# Dream'E

# User Manual

## DreamVision
### WE MAKE THE WORLD DREAM

## Changes

DreamVision provides this manual 'as is' without warranty of any kind, either expressed or implied, including but not limited to the implied warranties or merchantability and fitness for a particular purpose. DreamVision may make improvements and/or changes to the product(s) and/or the program(s) described in this publication at any time without notice.

This publication could contain technical inaccuracies or typographical errors. Changes are periodically made to the information in this publication; these changes are incorporated in new editions of this publication.

## Copyright

All right reserved. No part of this document may be copied, reproduced or translated. It shall not otherwise be recorded, transmitted or stored in a retrieval system without the prior written consent of DreamVision.

## Guarantee

DreamVision provides a guarantee relating to perfect manufacturing as part of the legally stipulated terms of guarantee. On receipt, the purchaser must immediately inspect all delivered goods for damage incurred during transport, as well as for material and manufacturing faults. DreamVision must be informed immediately in writing of any complaints.

If the purchaser or third party caries out modifications or repairs on goods delivered by DreamVision, or if the goods are handle incorrectly, in particular if the systems are commissioned operated incorrectly or if, after the transfer of risks, the goods are subject to influences not agreed upon in the contract, all guarantee claims of the purchaser will be rendered invalid. Not included in the guarantee coverage are system failures which are attributed to programs or special electronic circuitry provided by the purchaser, e.g. interfaces. Normal wear as well as normal maintenance are not subject to the guarantee provided by DreamVision either.

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

## Trademarks

Brand and product names mentioned in this manual may be trademarks, registered trademarks or copyrights of their respective holders. All brands and product names mentioned in this manual serve as comments or examples and are not to be understood as advertising for the products of their manufactures.

# TABLE OF CONTENTS

# 1.0 SAFETY INSTRUCTIONS

## 1.1 Important information

### Lead-free regulation

This product has a High Intensity Discharge (HID) lamp that contains a small amount of mercury. It also contains lead in some components.
Disposal of these materials may be regulated in your community due to environmental considerations. For disposal or recycling information please contact your local authorities, or the Electronics Industries Alliance: http://www.eiae.org.

### Information for Users on Disposal of Old Equipment

This symbol indicates that the electrical and electronic equipment should not be disposed as general household waste at its end of life. Instead, the product should be handed over to the applicable collection point for the recycling of electrical and electronic equipment for proper treatment, recovery and recycling in accordance with your national legislation.
By disposing of this product correctly, you will help to conserve natural resources and will help prevent potential negative effects on the environment and human health which could otherwise be caused by inappropriate waste handling of this product.
For more information about collection point and recycling of this product, please contact your local municipal office, your household waste disposal service or the shop where you purchased the product. Penalties may be applicable for incorrect disposal of this waste, in accordance with national legislation.

**Other Countries outside the European Union:**

If you wish to dispose of this product, please do so in accordance with applicable national legislation or other rules in your country for the treatment of old electrical and electronic equipment.

### About the installation place

Do not install the projector in a place that cannot support its weight securely.
If the installation place is not sturdy enough, the projector could fall or overturn, possibly causing personal injury.

---

CAUTION:
To reduce the risk of electric shock, do not remove cover. Refer servicing to qualified service personnel. This projector is equipped with a 3-blade grounding type plug to satisfy FCC rule. If you are unable to insert the plug into the outlet, contact your electrician.

---

WARNING:
To prevent fire or shock hazards, do not expose this appliance to rain or moisture. This apparatus must be earthed.

---

## 1.2 Important safeguards

Electrical energy can perform many useful functions. This unit has been engineered and manufactured to assure your personal safety. **But IMPROPER USE CAN RESULT IN POTENTIAL ELECTRICAL SHOCK OR FIRE HAZARD.** In order not to defeat the safeguards incorporated into this product, observe the following basic rules for its installation, use and service.

The power input is auto-ranging from 100 to 240 VAC.

Please read these Important Safeguards carefully before use.

· All the safety and operating instructions should be read before the product is operated.

· All warnings on the product and in the operating instructions should be adhered to.

· All operating instructions should be followed.

· Place the projector near a wall outlet where the plug can be easily unplugged.

· Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.

· Do not use attachments not recommended by the product manufacturer as they may be hazardous.

· Do not use this product near water. Do not use immediately after moving from a low temperature to high

temperature, as this causes condensation, which may result in fire, electric shock, or other hazards.

- Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious injury to a child or adult, and serious damage to the product. The product should be mounted according to the manufacturer's instructions, and should use a mount recommended by the manufacturer.

- When the product is used on a cart, care should be taken to avoid quick stops, excessive force, and uneven surfaces which may cause the product and cart to overturn, damaging equipment or causing possible injury to the operator.

- Slots and openings in the cabinet are provided for ventilation. These ensure reliable operation of the product and protect it from overheating. These openings must not be blocked or covered. (The openings should never be blocked by placing the product on bed, sofa, rug, or similar surface. It should not be placed in a built-in installation such as a bookcase or rack unless proper ventilation is provided and the manufacturer's instructions have been adhered to). For proper ventilation, separate the product from other equipment, which may prevent ventilation and keep a distance of more than 5-9" (150 mm).

- This product should be operated only with the type of power source indicated on the label. If you are not sure of the type of power supply to your home, consult your product dealer or local power company.

- This product is equipped with a three-wire plug. This plug will fit only into a grounded power outlet. If you are unable to insert the plug into the outlet, contact your electrician to install the proper outlet. Do not defeat the safety purpose of the grounded plug.

- Power-supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them. Pay particular attention to cords at doors, plugs, receptacles, and the point where they exit from the product.

- For added protection of this product during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet and disconnect the cable system. This will prevent damage to the product due to lightning and power line surges.

- Do not overload wall outlets, extension cords, or convenience receptacles on other equipment as this can result in a risk of fire or electric shock.

- Never push objects of any kind into this product through openings as they may touch dangerous voltage points or short out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.

- Do not attempt to service this product yourself as opening or removing covers may expose you to dangerous voltages and other hazards. Refer all service to qualified service personnel.

- Unplug this product from the wall outlet and refer service to qualified service personnel under the following conditions:

a) When the power supply cord or plug is damaged.

b) If liquid has been spilled, or objects have fallen on the product.

c) If the product has been exposed to rain or water.

d) If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the Operation Manual, as an improper adjustment of controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.

e) If the product has been dropped or damaged in any way.

f) When the product exhibits a distinct change in performance - this indicates a need for service.

- When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer or with same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or other hazards.

- Upon completion of any service or repairs to this product, ask the service technician to perform safety checks to determine that the product is in proper operating condition.

- The product should be placed more than one foot away from heat sources such as radiators, heat registers, stoves, and other products (including amplifiers) that produce heat.

- When connecting other products such as VCR's, and personal computers, you should turn off the power of this product for protection against electric shock.

- Do not place combustible behind the cooling fan. For example, cloth, paper, matches, aerosol cans or gas lighters that present special hazards when over heated.

- Do not look into the projection lens while the illumination lamp is turned on. Exposure of your eyes to the strong light can result in impaired eyesight.

- Do not look into the inside of this unit through vents (ventilation holes), etc. Do not look at the illumination lamp directly by opening the cabinet while the illumination lamp is turned on. The illumination lamp also contains ultraviolet rays and the light is so powerful that your eyesight can be impaired.

- Do not drop, hit, or damage the light-source lamp (lamp unit) in any way. It may cause the light-source lamp to break and lead to injuries. Do not use a damaged light source lamp. If the light-source lamp is broken, ask your dealer to repair

it. Fragments from a broken light-source lamp may cause injuries.

- The light-source lamp used in this projector is a high pressure mercury lamp. Be careful when disposing of the light source lamp. If anything is unclear, please consult your dealer.

- Do not ceiling-mount the projector to a place which tends to vibrate; otherwise, the attaching fixture of the projector could be broken by the vibration, possibly causing it to fall or overturn, which could lead to personal injury.

- Use only the accessory cord designed for this product to prevent shock.

- The power supply voltage rating of this product is AC120 V, AC100 V – AC240 V, the power cord attached conforms to the following power supply voltage. Use only the power cord designated by our dealer to ensure Safety and EMC.

- When it is used by other power supply voltage, power cable must be changed.

- Ensure that the power cable used for the projector is the correct type for the AC outlet in your country. Consult your product dealer.

- **Caution:** Do not allow any unqualified person to install the unit. Be sure to ask your dealer to install the unit (e.g. attaching it to the ceiling) since special technical knowledge and skills are required for installation. If installation is performed by an unqualified person, it may cause personal injury or electrical shock.

## 1.3   REGIONAL SPECIFIC INFORMATION

### FCC INFORMATION (USA ONLY)

Changes or modification not approved by DreamVision could void the user's authority to operate the equipment.
Note: This equipment has been tested and found to comply with the limits for Class B digital devices, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encourage to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

 **FCC**

The Federal Communications Commission (FCC) is an independent United States government agency, created, directed, and empowered by Congressional statute.
The FCC was established by the Communications Act of 1934 as the successor to the Federal Radio Commission and is charged with regulating all non-Federal Government use of the radio spectrum, including radio and television broadcasting, and all interstate telecommunications like wire, satellite and cable as well as all international communications that originate or terminate in the United States. The FCC's jurisdiction covers the 50 states, the District of Columbia, and U.S. possessions.

# 2.0 INSTALLATION GUIDELINES

## 2.1 Environment of Use

- Do not use this unit in rooms with cigarette smoke or oily smoke. This may cause the unit to malfunction.

### Mounting this unit to the ceiling

Check temperature around the unit. When a heater is in use, the ceiling may reach a temperature higher than anticipated, hence leading to malfunction of the unit.

### Precautions of Usage

This unit makes use of a light source lamp that may reach a high temperature during projection. Do not allow projection under the following conditions. Doing so may cause fire or malfunction of the unit.

