

PROJECTOR CONTROLLER

Version 4.0

▶ USER MANUAL



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Overview

Projector Controller enables you to monitor and control all projectors connected to your computer via LAN or Serial Port.

From a single screen layout you can view all projectors and access settings for an individual projector or for a group of projectors.

The software allows you to:

- Create groups of projectors which can be controlled simultaneously
- View essential information, such as model, name, ON/OFF status and lamp status, about all projectors on the network at a glance
- View logs containing all interaction between the software and the projectors on the network
- View network information such as IP and MAC address
- Switch power on and off, open and close the shutter
- Add and remove projectors within the network
- Edit and control an array of settings, including:
 - Inputs and test patterns
 - Lens, image, color and geometry
 - Edge Blend and PIP settings
 - Plus many more

The software allows rapid network setup and discovery of projectors when using UDP mode.

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 notices

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Notes



To check the latest version of this software, visit www.digitalprojection.com.

Quick-Start Guide

Projector Controller software installation

The software can be installed within an existing network or you can build the network after the installation. Provided the network setup is correct, Projector Controller will automatically detect available projectors as soon as you start the application.

1. Ensure you have Microsoft .NET 2.0 framework installed on your computer.
2. Start the installer, *DPPProjectorControllerSetup.exe*, and follow the instructions of the wizard.

The setup creates a Start menu shortcut at the following location:

- **All Programs > Digital Projection > Projector Controller > Projector Controller X.X.X.X** (Windows Vista and above).
- **Programs > Digital Projection > Projector Controller > Projector Controller X.X.X.X** (Windows XP).

Notes



This section details the most straightforward setup via LAN using a UDP network. If you wish to use a serial connection or a LAN connection with TCP/IP, see [Advanced Network Setup](#).

Basic LAN setup

Use a small dedicated local area network using UDP as shown in **Fig. 1**.

- 1** Hub
- 2** Computer
- 3** Projectors

1. Connect each projector to the LAN network using the following projector port:
 - Use **the Update port** on most models.
 - On HIGHlite 660 3D, HIGHlite Laser or M-Vision 930, use **the LAN port**.

To locate the relevant LAN port, refer to your projector manual (see the chapter called **Connection Guide**).
2. Make sure DHCP is switched off on each projector in the network. You can switch off DHCP from the **Setup > Network > Control** menu.
3. Run Projector Controller. The software will automatically find all the projectors on the network and allow them to be controlled with no further network setup.

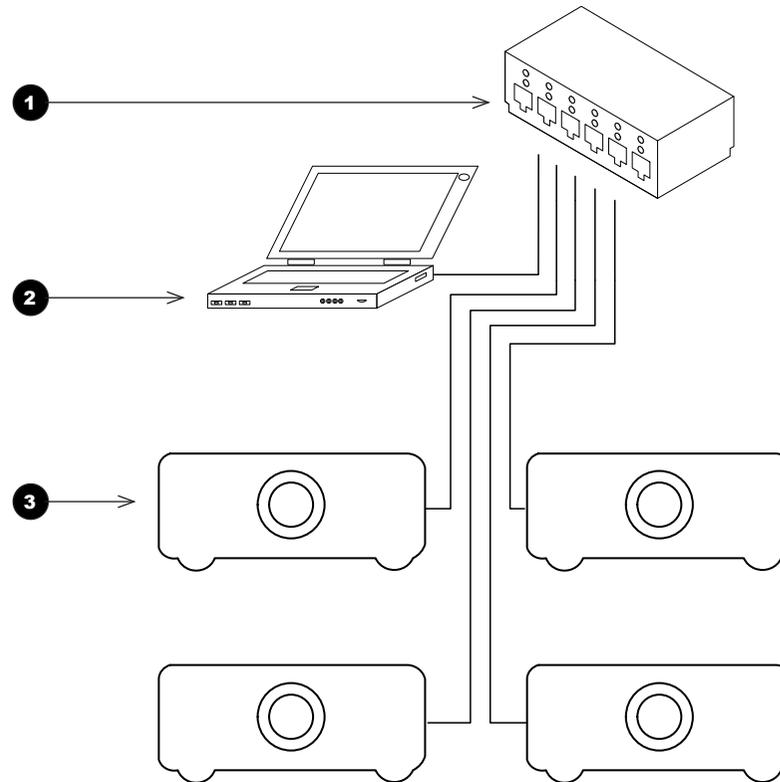


Fig. 1: A small dedicated local area network (example)

Notes

 This section details the most straightforward setup via LAN using a UDP network. If you wish to use a serial connection or a LAN connection with TCP/IP, see [Advanced Network Setup](#).

Working With Individual Projectors

- 1 Tabs**
The **Projectors** tab shows all projectors in the workspace. You can edit settings of one projector at a time.
The **Groups** tab allows you to work with several projectors simultaneously.
The **Warp Config** tab is used for creating and editing warp maps for projection onto uneven surface
- 2 Currently selected projector**
The currently selected item has a different background. Click on a projector to select it.
- 3 Projector model and serial number**
- 4 Projector name**
When a projector is added to the network, the software assigns a default name. You can edit this text and assign a name of your choice by right-clicking it.
- 5 Quick controls**
The ribbon at the top of each item allows you to:

 - switch the projector on and off;
 - open and close the shutter;
 - view lamp status.
- 6 Disconnected projector**
A disconnected projector will remain visible until removed.
- 7 Information bar**
This area provides information about the currently selected projector: name, serial number, IP and MAC address.



Notes

 You can select multiple projectors in order to copy them into a group. To do so, hold the **SHIFT** key down and click on each projector you wish to copy.

To work with multiple projectors, see [Using Groups](#) further in this guide.

Adding and removing projectors

To add a projector,

- Simply connect the projector to the network. The software will detect the new projector and add it to the view automatically.

To remove a projector:

1. Disconnect the projector from the network.
1. Select the disconnected projector **1**.
2. On the **Connections** menu, click **Remove** **2**.



Notes

 If you need to edit network settings manually, see [Advanced Network Setup](#) further in this guide.

 You can only remove a projector if it is disconnected from the network.

Quick projector controls

The **Quick Controls ribbon 1** at the top of each projector allows you to switch a projector on and off, open and close the shutter, and monitor lamp status.

ON/OFF button

Color	Image	Meaning
Red		The projector is switched off.
Green		The projector is switched on.

Click this button to switch the projector on and off.

Shutter ON/OFF button

Image	Meaning
	The shutter is closed.
	The shutter is open.

Click this button to open and close the shutter.

Lamp status

Each lamp is represented by a lightbulb symbol. Lamp status is indicated by the color of the lightbulb, as follows:

Color	Image	Meaning
Gray		The lamp is switched off.
Green		The lamp is switched on and working at 100% power.
Green (flashing)		The lamp is switched on and warming up.
Amber (flashing)		The lamp is cooling down.
Amber		The lamp is switched on at less than 100% power.
Red		An error.



A two-lamp projector



A quad-lamp projector

Notes

 Lamp status icons are not buttons. To change a lamp status, open **Menu > Tasks > Lamps**.

Editing projector settings

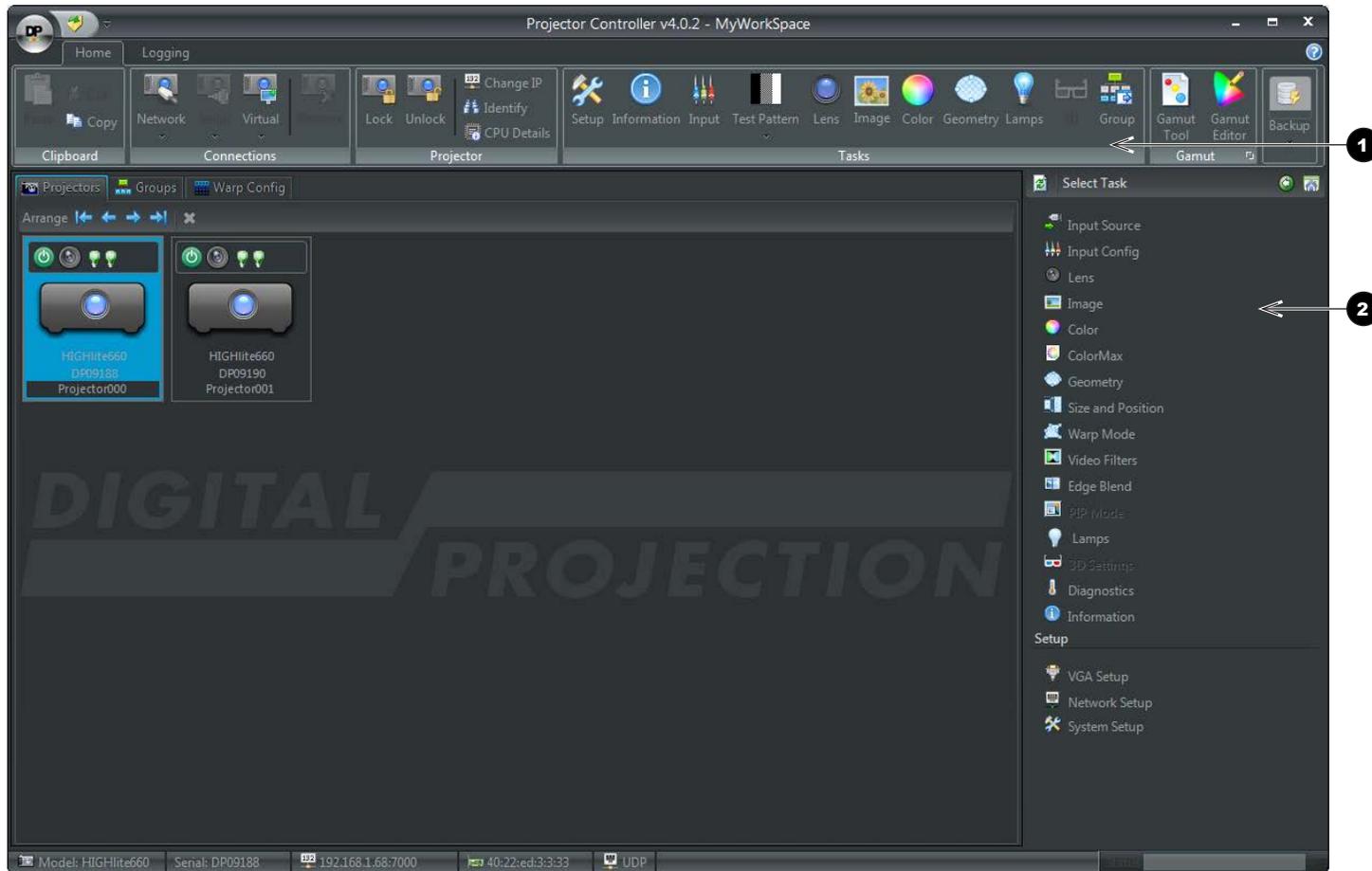
Projector settings are accessible from the following locations:

- Select an item to edit from **Menu > Tasks** **1**.
- or
- Select an item from **the Task pane** **2**.

Depending on the projector model and existing configuration, some settings may be unavailable.

Notes

 For further information about projector settings, refer to the **Operating Guide** section of the projector manual.



Locking projector settings

Lock a projector to ensure that the settings cannot be changed locally. This is useful once a projector has been set up to prevent accidental changes.

