About This Document
Follow the instructions in this manual carefully to ensure safe and long-lasting use of the projector.

Symbols used in this manual
Many pages in this document have a dedicated area for notes. The information in that area is accompanied by the following symbols:

⚠️ WARNING: this symbol indicates that there is a danger of physical injury to yourself and/or damage to the equipment unless the instructions are closely followed.

⚡️ ELECTRICAL WARNING: this symbol indicates that there is a danger of electrical shock unless the instructions are closely followed.

⚠️ LASER WARNING: this symbol indicates that there is a potential hazard of eye exposure to laser radiation unless the instructions are closely followed.

🚀 NOTE: this symbol indicates that there is some important information that you should read.

Product revision
Because we at Digital Projection continually strive to improve our products, we may change specifications and designs, and add new features without prior notice.

Legal notice
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Laser Information

Caution - use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.
Introduction

Congratulations on your purchase of this Digital Projection product.

Your projector has the following key features:

- 4K resolution up to 60 fps via single DisplayPort input.
- Dual Pipe input capability (2 x DisplayPort 1.2).
- Full 4K 3D display capability.
- Scaling of HDMI 1.4 formats to 4K resolution.
- 3G-SDI.
- Blanking control for custom input window sizing.
- Control via LAN and RS232.
- Motorised lens mount.

A serial number is located on the product label. Record it here:
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Connecting The Power Supply

When the projector is viewed from the back, the **AC mains inlet** 1 is located on the right hand side, toward the rear.

Make sure the **power switch** 2 above the inlet is in the OFF position, then push the mains connector in firmly.

---

**Notes**

- Use only the power cable provided.
- Ensure that the power outlet includes a ground connection as this equipment MUST be earthed.
- Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.
Projector Overview

Front and rear views

1. Air inlet and filter
2. SYSTEM status indicator
   When the projector is operating normally, this indicator lights green or orange. If an error occurs, the light becomes red. Depending on the scenario, the light can be steady or flashing.
3. LIGHT status indicator
   Turns on when the light source is switched on.
4. Lens
5. Air outlet
6. Air inlet and filter
7. Air outlet
8. Power switch and power connection
9. Control panel with LED screen
10. Connections
11. Adjustable feet
Control panel

1. LCD display
2. KEY LOCK button (with indicator)
3. Arrow buttons
4. MENU button
5. ENTER button
6. not used in this configuration (except for entering alphanumeric values)
7. LIGHT button
8. not used in this configuration
9. POWER button (with indicator)
10. EXIT button
11. DOUSER button (with indicator)
12. LIGHT ON / OFF button (with indicator)
13. not used in this configuration
14. Preset buttons 1 to 8 (with indicators)

Notes

See Entering alphanumeric values in the Operating Guide.
Control panel button indicators

1. **KEY LOCK**
   - **Behavior**
   - **Meaning**
     - Off: Key lock is inactive.
     - On: Key lock is activated.

2. **POWER ON / OFF**
   - **Behavior**
   - **Meaning**
     - Off: The projector is switched off from the power supply or in STANDBY mode.
     - Flashing green: The projector is warming up (preparing to switch ON) or cooling down (preparing to switch OFF).
     - Steady green: The projector is switched on.

3. **DOUSER ON / OFF**
   - **Behavior**
   - **Meaning**
     - Off: The douser is opened.
     - Steady green: The douser is closed.

4. **LIGHT ON / OFF**
   - **Behavior**
   - **Meaning**
     - Off: The light source is switched off.
     - Steady green: The light source is switched on.

5. **Presets**
   - **Behavior**
   - **Meaning**
     - Off: The title is not assigned to the projector.
     - Steady white: The title is assigned to the projector but is not currently in use.
     - Steady green: The title is assigned to the projector and is currently in use.
Status indicators

1. LIGHT status indicator
   - Behavior:
     - Off: The light source is switched off.
     - On: The light source is switched on.

2. SYSTEM status indicator
   - Behavior:
     - Off: The projector is switched off.
     - Flashing green: The projector is warming up. The douser is closed and the light source is off.
     - Steady green: The projector is switched on.
     - Flashing amber: The projector is cooling down.
     - Steady amber: The projector is in standby.
     - Flashing red: Error, projection cannot continue. Check LCD screen for error message.
     - Flashing red, with buzzer: Error with safety implications. Projection cannot continue. Check LCD screen for error message.
     - Steady red: Nonfatal error, projection may continue. Check LCD screen for error message.
Positioning The Screen And Projector

Installation should be carried out by authorised personnel only.

1. Install the screen, ensuring that it is in the best position for viewing by your audience.
2. Mount the projector, ensuring that it is at a suitable distance from the screen for the image to fill the screen. Set the adjustable feet so that the projector is level, and perpendicular to the screen.

The drawing below shows the bottom of the projector. The positions of the feet for table mounting, and the fixing holes for ceiling mounting are clearly visible. The illustration also shows the positions of the four handles which facilitate safe carriage.

1. Four adjustable feet
2. Six M6 holes for ceiling mount (set A)
   The screws should not penetrate more than 15 mm into the body of the projector.
3. Handles for safe carriage
4. Six M6 holes for ceiling mount (set B)
   The screws should not penetrate more than 15 mm into the body of the projector.

---

Notes

⚠️ Always allow the projector to cool for 5 minutes before disconnecting the power or moving the projector.

⚠️ Ensure that there is at least 30 cm (12 in) of space between the ventilation outlets and any wall, and 10 cm (4 in) on all other sides.

⚠️ Projectors are not designed to be stacked on top of each other unless a rigging frame is used.
**Tilting restrictions**

The projector can be operated in numerous positions.

The only non-workable angles are:

- Upright mode with lens pointing upward.
- Portrait mode with inputs facing downward.

The diagram below illustrates both positions showing **non-workable angles** 1 and **workable angles** 2:

**Notes**

Portrait mode installation requires fitting a safety guard underneath the projector (as shown in the illustration below). Unauthorised personnel should not attempt to carry out portrait mode installation. Please contact Digital Projection or a dealer if you wish to use the projector in portrait mode.
Fitting The Lens

1. Insert the lens into the mount. Engage the three locating studs 1 into the corresponding slots 2 on the mount.

2. Rotate the lens clockwise until the studs slide all the way into the slots.

3. Tighten the two fixing screws 3 on the lens collar.

Notes
This procedure applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G in the Reference Guide.

Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.

When changing the lens, avoid using excessive force as this may damage the equipment.

Take care to preserve the original lens packaging and protective caps for future use.

The projector will not power on without the lens fitted.

Before turning on the projector, please ensure the protective caps are removed from the front and rear of the lens.

The two fixing screws must be tightened to at least a torque of 0.5 N-m using a screwdriver. Loose screws might lead to the lens falling off.

When a new lens is fitted, a calibration procedure must be carried out. For more information, see Calibrating zoom and focus further in this guide.
Cleaning And Replacing The Filters

**Rear filters**

1. Loosen the two **knobs** holding the filter cover by turning them counterclockwise. Use a Phillips screwdriver if necessary.

2. Tilt the filter cover to open it.

3. Remove the filters. Grasp the top and bottom or left and right ends of each air filter and remove it by pulling toward you.

**Notes**

- The knobs are captive on the removable cover.
- Before changing the filters, always make sure the projector is switched off and fully disconnected from its power supply.
- When changing the filters, avoid using excessive force as this may damage the equipment.
- Filters should be replaced when new light sources are fitted, or as necessary upon visual inspection and in accordance with operating environment.
4. If you are replacing the filters, skip this step.
   To clean the filters, use a vacuum cleaner brush attachment to vacuum away dust from the air filters. Avoid making direct contact without an attachment or using a nozzle attachment.

5. Mount the air filters to the projector. Look for an arrow (AIR FLOW↑) indicating the installation direction on the side of the air filter. Point the arrow towards the projector.

6. Close the filter cover.

7. Tighten the knobs clockwise to secure the cover.

**Notes**

- Before changing the filters, always make sure the projector is switched off and fully disconnected from its power supply.
- When changing the filters, avoid using excessive force as this may damage the equipment.
- Filters should be replaced when new light sources are fitted, or as necessary upon visual inspection and in accordance with operating environment.
Front filter

1. Loosen the two captive screws on the filter cover and remove the cover.

2. Remove the air filter.

3. If you are replacing the filter, skip this step.
   To clean the filter, use a vacuum cleaner brush attachment to vacuum away dust from the air filter. Avoid making direct contact without an attachment or using a nozzle attachment.

Notes

⚠️ Before changing the filters, always make sure the projector is switched off and fully disconnected from its power supply.

⚠️ When changing the filters, avoid using excessive force as this may damage the equipment.

Filters should be replaced when new light sources are fitted, or as necessary upon visual inspection and in accordance with operating environment.
4. Mount the air filter to the projector.
   Look for an arrow indicating the installation direction on the side of the air filter. Point the arrow towards the projector.

5. Mount the filter cover to the projector. Tighten the two captive screws to secure the cover.

**Notes**

- Before changing the filters, always make sure the projector is switched off and fully disconnected from its power supply.

- When changing the filters, avoid using excessive force as this may damage the equipment.