- Projection with the unit laid on sides.
- Projection with the unit installed in an unreasonable angle. Avoid using this unit at an angle of more than 15° horizontally and 5° vertically. Doing so may cause unevenness in the color or shorten the lamp life.
- Projection at a location that blocks the air inlets or exhaust vents.
- Projection at a place exposed to air blasts from an air conditioner.

## 2.2 Air-Flow and Space Requirements

This unit can be installed in table, ceiling, rear table or rear ceiling position. Make sure that the unit is installed within the space requirements described below.
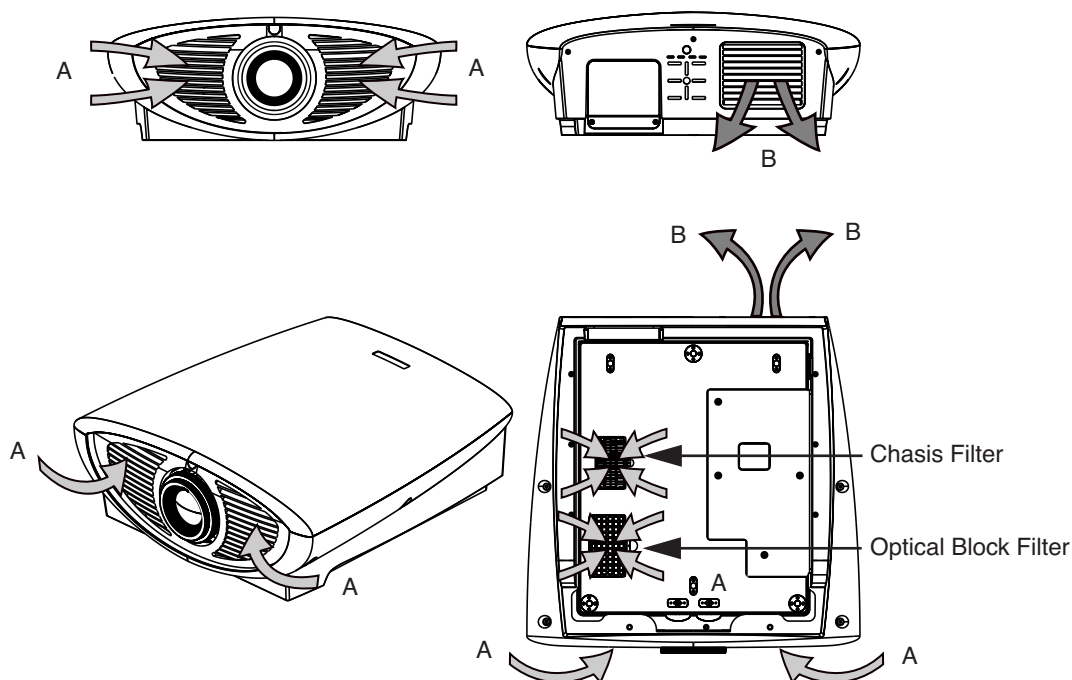


- A: Air inlets
- B: Air outlets

*Air flow*

150 mm    150 mm

100 mm

150 mm

100 mm    150 mm

*Space requirements*

## 2.3   Ceiling mounting the unit

When mounting of this unit is required, make use of the 3 screw holes (M6x20 screws) at the bottom of this unit indicated by the letter A. Allow sufficient space around the air inlets to avoid blocking them.
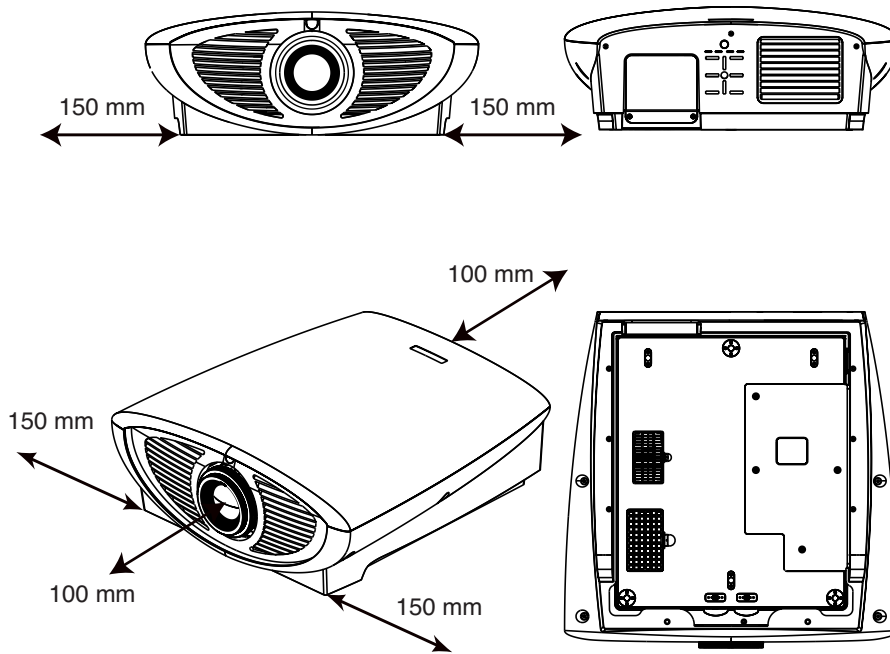
### Precautions for Ceiling-mount

A

B                    B

· To ceiling-mount this unit, special expertise and techniques are necessary. Be sure to ask your dealer or specialist to perform mounting.

· Do not mount at places that may be subjected to vibration and shock.

· Depth of the screw holes (A) is 12 mm. Do not use long screws as you may damage inside the projector.

· You can use the original feet holes (B) to fix the ceiling mount if needed. You must use at least 2x A-holes if you plan to use B-holes.

· Install at a safe place in case this unit or a part of it may drop. If the light-source lamp is broken, small pieces of glass from the mesh of the filter may appear outside the unit.

· Regardless whether the unit is still under guarantee, DreamVision is not liable for any product damage caused by mounting the unit with third party ceiling mount or when the environment is not suitable for ceiling-mount.

A        B        A
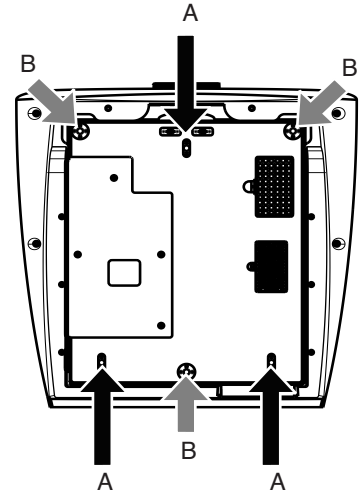
## 2.4   Projection Distance and Offset Setting

## Projection Distance

| Projection Screen Size Diagonal size (Aspect Ratio 16:9) | Projection Screen Size Base size (Aspect Ratio 16:9) | Projection Screen Height (Aspect Ratio 16:9) | Dream E |
|---|---|---|---|
| | | | **Projecting Distance minimum - maximum** |
| 50" (1270 mm) | 43,6" (1107 mm) | 24,5" (623 mm) | 1948 mm - 2800 mm |
| 60" (1524 mm) | 52,3" (1328 mm) | 29,4" (747 mm) | 2338 mm - 3361 mm |
| 70" (1778 mm) | 61,0" (1550 mm) | 34,3" (872 mm) | 2727 mm - 3921 mm |
| 83" (2108 mm) | 72,3" (1837 mm) | 40,7" (1034 mm) | 3234 mm - 4649 mm |
| 92" (2337 mm) | 80,2" (2037 mm) | 45,1" (1146 mm) | 3585 mm - 5153 mm |
| 100" (2540 mm) | 87,2" (2214 mm) | 49,0" (1245 mm) | 3896 mm - 5601 mm |
| 110" (2794 mm) | 95,9" (2435 mm) | 53,9" (1370 mm) | 4286 mm - 6161 mm |
| 138" (3505 mm) | 120,3" (3055 mm) | 67,7" (1718 mm) | 5377 mm - 7729 mm |
| 150" (3810 mm) | 130,7" (3321 mm) | 73,5" (1868 mm) | 5844 mm - 8401 mm |
| 180" (4572 mm) | 156,9" (3985 mm) | 88,2" (2241 mm) | 7013 mm - 10082 mm |
| 200" (5080 mm) | 174,3" (4428 mm) | 98,1" (2491 mm) | 7793 mm - 11202 mm |
| 250" (6350 mm) | 218" (5535 mm) | 122,6" (3113 mm) | 9741 mm - 12000 mm |

• The projection screen sizes and projecting distances in the table above are provided only as a guide. Please use them as reference during installation.

• Use a projection image of 16:9 aspect ratio for setup adjustment.