To lock one or more projectors:

1. Select the projectors you wish to lock in the **Projectors** tab or from within a group.
To select multiple projectors, hold down **SHIFT** as you click on the projectors.

2. From the **Projector** menu, click **Lock** .

Locked projectors appear with **a padlock symbol**  in the corner.

To unlock a projector,

- From the **Projector** menu, click **Unlock** .



Notes

 *Settings can be changed via the projector's OSD even when locked.*

Backing up projector settings

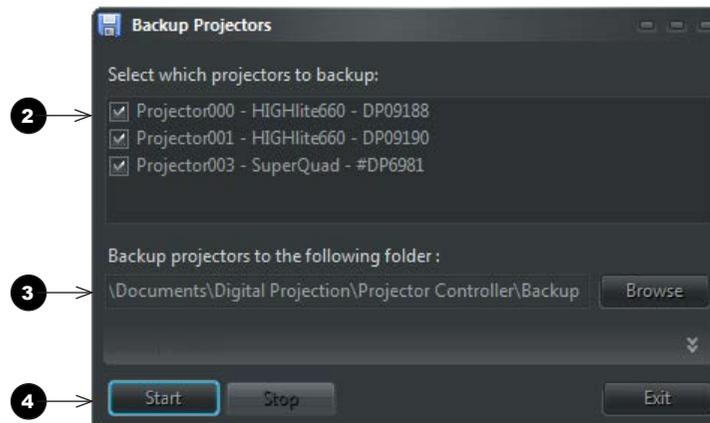
For each individual projector, you can back up settings and restore backed up settings.

To back up settings:

1. In the **Backup** menu, click **Backup** **1**.



2. In the **Backup Projectors** window, select which projector to back up. You can select **multiple projectors** **2**.



3. If necessary, change the **backup location** **3**.

4. Click **Start** **4**.

Notes

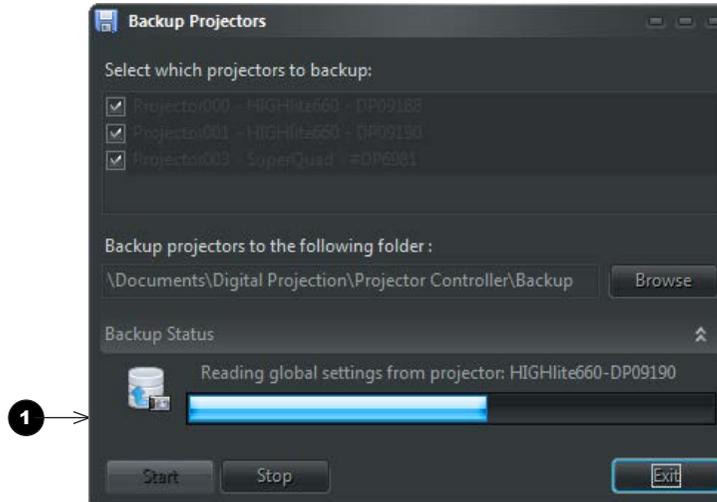
 Only global settings can be backed up.

 Some projectors cannot be backed up:

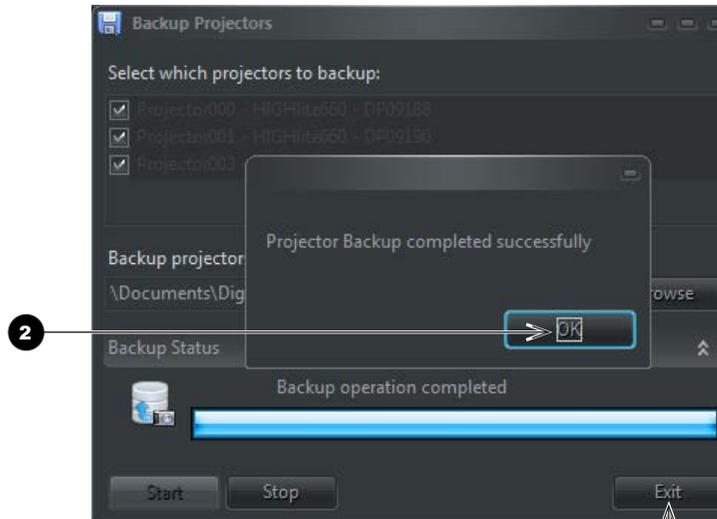
- *HIGHlite Laser*
- *M-Vision 930*

Backing up projector settings (continued)

5. You can monitor the backup **progress** **1**.



6. When the backup is over, a message appears. Click **OK** **2** to close the message and return to the **Backup Projectors** window.



7. Click **Exit** **3** to return to the main Projector Controller window.



Notes

Only global settings can be backed up.

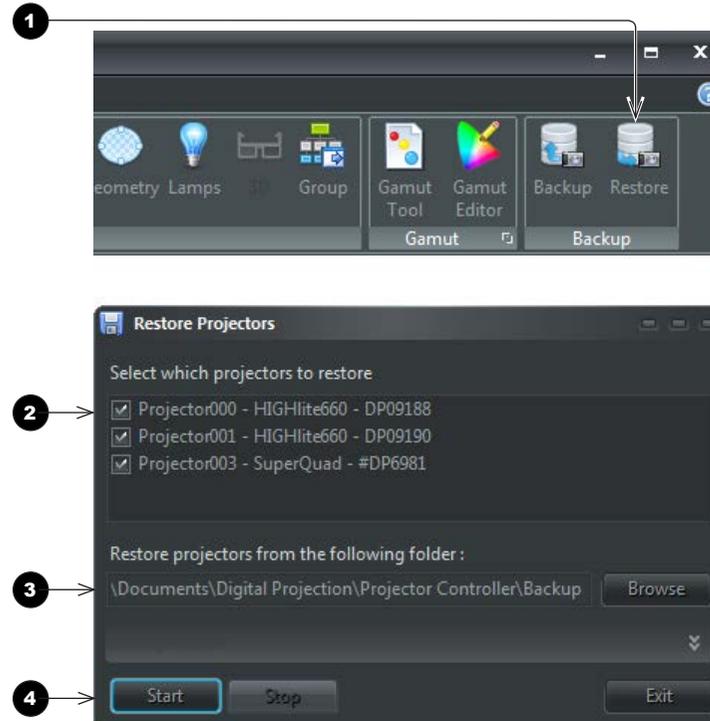
Some projectors cannot be backed up:

- *HIGHlite Laser*
- *M-Vision 930*

Restoring backed up projector settings

To restore backed up settings:

1. In the **Backup** menu, click **Restore** **1**.
2. In the **Restore Projectors** window, select which projector to restore. You can select **multiple projectors** **2**.
3. If necessary, navigate to a different **backup location** **3**.
4. Click **Start** **4**.



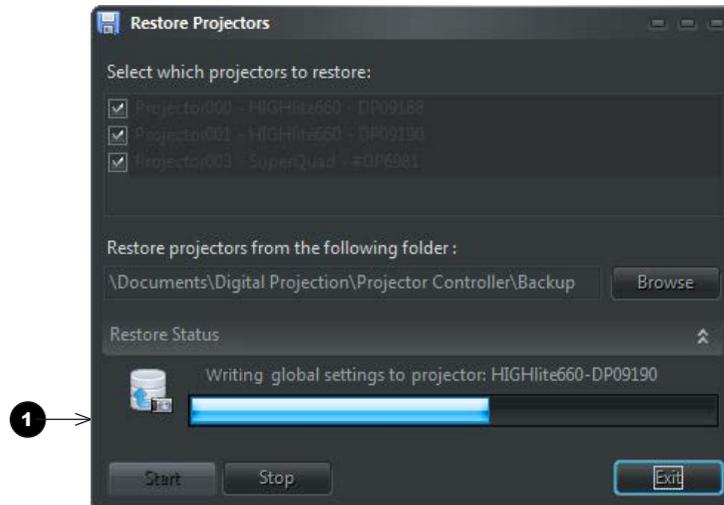
Notes

 Only global settings can be backed up.

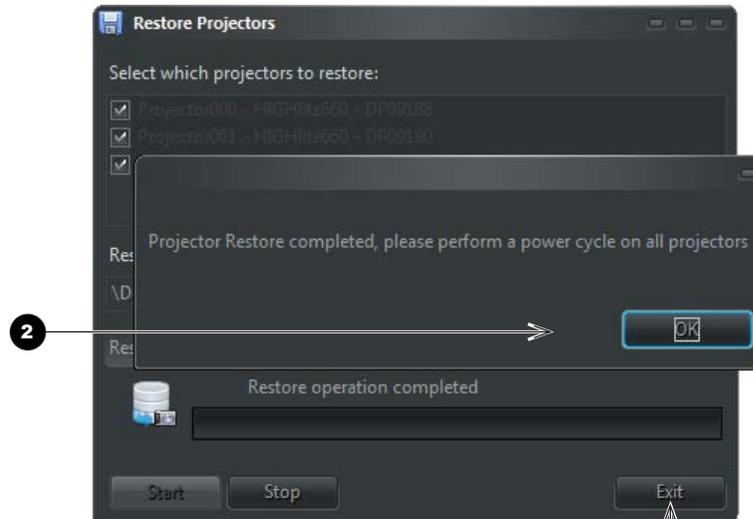
 If a backed up projector is not in the workspace, its backup will be unavailable.

Restoring backed up projector settings (continued)

5. You can monitor the restore *progress* **1**.



6. When the restore is complete, a message appears. Click **OK** **2** to close the message and return to the *Restore Projectors* window.



7. Click **Exit** **3** to return to the main Projector Controller window.



Notes

 Only global settings can be backed up.

 If a backed up projector is not in the workspace, its backup will be unavailable.

Identifying a projector

To identify a projector in the array, select the projector in the **Projectors** pane and click **Home menu tab > Projector > Identify**  Identify.

The following will then occur to allow identification:

- The keypad lights on the selected projector will flash for 10 seconds.
- The image projected by the selected projector will be replaced by a test pattern for 10 seconds.

Notes

Using Groups

Groups enable you to edit settings for several projectors simultaneously, without the need to open each projector.

You can have a number of groups and each projector can be added to any group.

A projector can be added to more than one group.