- Filters should be replaced when new light sources are fitted, or as necessary upon visual inspection and in accordance with operating environment.
**Reset the air filter usage time**

1. Turn on the projector.
2. Open the menu and go to **Configuration > Reset**.
   
   **Filter Usage** resets the filter usage time.

---

**Notes**

Filters should be replaced when new light sources are fitted, or as necessary upon visual inspection and in accordance with operating environment.
**Operating The Projector**

**Switching the projector on**

1. Make sure the **power switch** above the AC mains inlet is in the OFF position. Connect the power cable between the mains supply and the projector, then turn the power switch on.

   The **SYSTEM** status indicator lights a steady amber to show that the projector is now in STANDBY mode.

2. *(optional step)* If no button is pressed within 30 seconds of the projector entering STANDBY mode, the control panel becomes locked.

   To unlock the control panel, press and hold the **KEY LOCK** button for one second or longer.

3. To switch from STANDBY to ON mode, press and hold the **POWER** button for three seconds or longer.

   During the startup process, the **SYSTEM** status indicator flashes green. When the projector is fully switched on, the **SYSTEM** status indicator lights a steady green.

---

**Notes**

- See also **Connecting The Power Supply** earlier in this guide.
- Do not turn off the projector from the power switch or disconnect the power cord while the projector is working or cooling down.
- Use only the power cable provided.
- Ensure that the power outlet includes a ground connection as this equipment MUST be earthed.
- Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.
Switching the projector off

1. Press and hold the POWER button for three seconds or longer.

   The light source switches off and the projector begins cooling down. During the cooling down process, the SYSTEM status indicator flashes amber. The fan continues to work and a message is displayed on the LCD screen to show that the projector is still not switched off.

   When the fan switches off, the SYSTEM status indicator lights a steady amber to indicate that the projector is now in STANDBY mode.

2. To switch the projector off completely, turn the power switch OFF.

Notes

⚠️ Do not turn off the projector from the power switch or disconnect the power cord while the projector is working or cooling down.

⚠️ Use only the power cable provided.

⚠️ Ensure that the power outlet includes a ground connection as this equipment MUST be earthed.

⚠️ Handle the power cable carefully and avoid sharp bends. Do not use a damaged power cable.
Selecting a title or test pattern

The projector arrives with titles and test patterns already configured. If you need to change the configuration, contact your dealer.

Selecting a title

Connect the title you wish to display and switch on the input source, then switch on the projector. If necessary, unlock the keypad.

If the title is assigned a shortcut, press the shortcut button and the projector will begin displaying the title.

If there is no shortcut assigned to the title:
1. Press the MENU button.
2. Press the LEFT or RIGHT button to cycle through the list of menus until Title Select appears on the LCD screen. The list of menus is as follows:
   • Title Select
   • Configuration
   • (Title Setup)
   • Information
   • ...
3. When Title Select is displayed, press DOWN.
4. Press LEFT or RIGHT to go through the list of available titles until you reach the title you wish to display.
5. Press ENTER to confirm your choice. The projector begins displaying the title. An asterisk mark (*) appears on the LCD screen to indicate the current selection.

Notes

For detailed information about switching on the projector and unlocking the keypad, see Switching the projector on earlier in this guide.

Menus and menu items displayed in parentheses can only be accessed by service personnel.
**Selecting a test pattern**

Switch on the projector and, if necessary, unlock the keypad.

If the test pattern is assigned a shortcut, press the shortcut button and the projector will begin displaying the test pattern.

If there is no shortcut assigned to the test pattern:

1. Press the **MENU** button.
2. Press the **LEFT** or **RIGHT** button to cycle through the list of menus until **Title Select** appears on the LCD screen. The list of menus is as follows:
   - Title Select
   - Configuration
   - (Title Setup)
   - Information
   - ...
3. When **Title Select** is displayed, press **DOWN**.
4. Press **LEFT** or **RIGHT** until **Title Select** is set to **TEST Pattern**.
5. Press **DOWN** again, then press **LEFT** or **RIGHT** to cycle through the list of test patterns.
6. When you have arrived at the test pattern you wish to display, press **ENTER** to confirm your choice. The projector begins displaying the test pattern. An asterisk mark (*) appears on the LCD screen to indicate the current selection.

To cancel test pattern display, cycle through the list again and select OFF, then press **ENTER** to confirm your choice.

---

**Notes**

For detailed information about switching on the projector and unlocking the keypad, see **Switching the projector on earlier in this guide**.
Adjusting the lens

1. Press **MENU**.

2. Press the **LEFT** or **RIGHT** button to cycle through the list of menus until **Configuration** appears on the LCD screen. The list of menus is as follows:
   - Title Select
   - Configuration
   - (Title Setup)
   - Information
   - ...

3. Press **DOWN** to enter the **Configuration** menu, then press the **LEFT** or **RIGHT** button to cycle through configuration submenus until you reach **Lens Control**.

   Lens controls are accessed in two modes - **Lens Position** and **Focus Zoom**. Press **ENTER** to switch between the two modes.
   - In **Lens Position** mode, use the arrow buttons to shift the lens in the desired direction.
   - In **Focus Zoom** mode, use:
     - **UP** and **DOWN** to change the focus,
     - **LEFT** and **RIGHT** to change the zoom.
Adjusting the brightness

1. Press **MENU**.

2. Press the LEFT or RIGHT button to cycle through the list of menus until Configuration appears on the LCD screen. The list of menus is as follows:
   - Title Select
   - Configuration
   - (Title Setup)
   - Information
   - ...

3. Press DOWN to enter the Configuration menu, then press the LEFT or RIGHT button to cycle through configuration submenus until you reach Light Setup.

4. Use the LEFT and RIGHT arrow buttons to adjust the brightness.

![Light Setup Adjust](image)
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INSIGHT 4K Laser Series
High Brightness Digital Video Projector

CONNECTION GUIDE
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**Signal Inputs**

**Main connections panel**
The following inputs are available on the main connections panel:

1. HDMI 1  
   HDMI 1.4
2. HDMI 2  
   HDMI 1.4
3. DisplayPort 1
4. DisplayPort 2

**Notes**
### 3D Sync

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   | Sync input signal  
   | Connect the 3D sync from your graphics card or server. |
| 2 | 3D Sync Out  
   | Sync output signal  
   | Connect this to your IR emitter or ZScreen. |

### Main connections panel

**Notes**
Indicators on the main connections panel

1. 3D Sync In / Out
   These indicators light solid green if 3D sync is present.

2. HDMI 1 / HDMI 2 / DisplayPort 1 / DisplayPort 2
   Each of these indicators lights a solid green color if the adjacent input is in use. If the input is selected but the source is not present, the indicator flashes green.

3. Option A
   If an input on Option A board is in use, this indicator lights a solid green color. If an input on Option A board is selected but the source is not present, the indicator flashes green.

4. Option B
   This indicator is not used.

5. Power
   This indicator lights a solid green color if the projector is switched on.

6. Health
   This indicator flashes amber, then green, during boot up. When the projector is switched on and fully functional, the indicator lights solid green.
Option board

The option board can be installed in addition to the main board. It is not part of the default hardware configuration.

The following additional inputs can be made available if the option board is installed:

1. 3G-SDI A
   3G-SDI

2. 3G-SDI B
   3G-SDI

3. 3G-SDI C
   3G-SDI

4. 3G-SDI D
   3G-SDI

5. DVI A
   DVI-D

6. DVI B
   DVI-D

The SDI inputs can be used for both 3G-SDI and HD-SDI.

The four SDI inputs can be used separately with a 2K or 1080p image, which the projector will scale to 4K, or simultaneously, to project an image from a full 4K source.

The two DVI inputs can be used simultaneously as well, to display native 4K resolution.
**EDID on the DVI, HDMI and DisplayPort inputs**

If you are using a computer DVI card or another source that obeys the EDID protocol, the source will automatically configure itself to suit the projector.

Otherwise please refer to the documentation supplied with the source to manually set the resolution to the DMD™ resolution of the projector or the nearest suitable setting. Switch off the source, connect to the projector, then switch the source back on again.

**Using HDMI/DVI/DisplayPort switchers with the projector**

When using an HDMI/DVI/DisplayPort source switcher with the projector, it is important to set the switcher so that it passes the projector EDID through to the source devices. If this is not done, the projector may not be able to lock to the source or display the source correctly as its video output timings may not be compatible with those of the projector. Sometimes this is called transparent, pass-through or clone mode. See your switcher’s manual for information on how to set this mode.

Additionally, sources which use HDCP encryption may not display properly when connected to the projector via a switcher. Refer to the switcher’s manual for more information.

The EDIDs in the switcher should be the same as the one in the projector.
Control Connections

1. **PC control terminal (RS-232)**
   Use this terminal when controlling the projector in serial connection from a PC.