## Vertical and Horizontal Offset Setting

The optimum image can be obtained when the centre of this projector's lens and the screen are placed perpendicular to each other. Take note of the projection angle when placing them. You can also use up to +/- 30° up and down position and configure trapezoidal correction.
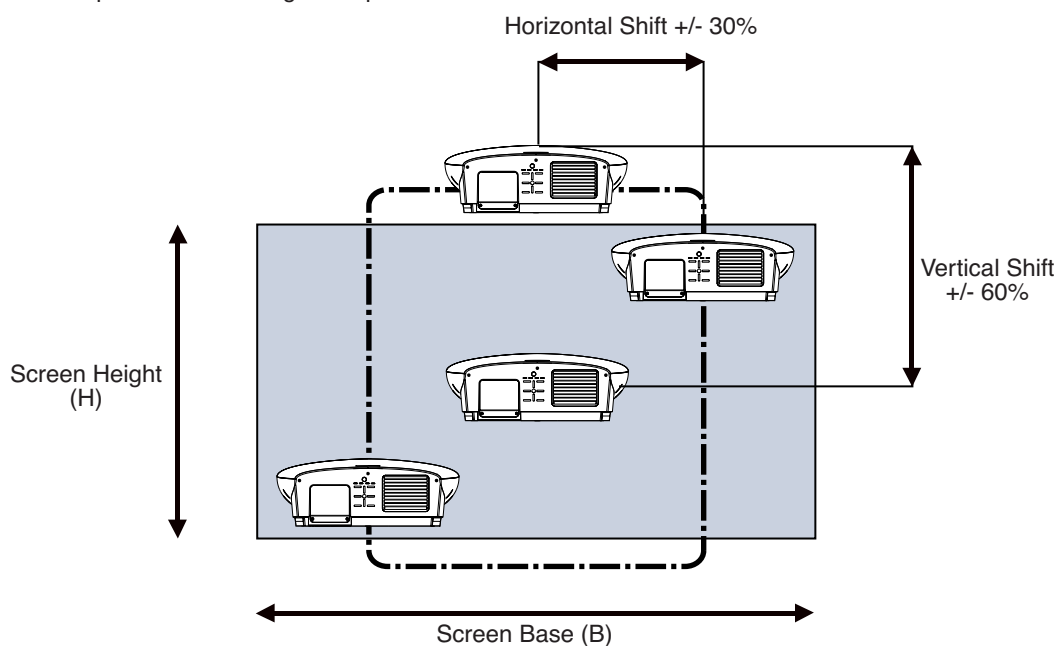


This unit comes with a vertical and horizontal shift to suit most installations. Make sure that your installation does not exceed 60% vertical offset and 30% horizontal offset to avoid trapezoidal correction.

This unit comes with a optical shift that features vertical and horizontal adjustment of the projection screen position. Adjust the picture to your screen.

- The Vertical Shift level is between -60% and 60% of the Screen Height (0.60 x H).
- The Horizontal Shift level is between -30% and 30% of the Screen Base (0.30 x B).
- The shift level is set to 0% vertically and horizontally by default, that means that the optical lens is aligned with the center of the screen.
- If the projector is not installed vertically, use trapezoidal Correction to fulfill your screen.

### 2.4.0.1 Adjust the picture position vertically

The Dream'E projector has two dials to center the picture to the screen vertically and horizontally. Refer to the picture below to locate the dials.



Vertical Shift Dial
(-60% to +60%)

Horizontal Shift Dial
(-30% to +30%)
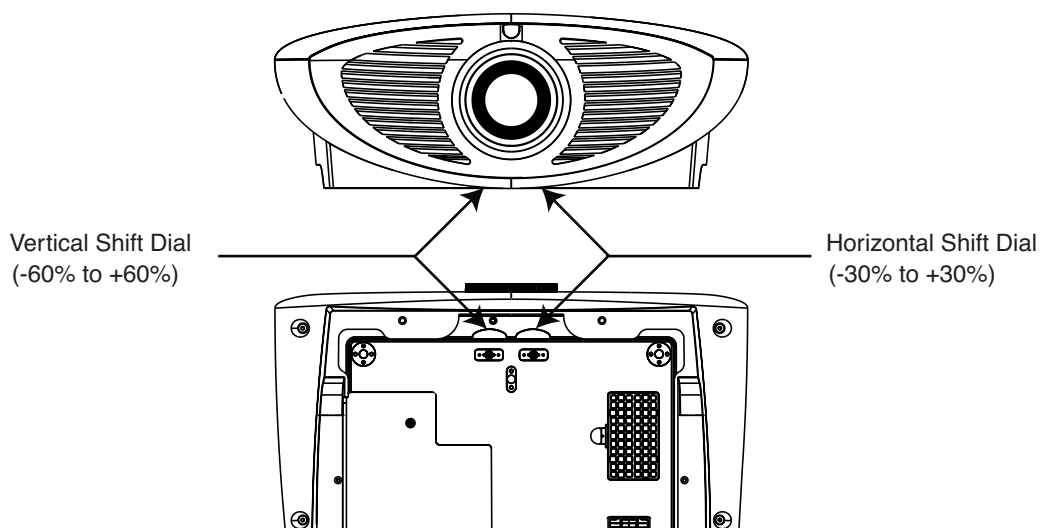
*The Vertical and Horizontal shift dials are located at the bottom of the unit.*
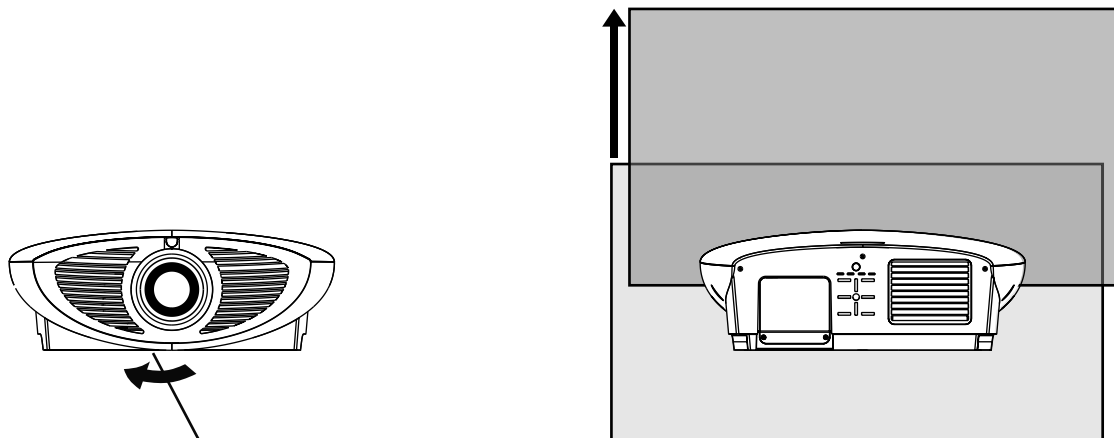


*Turn clockwise to shift the picture on the screen upward.*
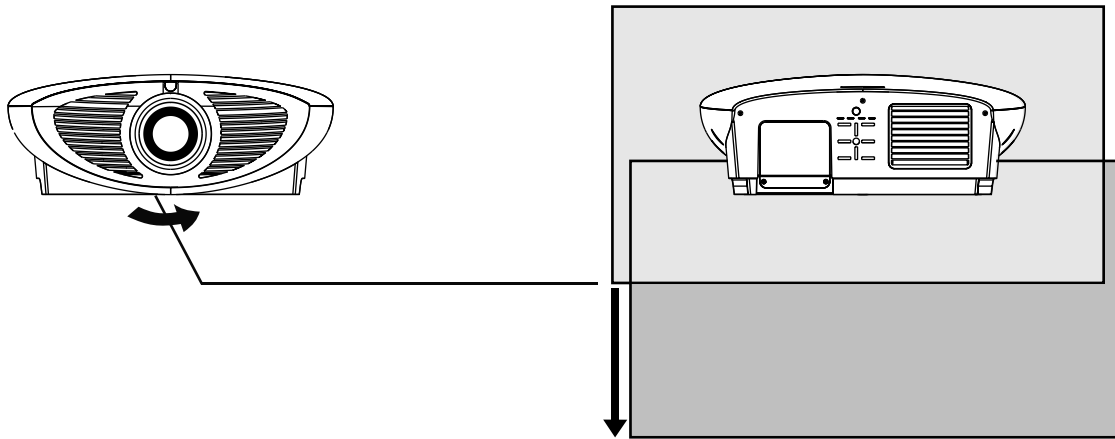
*Turn anti-clockwise to shift the picture on the screen upward.*

### 2.4.0.2 Adjust the picture position horizontally
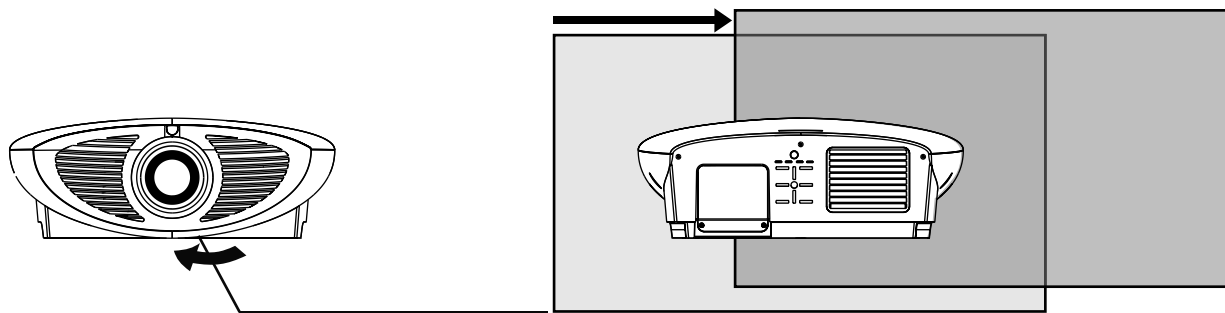


*Turn clockwise to shift right the picture on the screen.*
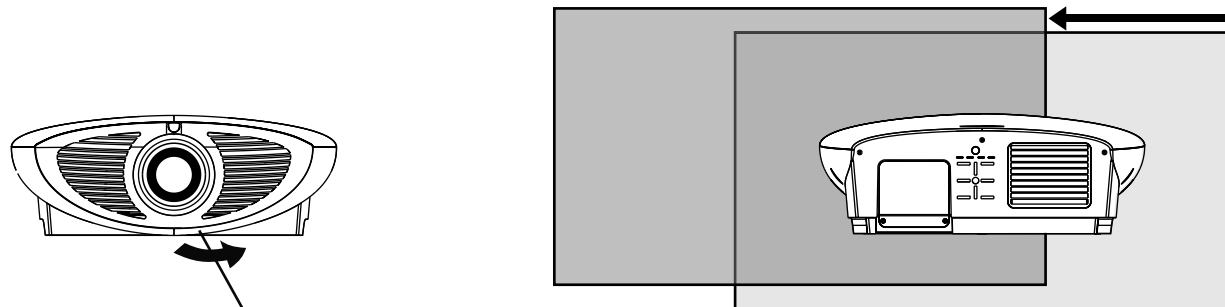