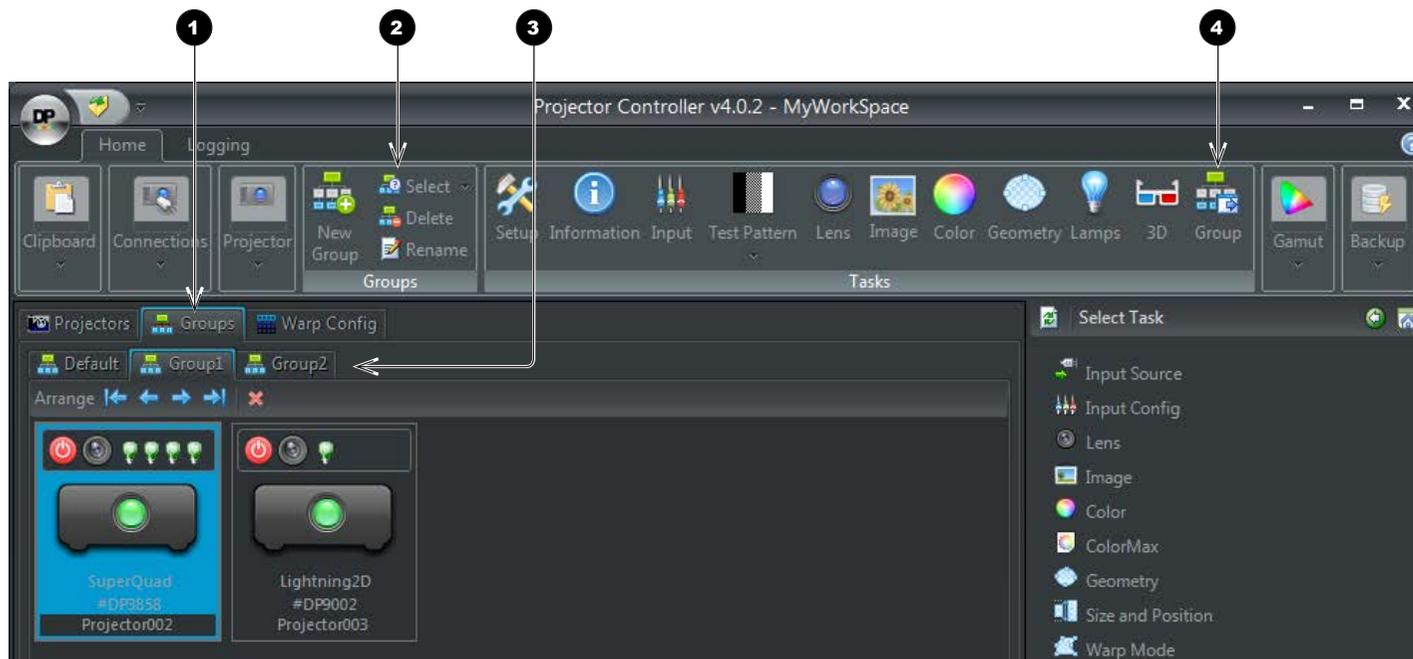
You can delete and rename groups as needed.

To use groups, open the **Groups** tab **1**. The **Groups** menu **2** is now enabled.

Individual groups appear as **tabs** **3**. The first group, **Default**, is automatically added by the application. You cannot delete or rename it.

Within a group you can still change settings for individual projectors as normal, or you can work with the whole group. To do so, enable group settings by doing the following:

- On the **Tasks** menu, click **Group** **4**.



Notes

 Group names cannot contain spaces or special characters.

Creating groups

To create a group, click the **New Group** command **1** in the **Groups** menu.

Deleting groups

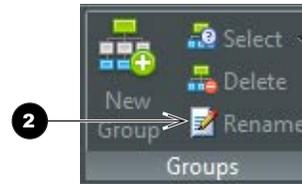
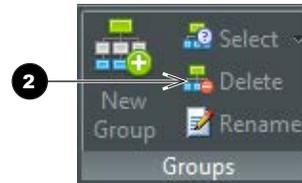
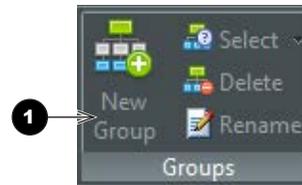
To delete a group, click **Delete** **2**.

Renaming groups

Groups are assigned a name automatically when created.

To change the default name of the selected group:

1. Click **Rename** **3** in the **Groups** menu.
2. Type the new name in the **Edit Group Name** box **4** and then click **OK**.



Notes

 Group names cannot contain spaces or special characters.

Adding a projector to a group

1. Select the projector in the **Projectors** tab or in another group and copy it using **Copy** from the **Clipboard** menu, or **Ctrl+C**.
2. Paste the projector into the destination group using **Paste** from the **Clipboard** menu, or **Ctrl+V**.

To move a projector from one group to another, use **Cut (Ctrl+X)** instead of **Copy**.

Removing a projector from a group

1. Select the projector within the group.
2. On the **Arrange** toolbar, click **Delete** .

The projector disappears from the group but remains in the workspace. You can access it from the **Projectors** tab, or from any other groups it has been added to.

Adding and removing multiple projectors

To add or remove several projectors at the same time, hold down the SHIFT key while selecting the projectors.

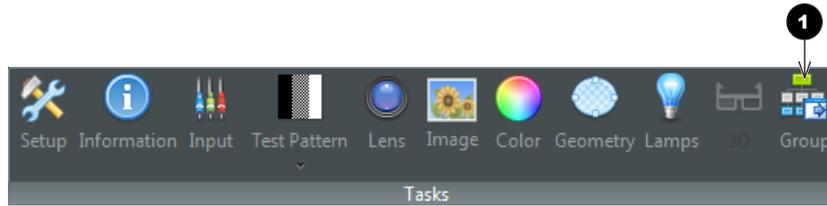
Notes



Cut works in groups only.

Editing group settings

1. Open the group you wish to edit.
2. If group settings are not displayed, click **Group** **1** in the **Tasks** menu.
3. Edit the settings as required.
4. To exit group settings, select an individual projector.



Notes

-  Only a subset of settings are available in Group Mode.
-  Initially all group settings appear blank. When you edit a setting, the **Group Tasks** pane shows the new group value.

Gamut

Gamut Tool

The **Gamut Tool** (Fig. 1) allows you to edit target gamut coordinates and load the edited gamut into one of two target gamut tables supported by the projectors.

To open **Gamut Tool**,

- On the **Gamut** menu, click **Gamut Tool** 1.

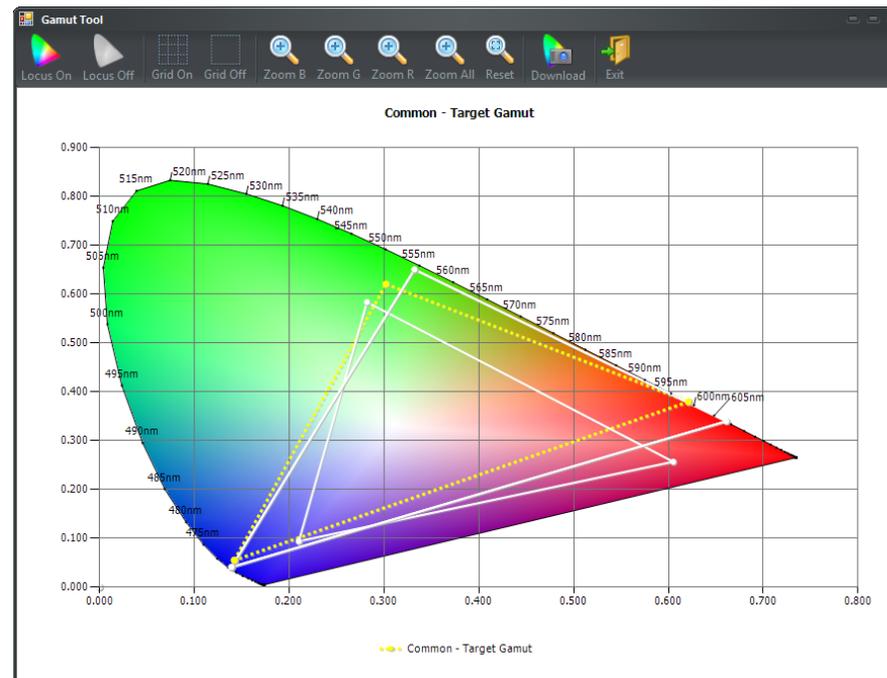
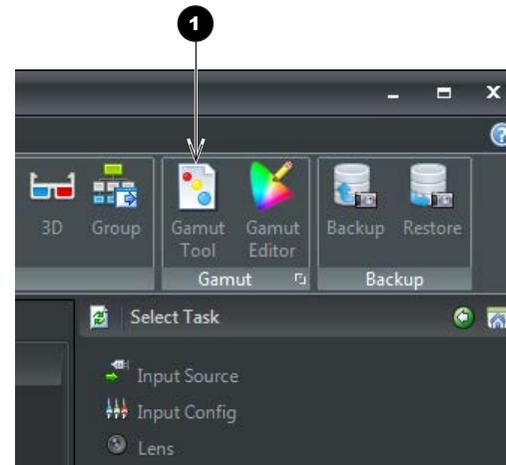


Fig. 1: Gamut Tool

Notes

Gamut Tool allows editing TCGD data which can be applied to any number of projectors. In comparison, **Gamut Editor** manipulates TCGD and MCGD data for a single projector.

See **Gamut Editor** further in this section.

Some projectors, for example **HIGHlite Laser**, only support one user-defined gamut table.

Gamut Tool works with all projectors. A projector needs to be disconnected from the network in order to be excluded from the gamut matching process.

The **Gamut** tool uses predefined measured data. To edit that data, and to edit individual numeric values within the user tables, do either of the following:

- click **ColorMax** on the **Task Pane**. When you have finished editing a table, click **Send** to load the data into the projector.
- use **Gamut Editor**. See **Gamut Editor** further in this section.

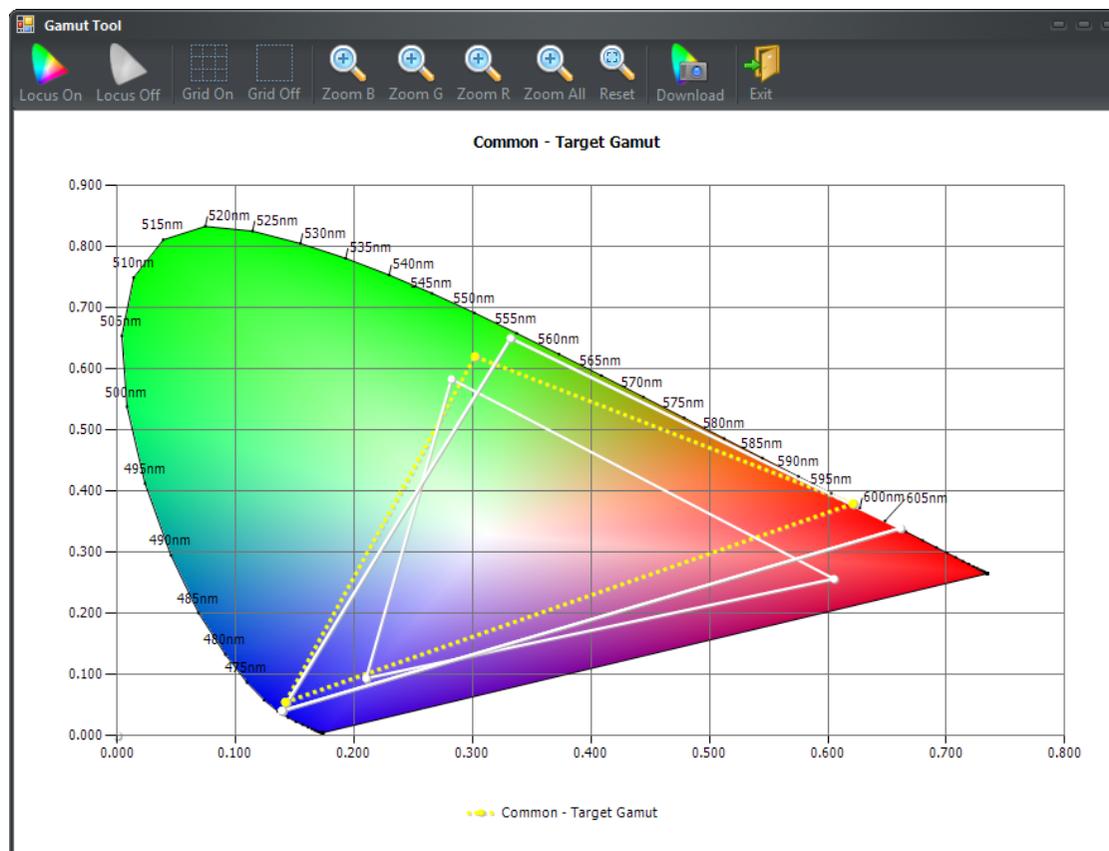
Gamut Tool (continued)

The yellow triangle represents the current red, green and blue gamut coordinates that will be sent to the user table of choice. The white triangles visualize the measured data for each projector on the network.