2. **LAN port (LAN)**
   Use this port when controlling the projector in LAN connection from a PC.
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High Brightness Digital Video Projector

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  - Version ........................................................................................... 40
  - IP Address ..................................................................................... 41
  - Setup Date ..................................................................................... 41
  - Option Status ................................................................................ 41
Using The Control Panel

LCD display overview

**In STANDBY mode**
When the projector is in STANDBY mode, the following is displayed on the LCD screen.

```
Standby
Light Off
```

**In operation**
When the projector is in operation, the following is displayed on the LCD screen.

```
Light   100H
  80%
Title   292-A
```

1. Hours of light source use
2. Light source output (brightness)
3. Selected title
4. Selected video input port
When showing menus

Typically the LCD display shows information on four lines:

1. Menu name
2. Submenu or setting name
3. An asterisk indicates the value shown below is the currently assigned value
4. Value of the setting

Notes

- Title Select
- TEST Pattern
- Alignment
- Alignment (asterisk)
Locking and unlocking the control panel

Depending on the Auto Key Lock setting, the control panel may automatically lock itself following a period of inactivity.

When the control panel is locked, the **KEY LOCK indicator** lights amber.

To lock or unlock the control panel, press and hold the **KEY LOCK** button for one second or longer.
Working with menus

- To access the projector menus, press **MENU**.
- Navigate with the arrow buttons:
  - Press the **UP** button to go above the current menu level.
  - Press the **DOWN** button to go below the current menu level.
  - When more items are available at the current level, go through the list using the **LEFT** and **RIGHT** arrow buttons.
- To select an item, navigate to the item and press **ENTER**.
- To return to the higher level, press **EXIT**.

Entering alphanumeric values

Alphanumeric values are sometimes required, for example when writing the log file to an external memory location via USB.

To enter an alphanumeric character, use the eight preset buttons, **LIGHT** and **IMB**. Each button produces multiple characters. Pressing the button repeatedly cycles through the characters as shown in the table below.

<table>
<thead>
<tr>
<th>Button</th>
<th>Character</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>A → B → C → 1 → a → b → c → ! ...</td>
</tr>
<tr>
<td>2</td>
<td>D → E → F → 2 → d → e → f → &quot; ...</td>
</tr>
<tr>
<td>3</td>
<td>G → H → I → 3 → g → h → i → # ...</td>
</tr>
<tr>
<td>4</td>
<td>J → K → L → 4 → j → k → l → $ ...</td>
</tr>
<tr>
<td>5</td>
<td>M → N → O → 5 → m → n → o → % ...</td>
</tr>
<tr>
<td>6</td>
<td>P → Q → R → 6 → p → q → r → &amp; ...</td>
</tr>
<tr>
<td>7</td>
<td>S → T → U → 7 → s → t → u → ’ ...</td>
</tr>
<tr>
<td>8</td>
<td>V → W → X → 8 → v → w → x → ( ...</td>
</tr>
<tr>
<td>LIGHT</td>
<td>Y → Z → / → 9 → y → z → ? → ) ...</td>
</tr>
<tr>
<td>IMB</td>
<td>* → , → . → 0 → ; → : → + → - ...</td>
</tr>
</tbody>
</table>

Advance to the next position using **RIGHT**. Return to the previous position using **LEFT**. Delete the current character value with **DOWN**.
Title Select menu
Use this menu to select a title to be projected.
The projector contains a list of up to 100 registered titles. Use this menu to select a title from the list.

To select a title:
1. Open the menu. The Title Select menu appears by default.
2. Press DOWN to access the list of available titles.
3. Navigate through the list using the LEFT and RIGHT arrow buttons.
4. Press ENTER to select a title.

Provided the selected title is connected to a signal, the projection should begin immediately.

Selecting a test pattern
1. Navigate to the TEST Pattern title on the list.
2. Press DOWN to access the list of test patterns.
3. Press ENTER to select a test pattern.

The selected test pattern should appear on the screen immediately.

Notes
If the title you want to display is assigned a preset button, you can skip the procedure on this page by simply pressing the preset button.

Up to 16 presets can be assigned on the projector. Presets 1 to 8 are recalled by pressing the corresponding preset button. To recall preset 9 to 16, press and hold the UP arrow button, then press the corresponding number button. If, for example, the preset you wish to recall is 9, the corresponding keypad combination is UP + 1. For preset 10, the combination is UP + 2, etc.
**Configuration menu**
Press **DOWN** to access various projector settings.

**Light Setup**
Use this menu to adjust the light output.

**Lens Control**
Lens controls are accessed in two modes - **Lens Position** and **Focus Zoom**. Press **ENTER** to switch between the two modes.

- In **Lens Position** mode, use the arrow buttons to shift the lens in the desired direction.

- In **Focus Zoom** mode, use:
  - **UP** and **DOWN** to change the focus,
  - **LEFT** and **RIGHT** to change the zoom.

**Reset**
This is used to reset the air filter usage time.
Press the ENTER button, then select **Yes** in the displayed confirmation screen, and then press the ENTER button to reset the air filter usage time.
### Information menu
Displays information relating to the light source, the usage time of the projector, the version information and error codes.

#### Light Output
Displays the value of the Light Output setting as percentage of the maximum light source output.

#### Preset Button
Shows the titles assigned to the sixteen presets stored in the projector’s memory.

#### Usage
Displays information related to the projector usage, such as the usage time of the projector, light source, air filters, and fan, and information about the light source replacement cycle.

<table>
<thead>
<tr>
<th><strong>Projector</strong></th>
<th>Displays the usage time of the projector.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Filter</strong></td>
<td>Displays the usage time of the air filters.</td>
</tr>
<tr>
<td><strong>Filter Cleaning</strong></td>
<td>Displays the time elapsed since the previous filter cleaning.</td>
</tr>
<tr>
<td><strong>Fan</strong></td>
<td>Displays the usage time of the fan.</td>
</tr>
<tr>
<td><strong>Light</strong></td>
<td>Display of the usage time of the light source and the value that is displayed is the amount of usage time remaining (approximate).</td>
</tr>
<tr>
<td><strong>Light Strike</strong></td>
<td>Displays the number of times the light source has been turned on.</td>
</tr>
<tr>
<td><strong>Phosphor</strong></td>
<td>Display of the usage time of the phosphor and the value that is displayed is the amount of usage time remaining (approximate).</td>
</tr>
<tr>
<td><strong>Diffuser</strong></td>
<td>Display of the usage time of the diffuser and the value that is displayed is the amount of usage time remaining (approximate).</td>
</tr>
<tr>
<td><strong>LCS</strong></td>
<td>Display of the usage time of LCS (Liquid Cooling System) and the value that is displayed is the amount of usage time remaining (approximate).</td>
</tr>
<tr>
<td><strong>Douser Count</strong></td>
<td>Displays the number of times the douser has been used.</td>
</tr>
</tbody>
</table>

#### Error Code
Displays the error code when an error occurs.

When multiple errors occur, you can display them by pressing the LEFT/RIGHT buttons.

### Notes
The remaining amount displayed in Light/Phosphor/Laser/LCS is calculated from the current usage time with the unused state as 100% and time to replace as 0%.
### Version
Displays version information about the projector, optional boards, and IMB

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>System</td>
<td>Displays the version information of the projector.</td>
</tr>
<tr>
<td>BIOS</td>
<td>Displays the BIOS version of the projector.</td>
</tr>
<tr>
<td>Firmware</td>
<td>Displays the firmware version of the projector.</td>
</tr>
<tr>
<td>Data</td>
<td>Displays the data version of the projector.</td>
</tr>
<tr>
<td>Serial No.</td>
<td>Displays the serial number of the projector.</td>
</tr>
<tr>
<td>Model</td>
<td>Displays the model name of the projector.</td>
</tr>
</tbody>
</table>

### SIB
Displays the model name and version information about the signal input board (SIB). When the projector is in standby mode, the version information displays "---".

### IMB
This item is not available in the current configuration.

### Slave
Displays the slave firmware version of the projector.

### Laser
Displays the laser light source firmware version of the projector.
**IP Address**
Displays the IP address set up in the projector.

**Setup Date**
Displays the date when the projector was set up (the starting date of the warranty period).

**Option Status**
Displays the link status of the device mounted in slot A (media block, signal input board) on the projector. The device name is displayed in ( ) when the projector is in standby or when connection to the device cannot be confirmed.

<table>
<thead>
<tr>
<th>B</th>
<th>Not Available: Slot B is not available in this projector.</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Displays the link status of the device in slot A.</td>
</tr>
<tr>
<td></td>
<td>• NC-80DS: Signal input board (NC-80DS01-B)</td>
</tr>
<tr>
<td></td>
<td>• No Board: No device mounted</td>
</tr>
</tbody>
</table>

**Notes**

The projector has a default IP address. Access the IP Address page to connect the IP address of the projector to your network. You can later change the IP address using a special software application.
This page is intentionally left blank.
The DMD™

A DMD™ (Digital Micromirror Device™) is a true digital light modulator which utilises an array of approximately 8.8 million moving aluminium mirrors, with each one representing a pixel in the final projected image. The outermost micromirrors in the array remain inactive (pond of mirrors) and are not used in constructing the image.

1 Casing
2 Light shield
3 Pond of mirrors
4 Array

Each mirror element is suspended over address electrodes by a torsion hinge between two posts.

1 Support posts
2 Mirror element
3 Torsion hinges
4 Offset address electrode
Depending on the voltage polarity applied, each mirror will either tilt to the left to produce a bright pixel or to the right for a dark pixel. When light is applied to the complete DMD™, only the light redirected from a mirror tilting to the left is projected.