*Turn anti-clockwise to shift left the picture on the screen.*

## 2.5 Focus and Zoom Adjust
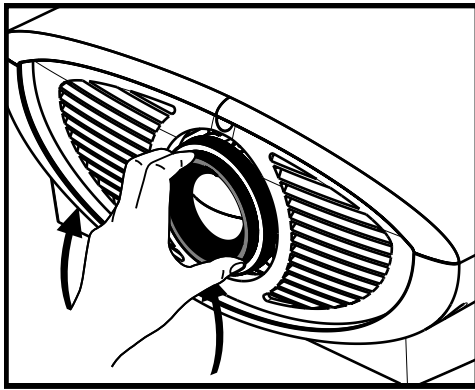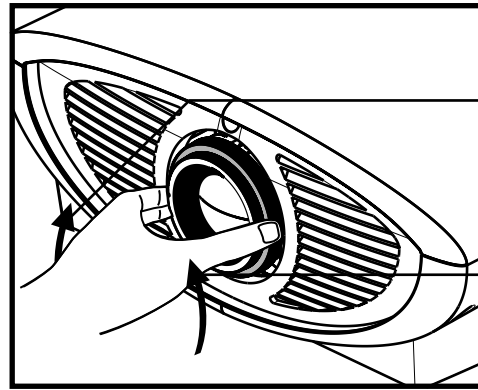


***Focus Adjust***                    ***Zoom Adjust***

Use the inner ring to adjust the picture focus, and use outer ring to adjust the picture size (zoom).

# 3.0 REMOTE CONTROL UNIT (RCU)

## 3.1 General view

Power ON button

STANDBY button

Select Active Input
Video, PC, HDMI
S-Video, Comp, Switch

Confirm button

Navigation buttons

Display Menu

Exit to previous menu

Select Picture Mode

Dynamic, Theater, Standard
User1, User2, User3

Digital Zoom
(Overscan)

Lens Aperture

Detail enhancement

Hide Display

Backlight button

Picture Aspect Ratio
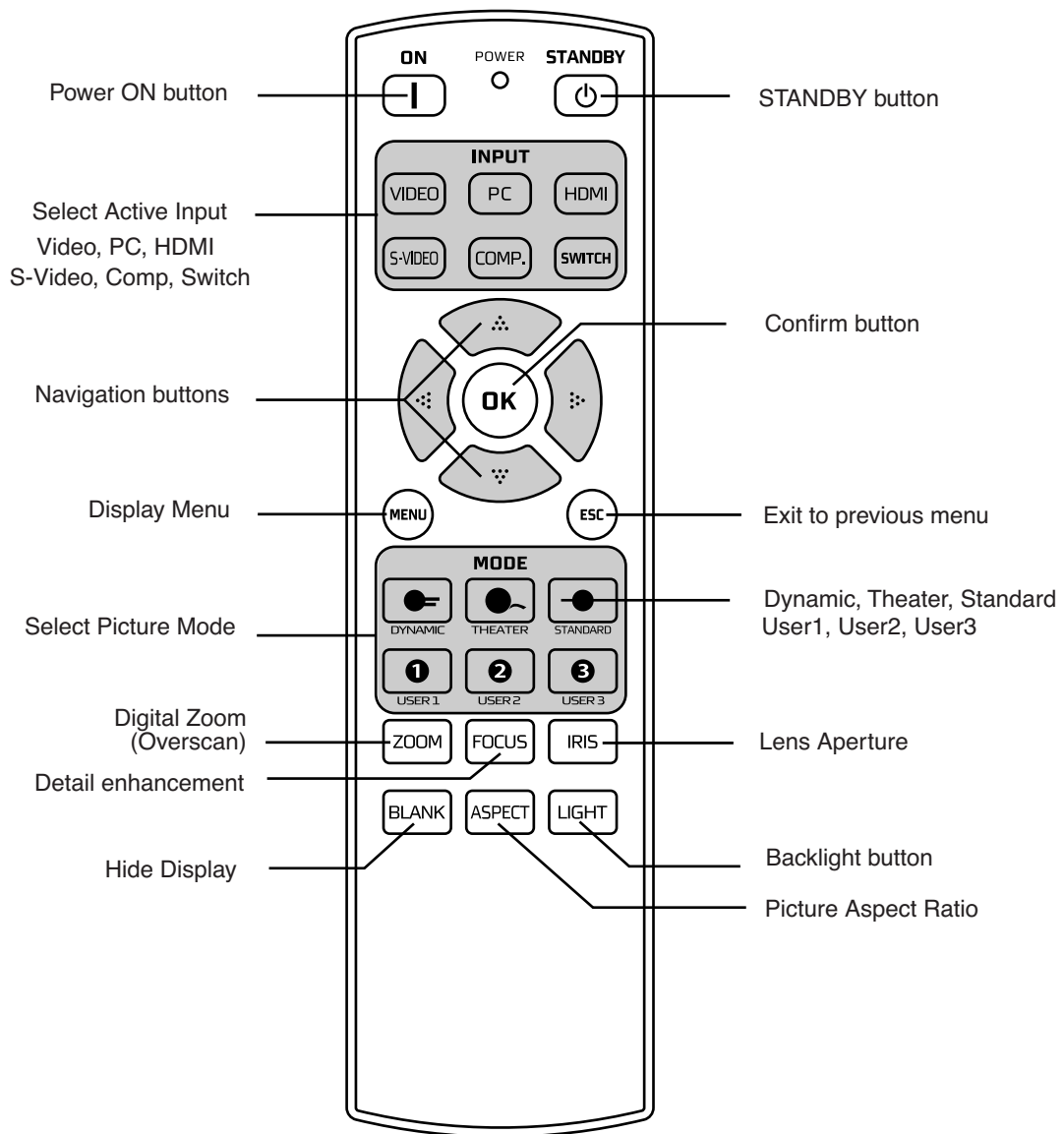
## 3.2 Loading and replacing batteries

- Push the cover tab with the fingernail a little backwards and pull upwards the cover top.
  Slide the cover forward to remove.

- Push the battery body towards the spring and lift up to remove.
  Insert two AAA size batteries, making sure the polarities match the + and - marks inside the battery compartment.

- Insert the lower tab of the battery cover in the gap at the bottom of the remote control, and press the cover until

it is firmly closed.

**(i) CAUTION WHEN USING BATTERIES**

Do not mix new and old batteries.Do not mix different type of batteries as they are different in characteristics. Insert batteries according to the + and - marks on the battery case. Do not put batteries into fire or recharge them if they are not design to. Remove the batteries if the remote control is not to be used for a prolonged period. Use manganese batteries wherever possible, Do not use rechargeable batteries.

**NOTICE**

If the remote control has to be brought closer to the projector to operate, it means that the batteries are wearing out. When this happens, replace the batteries. Insert the batteries according to the + and - marks.

## 3.3 How to use the remote control unit

The operable distance of the remote control unit is about 7m for direct reception and within 30 degrees angle with respect to the sensor.



Front InfraRed sensor

30°

30°

Back InfraRed sensor
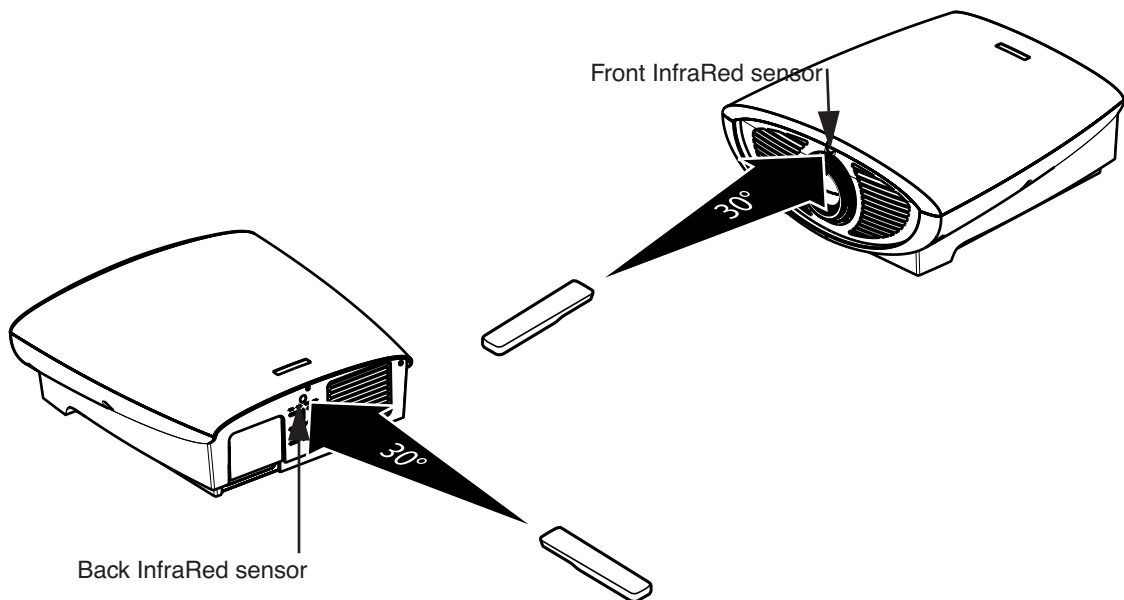
The remote control unit can be used by having the transmission signal reflected off a screen, as the effect of signals reflected from the RCU differ with the type of screen used, operable distance may decrease.

