

Local LCD screens



Overview window (A)

- Main source
- PIP source
- IP address
- Customer ID
- Lamp status
- Mains voltage
- Ambient temperature
- Text status (OSD)

Lamp overview window (B)

- Number of strikes
- Run time (hours)
- Remaining run time (hours)
- % lamp used

About window (C)

- Package version in use
- Mgr Software in use
- GUI Software in use

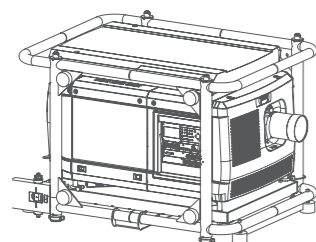
Common parts

- Error and warning area (1)
- Projector status (2)
- **Green:** projector works correctly
- **Red cross:** projector has errors
- **Yellow triangle:** projector has warnings

Menu structure

INPUT	IMAGE	LAYOUT	LAMPS
Input Selection	Image Settings	Main Window	Lamp Power
Advanced Settings	Aspect Ratio	PIP Window	Identification
Input Locking	Timings	Layout File Services	Z-axis
Minimum Delay	Image File Services	Same Zoom/Focus	
Native Resolution	Save Custom Settings		
No Signal	Splash image		
EDID			
3D*			

ALIGNMENT	PROJECTOR CONTROL	SERVICE
Orientation	Projector Address	Identification
Lens	Serial communication	Diagnostics
Warping	Network	Int. Service Patterns
Blanking	IR control	Factory Default
Contrast/Intensity	DMX	USB Memory
Gamma	Buttons	Reset Formatter
Internal patterns	Menu Position	Refill mode
Color Space	Local LCD	Save Custom Settings
ScenergiX	Change Language	Auto Dim overtemp.
3D Glasses	Scheduler	Time and Date
	GSM Configuration**	



* Only available with optional 3D input
** Only available with optional GSM module

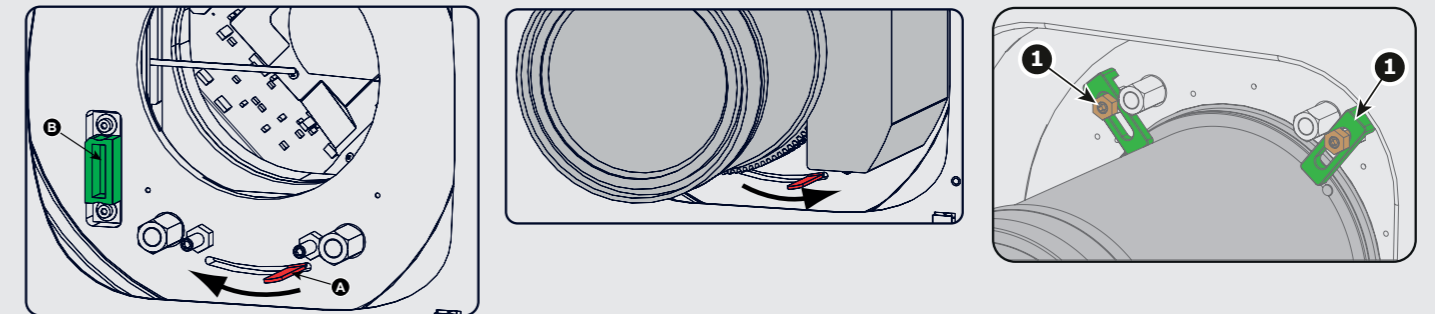
R5905324 Rev. 02

Support

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HDQ series Quick start guide

