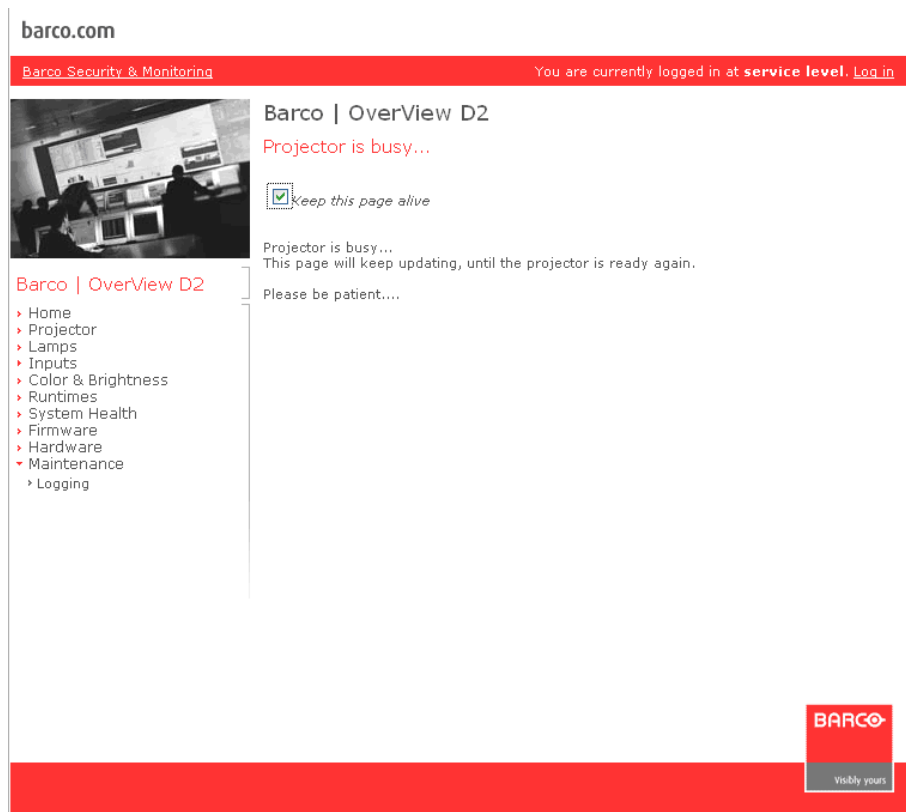


**Make sure that you have a valid firmware and/or bootloader file (\*.bin file)**

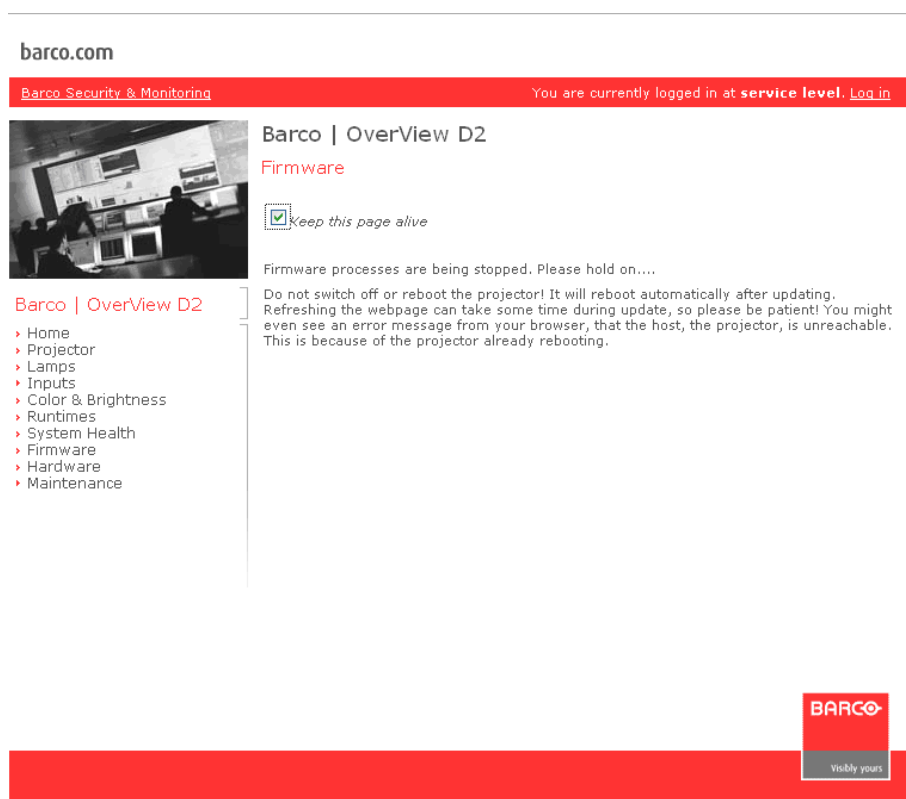
Click on the button **Prepare Updating**.

If the projector is running, it switches to standby. All firmware processes are stopped. These sequences are indicated (make sure that the checkbox **Keep this page alive** is ticked)

Carefully read the information on the page and act accordingly (be patient, do not switch off or reboot, etc.)



The screenshot shows the Barco | OverView D2 web interface. At the top, there is a red header bar with 'barco.com' on the left and 'Barco Security & Monitoring' and 'You are currently logged in at service level. Log in' on the right. Below the header, on the left, is a sidebar with a menu titled 'Barco | OverView D2' containing links: Home, Projector, Lamps, Inputs, Color & Brightness, Runtimes, System Health, Firmware, Hardware, Maintenance, and Logging. The main content area has a title 'Barco | OverView D2' and a status 'Projector is busy...'. Below this is a checkbox labeled 'Keep this page alive' which is checked. A message states: 'Projector is busy... This page will keep updating, until the projector is ready again. Please be patient....'. At the bottom right, there is a red 'BARCO' logo and a 'Visibly yours' button.