The projector optically filters white light from the illumination module into its constituent red, green and blue. Each color illuminates a separate DMD™ whose modulated output is then recombined with the other two to form the projected full color image.
Choosing A Lens

A number of lenses are available. Which lens you choose depends on the screen size, image aspect ratio, throw distance and light output.

The following table shows all available lenses in order of their throw ratios:

<table>
<thead>
<tr>
<th>Throw ratios</th>
<th>Lens extension (±2%)</th>
<th>Throw distance range</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.93 : 1 fixed lens</td>
<td>272 mm (10.7 in)</td>
<td>0.5 m - 40 m (1.6 ft - 130 ft)</td>
</tr>
</tbody>
</table>
| 1.13 - 1.72 : 1 zoom lens | 240 mm (9.4 in) | 2.5 m - 40+ m (8.2 ft - 130+ ft) at 1.13:1  
                            |                                      | 0.5 m - 40+ m (1.6 ft - 130+ ft) at 1.72:1            |
| 1.65 - 2.60 : 1 zoom lens | 210 mm (8.3 in)    | 3.5 m - 40+ m (11.5 ft - 130+ ft) at 1.65:1           
                            |                                      | 1.0 m - 40+ m (3.3 ft - 130+ ft) at 2.60:1          |
| 2.53 - 4.98 : 1 zoom lens | 210 mm (8.3 in)    | 1.5 m - 40+ m (4.9 ft - 130+ ft) at 2.53:1           
                            |                                      | 4.5 m - 40+ m (14.8 ft - 130+ ft) at 4.98:1         |

To choose a lens, either calculate the throw ratio required, or use the lens charts provided at the end of this guide.

Notes

- The information on this page applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G at the end of this document.
- INSIGHT 4K zoom lenses are capable of covering throw distances greater than forty metres.
- The minimum throw of the zoom lenses changes depending on the throw ratio used.
- For information about individual lens part numbers, see Appendix A at the end of this document.
- To choose a lens using lens charts, go to Appendix B at the end of this document.
Fitting the image to the DMD™
The projector supports 4K and Ultra HD formats and is able to achieve 2K and 1080p via frame doubling.
2K and frame doubled 1080p will not utilize the full width of the DMD™, resulting in pillarboxing, as shown in the illustration.

- true 4K (also pixel doubled 2K) = 4096 pixels
- UHD (also pixel doubled 1080p) = 3840 pixels
- true 4K, UHD (also pixel doubled 2K, 1080p) = 2160 pixels
**Diagonal screen sizes**

Screen sizes are sometimes specified by their diagonal size (D). When dealing with large screens and projection distances at different aspect ratios, it is more convenient to measure screen width (W) and height (H).

The example calculations below show how to convert diagonal sizes into width and height, at various aspect ratios.

**TRUE 4K (approximately 1.9 : 1)**

\[
\begin{align*}
W &= D \times 0.88 \\
H &= D \times 0.47
\end{align*}
\]

**UHD (approximately 1.78 : 1)**

\[
\begin{align*}
W &= D \times 0.87 \\
H &= D \times 0.49
\end{align*}
\]
**Fitting the image to the screen**

It is important that your screen is of sufficient height and width to display images at all the aspect ratios you are planning to use.

Use the conversion chart to check that you are able to display the full image on your screen. If you have insufficient height or width, you will have to reduce the overall image size in order to display the full image on your screen.

1. **4K / 2K (1.9:1)**
   \[W = H \times 1.9, \quad H = W \times 0.53\]

2. **UHD / 1080p (16:9 = 1.78:1)**
   \[W = H \times 1.78, \quad H = W \times 0.56\]
**Positioning the screen and projector**

For optimum viewing, the screen should be a flat surface perpendicular to the floor. The bottom of the screen should be 1.2 m (4 feet) above the floor and the front row of the audience should not have to look up more than 30° to see the top of the screen.

The distance between the front row of the audience and the screen should be at least twice the screen height and the distance between the back row and the screen should be a maximum of 8 times the screen height. The screen viewing area should be within a 60° range from the face of the screen.

**Notes**

- The projector should be installed as close to the power outlet as possible.
- The power connection should be easily accessible, so that it can be disconnected in an emergency.
- Ensure that there is at least 30 cm (12 in) of space between the ventilation outlets and any wall, and 10 cm (4 in) on all other sides.
- Do not install the projector close to anything that might be affected by its operational heat, for instance, polystyrene ceiling tiles, curtains etc.

- The image can be flipped for rear projection and displayed without the need for extra mirrors or equipment.
- However, you must ensure that there is sufficient distance behind the screen for the projector to be correctly located.
- Rear installation is generally more complicated and advice should be sought from your local dealer before attempting it.
Positioning The Image

The normal position for the projector is at the centre of the screen. However, you can set the projector above or below the centre, or to one side, and adjust the image using the Lens shift feature (known as rising and falling front) to maintain a geometrically correct image.

Notes

For more information on shifting the lens, see Lens control in the Operating Guide.

Whenever possible, position the projector so that the lens is centered for the highest quality image.
Any single adjustment outside the ranges specified on the following page may result in an unacceptable level of distortion, particularly at the corners of the image, due to the image passing through the periphery of the lens optics.

If the lens is to be shifted in two directions combined, the maximum range without distortion will be somewhat less, as can be seen in the illustrations below.

Full horizontal or vertical shift

Combined shift is reduced

Notes

For more information on shifting the lens, see Lens control in the Operating Guide.
## Maximum offset range

The maximum offset range available is dependent on which lens is used. Shifting the lens beyond its undistorted limits may be physically possible, however you may experience excessive vignetting or distortion.

<table>
<thead>
<tr>
<th></th>
<th>vertical (frame)</th>
<th>horizontal (frame)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.93 : 1 fixed</td>
<td>±0.210</td>
<td>±0.080</td>
</tr>
<tr>
<td>1.13 - 1.72 : 1 zoom</td>
<td></td>
<td></td>
</tr>
<tr>
<td>at 1.13:1</td>
<td>0.340 U</td>
<td>0.085 L</td>
</tr>
<tr>
<td></td>
<td>0.190 D</td>
<td>0.100 R</td>
</tr>
<tr>
<td>at 1.72:1</td>
<td>0.500 U</td>
<td>0.150 L</td>
</tr>
<tr>
<td></td>
<td>0.190 D</td>
<td>0.180 R</td>
</tr>
<tr>
<td>1.65 - 2.60 : 1 zoom</td>
<td></td>
<td></td>
</tr>
<tr>
<td>at 1.65:1</td>
<td>0.400 U</td>
<td>0.130 L</td>
</tr>
<tr>
<td></td>
<td>0.210 D</td>
<td>0.130 R</td>
</tr>
<tr>
<td>at 2.60:1</td>
<td>0.500 U</td>
<td>0.150 L</td>
</tr>
<tr>
<td></td>
<td>0.200 D</td>
<td>0.190 R</td>
</tr>
<tr>
<td>2.53-4.98 :1 zoom</td>
<td></td>
<td></td>
</tr>
<tr>
<td>at 2.53:1</td>
<td>0.375 U</td>
<td>0.130 L</td>
</tr>
<tr>
<td></td>
<td>0.200 D</td>
<td>0.130 R</td>
</tr>
<tr>
<td>at 4.98:1</td>
<td>0.500 U</td>
<td>0.165 L</td>
</tr>
<tr>
<td></td>
<td>0.195 D</td>
<td>0.165 R</td>
</tr>
</tbody>
</table>

### Notes

- The information on this page applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G at the end of this document.

- For more information on shifting the lens, see Lens control in the Operating Guide.
Aspect Ratios Explained

The appearance of a projected image on the screen depends on:

- the DMD™ resolution, which is 4K with a 4096 x 2160 resolution, corresponding to an aspect ratio of 256:135, or approximately 1.9:1.
- the aspect ratio of the input signal, which is 1.9:1 for 4K and 2K images, or 1.78:1 for UHD or 1080p images.

2K and 1080p are automatically scaled by the projector to fill the height of the DMD™.

The 4K and 2K resolutions have a slightly wider aspect ratio. UHD and scaled 1080p do not fill the width of the DMD™, so they appear centered, with pillarboxing at the sides, as shown in the illustration.