Mounting the lens

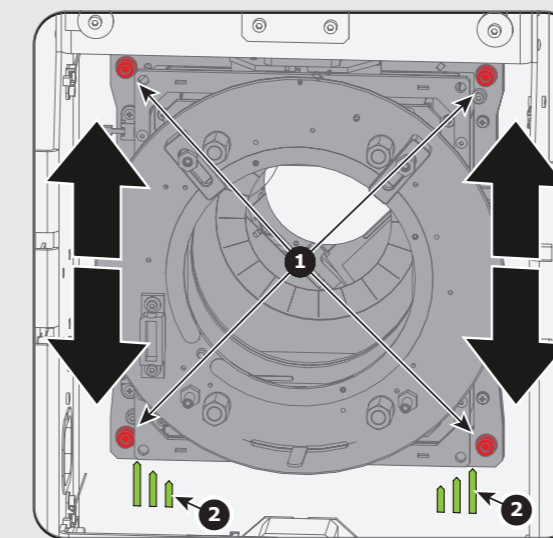


- Remove foam in lens opening.
- Place lens holder in unlock position. Handle A towards socket B.
- Gently insert the lens in such a way that the lens connector matches the socket B.

- Insert the lens until the connector seats into the socket.
- Secure the lens in the lens holder. Move handle A into the lock position (away from socket B).

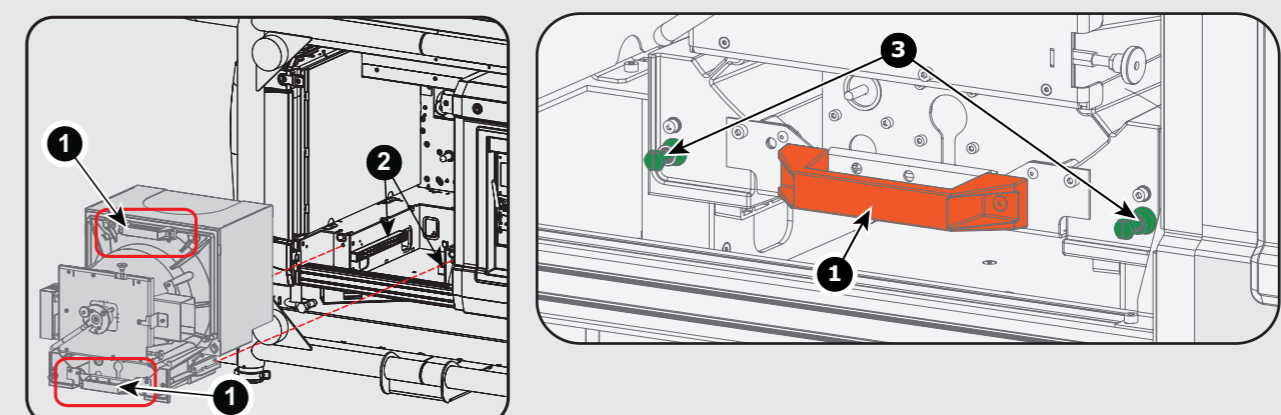
- Check if lens touches the front plate of the lens holder.
- Check if the lens is really secured by trying to pull the lens out of the lens holder.
- Place the 2 lens fixation brackets (1) into position and secure with a nut on each bracket

Additional vertical shift



- To extend lens shift in a specific direction.
- Loosen the 4 screws (1) until central part of lens holder becomes loose.
- Shift the central part up or down.
- Lowermost, middle and uppermost shift positions are marked on the lens holder (2).
- Tighten the 4 screws.

Mounting the lamp house



⚡ Before installing the Lamp House, disconnect the power to the projector mains terminals and unplug the power cord at the UPS INLET for removal of all power from the projector

- Remove housing on lamp house side.
- Grip the lamp house by both handles (1)
- Place the lamp house on the base plate inside the lamp compartment.
- Line up the foot of the lamp house with the slots on the base (2).