The screenshot shows the Barco | OverView D2 web interface during a firmware update. The header and sidebar are identical to the previous screenshot. The main content area has a title 'Barco | OverView D2' and a status 'Firmware'. Below this is a checkbox labeled 'Keep this page alive' which is checked. A message states: 'Firmware processes are being stopped. Please hold on.... Do not switch off or reboot the projector! It will reboot automatically after updating. Refreshing the webpage can take some time during update, so please be patient! You might even see an error message from your browser, that the host, the projector, is unreachable. This is because of the projector already rebooting.' At the bottom right, there is a red 'BARCO' logo and a 'Visibly yours' button.

Subsequently (in the expert mode) the following page pops up

barco.com

Barco Security & Monitoring



Barco | OverView D2

Firmware

Firmware Update

Do not switch off or reboot the projector! It will reboot automatically after updating. Refreshing the webpage can take some time during update, so please be patient!

You might even see an error message from your browser, that the host, the projector, is unreachable. This is because of the projector already rebooting.

To **update Firmware**, locate the proper update file on your harddisk and press 'Update Firmware' button.

U-Boot Update

**Attention! Updating U-Boot is a risky procedure! A failed U-Boot update can cause the projector to refuse starting!**

To **update U-Boot**, locate the proper update file on your harddisk and press 'Update U-Boot' button.

Cancel Software Update

If you don't want to upgrade any software, you need to reboot the projector now. Press 'Cancel Software Update' button to Reboot and reboot the projector now.

Barco | OverView D2

Home

Projector

Lamps

Inputs

Color & Brightness

Runtimes

System Health

Firmware

Hardware

Maintenance

Logging

Command Line

You are currently logged in at **expert level**. [Log in](#)

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**In service mode, the section of the U-Boot Update (boot loader) is not visible**

Click on the respective button to perform the required update or to abort the procedure.

If the (firmware or boot loader) update is continued, the standard Windows dialog to choose for a file is displayed.


Browse to and select the update file. The update continues.

Barco – OV-D2 Web Interface – R59770139 – user's manual – Revision 01 – October-2007

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barco.com

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)



## Barco | OverView D2

### Firmware

☒ Keep this page alive

Update is still running....

Do not switch off or reboot the projector! It will reboot automatically after updating. Refreshing the webpage can take some time during update, so please be patient! You might even see an error message from your browser, that the host, the projector, is unreachable. This is because of the projector already rebooting.

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health


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You are informed about a successful update. Subsequently the projector automatically reboots.

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## Barco | OverView D2

### Firmware

Update succeeded.

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

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Barco Security &amp; Monitoring

You are currently logged in at **operator level**. [Log in](#)

## Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

## Barco | OverView D2

Projector is booting...



Keep this page alive

Projector is booting...  
This page will keep updating, until the projector is completely up.

Please be patient....



Depending if **Autostart** is enabled or not, the projector will start or remain in standby until started manually.

## 4 Graphical user interface

To address a projection system, proceed as follows:

Enter the IP address of the projection module into a web browser.

The home page of the projector will be displayed with operator privileges. To log in as e.g. service use the link on the red top bar.

barco.com

Barco Security & Monitoring You are currently logged in at **operator level**. [Log in](#)

Barco | OverView D2

Home

Welcome to **Barco OverView D2**.  
You are currently logged in at **operator level**. [Log in](#)

Name

Password

Barco | OverView D2

- › Home
- › Projector
- › Lamps
- › Inputs
- › Color & Brightness
- › Runtimes
- › System Health

**BARCO**  
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In the following chapter the individual pages of the service (expert) mode are introduced and explained. Entries which are not visible or editable in the operator mode are written in *italics*.

The pages are opened via a click on the respective entry on the navigation bar. The content of the selected and activated page is displayed in the right part of the window; the name of the page shows up as read heading.



## 4.1 Home

The **Home** page shows some data of the projection system as a part of the display wall and informs about its network settings.

**Barco | OverView D2**

Home

Wall Information	
Wall Identification	Athens - Sales Meeting
Wall Size	2x2
Module Position	B1
Projector Status	On
Identify Projector	<input type="button" value="Identify"/>

Network Settings	
IP Address	150.158.180.26
Subnet Mask	255.255.252.0
MAC Address	00:04:A5:00:15:46

The table below lists all the entries of this page.

Parameter	Description
Wall Information   Wall Identification	Name of the display wall configuration as assigned in the Barco Wall Control Manager application
Wall Information   Wall Size	Configuration of display wall as defined in the Barco Wall Control Manager application, columnsxrows
Wall Information   Module Position	Position of the actual projection system in the display wall, seen from front, assigned during network setup
Wall Information   Projector Status	Can be one of the following: standby, running, starting, stopping, failed  Indicates the status of the projection system
Wall Information   Identify	This command helps to locate the addressed projection system in the display wall. It displays a white background with a centered square with blue borders

Parameter	Description
Network Settings   IP Address	Shows the IP Address of the projection system as assigned during network setup
Network Settings   Subnet Mask	Shows the subnet mask related to the IP Address
Network Settings   MAC Address	Shows the MAC Address of the device (Media Access Control) This address is usually hard-coded into a Network Interface Card (NIC) by its manufacturer, and does not change.

## 4.2 Projector

The **Projector** page shows some data of the projector and allows entering and modifying some settings, respectively.

Changing a value using the list boxes get only effective after clicking on the **Apply** button.

Clicking on the command buttons, however, immediately starts the correlated action!