Edit the yellow triangle by dragging its corners within the grid. Make sure the yellow triangle occupies as much space as possible while at the same time being completely within each and every one of the white triangles. Use the zoom buttons to pinpoint the exact position of the red, green and blue coordinates. Use **Reset** to zoom out.

Applying edited TCGD data

Click **Download** to send gamut coordinates to the projectors. From the dropdown, select **TCGD Table 1** or **TCGD Table 2**.

**Notes**

 **Gamut Tool** allows editing TCGD data which can be applied to any number of projectors. In comparison, **Gamut Editor** manipulates TCGD and MCGD data for a single projector.

See [Gamut Editor](#) further in this section.

 Some projectors, for example **HIGHlite Laser**, only support one user-defined gamut table.

 **Gamut Tool** works with all projectors. A projector needs to be disconnected from the network in order to be excluded from the gamut matching process.

 The **Gamut** tool uses predefined measured data. To edit that data, and to edit individual numeric values within the user tables, do either of the following:

- click **ColorMax** on the **Task Pane**. When you have finished editing a table, click **Send** to load the data into the projector.
- use **Gamut Editor**. See [Gamut Editor](#) further in this section.

Gamut Editor

Gamut Editor (Fig. 1) allows visual editing of both MCGD and TCGD data for the selected projector.

To open Gamut Editor,

- On the **Gamut** menu, click **Gamut Editor** **1**.

The yellow triangle represents the MCGD table. The two white triangles represent the TCGD tables.

Edit any triangle by dragging its corners within the grid. Make sure the yellow triangle occupies as much space as possible while at the same time being completely within at least one of the white triangles. Use the zoom buttons to pinpoint the exact position of the red, green and blue coordinates. Use **Reset** to zoom out.

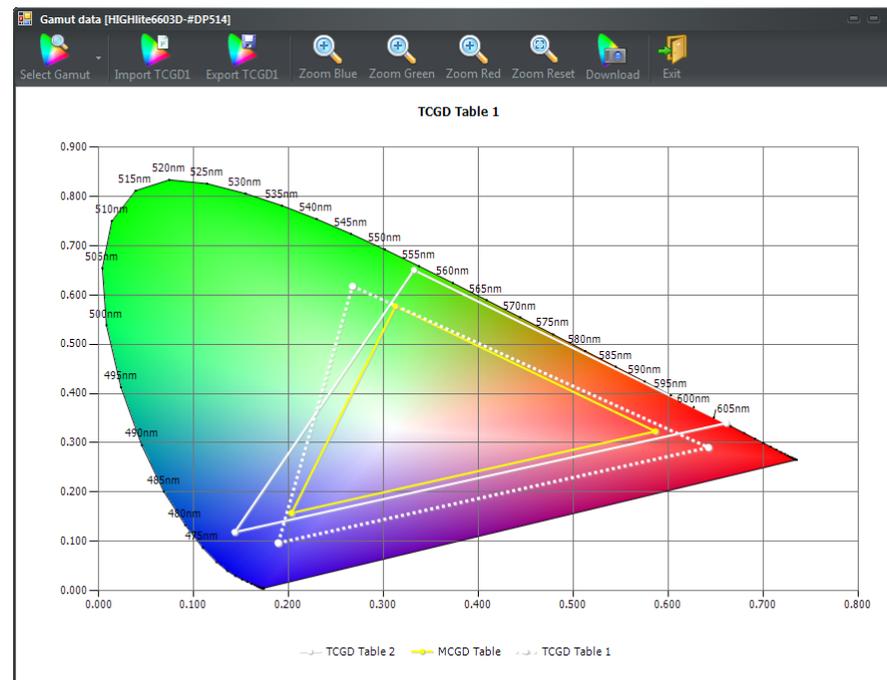
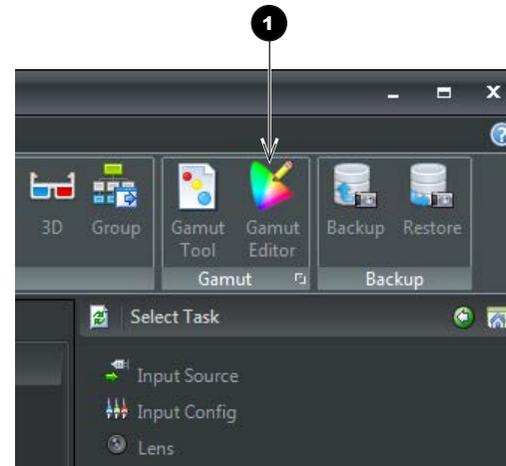


Fig. 1: Gamut Editor

Notes

 *Gamut Editor manipulates TCGD and MCGD data for a single projector. In comparison, Gamut Tool allows editing TCGD data which can be applied to any number of projectors.*

See Gamut Tool earlier in this section.

 *Some projectors, for example HIGHLite Laser, only support one user-defined gamut table.*

Import gamut data

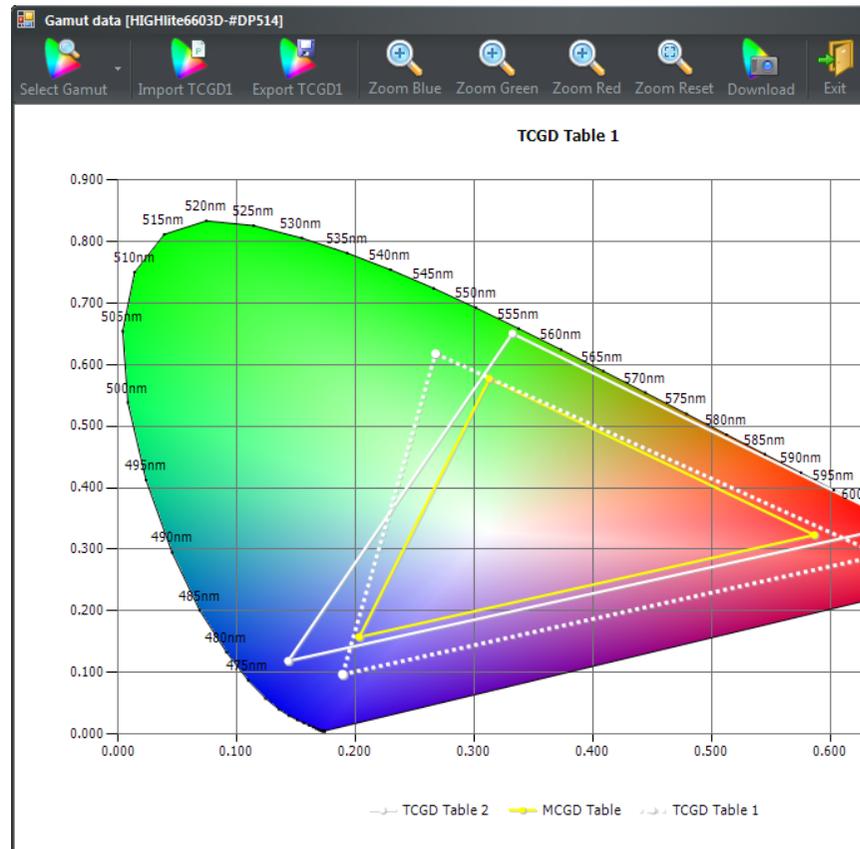
1. Select the table where you wish to import new coordinates.
2. Click **Import MCGD/TCGD** - the name of the button will vary depending on the selected table.
3. Navigate to the location where the data is stored, select the data file and click **Open**.

Export edited gamut data

1. Select the table you wish to export.
2. Click **Export MCGD/TCGD** - the name of the button will vary depending on the selected table.
3. Navigate to the location where you wish to store the data, enter a file name and click **Save**.

Download edited gamut data to the projector

1. Click **Download** to send the gamut coordinates to the projector.
2. From the dropdown, select **TCGD Table 1** or **TCGD Table 2**.



Notes

Gamut Editor manipulates TCGD and MCGD data for a single projector. In comparison, Gamut Tool allows editing TCGD data which can be applied to any number of projectors.

See Gamut Tool earlier in this section.

Some projectors, for example HIGHlite Laser, only support one user-defined gamut table.

Warp

The **Warp Config** tab is used for creating and editing warp maps for projection onto uneven surfaces.

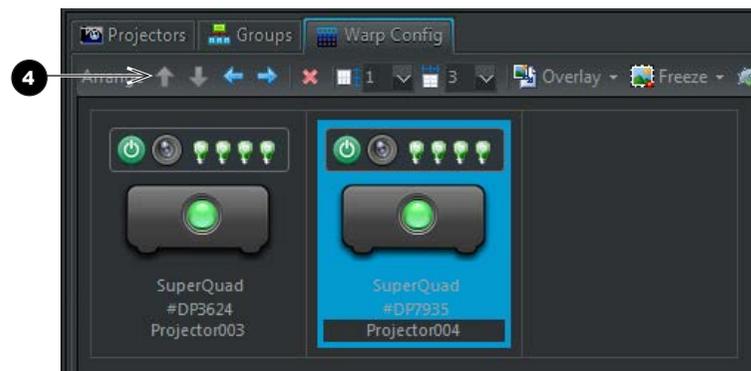
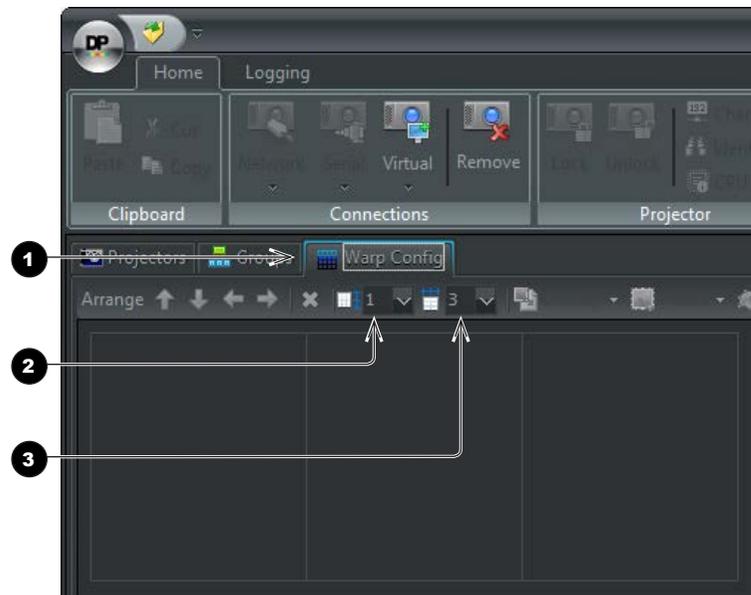
To create and edit warp maps:

1. Copy one or more projectors from the Projectors tab or from within a group.

2. Open the **Warp Config** **1** tab.

Each cell within the grid is a placeholder for a projector. The default grid contains three cells in a single row. You can edit the grid at this stage or later by adding or removing rows or columns. Use the **Grid Height** **2** and **Grid Width** **3** drop-down lists.