Pillarboxing on UHD and 1080p images
## Appendix A: Lens Part Numbers

<table>
<thead>
<tr>
<th>Lens</th>
<th>Part No.</th>
<th>Focus Range</th>
<th>Lens Shift</th>
<th>Lens extension</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.93:1 fixed</td>
<td>117-310</td>
<td>0.5 m - 40+ m</td>
<td>Vert: 0.210 (U) 0.210 (D) frame, Hor: 0.08 (L) 0.08 (R)</td>
<td>272 mm</td>
</tr>
<tr>
<td>1.13 - 1.72:1 zoom</td>
<td>115-627</td>
<td>At 1.13:1 zoom: 2.5 m - 100+ m</td>
<td>Vert: 0.340 (U) 0.190 (D) frame, Hor: 0.09 (L) 0.09 (R) frame</td>
<td>240 mm</td>
</tr>
<tr>
<td></td>
<td></td>
<td>At 1.72:1 zoom: 0.5 m - 100+ m</td>
<td>Vert: 0.500 (U) 0.190 (D) frame, Hor: 0.16 (L) 0.16 (R) frame</td>
<td></td>
</tr>
<tr>
<td>1.65 - 2.60:1 zoom</td>
<td>115-630</td>
<td>At 1.65:1 zoom: 3.5 m - 100+ m</td>
<td>Vert: 0.400 (U) 0.200 (D) frame, Hor: 0.13 (L) 0.13 (R) frame</td>
<td>210 mm</td>
</tr>
<tr>
<td></td>
<td></td>
<td>At 2.60:1 zoom: 1.0 m - 100+ m</td>
<td>Vert: 0.500 (U) 0.200 (D) frame, Hor: 0.17 (L) 0.17 (R) frame</td>
<td></td>
</tr>
<tr>
<td>2.53 - 4.98:1 zoom</td>
<td>115-632</td>
<td>At 2.53:1 zoom: 1.5 m - 100+ m</td>
<td>Vert: 0.375 (U) 0.200 (D) frame, Hor: 0.13 (L) 0.13 (R) frame</td>
<td>210 mm</td>
</tr>
<tr>
<td></td>
<td></td>
<td>At 4.98:1 zoom: 4.5 m - 100+ m</td>
<td>Vert: 0.500 (U) 0.195 (D) frame, Hor: 0.16 (L) 0.16 (R) frame</td>
<td></td>
</tr>
</tbody>
</table>

### Notes

The information on this page applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G at the end of this document.
Appendix B: Lens Charts

How to use the lens charts
The lens charts on the following pages provide a quick guide to the type of lens needed for a particular projector.

To use the lens charts, you need the following information:

- The distance between the projector and the screen (throw distance)
- The maximum width of your screen

In the chart, find the point where the throw distance corresponds to the screen width, as shown in the example below.

Example
For a projector with

- throw distance 30 m, and
- screen width 9 m,

the correct lens would be number 4 in the chart.

Notes
The information in this section applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G at the end of this document.
Lens chart, up to 100 m throw

1. 0.93 : 1 fixed lens
2. 1.13-1.72 : 1 zoom lens
3. 1.65-2.60 : 1 zoom lens
4. 2.53-4.98 : 1 zoom lens

Notes

The information in this section applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G at the end of this document.

The semi-transparent red segment at the bottom left corner of the chart is shown on the next page in more detail.
Lens chart, 10 m throw in detail

1. 0.93 : 1 fixed lens
2. 1.13-1.72 : 1 zoom lens
3. 1.65-2.60 : 1 zoom lens
4. 2.53-4.98 : 1 zoom lens

Notes

The information in this section applies to version C of the projector. If your projector is an earlier version or if you are unsure which version you have, see Appendix G at the end of this document.
## Appendix C: Supported Signal Input Modes

### ICP60

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>720p @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>1080p @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>HDMI 1.4 720p x 2160 @ 24 Hz</td>
<td>—</td>
<td>✓</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>1080p @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>1080p @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Series 2K 3840 x 2160 @ 30 Hz</td>
<td>—</td>
<td>✓</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Series 4K 720p @ 60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>x 2</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Series 4K 1080p @ 50/60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>✓</td>
<td>x 2</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Series 4K 1080p @ 120 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 1</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 720p @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 1080p @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 3840 x 2160 @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 1080p @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 3840 x 2160 @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 4096 x 2160 @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 720p @ 60 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 2</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 1080p @ 50/60 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 2</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 3840 x 2160 @ 50/60 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 2</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>DisplayPort 1.2 4096 x 2160 @ 50/60 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 2</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

**Notes**
- INSIGHT 4K Laser is capable of exceeding the Rec. 709 gamut.
- HDMI formats up to 2K are automatically detected and converted to RGB, therefore the projector should be set to RGB. Formats over 2K are passed through to the video processing FPGA in their original color space: please select RGB or YCrCb as appropriate.
- DisplayPort and HDMI receivers accept deep color and higher depth sources inline with DisplayPort 1.2 and HDMI standards. INSIGHT processing works at up to 12 bits per color (RGB in gamma space) and maps to a displayed palette of 16 bits per color (linear space).
- Rev B ICP60 is qualified with n-Vidia graphics cards and not guaranteed to work with spread spectrum enabled cards, such as AMD.
- Rev C ICP60 onwards has been qualified with both n-Vidia and AMD graphics cards.
- DisplayPort formats up to 2048x1080 at up to 120 Hz can be accepted. These can be scaled 2:1 to best fit the DMD.
- Formats over 2048x1080 can have a maximum input rate of 60 fps and are multiplied in the formatter for 3D.
- 24, 30 and 60 Hz are nominal: the projector also accepts at least 23.98, 25, 48 and 59.84 Hz.
### Option board

<table>
<thead>
<tr>
<th>Resolution</th>
<th>Color Model (YCrCb 4:2:0)</th>
<th>Color Model (YCrCb 4:2:2)</th>
<th>Color Model (RGB 4:4:4)</th>
<th>Frame Rate Multiplier</th>
<th>3D Capability</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DVI (A or B)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>720p @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080p @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>720p @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080p @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>720p @ 60 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 2</td>
<td></td>
<td>3D is of limited use, as there is no 3D sync capability.</td>
</tr>
<tr>
<td>1080p @ 60 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Dual DVI (A &amp; B)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3840 x 2160 @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4096 x 2160 @ 24 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3840 x 2160 @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4096 x 2160 @ 30 Hz</td>
<td>—</td>
<td>—</td>
<td>✓</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Single 3GSDI (A, B, C, or D)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>720p @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080i @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080p @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>720p @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080i @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080p @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>720p @ 60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 2</td>
<td></td>
<td>3D is of limited use as Dual-pipe is not possible.</td>
</tr>
<tr>
<td>1080i @ 60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1080p @ 60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Dual 3GSDI (A &amp; B or C &amp; D)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3840 x 2160 @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4096 x 2160 @ 24 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3840 x 2160 @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4096 x 2160 @ 30 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Quad HDSDI (A, B, C, &amp; D)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3840 x 2160 @ 60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4096 x 2160 @ 60 Hz</td>
<td>✓</td>
<td>✓</td>
<td>—</td>
<td>x 2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes

- 3G-SDI is Level B only.
- 4K interlaced signal is not supported by ICP.
- INSIGHT 4K Laser will accept a single option card.
**Screen allocation of Option board input signals**

1. 3G-SDI A
2. 3G-SDI B
3. 3G-SDI C
4. 3G-SDI D
5. DVI A
6. DVI B

### SDI Quad
- 2160: SDI A: 1920 x 1080
- 2160: SDI B: 1920 x 1080
- 2160: SDI C: 1920 x 1080
- 2160: SDI D: 1920 x 1080

### DVI Twin
- 2160: DVI A: 1920 x 2160
- 2160: DVI B: 1920 x 2160

### Notes

1. 2
2. 3
3. 4
4. 5
5. 6
### Appendix D: Menu Map

<table>
<thead>
<tr>
<th>Menu</th>
<th>Sub Menus</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TITLE SELECT</strong></td>
<td>Title Memory Name</td>
<td>Selects the title of the signal to be projected.</td>
</tr>
<tr>
<td></td>
<td>Test Pattern</td>
<td>Selects a test pattern to be projected.</td>
</tr>
<tr>
<td><strong>CONFIGURATION</strong></td>
<td>Light Setup</td>
<td>Adjusts the light source brightness (output).</td>
</tr>
<tr>
<td></td>
<td>Lens Control</td>
<td>Adjusts the position of the projected image.</td>
</tr>
<tr>
<td></td>
<td>Lens Position</td>
<td>Adjusts the size and focus of the projected image.</td>
</tr>
<tr>
<td></td>
<td>Focus Zoom</td>
<td></td>
</tr>
<tr>
<td>Reset</td>
<td>(Factory Default)</td>
<td>Returns the settings to their default values.</td>
</tr>
<tr>
<td></td>
<td>Filter Usage</td>
<td>Selects between preset buttons and titles only, LAN settings and all settings.</td>
</tr>
<tr>
<td></td>
<td>Filter Cleaning</td>
<td>Initializes the usage time of the air filter.</td>
</tr>
<tr>
<td></td>
<td>(Fan Usage)</td>
<td>Initializes the usage time of the fan.</td>
</tr>
<tr>
<td></td>
<td>(Light Usage)</td>
<td>Initializes the usage time of the light source.</td>
</tr>
<tr>
<td></td>
<td>(Phosphor)</td>
<td>Initializes the usage time of the phosphor.</td>
</tr>
<tr>
<td></td>
<td>(Diffuser)</td>
<td>Initializes the usage time of the diffuser.</td>
</tr>
<tr>
<td></td>
<td>(LCS)</td>
<td>Initializes the usage time of the liquid cooling system.</td>
</tr>
<tr>
<td></td>
<td>(Douser Count)</td>
<td>Resets the number of times the douser has been used.</td>
</tr>
<tr>
<td></td>
<td>Setup</td>
<td>This menu is inaccessible from the control panel.</td>
</tr>
<tr>
<td></td>
<td>(Installation)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(Memory)</td>
<td></td>
</tr>
</tbody>
</table>

**Notes**

- Some of the information in this menu map is summarised. See the actual menu on the projector for full details.