**For correct projection, it is mandatory that the parameters for Orientation (Front/Ceiling) and Display Resolution are correct! Check these parameters!**

**Changes are only activated/applied after clicking on the Apply button.**

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Barco | Overview D2  
Projector

- Home
- Projector
- Lamps
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Module Position	B1
Model Name	OverView D2
PU Serial Number	6890020279
IU Serial Number	6890017948
Firmware Version	01.10 Build 0069
Background	Green
Orientation	Front / Ceiling
Overtemperature Protection	Enabled
Display Resolution	XGA (1024x768)
Automatic Startup	Disabled
Projector Status	
Reboot	<button>Reboot</button>

**Network Settings**

IP Address Configuration	DHCP
IP Address	150.158.180.251
IP Address	<button>Release...</button>
Subnet Mask	255.255.252.0

Apply Reset

**BARCO**  
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The table below lists all the entries of this page.

Parameter	Description
Module Position	Position of the projection module in the display wall as seen from front. The top row is called A, the second row B etc. In each row, numbering starts from left always with "1".
Model Name	Name of the family the projection module belongs to (OverView D2)
PU Serial Number	Serial number of the projection unit, read only
IU Serial Number	Serial number of the illumination unit, read only
Firmware Version	Version of the firmware of the projection unit, read only
Background	Image displayed in case the projector is running and no valid signal is applied. Could be one of the following: Red, Green, Blue, White, Black
Orientation	<i>Can be one of the following: Rear/Table, Front/Table, Front/Ceiling, Rear/Ceiling With projection units mount into OverView D2 structures, it is always Front/Ceiling. All other settings only apply for setups used in R&amp;D and production.</i>
Overtemperature Protection	<i>Enabled/Disabled Recommended setting: Enabled! A sensor which is located in the illumination unit checks the temperature. In case a critical temperature (40°C) is reached, the over temperature bit is set, the shut down cycle counter starts its countdown, and the projector is shut down within five minutes to prevent the system from severe damage. In case the temperature drops within the countdown period below the critical limit, the countdown counter stops, and the over temperature bit is reset automatically.</i>
Display Resolution	Can be one of the following: XGA, SXGA, SXGA+  In case of XGA system, this setting is read only. In case of SXGA and SXGA+ systems, due to the projection unit which is the same for both resolutions, the correct setting has to be entered in order to match the addressed pixels with the display area
Automatic Startup	Enabled/Disabled If enabled the projector will immediately be started after being connected to the mains (power switch switched on). If disabled the projector will go in standby mode after being connected to the mains (power switch switched on).
Projector Status	Green, orange This indicator is a button! Green + blinking: the projector is starting Green: the projector is running Orange + blinking: the projector is shutting down / error Orange: the projector is in standby Click on the orange (green) icon to start up (shut down) the projector.

Parameter	Description
Reboot	This command starts a complete switch off – cool down – switch on sequence and implies a risk of losing data!
Network Settings / IP Address Configuration	Can be one of the following: <i>Static, DHCP</i> <i>If Static, the fields for entering the IP Address and the subnet Mask are enabled.</i>
Network Settings   IP Address	Unique device address in the subnet, assigned during network setup, either static or via DHCP
Network Settings / IP Address Release	<i>Releases the IP address of the projection system. The projector will fall back on the IP address assigned during production and can no longer be addressed. The DHCP server does not reserve this address but might immediately assign it to another device on the LAN.</i>
Network Settings   Subnet Mask	An IP address has two components, the network address and the host address. The subnet mask is used to "hide" (mask) the network address portion of the IP address.

### 4.3 Lamps

The **Lamp** page shows the lamp status, serial number and lamp power for both lamps.

Changing a value using the list box gets only effective after clicking on the **Apply** button.

Clicking on the command buttons, however, immediately starts the correlated action!

The screenshot displays the 'Barco | OverView D2' interface. At the top, there's a red header bar with 'barco.com' and a login status 'You are currently logged in at service level. Log in'. Below this, a sidebar on the left lists navigation options: Home, Projector, Lamps, Inputs, Color & Brightness, Runtimes, System Health, Firmware, Hardware, Maintenance, and Logging. The main content area is titled 'Barco | OverView D2' and 'Lamps'. It features a table with columns 'Lamps', 'Top', and 'Bottom'. The table rows include Status (Off/On), Active Lamp (indicated by icons), Serial Number (0000000040), Lamp Voltage (0/123), Lamp Power (120 W), Lamp Driver Type (EUC 132W dP42), Lamp Operating Mode (Cold Standby), and Optimize Coupling (Optimize). At the bottom right of the table, there are 'Apply' and 'Reset' buttons. The Barco logo is visible in the bottom right corner of the page.



**Make sure that the lamp power is set according the project specification/customer requirement. Click on Apply to activate changes!**

**Also perform the Optimize Coupling operation, preferably with both lamps!**

The table below lists all the entries of this page.

Parameter	Description
Status	Can be one of the following: on, starting, cooling , off, error.  Indicates the status of the lamps (top lamp, bottom lamp). Read only.  It is only if Hot Standby is enabled that both lamps are on at the same time.
Active Lamp	Indicates (or changes) the lamp currently used for projection.
Serial Number	Numeric value Indicates the serial number of the active lamp
<i>Lamp Voltage</i>	<i>Read only, shows the lamp voltage. The higher the voltage, the higher the risk of a lamp error.</i>
Lamp Power	Can be one of the following: 120W, 132W  Indicates and allows setting the lamp power according the project specification/customer requirements!
<i>Lamp Driver Type</i>	<i>Indicates the lamp driver. Read only.</i>
Lamp Operating Mode	Can be one of the following: Hot standby (both lamps on) or cold standby (active lamp on, backup lamp off)  Only enabled in case hot standby is activated.
Optimize Coupling	Refers to the active lamp only!  Performs optimization of the lamp position (lamp output maximization).  Clicking the button starts the command. During the process, the display gets dark for some instants.



**It is recommended to do the optimize coupling procedure for both lamps! It is only after the procedure has been performed on the top lamp and on the bottom lamp that color adjustment and Sense6 work correctly.**


## 4.4 Inputs

This page refers to the DVI inputs of OverView D2.

OverView D2 has two DVI inputs with loop through to the respective DVI output. The **Inputs** page allows selecting the active input as well as configuring the behavior on signal loss.