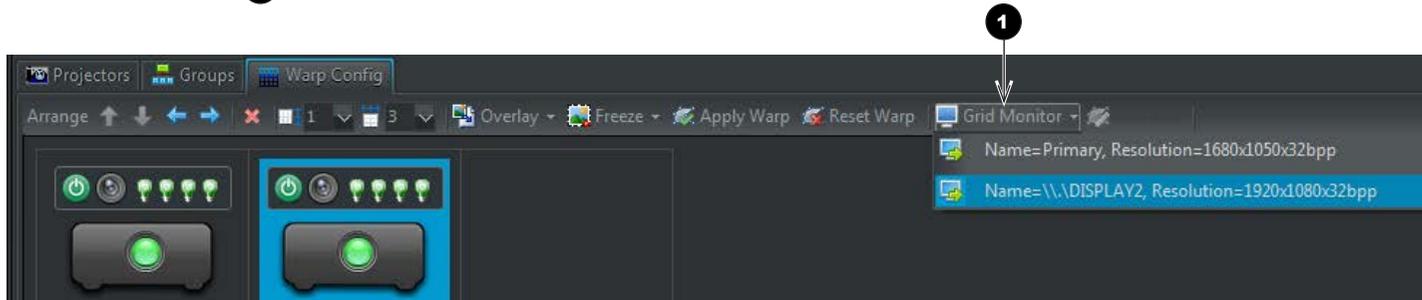
3. Paste the copied projectors in the grid. You can arrange the projectors within the grid using **the arrows** **4**.



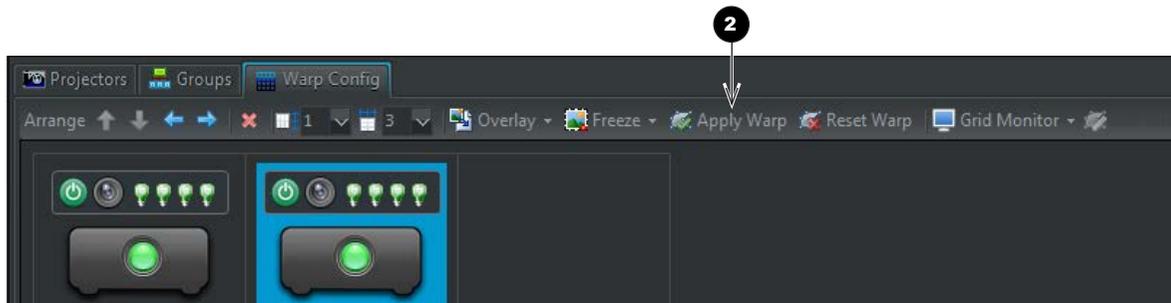
Notes

 Not all projector models support Warp. Refer to the projector manual for details.

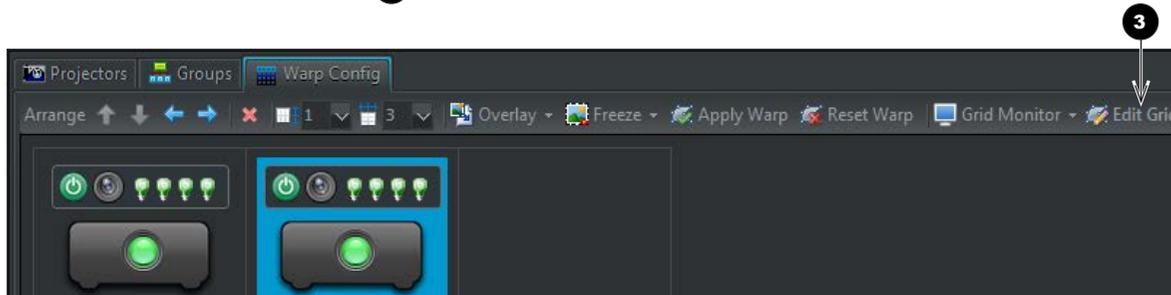
4. If your computer is connected to more than one monitor, you can select which monitor will show the warp map editor. Select a monitor from the **Grid Monitor** ① drop-down list.



5. To enable warp map editing, select a projector and click **Apply Warp** ②.



6. Edit the warp map - click **Edit Grid** ③. The warp map editor opens on the monitor specified at step 4.

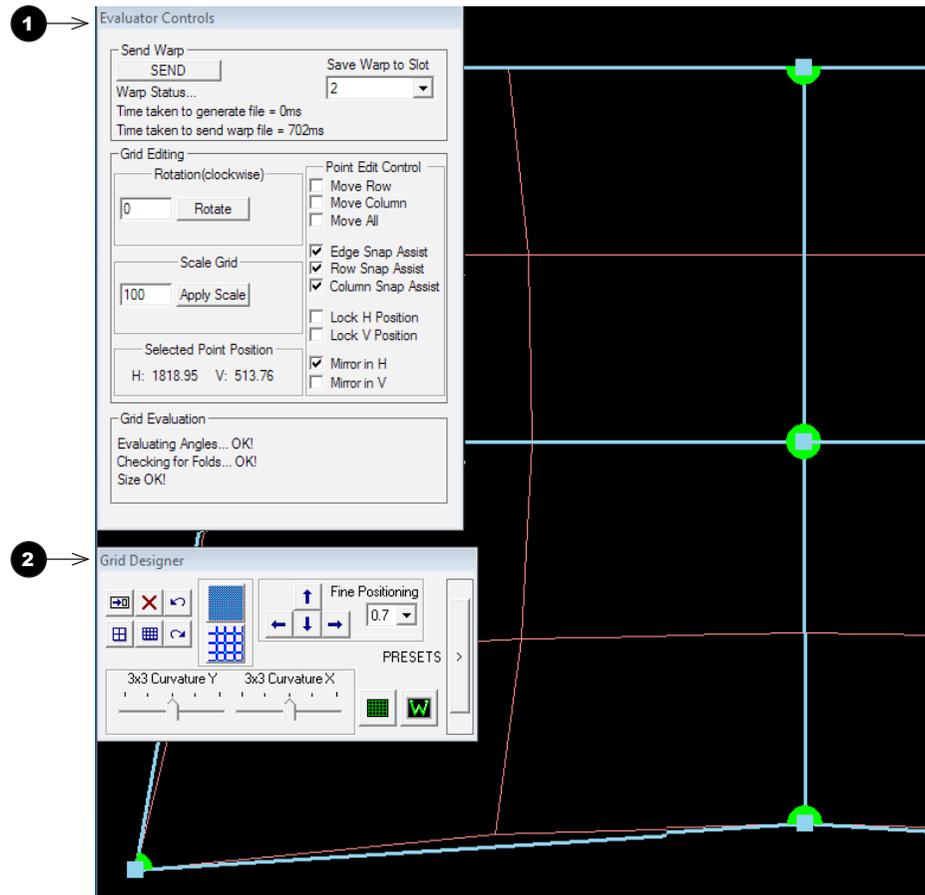


Notes



Not all projector models support Warp. Refer to the projector manual for details.

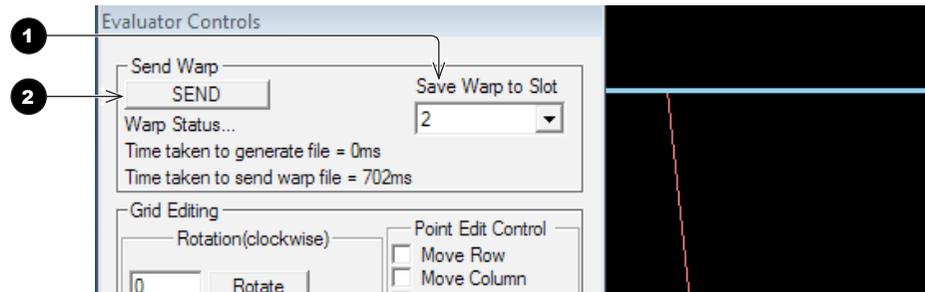
- In the warp map editor for the selected projector, use the controls under **Evaluator Controls** **1** and **Grid Designer** **2** to edit the warp map.



Notes

 Not all projector models support Warp. Refer to the projector manual for details.

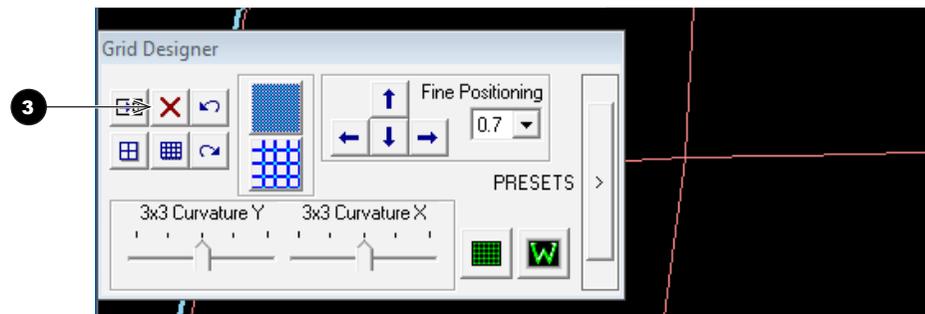
8. To send the warp map to the projector, select a slot in the projector memory from **Save Warp to Slot** **3**, and then click **Send** **4**.



9. To exit the warp map editor, click **Close** **1** in **Grid Designer**.

This will close the map editor and allow you to access the main **Projector Controller** window again.

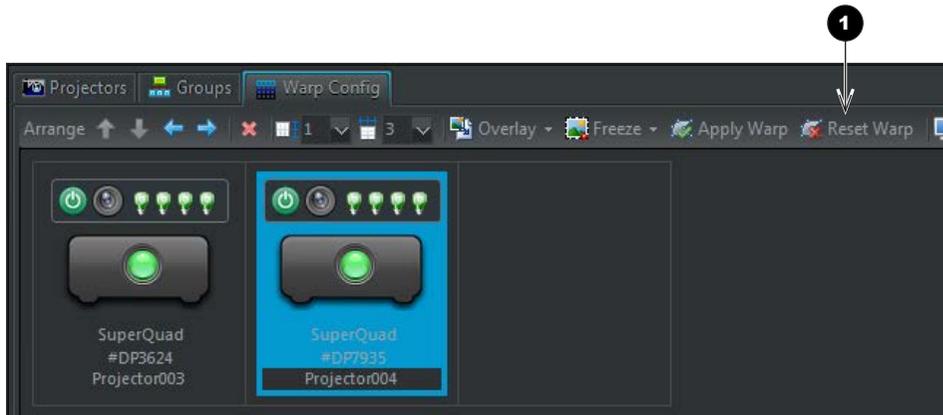
Changes to your map will be lost unless you send the map to the projector beforehand.



Notes

 *Not all projector models support Warp. Refer to the projector manual for details.*

10. Back in the main **Projector Controller** window, to disable warp grid editing, click **Reset Warp** **1**.



Notes

 *Not all projector models support Warp. Refer to the projector manual for details.*

Viewing Logs

The **Logging** menu tab consists of the following commands:



View Log shows a record of interaction between the software and the available projectors logged within the current session.

The **Log View** **1** appears underneath the main workspace.