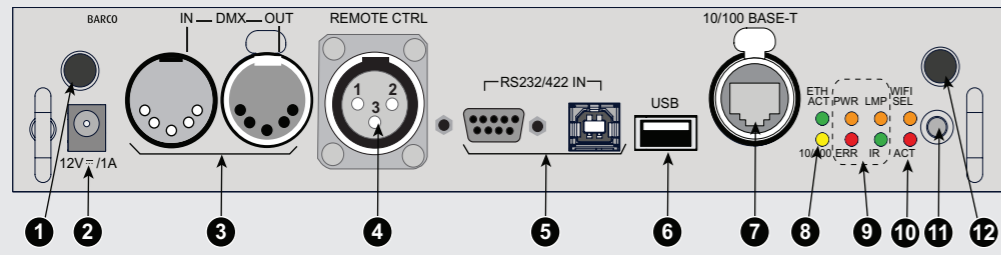
- Push the lamp house fully in.
- Secure both retaining screws.
- Mount the housing

BARCO

Visibly yours

HDQ series Quick start guide

Communication panel



- 1 WiFi antenna for wireless IP (optional)
- 2 12V 1A output
- 3 DMX interface input - output
- 4 XLR input for wired projector control
- 5 RS232 for serial communication
- 6 USB backup custom settings
- 7 10/100 base-T for external control over IP and Art-Net
- 8 Ethernet status lights
- 9 Projector Status lights
- 10 WiFi status lights
- 11 IR receive sensor
- 12 GSM antenna input (optional)

Connections

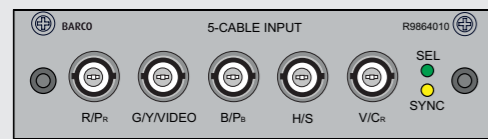
Standard inputs



- Dual Link DVI-I HDCP** input accepts:
 - RGB HV/YUV HV
 - Single DVI
 - Dual link DVI

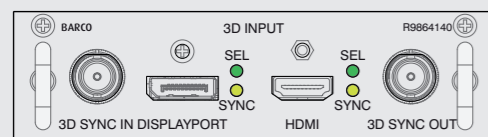
- 3G/DUAL HDSDI** input accepts:
 - 3G : standard SMPTE 425M
 - HDSDI : standard SMPTE 292M
 - Dual link : standard SMPTE 372M
 - SDI : standard SMPTE 259M

Optional input



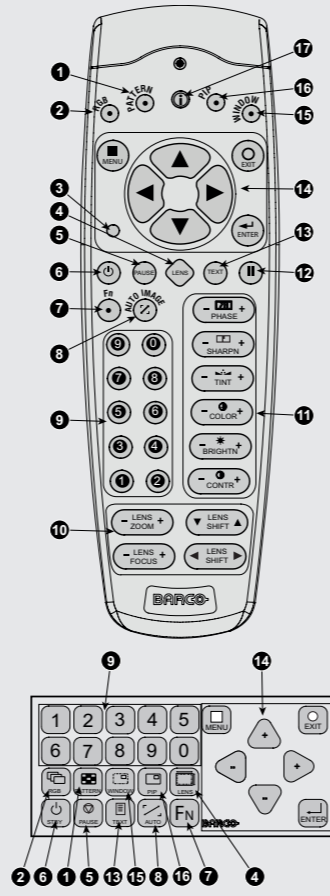
- 5 Cable Input** accepts:
 - RGB HV/YUV HV
 - Composite video
 - S-Video

Optional 3D input



- 3D Input** accepts:
 - 3D sync in
 - Display port 1.1a up to 210 MHz
 - HDMI 1.4a up to 210 MHz

Using the remote control or local keypad



- 1 **Pattern** to display test patterns
- 2 **RGB** to toggle colors
- 3 **Address** to enter projector address
- 4 **Lens** to open lens adjustments menu
- 5 **Pause** to switch to pause
- 6 **Standby** to switch to standby
- 7 **Fn** to toggle the display to the preview image
- 8 **Auto image** to activate the auto image adjustment
- 9 **Digit keys** Direct input selection or numeric entries
- 10 **Lens keys** to direct lens adjustment
- 11 **Settings**
 - Phase:** to adjust phase (analog signals only)
 - Sharpness:** to increase edge detail
 - Tint:** to adjust tint (NTSC only)
 - Color:** to adjust color saturation
 - Brightness:** to adjust the low lights
 - Contrast:** to adjust the high lights
- 12 **Freeze** to freeze the current image
- 13 **Text** to activate or deactivate the OSD
- 14 **Navigation and Menu keys**
- 15 **Window** to select the active window
- 16 **PIP** to activate selected Picture in Picture
- 17 **Info** to activate help information on a menu item