Channel 1 is linked to the signal on DVI IN1, Channel 2 is linked to the signal on DVI IN2.

Changing a value using the option buttons or the list boxes get only effective after clicking on the **Apply** button.



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### Barco | OverView D2

- Home
- Projector
- Lamps
- Inputs
  - Input Timings
  - Input Configuration
- Color & Brightness
- Runtimes
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- Maintenance

## Barco | OverView D2

### Inputs

Inputs	Channel 1	Channel 2
Input Status		
Active Channel Genlock Status	<input checked="" type="checkbox"/> Active	
Input Resolution	SXGA+ (1400x1050)	SXGA+ (1400x1050)
Active Input		
Selected Input		
Input Selection Mode	<input type="text" value="Manual"/>	





**Select the Input Selection Mode and the selected input as required by the customer.**

The table below lists all the entries of this page.


Parameter	Description
Input Status	<p>Indicates the status of the signal on channel 1 (DVI IN1) and channel 2 (DVI IN2)</p> <p>Can be one of the following:            Green: a valid source is connected to the input.            Black: there is no known source connected to the input.</p>
Active Channel Genlock Status	<p>Read only, indicates if the controller is genlocked to the source.</p> <p>It is the timing of exclusively one source which can be genlocked to the controller.</p>
Input Resolution	<p>Read only, indicates the name of the resolution as well as the number of pixels in x, y direction.</p>
Active Input	<p>Read only, indicates the currently active input. The currently active input depends on the interaction of the selected input and the input selection mode</p>
Selected Input	<p>Indicates and allows setting the source to be displayed, either the one connected to DVI IN1 or the one connected to DVI IN2.</p>
Input Selection Mode	<p>Can be one of the following:            Auto Preference, Auto Switch, Manual.</p> <p><b>Auto Preference:</b></p> <p>In this mode the source connected to the selected input will always have highest priority and be displayed whenever possible. In case the signal fails, the system automatically switches to the other source. As soon as the source connected to the selected input is available again the system switches back to it!</p> <p>In case there is no valid source neither on channel 1 nor on channel 2 the background as selected on the projector page will be displayed.</p> <p><b>Auto Switch:</b></p> <p>As long as the source connected to the selected input is available, it also has priority. As soon as it is no longer available, the system switches to the source connected to the other input and also accordingly switches the selected input! Even if the source connected to the previously selected input will be available again, it will not be switched to unless the other source fails.</p> <p><b>Manual:</b></p> <p>In case the source on the selected input fails, the background as selected on the projector page will be displayed, no matter if there is a signal on the other channel.</p> <p>In this operating mode, the behavior is the same as with one DVI input only, except that there is the possibility to connect two sources and select alternatively one them without the need of re-cabling.</p> <p>In Manual mode and in Auto Preference mode the selected input will remain unless explicitly changed.</p> <p>In Auto Switch mode the selected input will be valid as long as the respective source is present, then the system automatically toggles to the other input (provided there is a source).</p>



### 4.4.1 Input Timings


To see this page privileges of service or higher are required.

On this page you find read-only information about the parameters of the signals connected to channel 1 and channel 2.



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## Barco | OverView D2

### Input Timings

Input Timings	Channel 1	Channel 2
Horizontal Active	1400 pixel	1400 pixel
Horizontal Total	1864 pixel	1592 pixel
Horizontal Front Porch	92 pixel	100 pixel
Horizontal Sync Width	144 pixel	80 pixel
Horizontal Back Porch	228 pixel	12 pixel
Pixel Clock	120 MHz	86 MHz
Frame Rate	59.1 Hz	49.8 Hz
Vertical Active	1050 lines	1050 lines
Vertical Total	1089 lines	1084 lines
Vertical Front Porch	2 lines	12 lines
Vertical Sync Width	4 lines	10 lines
Vertical Back Porch	33 lines	12 lines

### Barco | OverView D2

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### 4.4.2 Input Configuration

To see his page privileges of service or higher are required.

OverView D2 has two DVI inputs with loop through to the respective DVI output. This allows to connect more than one projection module to the same source which is then either displayed simultaneously on multiple projection modules, or scaled up and a display module only shows a portion of the source.


This behavior is selected and defined on the page **Input Configuration**.

Changing a value using the option buttons or the list boxes get only effective after clicking on the **Apply** button.

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Barco | OverView D2

Input Configuration

After changing these settings you might need to reboot your signal source.

Channel 1

Mode Custom

Group Size (hor. \* vert.) 1 1

Group Position 0

Display Mode Maintain Aspect Ratio

Channel 2

Mode Auto

Apply

Reset

Barco | OverView D2

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The table below lists all the entries of this page.

Parameter	Description									
Mode	<p>Can be one of the following: Auto, 1x2-XGA, custom.</p> <p><b>Auto:</b> the incoming signal is entirely displayed on the projection module.</p> <p><b>1x2-XGA:</b> The incoming signal has a timing of 1024x1536 pixels (2x XGA) and is displayed on two stacked projection modules, the upper one displaying the first half of the signal, the lower one the second half of the signal.</p> <p><b>Custom:</b> The incoming signal is displayed on a group of projection modules, each member of the group displays a portion of the signal. The respective portion is calculated and sized according the size of the group (display area) and the position of the projection module within this group.</p>									
Group Size (hor.*vert.)	<p>All projection modules belonging to one group are connected to the same signal via the loop-through mechanism. The group size reflects the number of loop-through projection modules in x and in y direction, respectively.</p> <p>Custom mode: The number of horizontal cubes and the number of vertical cubes of this sub wall can freely be selected.</p> <p>1x2-XGA mode: The number of horizontal cubes is fixed to 1, the number of vertical cubes is fixed to 2.</p>									
Group Position	<p>Position of the projection module within the group (display area for one signal connected via loop-through). Numbering starts at zero for the most top and most left projection module of the group (seen from front) and goes always from left to right.</p> <table><tr><td>0</td><td>1</td><td>2</td></tr><tr><td>3</td><td>4</td><td>5</td></tr><tr><td>6</td><td>7</td><td>8</td></tr></table>	0	1	2	3	4	5	6	7	8
0	1	2								
3	4	5								
6	7	8								
Display Mode	<p>Can be one of the following: Original, Stretch to Full Screen, Maintain Aspect Ratio.</p> <p><b>Original:</b> The source is displayed in native size, no up- or downscaling. In case the native size of the source is bigger as the resolution of the projection module, the image is centered on the projection module and the information on the left/right/top/bottom border is cut accordingly. In case the native size of the source is smaller than the resolution of the projection module, the image is centered on the projection module and displayed with black borders.</p> <p><b>Stretch to Full Screen:</b> The (portion of the) image is stretched to fill the entire screen, distortion is accepted.</p> <p><b>Maintain Aspect Ratio:</b> The (portion of the) image is scaled to best fill the screen while maintaining the aspect ratio.</p>									