Choose from the following views:

- Click **Comms** to view all communication between Projector Controller and the projectors. Log entries are grouped by projector.
- Click **Errors** to view communication errors within the network.
- Click **Diagnostics** to see low level diagnostic messages, including errors, sent by the projectors.
- Use the **Filter** drop-down list to view only log entries for a particular projector.
- Click **Reset** to remove the applied filter.
- Click **Clear** to clear the log.



Clear Log deletes the current record.



Comms Log opens a text file containing all communications for the current session.

This log is identical in content to the **Communications** tab.



Error Log opens a text file containing all error messages logged during the current session.

This log is identical in content to the **Errors** tab.

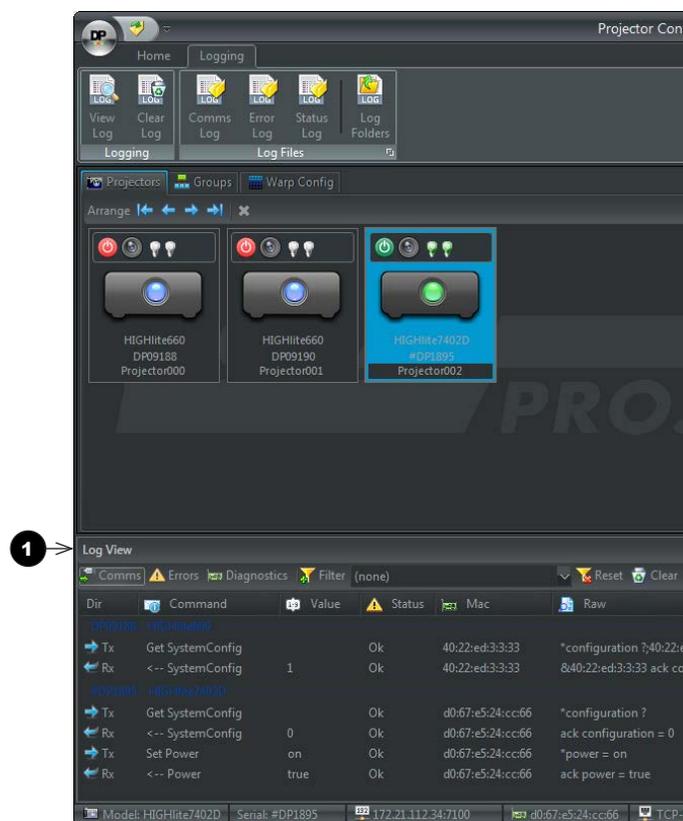


Status Log opens a text file containing all status messages logged during the current session.

This log is identical in content to the **Diagnostics** tab.



Log Folders opens the location on your computer where log files COMMS.LOG, STATUS.LOG and ERROR.LOG reside. In addition, you can view past logs automatically archived by the application in subfolders by date.



Notes



You can set up Projector Controller to send the status log periodically to an email address of your choosing. For further information, see [Email Alerts](#) further in this guide.

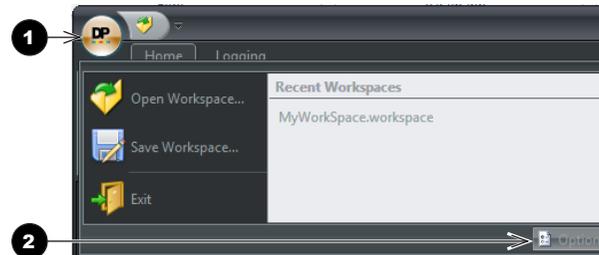
Application Settings

Bypassing the projector ON / OFF confirmation dialog

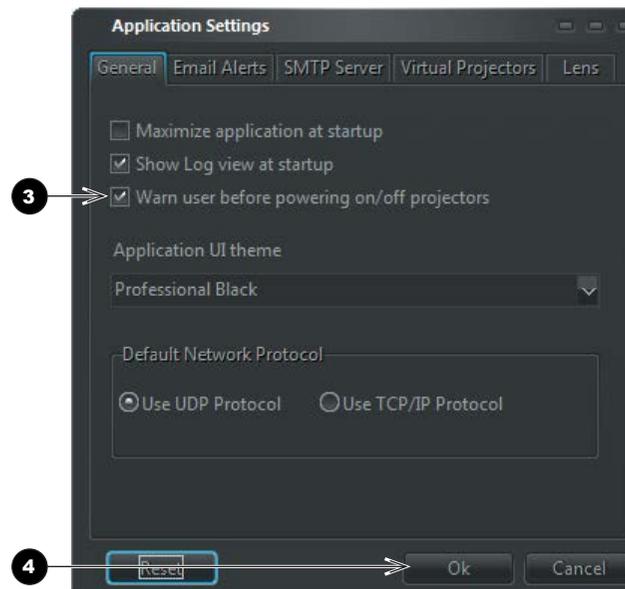
Projector Controller asks for confirmation when you switch a projector on or off.

To bypass the confirmation dialog:

1. Open the **Application Settings** dialog: click **the DP icon 1** at the top left corner of the window Projector Controller window, then click **Options 2**.



2. On the **General** tab, deselect **Warn user before powering on/off projectors 3**.



3. Click **OK 4** to close the **Application Settings** dialog.

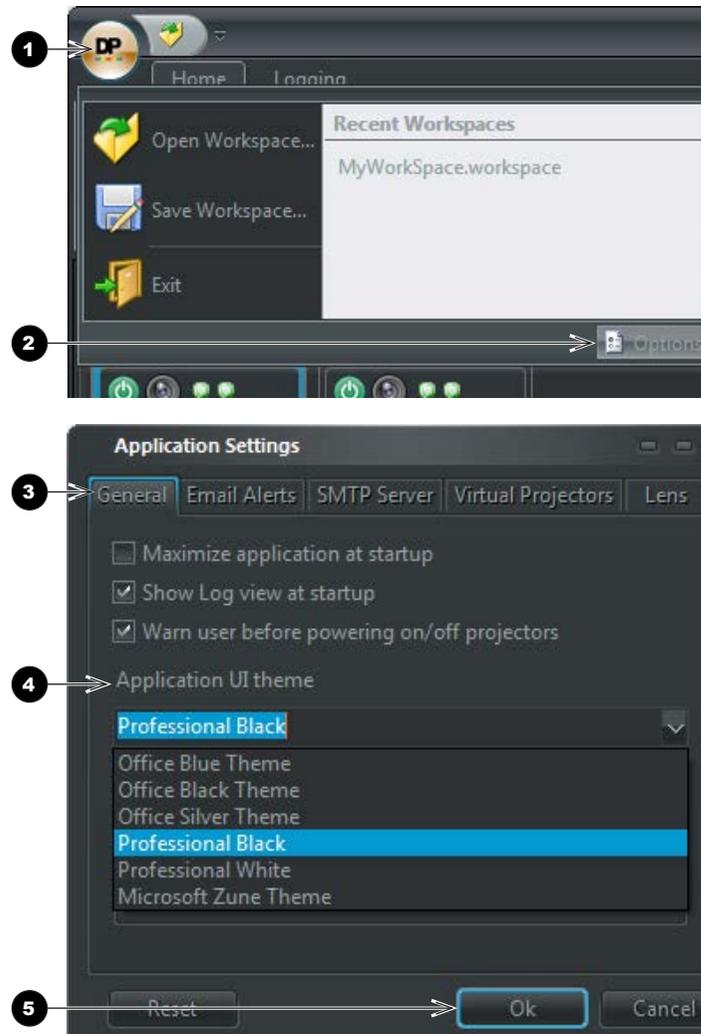
Notes

Applying themes

You can customize the software by applying different themes.

To apply a theme:

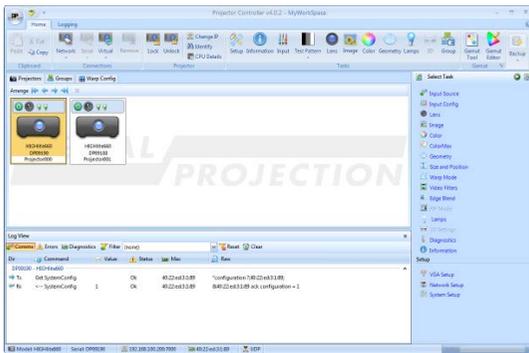
1. Click **the DP icon** **1** at the top left corner of the Projector Controller window.
2. Click **Options** **2**.
3. On the **General** tab **3**, select a theme from the drop-down list under **Application UI theme** **4**, then click **OK** **5**.



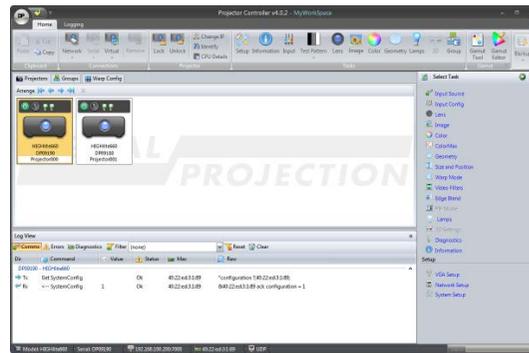
Notes

Applying themes (continued)

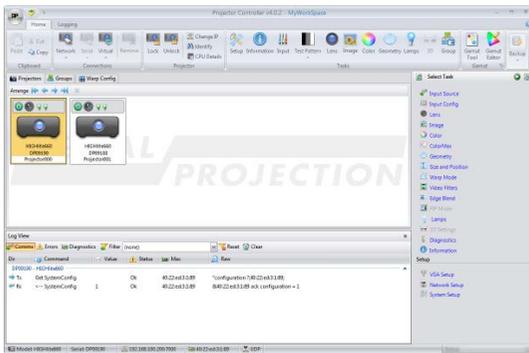
Select from the following themes:



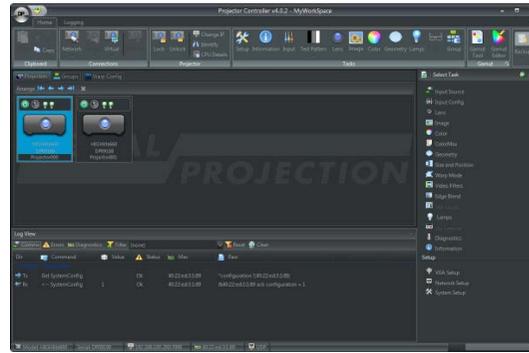
Office Blue



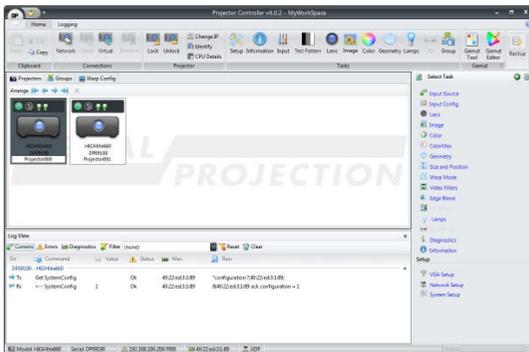
Office Black



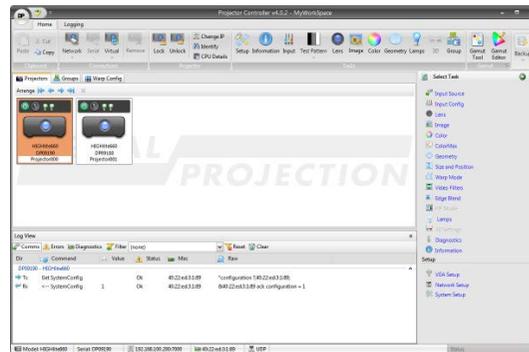
Office Silver



Professional Black (default theme)



Professional White



Microsoft Zune

Notes

Email alerts

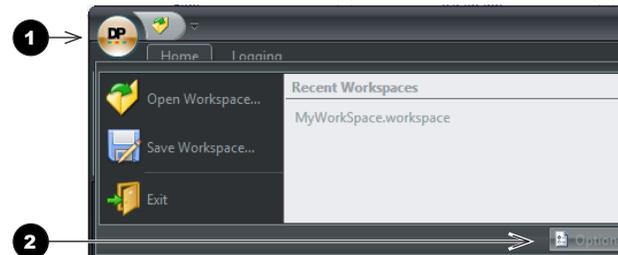
The **Email Alerts** feature, when enabled, periodically emails the status log to an email address of your choice.