Quick setup and operation

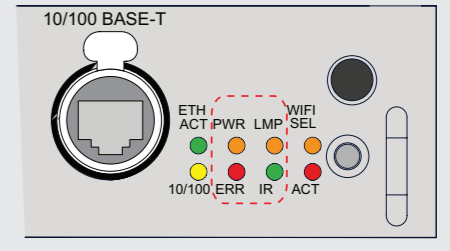
The following summarizes HDQ setup and operation. For errorfree installation always refer to the "User and Installation manual".

- Connect power.** Ensure that the power is properly connected to the power input sockets. Y-Δ (wye-delta) configuration possible.
- Connect available sources** to the appropriate input terminal.
- Switching on.** Turn the mains switch to on.
- Start up** sequence starts. Local LCD displays a start up screen
- Standby button** changes from red to green when pressed.
- Image** of the latest selected input appears.
- Adjust the lens settings** by pressing the LENS button or via the direct lens keys on the RCU
- Auto image** can load automatically the correct file. The manual selection can be done via menu or other control systems.
- Orientation** of the unit is set as standard in table front projection mode. Change the projector set up in the ALIGNMENT > ORIENTATION menu.
- If geometrical distortion occurs** this can be corrected with the Warping settings in the ALIGNMENT menu.
- Tuning the image** can be done in the IMAGE menu or via the image settings on the RCU
- Picture-in-Picture control** can be done in the LAYOUT menu or via the PIP button.
- Lamp management** in the LAMP menu.
- Switching off** the unit can be done by pressing the STBY button for 3 sec. An aftercool up to 300 sec will start.

LED and Button indication chart



Button panel



Communication interface

LED or Button	Color status	Description
Standby button	RED on	Projector is in standby
	RED toggles on/off	Projector startup failed
	GREEN toggles on/off	Projector starts up
	GREEN on	Projector is on
	WHITE toggles on/off	Projector goes from/to ECO standby
Pause button	RED on	Shutter is closed
	GREEN on	Shutter is open
	Dimmed WHITE	Shutter is closed, projector in standby
	Full WHITE	Shutter is undefined
	Full WHITE toggles on/off	Shutter is closed during reset format-ter
PWR (power LED)	Off	Projector powers up
	RED	Projector is in standby
	ORANGE	Projector is in ECO standby
	GREEN	Projector is on
	GREEN-ORANGE	Lamp is on in CLO mode
LMP (lamp LED)	Off	Lamp is off
	RED	No lamp inserted
	ORANGE	Lamp is on in ECO mode
	GREEN	Lamp is on in normal mode
	GREEN-ORANGE	Lamp is on in CLO mode
ERR (error LED)	Off	No error
	RED toggles on/off	Error
	ORANGE toggles on/off	Warning
IR	RED	IR signal received
	GREEN	IR signal acknowledged

WARNINGS

- Do not cover the lens while projecting
- Do not look into the lens.
- Exhaust box becomes very hot when projector is on.
- When projector is used in portrait mode, floor covering can become very hot and must be resistant to a temperature of 90°C (194°F)

IMPORTANT:

- Remove the lens before transporting the projector.
- Remove lamp house before transporting the projector.
- To save lamp lifetime, first switch the projector to standby mode and wait until the after cooling is finished to switch off the main power.
- Ensure that the projector is operating with clean filters.
- Do not block the ventilation in and outlets
- Laser light can cause severe damage to the DMD. This damage is not covered by warranty.



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