All properties can be independently set for channel 1 and for channel 2.

## 4.5 Color & Brightness

On this page some brightness related parameters are indicated and set.



**Whenever this page is activated, the checkbox *Keep this page alive* is checked. This setting ensures that indeed the current data is displayed. However to change settings, or to switch to a different page, make sure that this tick is removed in order to succeed in performing the desired action.**

Changing a value using the input fields or the list boxes get only effective after clicking on the **Apply** button.

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Barco | OverView D2

Color & Brightness

☒ *Keep this page alive*

Brightness (%)

100

Brightness

127

Brightness Target

89

Brightness Correction Factor (%)

0

Color & Brightness Mode

Apply

Reset

Barco | OverView D2

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The table below lists all the entries of this page.

Parameter	Description
Brightness (%)	<p>Read only, related to the dimmer position.</p> <p>During calibration processes. the brightness is measured by means of a lux meter, and the sensor of the optical dimmer is calibrated based on this measurement.</p> <p>The user can adjust the brightness between 100% and 35% by means of the optical dimmer.</p> <p>100%: no dimming at all, dimmer full open.</p>
Brightness	Numeric value of the brightness of the projection module as measured by the optical sensor.
<i>Brightness Target</i>	<i>Numeric value (lux) of the brightness target of the projection module. Should be the same one for all projection modules of the display wall.</i>
<i>Brightness Correction Factor (%)</i>	<p><i>The brightness correction factor can be set by <math>\pm 30\%</math> and results in higher (lower) actual brightness while indicating the same dimmer position (Brightness (%)).</i></p> <p><i>The brightness correction factor refers to the active lamp only!</i></p>
<i>Color &amp; Brightness Mode</i>	<p><i>Can be one of the following:</i></p> <p><i>Uncalibrated, Brightness Locked, Sense6</i></p> <p><b>Uncalibrated</b> (unlocked brightness, native colors):  <i>The projector will show its colors as they are defined by the optical components, the brightness can be regulated on a relative way in a percentage setting from the maximum possible brightness. The allowed range for the brightness setting is between 35 and 100%.</i></p> <p><b>Brightness Locked</b> (locked brightness, static color correction):  <i>The color gamut used by the projector can be set to a fixed target. This target will be applied and a manual offset independent for each projector can be set to adjust the color target in a manual way. The brightness can be controlled by an absolute brightness value. The brightness regulation works with an active feedback of the calibrated color sensor, which is only used to read the brightness.</i></p> <p><b>Sense6</b> (locked brightness, locked colors, license required!):  <i>This mode takes full advantage of the color sensor which is used in the projector.</i></p> <p><i>The color gamut can be set to a target, including a manual offset to adapt the visible color and brightness result to the individual human perception. The brightness is controlled in an absolute way. Both color and brightness are regulated by a measurement feedback of the color sensor. This means the brightness and color of the projector will compensate the impact of the lamp ageing over time, this should lead to a much better perception over time. Especially for larger installations the wall will look more homogeneous.</i></p>

## 4.6 Runtimes

On this page information about the multiple runtimes are listed.



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Runtimes

Projector		
PU Runtime	1914 h	
Hot Standby Runtime	702 h	
System Uptime	16:35	
Total System Uptime	2274 h	
IU Runtime	0 h	

Lamps	Top	Bottom
Runtime at 120 W Cold Standby	77 h	1 h
Runtime at 132 W Cold Standby	0 h	0 h
Runtime at 120 W Hot Standby	318 h	644 h
Runtime at 132 W Hot Standby	0 h	7 h



The table below lists all the entries of this page.

Parameter	Description
Projector   PU Runtime	Runtime (in hours) of the projection unit
Projector   Hot Standby Runtime	Runtime (in hours) during the system has been operated in hot standby mode (both lamps on, no matter at which voltage)
Projector   System Uptime	Time passed since the last reboot of the projection unit; days, hours and minutes separated by a colon
Projector   Total System Uptime	Total uptime (in hours) of the projection unit, accumulated system uptime
Projector   IU Runtime	Runtime (in hours) of the illumination unit

The following section lists the runtimes split into top lamp and bottom lamp, split into hot standby and cold standby, and also split into the voltage 120W / 132W. These entries always refer to the current set of lamps. Accumulated hot standby runtimes due to lamp replacement are listed in the section projector.

In standard operator mode accumulated lamp runtimes are displayed, no differentiation between hot standby/cold standby and lamp power.

Parameter	Description
<i>Lamps / Runtime at 120W Cold Standby</i>	<i>Refers to current top/bottom lamp at 120W and lamp operation mode cold standby, numeric value in hours</i>
<i>Lamps / Runtime at 132W Cold Standby</i>	<i>Refers to current top/bottom lamp at 132W and lamp operation mode cold standby, numeric value in hours</i>
<i>Lamps / Runtime at 120W Hot Standby</i>	<i>Refers to current top/bottom lamp at 120W and lamp operation mode hot standby, numeric value in hours</i>
<i>Lamps / Runtime at 132W Cold Standby</i>	<i>Refers to current top/bottom lamp at 132W and lamp operation mode hot standby, numeric value in hours</i>

## 4.7 System Health

On this page some operation parameters are listed. Temperatures and fan speeds are displayed, in case a lamp error has occurred, the error is indicated and can also be reset.