# 4.0  GETTING STARTED

## 4.1    General View

**Front side**

Air Inlet

Air Inlet

IR sensor

Focus and
Zoom Adjust
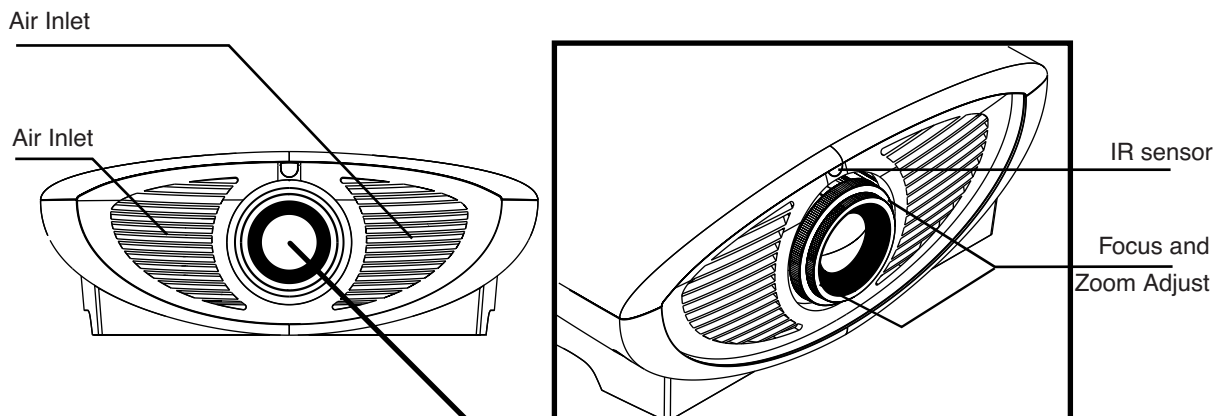
- ·   Air Inlets: see "Air-Flow and Space Requirements",  page 8.
- ·   Focus and Zoom Adjust: see "Focus and Zoom Adjust",  page 13.

**Rear side**

Operating LEDs

Back IR sensor

Air Outlet

Lamp trap
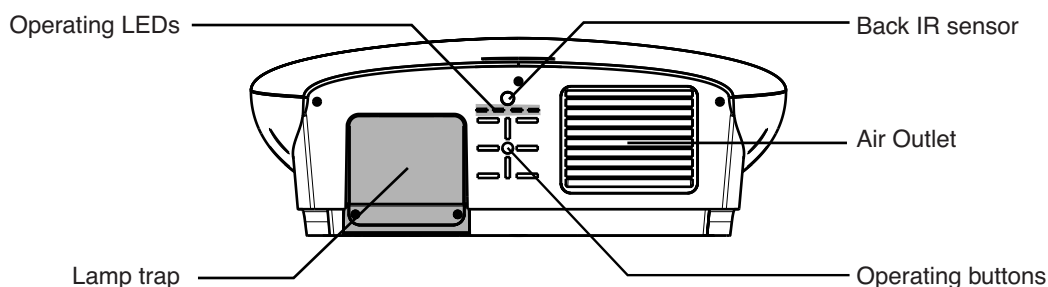
Operating buttons

- ·   Operating LEDs: see section 4.3, page 17 for more details.
- ·   Operating and Navigation buttons described in section 4.4, page 18.
- ·   Lamp trap: see "Replacing the Lamp",  page 31 for more details on the lamp replacement.

**Input Panel side**

Main Power
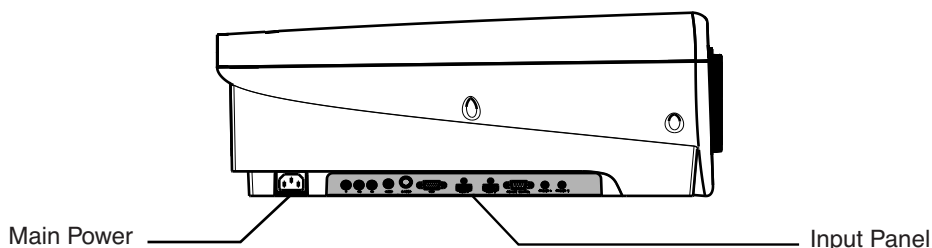
Input Panel

- ·   Main Power: connect the power cord as shown below.
- ·   Input Panel: connect your video source to the correct input.

## 4.2   Connecting the Power Cord

·   Before plugging in the Power Cord, ensure that all devices have been connected.

·   Connect the power cord to the power input terminal of the projector.
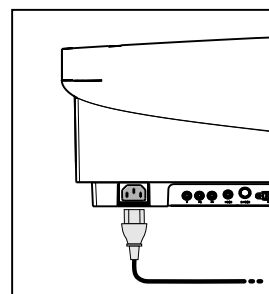


⚠ CAUTION AGAINST FIRE AND ELECTRIC SHOCK

Since the power consumption of this unit is high, insert the power plug directly into a wall outlet.
When not using devices, remove the power plug from the wall outlet.
Do not use power cords for connection other than specified.
Do not use a power voltage different from that which is indicated.
Do not cut, tear or modify the power cords. Also, do not place a heavy object on, heat or stretch the power cords as this may cause damage to the cords.
Do not insert or pull plugs with a wet hand.

## 4.3   Operating LEDs



STATUS
(green LED)

POWER
(red LED)

TEMP
(yellow LED)

FAN
(yellow LED)
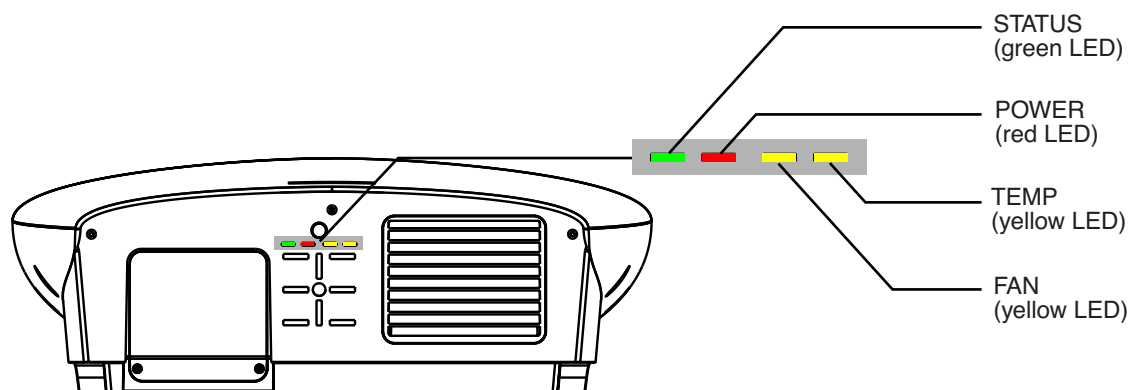
| Operating LED | | | | Description |
|---|---|---|---|---|
| Status green LED | Power red LED | Temp yellow LED | Fan yellow LED | |
| Off | On | Off | Off | Unit is in standby mode |
| On | Off | Off | Off | Unit is in operate mode (during projection) |
| Blinking | Off | Off | Off | Unit is in CooL Down* mode or Starting mode |
| Off | Blinking | Off | Blinking | An error occurred during operation, at least one fan is locked. |
| Off | Blinking | Blinking | Off | The projector cannot start because an over temperature has been detected. |
| Off | Blinking | Blinking | Blinking | The lamp failed, replace the lamp. |

**ABOUT COOL DOWN MODE**

After projection or when warning occurred, the heated lamp will go through a 2 minutes cool-down process known as the Cool Down mode. This function is to prevent damage and deformation from the heated lamp may cause to the internal components of the projector. It also prevents lamp breakage and shortened lamp life.
The Cool Down mode is indicated by the blinking Status green LED. When in Cool Down mode, the projector cannot be turned ON.
After the Cool Down process is completed, the unit will automatically switch to the Standby mode.

**CAUTION**

When in Cool Down mode, do not pull out the plug from the outlet. Also, do not block the air inlets/exhaust vents by standing the projector on its end or laying it on its side.

## 4.4   Operating and Navigation Buttons



Power button
Source
Enter
Up - down - left - right
Exit
Menu
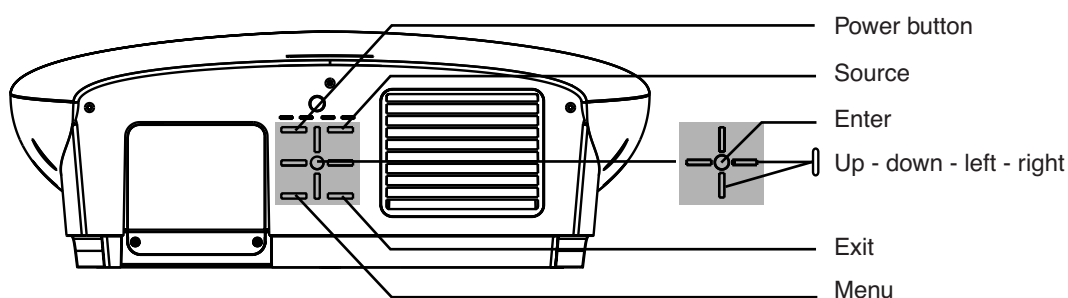
| Button | Description |
|---|---|
| **Power button** | To turn On or Off the projector. |
| **Source** | To navigate into the input selection Menu. |
| **Enter** | To select or to confirm. |
| **Up - down - left - right** | To navigate into On Screen Display Menu. |
| **Exit** | To return to previous menu or cancel action. |
| **Menu** | To display On Screen Display (OSD) Menu. |

# 5.0  CONNECTIONS

The Dream'E can be connected to any compatible devices using the available inputs listed below:

- 2x HDMI revision 1.3 with HDCP
- 1x Video
- 1x S-Video
- 1x Component
- 1x sub D-15 (RGB-VGA)
- 2x 12 volt Triggers
- 1x RS-232

The RS-232 terminal port can be used for automation.
For audio output, connect your audio video source to an amplifier.
The Dream'E features 2x12 Volt triggers that can be used to control external device such as the optional 2.35 THEATRE System.