- Menus and menu items displayed in parentheses cannot be accessed from the control panel. To access such items, you need to connect the projector to a computer running a specially designed application. The software will require special login credentials.
<table>
<thead>
<tr>
<th>Menu</th>
<th>Sub Menus</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INFORMATION</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Output</td>
<td>Displays the light source output setting.</td>
<td></td>
</tr>
<tr>
<td>Lens Type</td>
<td>Displays the lens type setting.</td>
<td></td>
</tr>
<tr>
<td>Preset Button</td>
<td>Displays the titles assigned to the preset buttons (&lt;1&gt; to &lt;8&gt;).</td>
<td></td>
</tr>
<tr>
<td>Preset Button 1 - 16</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Usage</td>
<td>Displays information related to projector usage.</td>
<td></td>
</tr>
<tr>
<td>Error Code</td>
<td>Displays any currently occurring error.</td>
<td></td>
</tr>
<tr>
<td>Version</td>
<td>Displays model name and version information about the projector.</td>
<td></td>
</tr>
<tr>
<td>System</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SIB</td>
<td>Displays model and version of the signal input board (SIB).</td>
<td></td>
</tr>
<tr>
<td>Slave</td>
<td>Displays the slave firmware version of the projector.</td>
<td></td>
</tr>
<tr>
<td>Laser</td>
<td>Displays the laser light source firmware version of the projector.</td>
<td></td>
</tr>
<tr>
<td>IP Address</td>
<td>Displays the IP address of the projector.</td>
<td></td>
</tr>
<tr>
<td>System</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Setup Date</td>
<td>Displays the date when the projector was set up (starting date of the warranty period).</td>
<td></td>
</tr>
<tr>
<td>Option Status</td>
<td>Displays the link status of the device mounted in slot A and projector</td>
<td></td>
</tr>
</tbody>
</table>

**Notes**

- Some of the information in this menu map is summarized. See the actual menu on the projector for full details.
- Menus and menu items displayed in parentheses can only be accessed by service personnel.
# Appendix E: Wiring Details

## Signal inputs - main connections panel

**HDMI**

1. TMDS Data 2+  
2. TMDS Data 2 Shield  
3. TMDS Data 2-  
4. TMDS Data 1+  
5. TMDS Data 1 Shield  
6. TMDS Data 1-  
7. TMDS Data 0+  
8. TMDS Data 0 Shield  
9. TMDS Data 0-  
10. TMDS Clock+  
11. TMDS Clock Shield  
12. TMDS Clock-  
13. CEC  
14. not connected  
15. SCL (DDC Clock)  
16. SCA (DDC Data)  
17. DDC/CEC Ground  
18. +5 V Power  
19. Hot Plug Detect

![HDMI: pin view of panel connector](image)
### DisplayPort

**DisplayPort 1.2**

<table>
<thead>
<tr>
<th>Pin</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ML_Lane 0 (p)</td>
<td>Lane 0 (positive)</td>
</tr>
<tr>
<td>2</td>
<td>GND</td>
<td>Ground</td>
</tr>
<tr>
<td>3</td>
<td>ML_Lane 0 (n)</td>
<td>Lane 0 (negative)</td>
</tr>
<tr>
<td>4</td>
<td>ML_Lane 1 (p)</td>
<td>Lane 1 (positive)</td>
</tr>
<tr>
<td>5</td>
<td>GND</td>
<td>Ground</td>
</tr>
<tr>
<td>6</td>
<td>ML_Lane 1 (n)</td>
<td>Lane 1 (negative)</td>
</tr>
<tr>
<td>7</td>
<td>ML_Lane 2 (p)</td>
<td>Lane 2 (positive)</td>
</tr>
<tr>
<td>8</td>
<td>GND</td>
<td>Ground</td>
</tr>
<tr>
<td>9</td>
<td>ML_Lane 2 (n)</td>
<td>Lane 2 (negative)</td>
</tr>
<tr>
<td>10</td>
<td>ML_Lane 3 (p)</td>
<td>Lane 3 (positive)</td>
</tr>
<tr>
<td>11</td>
<td>GND</td>
<td>Ground</td>
</tr>
<tr>
<td>12</td>
<td>ML_Lane 3 (n)</td>
<td>Lane 3 (negative)</td>
</tr>
<tr>
<td>13</td>
<td>CONFIG1</td>
<td>connected to Ground1)</td>
</tr>
<tr>
<td>14</td>
<td>CONFIG2</td>
<td>connected to Ground1)</td>
</tr>
<tr>
<td>15</td>
<td>AUX CH (p)</td>
<td>Auxiliary Channel (positive)</td>
</tr>
<tr>
<td>16</td>
<td>GND</td>
<td>Ground</td>
</tr>
<tr>
<td>17</td>
<td>AUX CH (n)</td>
<td>Auxiliary Channel (negative)</td>
</tr>
<tr>
<td>18</td>
<td>Hot Plug</td>
<td>Hot Plug Detect</td>
</tr>
<tr>
<td>19</td>
<td>Return</td>
<td>Return for Power</td>
</tr>
<tr>
<td>20</td>
<td>DP_PWR</td>
<td>Power for connector (3.3 V 500 mA)</td>
</tr>
</tbody>
</table>

**Notes**

DisplayPort: pin view of panel connector
Signal inputs - option board

DVI

24 way D-type connector

- Pin 1: TMDS data 2–, Digital red– (link 1)
- Pin 2: TMDS data 2+, Digital red+ (link 1)
- Pin 3: TMDS data 2/4 shield
- Pin 4: TMDS data 4–, Digital green– (link 2)
- Pin 5: TMDS data 4+, Digital green+ (link 2)
- Pin 6: DDC clock
- Pin 7: DDC data
- Pin 8: Analog vertical sync
- Pin 9: TMDS data 1–, Digital green– (link 1)
- Pin 10: TMDS data 1+, Digital green+ (link 1)
- Pin 11: TMDS data 1/3 shield
- Pin 12: TMDS data 3–, Digital blue– (link 2)
- Pin 13: TMDS data 3+, Digital blue+ (link 2)
- Pin 14: +5 V, Power for monitor when in standby
- Pin 15: Ground, Return for pin 14 and analog sync
- Pin 16: Hot plug detect
- Pin 17: TMDS data 0–, Digital blue– (link 1) and digital sync
- Pin 18: TMDS data 0+, Digital blue+ (link 1) and digital sync
- Pin 19: TMDS data 0/5 shield
- Pin 20: TMDS data 5–, Digital red– (link 2)
- Pin 21: TMDS data 5+, Digital red+ (link 2)
- Pin 22: TMDS clock shield
- Pin 23: TMDS clock+, Digital clock+ (links 1 and 2)
- Pin 24: TMDS clock–, Digital clock– (links 1 and 2)
- C1: Analog red
- C2: Analog green
- C3: Analog blue
- C4: Analog horizontal sync
- C5: Analog ground, Return for R, G, and B signals

Notes

- The default hardware configuration does not include an option board, which can be ordered separately.
- High-bandwidth Digital Content Protection (HDCP) is supported on this input.
3G-SDI In
75 ohm BNC
Control connections

LAN

RJ45 socket

RS232

9 way D-type connector

<table>
<thead>
<tr>
<th>Pin No.</th>
<th>RS-232 Signal Name</th>
<th>Functions as RS-232</th>
<th>Projector Connector Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>CD</td>
<td>Carrier detection</td>
<td>Not used (N.C.)</td>
</tr>
<tr>
<td>2</td>
<td>RXD</td>
<td>Reception data</td>
<td>Data transmission to an external device</td>
</tr>
<tr>
<td>3</td>
<td>TXD</td>
<td>Transmission data</td>
<td>Data reception from an external device</td>
</tr>
<tr>
<td>4</td>
<td>DTR</td>
<td>Data Terminal ready (Note)</td>
<td>Connection to 6 pins</td>
</tr>
<tr>
<td>5</td>
<td>GND</td>
<td>Signal GND</td>
<td>Signal GND</td>
</tr>
<tr>
<td>6</td>
<td>DSR</td>
<td>Data set ready (Note)</td>
<td>Connection to 4 pins</td>
</tr>
<tr>
<td>7</td>
<td>RTS</td>
<td>Transmission request</td>
<td>SYSTEM: Hi-Z (Not used)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>CINEMA: Hi-Z (Used)</td>
</tr>
<tr>
<td>8</td>
<td>CTS</td>
<td>Transmission available</td>
<td>SYSTEM: Fixed at -6.5 V (Not used)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>CINEMA: ±10.5 V (Used: Depends on communication status)</td>
</tr>
<tr>
<td>9</td>
<td>RI</td>
<td>Ring indicator</td>
<td>Not used (N.C.)</td>
</tr>
</tbody>
</table>

3D Sync IN and 3D Sync OUT

75 ohm BNC

Notes

Only one remote connection (RS232 or LAN) should be used at any one time.
Appendix F: Glossary Of Terms

1080p
An HDTV resolution which corresponds to 1920 x 1080 pixels (a widescreen aspect ratio of 16:9).