**Whenever this page is activated, the checkbox *Keep this page alive* is checked. This setting ensures that indeed the current data is displayed. However to change settings, or to switch to a different page, you have to remove this tick in order to succeed in performing the desired action.**

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System Health

☐ Keep this page alive

Temperatures		
IU Incoming	24 °C	
IU Outgoing	40 °C	
PU	38 °C	
Fan Speeds		
IU	1818 rpm	
Top Lamp	4899 rpm	
Bottom Lamp	4639 rpm	
PU	5340 rpm	
Errors		
Over Temperature	<input type="checkbox"/>	
Fan	<input type="checkbox"/>	
Lamp Errors	Top	Bottom
Lamp Error	<input type="checkbox"/>	<input type="checkbox"/>
Reset Lamp Error	<input type="button" value="Reset"/>	<input type="button" value="Reset"/>



The table below lists all the entries of this page.

Parameter	Description
Temperatures   IU incoming	Temperature at the inlet of the illumination unit, indicated in °C
Temperatures   IU outgoing	Temperature at the outlet of the illumination unit, indicated in °C
Temperatures   PU	Temperature of the projection unit, indicated in °C
Fan Speeds   IU	Fan speed (rotation per minute) of the fan located next to the illumination unit (main fan)
Fan Speeds   Top Lamp	Fan speed (rotation per minute) of the fan located near the top lamp of the illumination unit
Fan Speeds   Bottom Lamp	Fan speed (rotation per minute) of the fan located near the bottom lamp of the illumination unit
Fan Speeds   PU	Fan speed (rotation per minute) of the fan located in the projection unit
Errors   Over Temperature	If the checkbox is ticked, an overtemperature error has occurred. This error cannot be reset manually, however the system regularly polls for the status. In case the error no longer exists the checkbox is automatically cleared.
Errors   Fan	<p>If the checkbox is ticked, a fan error has occurred. This error cannot be reset manually, however the system regularly polls for the status. In case the error no longer exists the checkbox is automatically cleared.</p> <p>The fan error checkbox is ticked if at least one of the fans falls below the minimum of rotations per minute. If the fan error persists longer than 5 minutes the following actions are taken:</p> <p>In case it is the fan of the IU, the system switches to standby.</p> <p>In case it is the fan of the top lamp, the respective lamp error bit is set. In case it is the active lamp, the bottom lamp gets activated.</p> <p>In case it is the fan of the bottom lamp, the respective lamp error bit is set. In case it is the active lamp, the top lamp gets activated.</p> <p>In case both, the fan of the top lamp and the fan of the bottom lamp show an error, both lamp errors are set and the system switches to standby.</p>
Lamp Errors   Lamp Error	If the checkbox is ticked, a lamp error on the top lamp and/or bottom lamp has occurred. The lamp has been shut down.
Lamp Errors   Reset Lamp Error	<p>Lamp failures can only be detected if the lamp is running!</p> <p>Lamp failures set the Lamp Error.</p> <p>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 although the lamps are still ok. Therefore always try re-ignition before replacing.</p> <p>Depending on the operation mode, the following actions are triggered after reset of the lamp error:</p> <p><b>Hot standby:</b></p> <p>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.</p> <p><b>Cold standby:</b></p> <p>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.</p>



## 4.8 Firmware


To see this page privileges as service or higher are required.

On this page the firmware version details are listed. Also the current firmware can be updated.

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Firmware

Firmware Version Details	
Firmware	01.03
Build Info	0060
FPGA	00CB
Ramdisk	2.4.28
Kernel	2.4.32-2.6
iIU	AA.21
U-Boot	1.1.4.1.3
OV2 Disk	00.72
OEM Flash	not available
API	0.6.0
Web GUI	00.39


Software Integrity Status	
Software Integrity Status	<input checked="" type="checkbox"/> ok

Software Update

For updating firmware or u-boot, the projector needs to be switched to a updating mode. This includes shutting down the projector to standby and preparing the firmware for updating.

To switch the projector to updating mode, press 'Prepare Updating' button.

Prepare Updating



The table below lists all the entries of this page.

Parameter	Description
Firmware Version Details   Firmware	Revision of the firmware uploaded in the projection unit
Firmware Version Details   Build Info	Further refinement of the Firmware versions by the build indicator (compilation version)
Firmware Version Details   FPGA	program version of the field programmable gate array
Firmware Version Details   Ramdisk	Indicates the version of the Ramdisk
Firmware Version Details   Kernel	Indicates the kernel version
Firmware Version Details   iIU	Indicates the version of the intelligent lamp (iIU)
Firmware Version Details   U-Boot	Indicates the version of the boot loader
Firmware Version Details   OV2 Disk	Indicates the version of the OV2 Disk
Firmware Version Details   OEM Flash	
Firmware Version Details   API	Indicates the version of the API
Firmware Version Details   Web GUI	Indicates the version of the user interface of the web application
Software Integrity Status   Software Integrity Status	
Software Update   Prepare updating	<p>Switches the projector in updating mode: the projector switches to standby and all firmware processes are stopped.. Subsequently a page is displayed which allows abortion of or proceeding with the firmware update. (This page also gives access for experts to upgrade the boot loader.)</p> <p>In case abortion is selected, the projector has to be re-booted.</p> <p>In case the update is confirmed, the respective update file has to be selected. When the update is finished the projector automatically reboots.</p>


## 4.9 Hardware

To see this page privileges as service or higher are required.

On this page the hardware related information is listed.


Use the list box to select the device you are looking for information.