## 5.1    Connecting a device to the projector



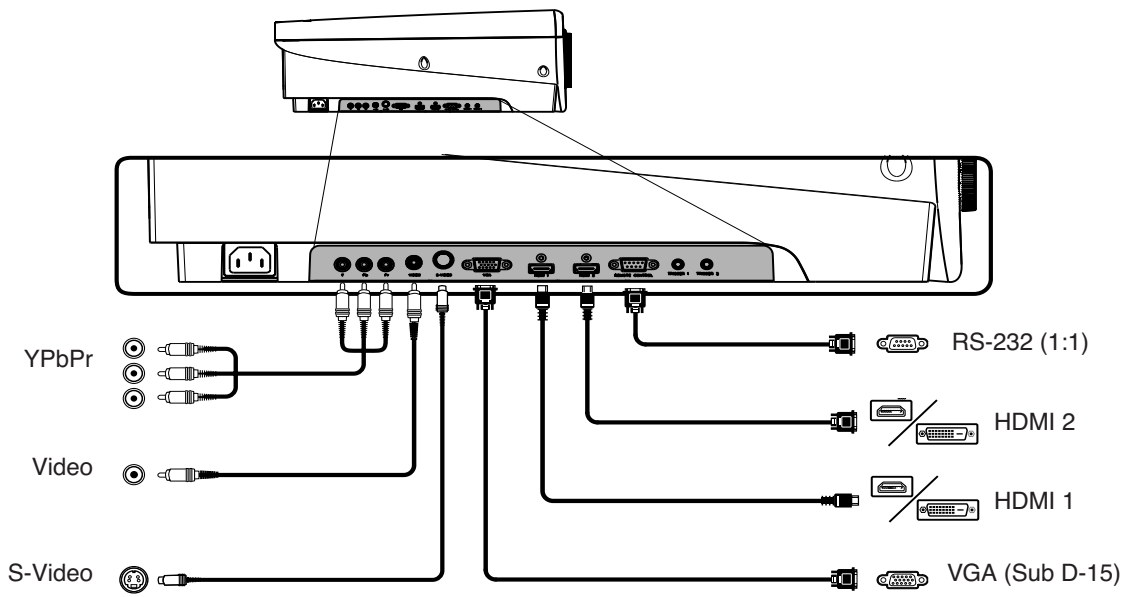| Input | Device |
|---|---|
| **YPbPr** | DVD-Player, HDTV Receiver, Game Console (SD or HD), DVB-T receiver, Multimedia box, Analog Camera |
| **Video** | DVD-Player, Computer video, Game Console (SD), digital camera, video camera. |
| **S-Video** | DVD-Player, Game Console, digital camera, video camera |
| **RS-232** | Automation Device, Control Device or Computer with RS-232* |
| **HDMI1, HDMI2** | HDMI or DVI-D sources: Blu-Ray Disc player, DVD-player with HDMI, Game Console, Computer with DVI-D output. |
| **VGA** | Computer (VGA output), Multimedia box |

For input resolution and refresh rates, check the Specifications table page 36.

Make sure to use a certified HDMI cable, especially when the distance between the different devices are longer than 5 meters. If it is the case, the use of a split system or optical fiber cable is highly recommended.

**\*USING RS-232 WITH A COMPUTER**

The RS-232 Control and Automation may require specific software and tools. See "Communication Specifications", page 33 for more details on RS-232 cabling and protocol.

# 6.0  MENU AND PICTURE SETTING

## 6.1  Menu Structure

| MAIN MENU | SUBMENU | AVAILABLE OPTIONS | |
|---|---|---|---|
| Picture | Picture Mode | Standard | |
| | | Dynamic | |
| | | Theater | |
| | | User1 | |
| | | User2 | |
| | | User3 | |
| | Picture Adjustment | Brightness | 0-100 |
| | | Contrast | 0-100 |
| | | Color | 0-100 |
| | | Hue | -50 +50 |
| | | Sharpness | 0-100 |
| | | Color Temperature: | Low |
| | | (D65) Medium | |
| | | High | |
| | | User | |
| | | Red Gain | 0-255 |
| | | Green Gain | 0-255 |
| | | Blue Gain | 0-255 |
| | | Red Bias | 0-255 |
| | | Green Bias | 0-255 |
| | | Blue Bias | 0-255 |
| | Gamma | Gamma 1 | (1.8) |
| | | Gamma 2 | (2.0) |
| | | Gamma 3 | (2.2) |
| | | Gamma 4 | (2.4) |
| | | Gamma 5 | Installer |
| | Detail Enhancement | Off | |
| | | Low | |
| | | Medium | |
| | | High | |
| Advanced Picture Settings | Lens Aperture | 10% to 100% | |
| | Blue Only | On | |
| | | Off | |

| | | | |
|---|---|---|---|
| Input Signal (source dependant) | Input Source | Composite, S-Video, Component, RGB, HDMI1, HDMI2 | |
| | Aspect Ratio | Standard<br>Full Screen<br>Cinemascope<br>Converted 16:9<br>Virtual Wide | |
| | Cinemascope Aspect Ratio | 1.78-2.50 | |
| | Converted 16:9 Aspect Ratio | 1.30-1.78 | |
| | Overscan | Off<br>On | |
| | Black Level setup | 0 IRE<br>7.5 IRE | |
| | Black Level adjustment | 0-100 | |
| | White Level adjustment | 0-100 | |
| | Position Adjustment | Horizontal Position<br>Vertical Position | |
| | RGB Adjustment | Clock<br>Tracking<br>R-Sync | |
| | HDMI Signal | Level | Auto<br>PC<br>Video |
| | | Color Space | Auto<br>YPbPr<br>RGB |
| System Setup | Language | English, Nederland, French, Italian, Deutsch, Spanish, Portuguese, Japanese, Trad. Chinese, Simp. Chinese. | |
| | Power Saving | Off<br>5 min<br>10 min<br>30 min | |
| | Led Illumination | Auto Off (1 min)<br>Always On | |
| | Startup Screen | On<br>Off | |
| | Background Color | Blue<br>Black | |
| | Lamp Output | Normal<br>Economic | |
| | OSD Style | Opaque<br>Transparent | |
| | OSD Timer | 5 sec<br>20 sec<br>45 sec | |

| | | | |
|---|---|---|---|
| Initial Setup | Location | | Front Table |
| | | | Front Ceiling |
| | | | Rear Table |
| | | | Rear Ceiling |
| | Keystone Adjustment | | Horizontal Keystone -30 +30 |
| | | | Vertical Keystone -30 +30 |
| | Lamp Timer Warning | | On |
| | | | Off |
| | System Reset | | |
| | Alignment | X Alignment | X-R -5 +5 |
| | | | X-B -5 +5 |
| | | Y Alignment | Y-R -5 +5 |
| | | | Y-B -5 +5 |
| | Lamp Timer Reset | | |
| | Trigger 2 | | On |
| | | | Off |
| | | | THEATRE |
| Information | System Information | | Model |
| | | | Serial Number |
| | | | Memory set |
| | Main Input Source | | |
| | Input Resolution | | |
| | Input Frequency | | |
| | Output Resolution | | |
| | Lamp Hours | | |

## 6.2 Picture Menu

### Picture Mode

Three preset picture modes are available and they can be applied to any input. A picture mode retains the following settings that are applied to the selected input:

· Brightness

· Contrast

· Color

· Hue

· Sharpness

· Color temperature

· Gamma mode

· Lens Aperture

· Detail enhancement settings

Additionally, you can define 3 user modes to finely tune the projector to your video source and the ambient light.

### Picture Adjustment

#### 6.2.0.1 Brightness

The brightness function is used to adjust the overall light output. Adjust the Brightness value between 0 and 100.

#### 6.2.0.2 Contrast

The contrast function is used to adjust the contrast between the light and dark areas of the displayed image. A correct contrast setting is important for good image reproduction. Adjust the Contrast value between 0 and 100.

#### 6.2.0.3 Color

The Color function (or Saturation) is used to adjust the color saturation levels. Adjust the Color value between 0 and 100.

#### 6.2.0.4 Hue

The hue function is used to adjust the color tint to obtain true color reproduction. Adjust the Tint value between 0 (more red) and +100 (more green).

#### 6.2.0.5 Sharpness

The Sharpness function is used to adjust the image sharpness of the picture. Adjust the Sharpness value between 0 (soft) and 100 (sharper).

#### 6.2.0.6 Color Temperature

Color temperature stands for the spectral properties of a light source. Low color temperature implies warmer ambiance (more yellow/red) while high color temperature implies a colder light (more blue).
Color temperature can be set to Low, Medium, High and User.
The User setting allows a fine adjustment of the Gains and Bias values for red, green, and blue channels and a correct black and white balance.

Accurate picture calibrations may require professional tools such as dedicated software and colormeter. Wait at least 20 minutes after startup before modifying the picture settings.

### Gamma

Gamma is the relationship between the color values of the data and the color values displayed. The Gamma coefficient makes it possible to adjust the brightness of the midtones only without affecting the very bright and very dark areas. If gamma is set too high, middle tones appear too dark. If it's set too low, middle tones appear too light. The Gamma correction factor can be set to:

· Gamma 1 this setting is recommended with computer sources.

· Gamma 2 for standard viewing.

· Gamma 3 for movie projection.

· Gamma 4: this setting is recommended for dark room.

· Gamma 5 features a fine adjustment of the gamma response on the complete 0-100 IRE scale for untypical light environment. This setting can be modified by certified installers.

### Detail Enhancement

Detail Enhancement function is used to greatly improve the picture quality. The default value is Low. Set it to Off to soften the picture or to Medium or High to improve a medium quality input.