3D active glasses
Wireless battery-powered glasses with LCD shutters. Synchronization information is communicated to the glasses by means of an infrared (IR) or radio frequency (RF) emitter which is connected to the Sync Out terminal on the projector. IR or RF pulses are transmitted by the emitter to signal when the left eye and right eye images are being displayed. The glasses incorporate a sensor which detects the emitter's signal and synchronises the left and right eye shutters with the projected image.

3D passive glasses
Passive glasses do not require a power source to work. Light with left-hand polarisation can pass through the left lens and light with right-hand polarisation can pass through the right-hand lens. These glasses are used in conjunction with another device which polarizes the image, such as a ZScreen.

Adjust lines
A pattern applied to the image where its edge is to be blended with another image. Adjust lines are used to position the projectors in the array during the edge blend process.

Anamorphic lens
A special lens which, when used with the TheaterScope aspect ratio, allows watching 2.35:1 content packed in a 16:9 source.

Aperture
The opening of the lens that determines the angle through which light travels to come into focus.
Aspect ratio
The proportional relationship between the width and the height of the projected image. It is represented by two numbers separated by a colon, indicating the ratio of image width and height respectively: for example, 16:9 or 2.35:1.
Not to be confused with resolution.

Blanking (projection)
The ability to intentionally turn off, that is, set to black, areas around the edges of the projected image. It is sometimes referred to as “curtains” since it can be used to blank an area of image that literally falls on the curtains at the side of the screen in a movie theater. Usually no image resizing or geometric correction takes place and the “blanked” part of the image is lost.
Not to be confused with horizontal and vertical blanking (video signal).

Blanking (video signal)
The section of the video signal where there is no active video data.
Not to be confused with blanking (projection).

Blend region
The area of the image that is to overlap with another image in an edge blend setup. Sometimes called overlapping region.

Brightness (electronic control)
A control which adds a fixed intensity value to every pixel in the display, moving the entire range of displayed intensities up or down, and is used to set the black point in the image (see Contrast).

Brightness (optical)
Describes how ‘bright’ an image that is projected onto a screen appears to an observer.

Color gamut
The spectrum of color available to be displayed.
<table>
<thead>
<tr>
<th>Term</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Color temperature</td>
<td>The position along the black body curve on the chromaticity diagram, normally quoted in Kelvin. It takes into account the preset values for color balance in the service set-up to take up the variations in the prism. The projector allows you to adjust this temperature (i.e. adjust the picture color temperature).</td>
</tr>
<tr>
<td>Contrast (electronic control)</td>
<td>The adjustment of the white point of the image without affecting the black point. This increases the intensity range of the displayed image.</td>
</tr>
<tr>
<td>Contrast (optical)</td>
<td>The intensity difference between the darkest and lightest areas of the screen.</td>
</tr>
<tr>
<td>Crop</td>
<td>Remove part of the projected image. Alternatively, fit an image into a frame with a different aspect ratio by removing part of the image. The image is resized so that either its length or its width equals the length or width of the frame, while the other dimension has moved outside the frame; the excess area is then cut out.</td>
</tr>
<tr>
<td>Dark time</td>
<td>The time inserted between frames when using 3D active glasses, to avoid ghosting caused by switching time between left and right eye.</td>
</tr>
<tr>
<td>DDC (Display Data Channel)</td>
<td>A communications link between the source and projector. DDC is used on the HDMI, DVI and VGA inputs. The link is used by the source to read the EDID stored in the projector.</td>
</tr>
<tr>
<td>Deinterlacing</td>
<td>The process of converting interlaced video signals into progressive ones.</td>
</tr>
</tbody>
</table>
DHCP (Dynamic Host Configuration Protocol)
A network protocol that is used to configure network devices so that they can communicate on an IP network, for example by allocating an IP address.

DMD™ (Digital Micromirror Device™)
The optical tool that transforms the electronic signal from the input source into an optical image projected on the screen. The DMD™ of a projector has a fixed resolution, which affects the aspect ratio of the projected image.

A Digital Micromirror Device™ (DMD™) consists of moving microscopic mirrors. Each mirror, which acts as a pixel, is suspended between two posts by a thin torsion hinge. It can be tilted to produce either a bright or dark pixel.

Edge blend
A method of creating a combined image by blending the adjoining edges of two or more individual images.

Edge tear
An artifact observed in interlaced video where the screen appears to be split horizontally. Edge tears appear when the video feed is out of sync with the refresh rate of the display device.

EDID (Extended Display Identification Data)
Information stored in the projector that can be read by the source.

EDID is used on the HDMI, DVI and VGA inputs, allowing the source to automatically configure to the optimum display settings.

EDTV (Enhanced Definition Television)
A progressive digital television system with a lower resolution than HDTV.

Field
In interlaced video, a part of the image frame that is scanned separately. A field is a collection of either all the odd lines or all the even lines within the frame.
Frame
One of the many still images displayed in a sequence to create a moving picture. A frame is made of horizontal lines of pixels. For example, a 1920x1080 frame consists of 1080 lines, each containing 1920 pixels. In analog video frames are scanned one at a time (progressive scanning) or split into fields for each field to be scanned separately (interlaced video).

Frame rate
The number of frames shown per second (fps). In TV and video, a frame rate is the rate at which the display device scans the screen to “draw” the frame.

Frame rate multiplication
To stop low frame rate 3D images from flickering, frame rate multiplication can be used, which increases the displayed frame rate by two or three times.

Gamma
A nonlinear operation used to code and decode luminance. It originates from the Cathode Ray Tube technology used in legacy television sets.

Ghosting
An artifact in 3D image viewing. Ghosting occurs when an image intended for one eye is partially seen by the other eye. Ghosting can be removed by optimizing the dark time and sync delay.

HDCP (High-bandwidth Digital Content Protection)
An encryption scheme used to protect video content.

HDTV (High Definition Television)
A television system with a higher resolution than SDTV and EDTV. It can be transmitted in various formats, notably 1080p and 720p.

Hertz (Hz)
Cycles per second.
**Horizontal Scan Rate**
The rate at which the lines of the incoming signal are refreshed. The rate is set by the horizontal synchronization from the source and measured in Hertz.

**Hs + Vs**
Horizontal and vertical synchronization.

**Interlacing**
A method of updating the image. The screen is divided in two fields, one containing every odd horizontal line, the other one containing the even lines. The fields are then alternately updated. In analog TV interlacing was commonly used as a way of doubling the refresh rate without consuming extra bandwidth.

**Interleaving**
The alternation between left and right eye images when displaying 3D.

**LED (Light Emitting Diode)**
An electronic component that emits light.

**Letterboxing**
Black margins at the top and bottom of the image. Letterboxing appears when a wider image is packed into a narrower frame without changing the original aspect ratio.

**Lumen**
A photometric unit of radiant power. For projectors, it is normally used to specify the total amount of emitted visible light.

**Noise**
Electrical interference displayed on the screen.
Overlapping region

See blend region.

Pillarboxing

Black margins at the left and right of the image. Pillarboxing appears when a narrower image is packed into a wider frame without changing the aspect ratio.

Pixel

Short for Picture Element. The most basic unit of an image. Pixels are arranged in lines and columns. Each pixel corresponds to a micromirror within the DMD™; resolutions reflect the number of pixels per line by the number of lines. For example, a 1080p projector contains 1080 lines, each consisting of 1920 pixels.

Pond of mirrors

Area around the periphery of the DMD™ containing inactive mirrors. The pond of mirrors may cause artifacts, for example during the edge blending process.

Primary colors

Three colors any two of which cannot be mixed to produce the third. In additive color television systems the primary colors are red, green and blue.

Progressive scanning

A method of updating the image in which the lines of each frame are drawn in a sequence, without interlacing.

Pulldown

The process of converting a 24 fps film footage to a video frame rate (25 fps for PAL/SECAM, 30 fps for NTSC) by adding extra frames. DP projectors automatically carry out reverse pulldown whenever possible.

Resolution

The number of pixels in an image, usually represented by the number of pixels per line and the number of lines (for example, 1920 x 1200).
RGB (Red, Green and Blue)
An uncompressed Component Video standard.

Scope
An aspect ratio of 2.35:1.

Synchronization
A timing signal used to coordinate an action.

Test pattern
A still image specially prepared for testing a projection system. It may contain various combinations of colors, lines and geometric shapes.

Throw distance
The distance between the screen and the projector.

Throw ratio
The ratio of the throw distance to the screen width.

TRC (Throw ratio correction)
A special number used in calculating throw distances and throw ratios when the image does not fill the width of the DMD™. TRC is the ratio of the DMD™ aspect ratio to the image source aspect ratio:

\[ TRC = \frac{DMD™ \text{ aspect ratio}}{Source \text{ aspect ratio}} \]

TRC is only used in calculations if it is greater than 1.
Vertical Scan Rate
The rate at which the frames of the incoming signal are refreshed. The rate is set by the vertical synchronization from the source and measured in Hertz.