The status log contains low level diagnostic and error messages that the projectors emit, for example :

```
23:46:35 : ERROR: Verify Lamp Timer ROM 1 failed
```

To set up email alerts:

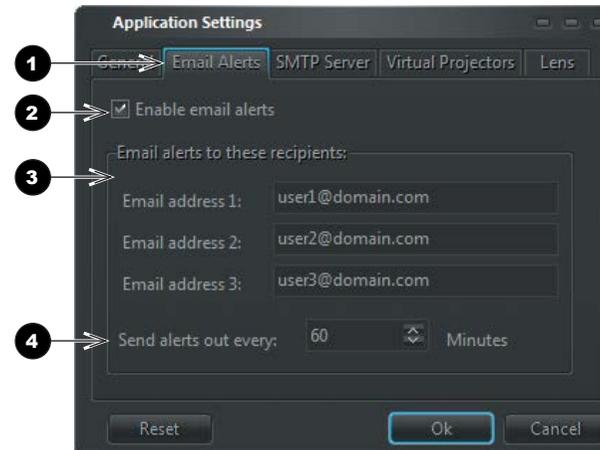
1. Make sure the computer is connected to the internet.
2. Open the **Application Settings** dialog: click **the DP icon 1** at the top left corner of the window Projector Controller window, then click **Options 2**.



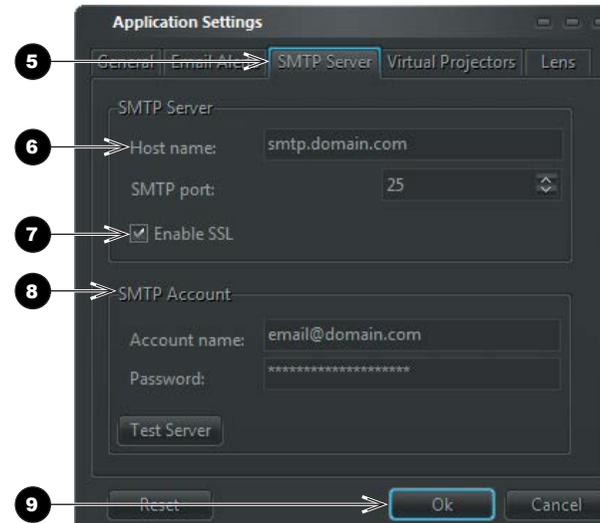
Notes

 For information about accessing the status log, see [Viewing logs](#) earlier in this guide.

3. On the **Email Alerts** tab **1**:
 - select **Enable Email Alerts** **2**.
 - enter up to three recipient email addresses under **Email alerts to these recipients** **3**.
 - specify how often you wish to receive the emails: in the **Email alerts out every ... Minutes** field **4**, enter a value between 1 and 1440.



4. On the **SMTP Server** tab **5**:
 - enter the recipient SMTP server **Host Name** **6** and select **Enable SSL** **7**.
 - enter the **SMTP account name and password** **8**.
5. Click **OK** **9** to save the settings and close the **Application Settings** dialog.



Notes

 For information about accessing the status log, see [Viewing logs](#) earlier in this guide.

 The email addresses and domain names shown in these illustrations are dummies. You should change them to your own email addresses and server name.

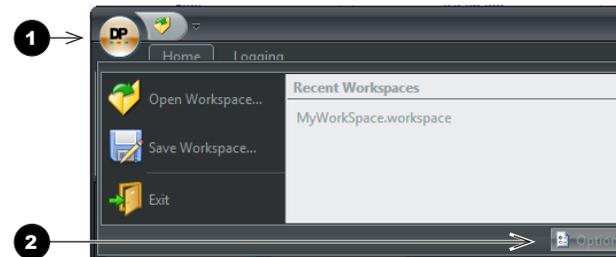
 SMTP port is always 25.

Configuring lens movement and calibration options

Projector Controller allows you to control lens movement speed as well as step size when executing a **Nudge** command.

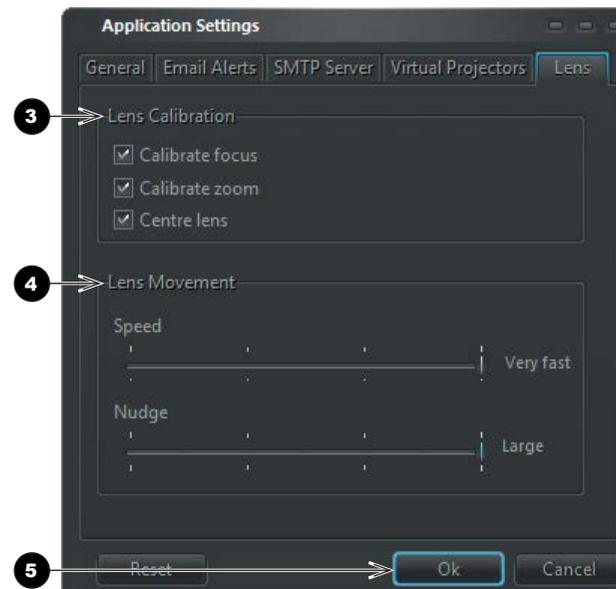
To configure lens movement speed and nudge step size:

1. Open the **Application Settings** dialog: click **the DP icon 1** at the top left corner of the window Projector Controller window, then click **Options 2**.



2. On the **Lens** tab:

- Under **Lens Calibration 3**, select which actions should be performed by the **Tasks > Lens > Calibrate** command (where applicable): **Calibrate focus**, **Calibrate zoom** and **Centre lens**.
- Under **Lens Movement 4**, select lens movement speed (**Slow**, **Medium**, **Fast** and **Very Fast**) and nudge step size (**Tiny**, **Small**, **Medium** and **Large**)



3. Click **OK 5** to close the **Application Settings** dialog.

Notes

 *Lens movement and calibration options are applied to all projectors.*

Advanced Network Setup

Projector Controller supports the following types of network connection:

- LAN using UDP (recommended)
- LAN using TCP/IP
- Serial

You can also add virtual projectors to your network, for testing purposes.

Connection types can be combined. For example, you can control projectors via LAN and RS232 at the same time.

Typically, Projector Controller will automatically detect all connected projectors. If necessary, you can set up a network connection manually using the **Connections** menu.

Setting up LAN connections

You can choose between UDP and TCP/IP:

1. On the **Connections** menu, click **Network**.
2. Select **UDP** or **TCP/IP**.

Using UDP is straightforward and requires no further setup.

If using TCP/IP, you may need to edit IP addresses manually to ensure the correct IP is assigned to each projector in the network.



Notes

 See [Changing the IP address of a projector](#) further in this section for more information.

Setting up serial connections

You can connect one or more projectors using RS232, depending on your available ports.

Use a null-modem cable to connect a projector directly to your computer, or a straight cable to use a modem.

1. On the **Connections** menu, click **Serial (Fig. 1)**.
2. Select the COM port used by the projector (**Fig. 2**).



Fig. 1: Serial connections

- 1 **Computer with four USB ports**
Projector Controller will run on this computer.
- 2 **USB to Serial adaptor cables**
These transform the USB ports into Serial ports.
- 3 **Serial connections**
The **Connections** menu will list them as COM ports.
- 4 **Connected projectors**
When setting up the serial connections, make sure you assign the correct COM port to each projector.

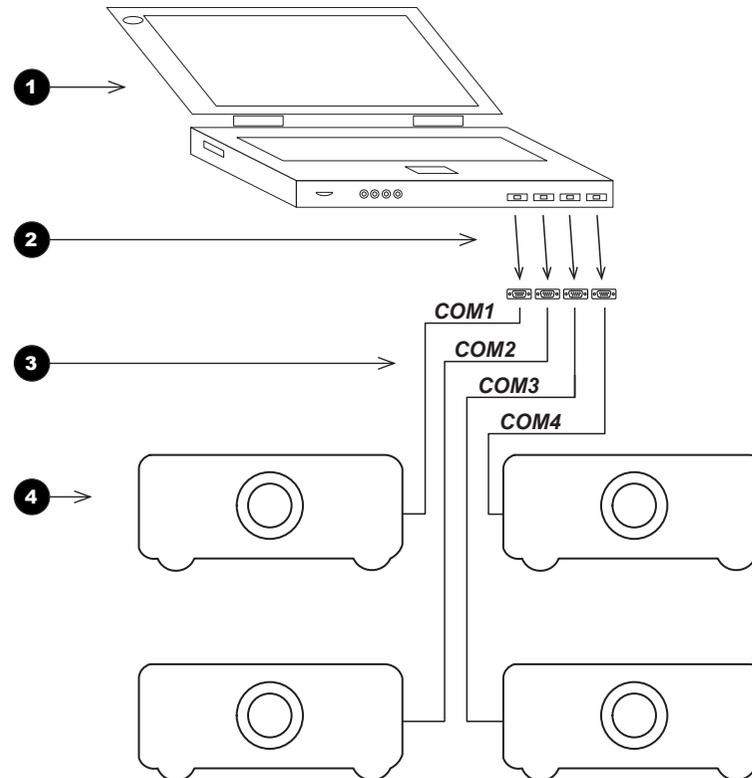


Fig. 2: An example network using four COM ports

Notes

Adding a virtual projector

Virtual projectors can be added to any network.

1. On the **Connections** menu, click **Virtual**.
2. Select a projector series and model from the list.



Recognizing virtual projectors in the workspace

Virtual projectors are denoted by a **green lens** ❶ and by a **hash symbol #** ❷ preceding the serial number.

In the illustration, the projector on the left is a virtual projector.