## 6.3    Advanced Picture Settings

### Aperture Control

The Ultimate Reference Lens™ is has a variable electronic Aperture. This function is used to optically adjust the light output depending of the viewing conditions and the targeted light output. You can adjust the aperture from 10% to 100%.

### Blue Only

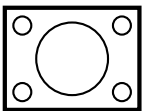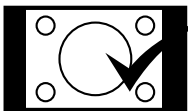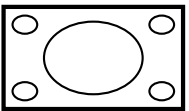The Blue Only function is used to disable the Red and Green channels.
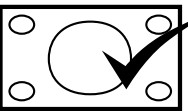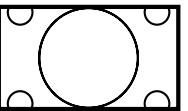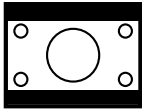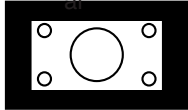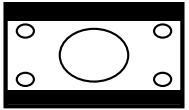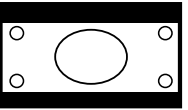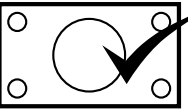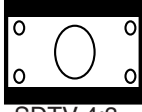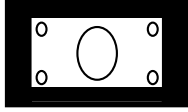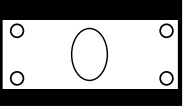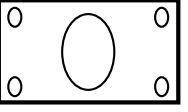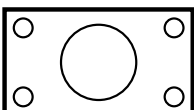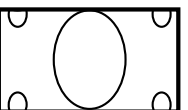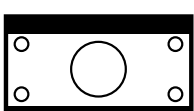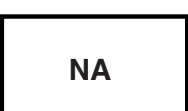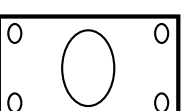
## 6.4    Input Signal Menu

### Selected Input

The Selected Input function is used to switch the active signal between the available inputs. Select the desired input: Composite, S-Video, Component, RGB, HDMI1 or HDMI2.

### Aspect Ratio

The Aspect Ratio function is used to change the picture ratio to fill the screen. Select the desired Aspect Ratio to your convenience, depending on the format of the input signal.



*Aspect Ratio for SD and HD inputs, Virtual Wide is Not Available with 16:9 High Def signals*
*"Converted 16:9" is to be used with an anamorphic lens only.*

### Cinemascope Aspect Ratio

The "Cinemascope" mode is used to vertically stretch the picture. This mode is to be used with a standard resolution (NTSC, PAL or SECAM) that can be zoomed in or together with an anamorphic lens. Configure the Aspect Ratio function when "Cinemascope" is selected. Adjust the correct aspect ratio that fits your video source

between 1.78 up to 2.50 when using an anamorphic lens.

## Converted 16:9 Aspect Ratio

The "Converted 16:9" mode is used to horizontally squeeze the picture. This mode is to be used with a fixed anamorphic lens to obtain a 16:9 picture using a 2.35:1 projection screen. Configure the Aspect Ratio function when "Converted 16:9" is selected. Adjust the correct aspect ratio that fits your video source between 1.30 and 1.78 when using an anamorphic lens.

## Overscan

The standard definition signals generally use a frame which is larger than the visible portion of the picture, this is to ensure a larger compatibility with old-fashioned scanning devices such as CRT-televisions. Depending on your source, you may enable or disable this feature to hide the outer area of the picture.

## Black Level Setup

A few television standards (such as NTSC) still defines the black level to 7.5 IRE instead of 0 IRE, switch the black level to its correct value according to your source format.

## Black Level adjustment.

This function is used for fine adjustment of the black level.

## White Level adjustment.

This function is used for fine adjustment of the white level.

## Position Adjustment

This function is used to adjust the picture position into the screen.

## RGB Adjustment

### 6.4.0.1    Clock

This function is used to manually adjust the clock rate of the picture to the screen.

### 6.4.0.2    Tracking

This function is used to manually adjust the tracking of the picture into the screen.

### 6.4.0.3    R-sync

This function is used to automatically center the picture for graphic inputs.

## HDMI Signal (HDMI level and Colorspace)

The HDMI signal function is used to setup the HDMI 1 and HDMI 2 input terminals. Set the HDMI level to Auto, PC, Video and the Colorspace to Auto, YPbPr or RGB according to your video source.

# 6.5   System Setup Menu

## Language

Choose the language of the On Screen Display Menu between English, Nederland, French, Italian, Deutsch, Spanish, Portuguese, Japanese, trad. Chinese, simp. Chinese.

## Power Saving

The power saving function features a timer that automatically switch off the projector if the selected source becomes inactive. Set the timer to Off, 5 min, 10 min or 30 min.

## Led Illumination

This function is used to automatically switch off or not the LEDs when the projector is in working mode.

## Startup Screen

This function is used to display the startup screen during the startup and cooling down modes.

## Background color

Configures the screen color displayed when there is no signal input.

- Blue
- Black

## Lamp Output

The Lamp Output function is used to configure the light output of the lamp.

### OSD Style

This function is used to set the On Screen Display to opaque or transparent.

### OSD Timer

This function is used to determine how long the OSD is displayed before fade out.

## 6.6 Initial Setup Menu

### Location

Determines the picture orientation. Choose between Front table, Front ceiling, Rear table or Rear ceiling positions.

### Keystone Adjustment

The Dream'E can be tilted by 15° horizontally and 5° vertically, adjust the Keystone to obtain the correct picture position

### Lamp timer Warning

Turns On or Off the lamp warning.

### System Reset

Restores the default projector settings.

### Alignment

This menu features a fine 1-pixel step color alignment. You can adjust the Red and Blue channels horizontally and vertically.

### Lamp Timer Reset

Reset the lamp timer, to be used only when the lamp is replaced.

### Trigger 2

Configure the 12V Trigger 2 output ON, OFF or THEATRE. In THEATRE Mode, the 12V Trigger2 switches automatically ON or OFF depending on the selected Aspect Ratio of the source.

## 6.7 Information Menu

### System Information

Shows the projector model, serial number and Memory set.

### Main Input Source

Displays the active video input resolution and frequency.

### Output Resolution

Displays the current output resolution

### Lamp Hours

Displays the accumulated hours of usage of the lamp.

# 7.0  THEATRE MODE

## 7.1    Optional Wide System and 2.35 THEATRE System

The Dream'E centralizes the controls and automation commands for both the Wide System and the 2.35 THEATRE System for a unique, versatile and unexpectedly simple to operate 2.35:1 theatre experience using an Anamorphic Lens.

The Dream'E features the exclusive new version of the award-winning THEATRE Mode for a complete and incomparable control over a motorized anamorphic lens and special anamorphic modes for fixed Lens setups.

The new THEATRE Mode features:

·    Integrated CIW system.

·    Dedicated menu to program the 12V Trigger2 output.

·    Direct access button on the Remote Control Unit to switch between anamorphic modes.

## 7.2    Quick Access with the Remote Control Unit.



Select active input

Select the correct
Aspect Ratio
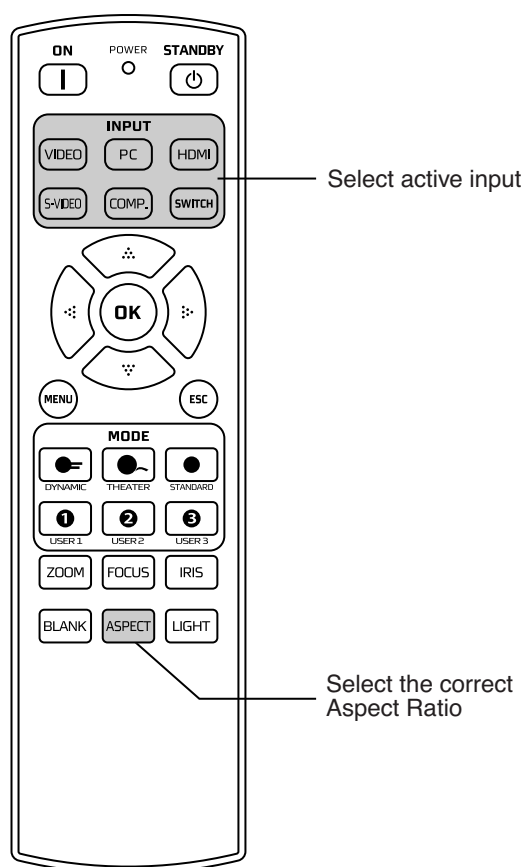
*Dream'E RCU and quick access to THEATRE Mode features*

### [ASPECT] button behavior

The [ASPECT] button triggers the 5 aspect ratio modes. Once a given aspect ratios is selected, the order of the next aspect ratio is reversed so that the previous aspect ratio becomes the next aspect ratio as described below:

Full Screen

A motorized anamorphic lens uses Full Screen and Cinemascope.

Standard

Cinemascope

A fixed anamorphic lens uses Cinemascope and Converted 16:9.

Virtual Wide

Converted 16:9

When you press sequentially the [ASPECT] button, the aspect mode rotation goes clock-wise. Press [ESC] or wait 15 seconds until the message fades out to confirm selection.

Next time that you will press the [ASPECT] button, the rotation order is reversed. This behavior ensures a fast switch between different aspect ratios.

## 7.3   Wide System (Ref.T9003000)

### Select a 16:9 input: Aspect Ratio to "Converted 16:9"

When you select a 16:9 input, choose the "Converted 16:9" aspect ratio, and set Aspect Ratio between 1.30 and 1.78 to obtain the correct geometry.

- Select the Converted 16:9 for this input into the menu "Input Signal ⇒ Aspect Ratio ⇒ Converted 16:9".

- Then choose the correct Converted 16:9 Aspect Ratio between 1.30 and 1.78 in the menu "Input Signal ⇒ Converted 16:9 Aspect Ratio ⇒ 1.33" so that the 16:9 picture is letter-boxed into your 2.35 screen.