Vignetting
Optical cropping of the image caused by the components in the projection lens. This can happen if too much offset is applied when positioning the image using the lens mount.

ZScreen
A special kind of light modulator which polarizes the projected image for 3D viewing. It normally requires that images are projected onto a silver screen. The ZScreen is placed between the projector lens and screen. It changes the polarization of the projected light and switches between left- and right-handed circularly polarized light at the field rate.
Appendix G: Earlier Versions

This section contains information that is relevant to earlier versions of the projector and not relevant to the latest version.

Use the information in this section if you have an earlier version of INSIGHT 4K Laser.

The latest version of INSIGHT 4K Laser is C. If your projector is version A or B, then the information in this section is for you.

**How to check the version of your projector**

The version of your projector is recorded on the product label on the side of the projector, next to the part number, as shown in the illustration below.

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**Notes**

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Lens assembly and fitting

Assembling the lens

Assembling the lens is the process of fitting the lens holder and motor cover to the lens. If your lens already has these parts fitted, skip this procedure.

To assemble the lens:

1. Detach the retaining plates 1 from the lens holder. Use a 2.5 mm Allen key to remove the M3 socket head screws 2.

2. Insert the lens into the lens holder. Align the notches on the lens 3 with the notch on the holder 4.

Notes

- Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.
- When changing the lens, avoid using excessive force as this may damage the equipment.
- Take care to preserve the original lens packaging and protective caps for future use.
- The projector will not power on without the lens fitted.
3. Keeping the lens and holder aligned, secure the retaining plates removed earlier.

4. Attach the motor cover using the two M2 socket head screws 1 provided. Ensure the connector cable 2 is not trapped.

**Notes**

- **Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.**
- **When changing the lens, avoid using excessive force as this may damage the equipment.**
- **Take care to preserve the original lens packaging and protective caps for future use.**
- **The projector will not power on without the lens fitted.**
**Inserting a new lens**

1. Remove the *connector cover* 1; it is held in position by two screws and a key.

2. Position the lens so that, if viewed from the front:
   - the *control cable* 2 is on the left
   - the *motor cover* 3 is on the right

---

**Notes**

- **Before changing the lens,** always make sure the projector is switched off and fully disconnected from its power supply.

- **When changing the lens,** avoid using excessive force as this may damage the equipment.

- Take care to preserve the original lens packaging and protective caps for future use.

- The projector will not power on without the lens fitted.
3. Insert the lens into the mount. Engage the three **locating studs** 1 into the corresponding **slots** 2 on the mount.

4. Rotate the lens clockwise until the studs slide all the way into the slots.

5. Tighten the two **fixing screws** 3 on the lens holder.

**Notes**

- Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.
- When changing the lens, avoid using excessive force as this may damage the equipment.
- Take care to preserve the original lens packaging and protective caps for future use.
- The projector will not power on without the lens fitted.
6. Insert the control cable plug into the **connector socket** 1. Place the excess wire behind the front cover of the projector.

7. Replace the connector cover, making sure the cable is not trapped.

---

**Notes**

- Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.
- When changing the lens, avoid using excessive force as this may damage the equipment.
- Take care to preserve the original lens packaging and protective caps for future use.
- The projector will not power on without the lens fitted.
Removing the lens

1. Loosen the two captive screws 1 on the lens remote lock cover, then release the lock 2 using the provided key.

2. Remove the cover.

Notes

- Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.

- When changing the lens, avoid using excessive force as this may damage the equipment.

- Take care to preserve the original lens packaging and protective caps for future use.

- The projector will not power on without the lens fitted.
3. Loosen the two captive screws 3 on the lens and rotate the lens counterclockwise until it stops.

4. Unplug the remote lock connector 4 and pull the lens out of its socket.

**Notes**

- Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.

- When changing the lens, avoid using excessive force as this may damage the equipment.

- Take care to preserve the original lens packaging and protective caps for future use.

- The projector will not power on without the lens fitted.
### Lens part numbers

<table>
<thead>
<tr>
<th>Throw ratios</th>
<th>Lens extension</th>
<th>Part number</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.13 - 1.31 : 1 zoom lens</td>
<td>253 mm</td>
<td>116-340</td>
</tr>
<tr>
<td>1.13 - 1.66 : 1 zoom lens</td>
<td>270 mm</td>
<td>116-044</td>
</tr>
<tr>
<td>1.30 - 1.85 : 1 zoom lens</td>
<td>225 mm</td>
<td>116-045</td>
</tr>
<tr>
<td>1.45 - 2.17 : 1 zoom lens</td>
<td>222 mm</td>
<td>116-046</td>
</tr>
<tr>
<td>1.63 - 2.71 : 1 zoom lens</td>
<td>134 mm</td>
<td>116-047</td>
</tr>
<tr>
<td>1.95 - 3.26 : 1 zoom lens</td>
<td>137 mm</td>
<td>116-048</td>
</tr>
<tr>
<td>2.71 - 3.89 : 1 zoom lens</td>
<td>190 mm</td>
<td>116-049</td>
</tr>
</tbody>
</table>

**Notes**

- Before changing the lens, always make sure the projector is switched off and fully disconnected from its power supply.
- When changing the lens, avoid using excessive force as this may damage the equipment.
- Take care to preserve the original lens packaging and protective caps for future use.
- The projector will not power on without the lens fitted.
**Technical Specifications**

Digital Projection reserves the right to change product specifications without prior notice.

**Models**
The specifications on these pages refer to the following projector:

<table>
<thead>
<tr>
<th>Series name</th>
</tr>
</thead>
<tbody>
<tr>
<td>INSIGHT 4K Laser</td>
</tr>
</tbody>
</table>

**Color system**: 3-chip DLP®

**Display type**: 3 x 1.38” DarkChip™ DMD™

**DMD™ specification (native)**: 4096 x 2160 pixels, +/- 12° tilt angle

Fast transit pixels for smooth grayscale and improved contrast.
### Inputs and outputs

<table>
<thead>
<tr>
<th>Type</th>
<th>Connector</th>
<th>Qty</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Video &amp; Computer</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DisplayPort 1.2</td>
<td>DisplayPort</td>
<td>2</td>
</tr>
<tr>
<td>HDMI 1.4</td>
<td>HDMI</td>
<td>1</td>
</tr>
<tr>
<td>Option Board</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3G-SDI</td>
<td>BNC</td>
<td>4</td>
</tr>
<tr>
<td>DVI-D</td>
<td>DVI-D</td>
<td>2</td>
</tr>
<tr>
<td><strong>Communication &amp; Control</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3D Sync Out</td>
<td>BNC</td>
<td>1</td>
</tr>
<tr>
<td>3D Sync In</td>
<td>BNC</td>
<td>1</td>
</tr>
<tr>
<td>LAN</td>
<td>RJ45</td>
<td>1</td>
</tr>
<tr>
<td>RS232</td>
<td>9-pin D-Sub</td>
<td>1</td>
</tr>
<tr>
<td>Wired Remote In</td>
<td>3.5 mm Stereo Jack</td>
<td>1</td>
</tr>
<tr>
<td>Service Port</td>
<td>USB Type A</td>
<td>1</td>
</tr>
</tbody>
</table>

**Bandwidth**

N/A

**Remote control and keypad**

- Wired remote control
- On-board keypad with LCD screen

**Automation control**

- RS232
- LAN

**Color temperature**

- User selectable via TCGD

---

**Notes**

- The default hardware configuration does not include an option board, which can be ordered separately.

- 3G-SDI signals are very high speed digital signals which require better quality coaxial cable than conventional analogue video. The data rate is 3 Gigabits per second. In choosing cable length and connectors for any installation the frequency response loss in decibels should be proportional to √f, from 1 MHz, to 3 GHz.
Lenses
Detailed information about available lenses can be found in Appendix A: Lens Part Numbers.
Further information about lens offsets can be found in Positioning The Image > Maximum offset range.

Lens mount
• Motorised shift, zoom and focus. Intelligent Lens Memory with user-definable preset positions.

Mechanical mounting
• Front/Rear Table
• Front/Rear Ceiling
• Adjustable Front/Rear Feet

Orientation
• Table Top or Inverted: Yes
• Pointing Up: Yes, within the workable angle
• Pointing Down: Yes
• Roll (Portrait): Yes, within the workable angle

Notes
Information on lenses in this guide:
• Appendix A: Lens Part Numbers - detailed descriptions of available lenses.
• Maximum offset range - lens offsets.
See also the lens calculator on the Digital Projection website.
## Electrical and physical specifications

- **Power requirements**: 200-240 VAC, 50-60 Hz (single phase)
- **Power Consumption**: 1600 W
- **Thermal Dissipation**: 5027 BTU/hr
- **Fan Noise**: 48 dBA
- **Operating Temperature**: 0°C to 35°C (32 to 104°F)
- **Storage Temperature**: -10°C to 50°C (14 to 122°F)
- **Operating Humidity**: 20% to 80% non-condensing
- **Weight**: 67 kg (148 lb)
- **Dimensions**: H: 32.5 cm W: 70 cm L: 93.5 cm  
  H: 12.8 in W: 27.56 in L: 36.8 in

---

## Safety & EMC regulations

- CE, FCC Class A, UL, CCC