Notes

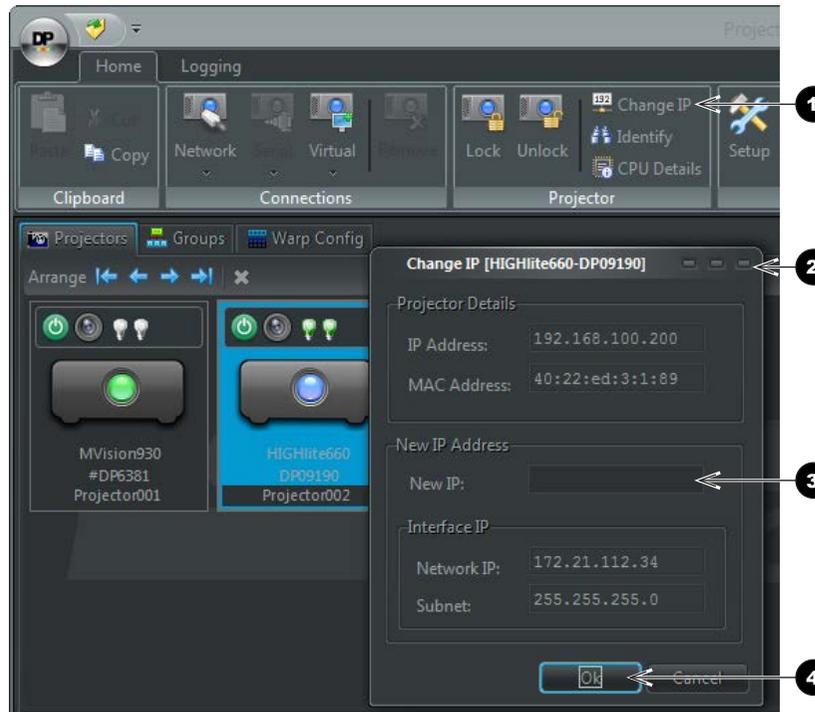
Changing the IP address of a projector

To change an IP address:

1. On the **Projector** menu, click **Change IP** **1**.

The **Change IP** window opens **2**.

2. Type the new IP address in the **New IP** field **3** and then click **OK** **4** to close the **Change IP** window and return to Projector Controller.

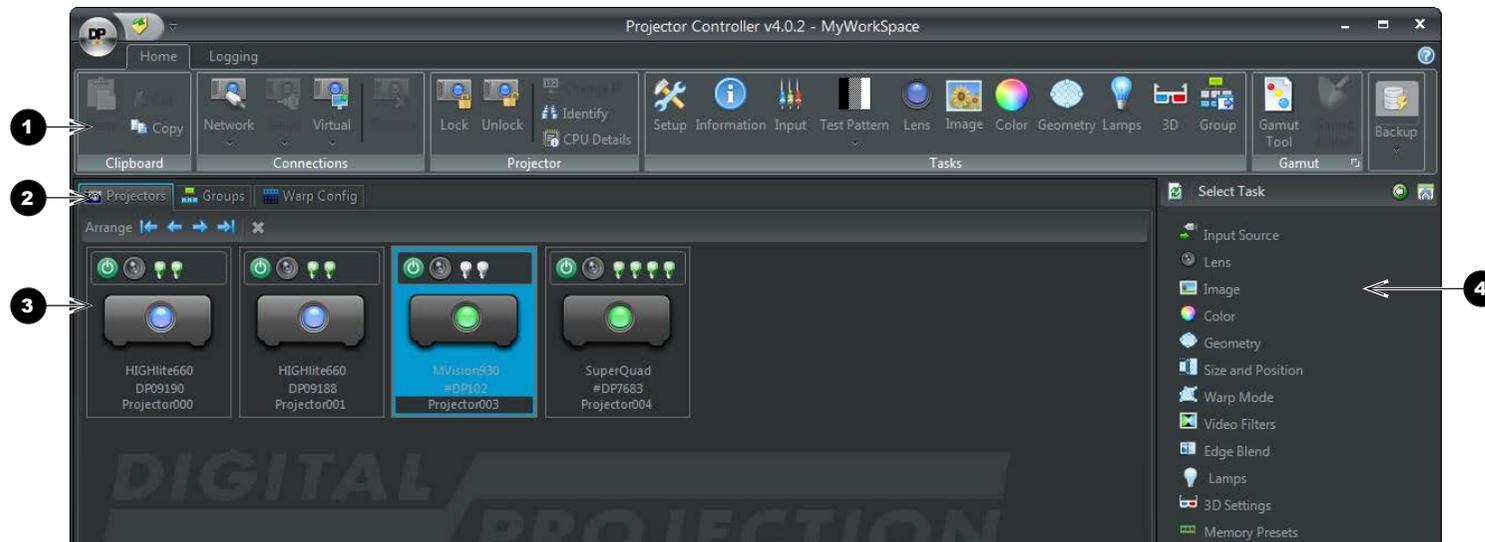


Notes

- All IP addresses in your network must be identical up to the third octet; each IP address must have a unique last octet.
- All IP addresses within a network share the same subnet mask. You cannot edit the subnet.
- Each MAC address is unique. MAC addresses are assigned automatically and cannot be edited.

Workspace Reference

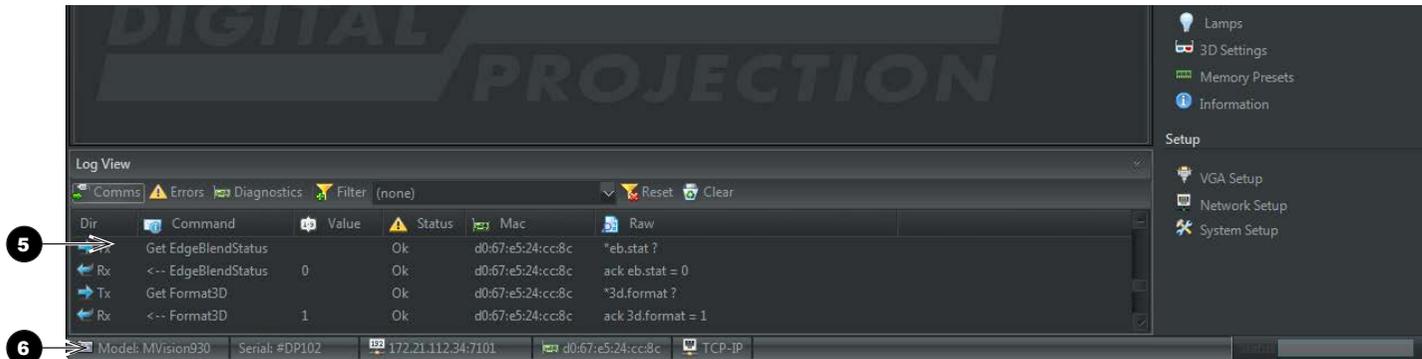
- 1 **Menus**
Sets of menus in two menu tabs, **Home** and **Logging**.
- 2 **Main workspace split in tabs**
Monitor the projectors in your network and change settings. Switch between the following tabs:
 - **Projectors** - view all projectors at once and work with one projector at a time.
 - **Groups** - view and work with groups of projectors.
 - **Warp Config** - create, edit and apply warp maps.
 Use the **Arrange** buttons to change the order of the projector.
- 3 **Individual projector**
View model, name, lamp status and configuration, and whether the projector is powered on. The currently selected projector has a darker background. Click a projector to select it. On the **Projectors** tab all commands work only on the currently selected projector.
- 4 **Task pane**
All settings for the currently selected projector can be controlled from this area.



Notes

Notes

- 5 Log View**
 Quick access to the **Comms** log, **Errors** log and **Diagnostics** log, allowing you to filter entries so you can view messages for an individual projector.
- 6 Information bar**
 This area provides information about the currently selected projector: model, serial number, IP, MAC address and network type.



Saving and opening workspaces

You can save your workspace for future use. Projector Controller records the current projectors, their order in the workspace, as well as any groups and the projectors they contain.

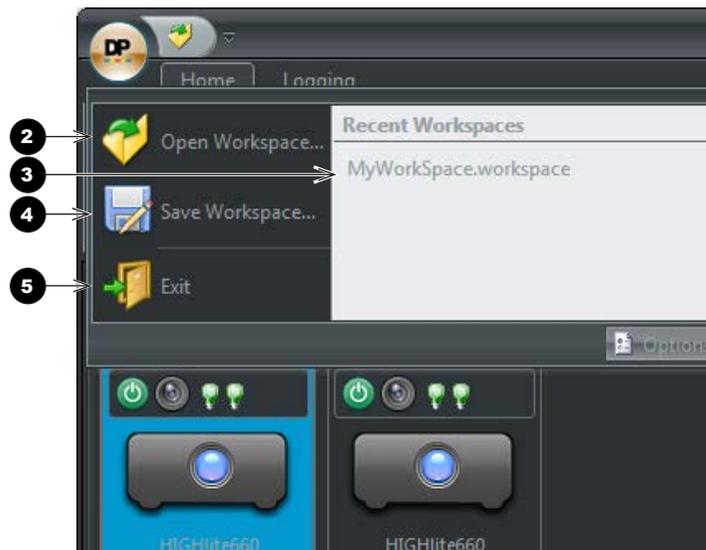
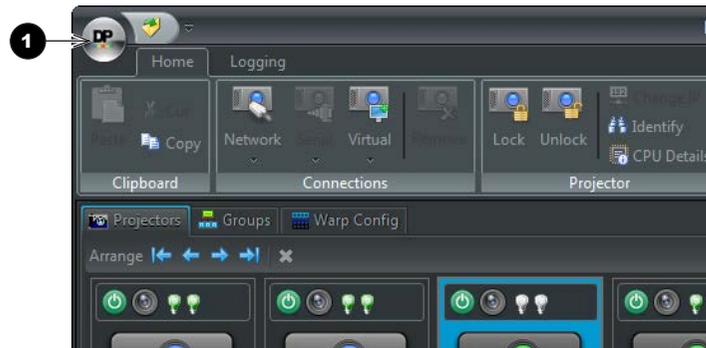
When you open a saved workspace, it replaces your current workspace.

Unavailable projectors are also added to the workspace.

Workspaces are saved with the **.workspace** extension. The default location for your saved workspaces is *My Documents\Digital Projection\Projector Controller\Workspaces*. You can save your workspaces to any location of your choice.

To save a workspace or open a saved workspace:

1. Click **the DP icon** **1** at the top left corner of the Projector Controller window.
2. Choose from the following actions:
 - **Open** a previously saved workspace **2**
 - Open a **recent workspace** **3**
 - **Save** the current workspace **4**
 - **Exit** Projector Controller **5**.



Notes

Arranging projectors in the workspace

To change a projector's position within the workspace,

1. Select the projector.
2. Use the **Arrange** toolbar:
 - Move to the beginning **1**
 - Move toward the beginning, one step at a time **2**
 - Move toward the end, one step at a time **3**
 - Move to the end **4**



Notes



Digital Projection Limited

Greenside Way, Middleton
Manchester M24 1XX, UK

*Registered in England No. 2207264
Registered Office: as above*

Tel (+44) 161 947 3300
Fax (+44) 161 684 7674

enquiries@digitalprojection.co.uk
service@digitalprojection.co.uk

www.digitalprojection.co.uk

Digital Projection Inc.

55 Chastain Road, Suite 115
Kennesaw, GA 30144, USA

Tel (+1) 770 420 1350
Fax (+1) 770 420 1360

powerinfo@digitalprojection.com
www.digitalprojection.com

Digital Projection China

中国 北京市 朝阳区 芍药居北里101号
世奥国际中心A座2006室(100029)

Rm A2006
ShaoYaoJu 101 North Lane
Shi Ao International Center
Chaoyang District
Beijing 100029, PR CHINA

Tel (+86) 10 84888566
Fax (+86) 10 84888566-805

techsupport@dp-china.com.cn
www.dp-china.com.cn

Contact Information:**Digital Projection Asia**

16 New Industrial Road
#02-10 Hudson Technocentre
Singapore 536204

Tel (+65) 6284-1138
Fax (+65) 6284-1238

www.digitalprojectionasia.com