Click the **Apply** button to display the information of the selected device.



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Hardware


Module

Top Lamp

Production Location	KA
Module Article Number	R764741
Module Serial Number	0920000213
Module Production Index	01
Module Production Date	
Device Article Number	R9842807
Device Serial Number	0920000213
Device Production Date	5SEP2007

Apply

Reset



The table below lists all the entries of this page.

Parameter	Description
Module	Device which information should be displayed. Can be one of the following: PU (projection unit) IU (illumination unit) IU-Controller Top PFC (power factor correction of the top lamp) Bottom PFC (power factor correction of the bottom lamp) Top Lamp Bottom Lamp DVI 1 (DVI interface DVI IN1 / OUT1) DVI 2 (DVI interface DVI IN2 / OUT2) Formatter (formatter board)

## 4.10 Maintenance

To see this page privileges as service or higher are required.


On this page all maintenance related settings can be done

Click the **Apply** button to display the information of the selected device.

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Maintenance

Internal Pattern

No Pattern

Freeze Picture

Disabled

Color Wheel Index Delay

130

Auto Save

Enabled

Auto Save Interval (sec)

900

Save Settings Now

Save

Restore Defaults

Restore...

Apply

Reset

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The table below lists all entries of this page:

Parameter	Description
Internal Pattern	<p>Can be one of the following:</p> <ul style="list-style-type: none"> <li>No Pattern</li> <li>8 Hor. Stripes</li> <li>4 Vert. Stripes</li> <li>8 Vert. Stripes</li> <li>8 Vert. Stripes (b/w)</li> <li>Pixel On/Off</li> <li>Gradient (b/w)</li> <li>Color Gradients</li> <li>8*8 Checker Board</li> <li>4*4 Checker Board</li> <li>Grid</li> <li>Outline</li> <li>RGB</li> <li>Identify</li> <li>Lens Adjustment</li> </ul> <p>Select the pattern which meets your needs, e.g. the grid for adjusting the lens.</p> <p>As soon as a pattern is selected additional controls show up:</p> <p>ANSI Points: can be enabled/disabled to mark the 13 ANSI points on the screen.</p> <p>If RGB is selected, dedicated text fields for entering the values for red, green and blue (0...255) are displayed.</p>
Freeze Picture	<p>Enabled/Disabled;</p> <p>If enabled, the screen content remains unchanged.</p>
Color Wheel Index Delay	<p>Sets/indicates the respective color wheel index delay. This value is specific for a color wheel and listed on the specification of the color wheel included in the package.</p>
Auto Save	<p>Enabled/Disabled;</p> <p>Enables/disables the regularly saving procedure. If disabled, the projector only stores back a very small subset of the available data, a fast procedure which is hardly noticed. However, changes of parameters like color coordinates will not be stored regularly. To store them, the <b>Save Settings Now</b> command has to be given.</p>
Auto Save Interval (sec)	<p>Numeric value</p> <p>if Auto Save is enabled, the saving procedure runs regularly in the defined time interval.</p>
Save Settings Now	<p>This command saves the entire set of available data.</p> <p>Use this command in case Auto Save is disabled or if the Auto Save Interval is quite big and need to be sure that all data is stored at a certain moment</p>
Restore Defaults	<p>This command restores the factory settings of the illumination unit and of the projection unit. After restoring defaults, the projector reboots.</p>

### 4.10.1 Logging


To see this page privileges as service or higher are required.

This page shows the content of the log file of the projector. The link **Download Archive** displays the standard Windows Dialog **File Download** to save the compressed log file **iface.log.tar.gz**.

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Logging

Web GUI Logfile

Download Archive

```

1970-01-01 00:01:43 [WARN ] Reading wall ID failed: Client/Server commu
1970-01-01 00:01:43 [WARN ] Reading wall size failed: Client/Server commu
1970-01-01 00:01:43 [WARN ] Reading wall position failed: Client/Server c
1970-01-01 00:01:43 [WARN ] Reading operation state failed: Client/Server
1970-01-01 00:01:55 [WARN ] Reading wall ID failed: Client/Server communi
1970-01-01 00:01:55 [WARN ] Reading wall size failed: Client/Server commu
1970-01-01 00:01:55 [WARN ] Reading wall position failed: Client/Server c
1970-01-01 00:01:55 [WARN ] Reading operation state failed: Client/Server
1970-01-01 00:02:01 [WARN ] Reading wall ID failed: Client/Server communi
1970-01-01 00:02:01 [WARN ] Reading wall size failed: Client/Server commu
1970-01-01 00:02:01 [WARN ] Reading wall position failed: Client/Server c
1970-01-01 00:02:01 [WARN ] Reading operation state failed: Client/Server
1970-01-01 00:02:01 [WARN ] Reading wall ID failed: Client/Server communi
1970-01-01 00:02:01 [WARN ] Reading wall size failed: Client/Server commu
1970-01-01 00:02:01 [WARN ] Reading wall position failed: Client/Server c
1970-01-01 00:02:01 [WARN ] Reading operation state failed: Client/Server
1970-01-01 00:02:02 [WARN ] Reading wall position failed: Client/Server c
1970-01-01 00:02:02 [WARN ] Reading model name failed: Client/Server comm
1970-01-01 00:02:02 [WARN ] Reading PU serial number failed: Client/Serve
1970-01-01 00:02:02 [WARN ] Reading firmware version failed: Client/Serve
1970-01-01 00:02:02 [WARN ] Reading build info failed: Client/Server comm
1970-01-01 00:02:02 [WARN ] Reading auto startup enabling failed: Client/
1970-01-01 00:02:02 [ERROR] Reading operation state failed: Client/Server
1970-01-01 00:02:13 [WARN ] Reading wall ID failed: Client/Server communi
1970-01-01 00:02:13 [WARN ] Reading wall size failed: Client/Server commu

```

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## 4.11 Commandline

To see this page privileges as expert or higher are required.


This page is only available in expert mode and allows sending commands via command line.

Type the command into the input field. Click the **Enter** button to send the command to the projection system.

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Command Line

```
[tux@barco /srv/cgi-bin]#
```

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## 5 Troubleshooting



## 5.1 Hot Line

Feel free to contact us if you have any further questions!

- **BARCO N.V. Projection Systems - Europe**  
Noordlaan 5, B-8520 Kuurne  
Phone: +32-56-368-282, Fax: +32-56-368-251  
E-mail: [support.controlrooms@barco.com](mailto:support.controlrooms@barco.com), Web: [www.barcocontrolrooms.com](http://www.barcocontrolrooms.com)

## 6 Glossary of Terms

### **Auto**

Associated with input configuration: The incoming signal is entirely displayed on the projection module.

### **1x2-XGA**

Associated with input configuration: The incoming signal has a timing of 1024x1536 pixels (2x XGA) and is displayed on two stacked projection modules, the upper one displaying one the first half of the signal, the lower one the second half of the signal.

### **Custom**

Associated with input configuration: The incoming signal is displayed on a group of projection modules, each member of the group displays a portion of the signal. The respective portion is calculated and sized according the size of the group (display area) and the position of the projection module within this group.

### **Auto preference**

In this mode the source connected to the selected input will always have highest priority and be displayed whenever possible. In case the signal fails, the system automatically switches to the other source. As soon as the source connected to the selected input is available again the system switches back to it!

In case there is no valid source neither on channel 1 nor on channel 2 the background as selected on the projector page will be displayed.

### **Auto switch**

Associated with input selection mode: As long as the source connected to the selected input is available, it also has priority. As soon as it is no longer available, the system switches to the source connected to the other input and also accordingly switches the selected input! Even if the source connected to the previously selected input will be available again, it will not be switched to unless the other source fails.

### **Cold standby**

Operating mode of the dual lamp system in OverView D2 where only the lamp which illuminates the optics is on (active lamp). The backup lamp is off and gets only ignited if an error occurs with the active lamp or if it is manually selected to become the active lamp.

### **DHCP**

DHCP (Dynamic Host Configuration Protocol) is a communications protocol that lets network administrators centrally manage and automate the assignment of Internet Protocol (IP) addresses in an organization's network. Using the Internet Protocol, each machine that can connect to the Internet needs a unique IP address, which is assigned when an Internet connection is created for a specific computer. Without DHCP, the IP address must be entered manually at each computer in an organization and a new IP address must be entered each time a computer moves to a new location on the network. DHCP lets a network administrator supervise and distribute IP addresses from a central point and automatically sends a new IP address when a computer is plugged into a different place in the network.

## **Ethernet**

Ethernet is a standard for connecting computers into a local area network (LAN). The most common form of Ethernet is called 10BaseT, which denotes a peak transmission speed of 10 mbps using copper twisted-pair cable.

## **Hot standby**

Operating mode of the dual lamp system in OverView D2 where both lamps are simultaneously on. On lamp illuminates the optics. This lamp is called the active lamp. The other lamp is the backup lamp which is immediately switched into the light path if the an error occurs with the active lamp.

## **Hub**

In data communications, a hub is a place of convergence where data arrives from one or more directions and is forwarded out in one or more other directions. A hub usually includes a switch of some kind. (And a product that is called a "switch" could usually be considered a hub as well.) The distinction seems to be that the hub is the place where data comes together and the switch is what determines how and where data is forwarded from the place where data comes together.

## **IP Address**

Internet protocol address

This address is a unique string of numbers that identifies a computer on the Internet. These numbers are usually shown in groups separated by periods, like this: 123.123.23.2. All resources on the Internet must have an IP address--or else they're not on the Internet at all.

## **LAN**

An acronym for Local Area Network, LAN refers to a local network that connects computers located on the same floor or in the same building or nearby buildings.

## **MAC address**

(Media Access Control)

One of the two addresses every networked computer has (the other being an IP address), a Media Access Control address is a unique 48-bit identifier usually written as 12 hexadecimal characters grouped in pairs (e. g., 00-00-0c-34-11-4e). This address is usually hard-coded into a Network Interface Card (NIC) by its manufacturer, and does not change. It is the physical address of a data device, and is used as an aid for routers trying to locate machines on large networks

## **Manual**

Associated with input selection mode: In case the source on the selected input fails, the background as selected on the projector page will be displayed, no matter if there is a signal on the other channel.

Associated with input selection mode: In this operating mode, the behavior is the same as with one DVI input only, except that there is the possibility to connect two sources and select alternatively one them without the need of re-cabling.

## **NIC**

A network interface card (NIC) is a computer circuit board or card that is installed in a computer so that it can be connected to a network. Personal computers and workstations on a local area network (LAN) typically contain a network interface card specifically designed for the LAN transmission technology, such as Ethernet or Token Ring. Network interface cards provide a dedicated, full-time connection to a network. Most home and portable computers connect to the Internet through as-needed dial-up connection. The modem provides the connection interface to the Internet service provider.

## **Subnet Mask**

A subnet mask is a method of hiding or "masking" the network address portion of an IP address. It does so by assigning a value of 1 to every digit in the network address portion of the binary IP address. These masked digits are not permitted to change when assigning IP addresses to local hosts, or machines on the local network.

## **Switch**

On an Ethernet local area network (LAN), a switch determines from the physical device (Media Access Control or MAC) address in each incoming message frame which output port to forward it to and out of. In a wide area packet-switched network such as the Internet, a switch determines from the IP address in each packet which output port to use for the next part of its trip to the intended destination.

## **TCP/IP**

TCP/IP stands for Transmission Control Protocol/Internet Protocol, the language governing communications between all computers on the Internet. TCP/IP is a set of instructions that dictates how packets of information are sent across multiple networks. It also includes a built-in error-checking capability to ensure that data packets arrive at their final destination in the proper order.