### Cinemascope input: Aspect Ratio to "Cinemascope"

When selecting a widescreen input (2.35:1, 2.37:1 or 2.40:1), the original aspect ratio of the source is larger than 16:9, you can see black bars on the top and the bottom of the screen.

- Select the Cinemascope for this input into the menu "Input Signal ⇒ Aspect Ratio ⇒ Cinemascope".

- Then choose the correct Cinemascope Aspect Ratio between 1.78 and 2.50 in the menu "Input Signal ⇒ Cinemascope Aspect Ratio ⇒ 2.37" so that the black bars disappear and the active picture fulfills the 2.35 screen with a correct geometry.

> ⓘ The aspect ratio setting is retained by input so that you can switch between inputs without configuring the aspect ratios again.

### Quick Aspect Ratio changes on the same input

To obtain the correct aspect ratios, choose between Cinemascope for widescreen Movies (format 2.35:1) and Converted 16:9 aspect ratios for HDTV (format 16:9).
You can also use the Remote Control Unit by pressing twice the [ASPECT] button to switch forth and backward from Cinemascope to Converted 16:9 as described below

To switch forth and backward, press twice the [ASPECT] button on the RCU as described below.
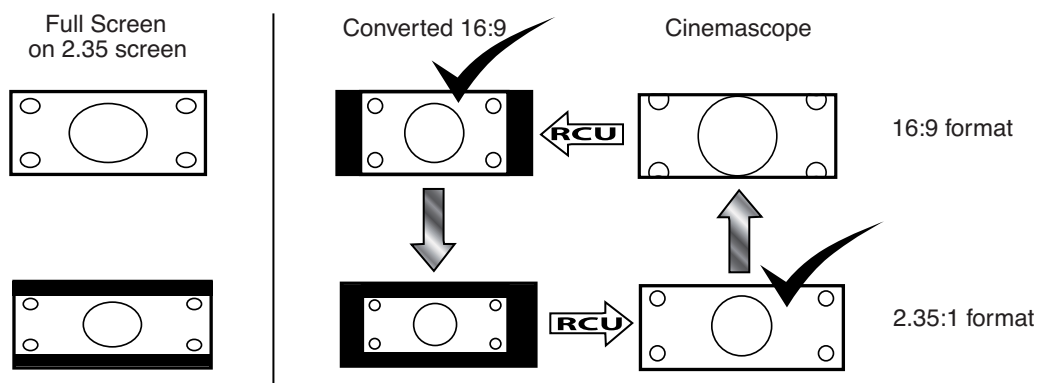
Full Screen
on 2.35 screen

Converted 16:9

Cinemascope

16:9 format

2.35:1 format

When the source automatically switches format...

... press twice [ASPECT] button on the Remote Control Unit

## 7.4    2.35 THEATER System (Ref. T9004000)

### Plug the RF-Emitter to the Trigger 2 output of the projector

12V Trigger 1

12V Trigger 2
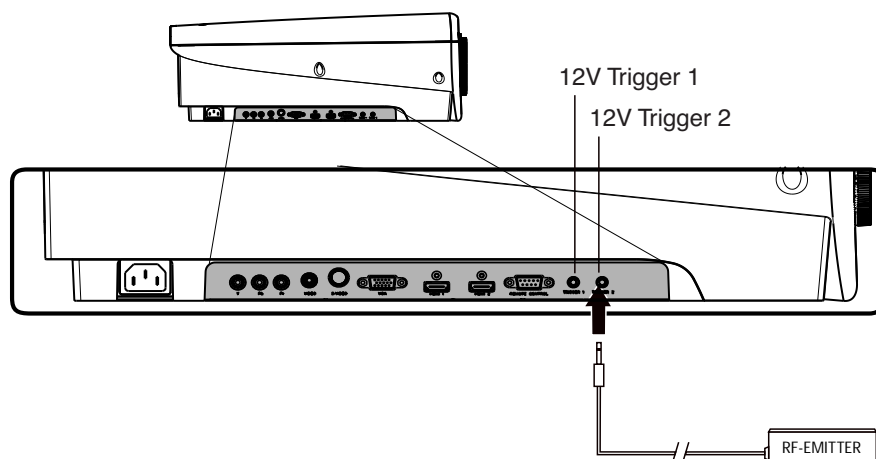
RF-EMITTER

***Connect the RF-Emitter provided with the 2.35 THEATRE System
to the 12V Trigger 2 output***

### Configure Initial Setup Menu ⇒ Trigger 2 to "THEATRE"

The "Initial Setup ⇒ Trigger 2" menu determines the Trigger 2 output located in the panel input of the Dream'E this is a global parameter (for all inputs):

· ON: the 12V Trigger 2 is always active when the projector is switched ON.

· OFF: the 12V Trigger 2 is always switched Off.

· THEATRE: this option gives to the projector the full control of the Trigger 2 output levels to control the Anamorphic Lens position in regard to the selected input and selected aspect ratio.

### Cinemascope input: Aspect Ratio to "Cinemascope"

When selecting a widescreen input (2.35:1, 2.37:1 or 2.40:1), the original aspect ratio of the source is larger than 16:9, you can see black bars on the top and the bottom of the screen.

· Select Cinemascope for this input in the menu "Input Signal ⇒ Aspect Ratio ⇒ Cinemascope".

· Then choose the correct Cinemascope Aspect Ratio in the menu "Input Signal ⇒ Cinemascope Aspect Ratio ⇒ 2.37" so that the black bars disappear and the active picture fulfills the height of the screen.

The Anamorphic Lens is automatically placed in front of the projector to restore the correct picture aspect ratio.

## Select a different input: Aspect Ratio to "Full Screen"

When you switch to a different input, the Anamorphic Lens is automatically removed from the projector if this input is not configured in Cinemascope. You can switch back to the wide format input, the Anamorphic Lens will be automatically moved in front of the projector.

## Quick Aspect Ratio changes on the same input

If Trigger 2 is set to THEATRE Mode, the 2.35 THEATER System is automatically operated by selecting the Cinemascope aspect ratio by pressing sequentially the [ASPECT] button on the RCU. The projector will retain the aspect ratio setting for the selected input. To switch back to 16:9, choose the "Full Screen" aspect ratio.

You can also use the Remote Control Unit by pressing twice the [ASPECT] button to switch forth and backward from Cinemascope to Fullscreen modes as described below:
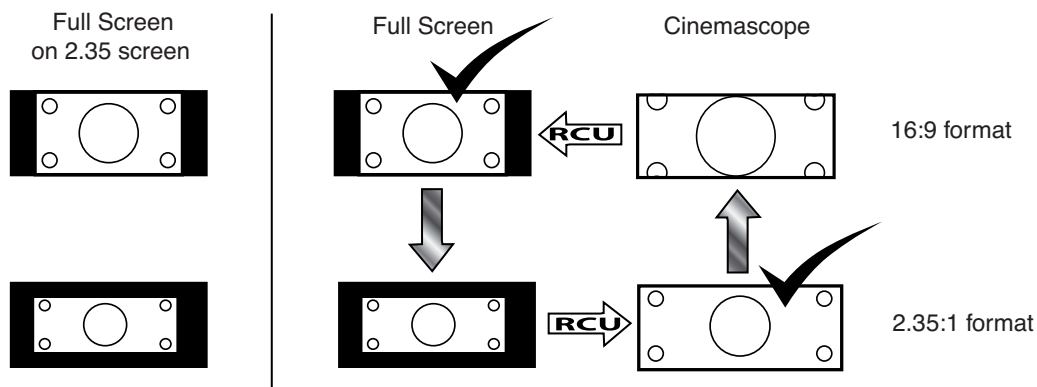
Full Screen
on 2.35 screen

Full Screen          Cinemascope

16:9 format

2.35:1 format

When the source automatically switches format...

... press twice [ASPECT] button on the Remote Control Unit

# 8.0  MAINTENANCE

## 8.1  Clean Dirt on the Cabinet

Always use a soft cloth. In case of heavy soiling, soak a cloth in neutral detergent diluted with water, wring dry and wipe, followed by wiping again using a dry cloth.

**Caution**

**Pay attention to the following as the cabinet may deteriorate in condition, get damaged or paint may come off.**

- Do not wipe with a stiff cloth.
- Do not wipe with force.
- Do not wipe with thinner or benzene.
- Do not spray volatile chemicals like insecticide.
- Do not allow prolonged contact with rubber or plastic products.

## 8.2  Dirt on the Lens

The lens shall be cleaned using commercial blowers or lens cleaning papers (for cleaning glasses and cameras). Do not use fluid-type cleaning agents. This may lead to peeling of the surface coating film. The lens surface is fragile. Avoid rubbing it hard or knocking.

## 8.3  Replacing the Lamp

### Light-source Lamp and Lamp Usage Time

The life of light-source lamps used for this unit is about 2000 hours.

- The lamp life of 2000 hours is merely the average life span of light-source lamps and we do not provide any guarantee for this figure. The lamp life may not reach 2000 hours depending on the operating conditions. Deterioration progresses rapidly when the remaining lamp usage time is short. Get ready or replace with a new lamp when the accumulated usage time exceeds 1700 hours. Depending on the operating conditions, the lamp may have to be exchanged earlier.
  If the image is dark or color tone abnormal, replace the lamp as soon as possible.
- You can also check the accumulated hours of usage. Please refer to Lamp Time of the Information menu.

**When the lamp usage time reaches 1700 hours**

The Lamp replacement message will be displayed on the screen the next three projection starts.

- Press the [ESC] button to clear the display.

**ABOUT LAMP REPLACEMENT**

If this unit is installed in a constricted place, attempting to replace the lamp in that place may cause injury. Move this unit to a place large enough to perform work.
Use only genuine replacement parts for the lamp unit. Otherwise, malfunction may occur. Also, never attempt to re-use an old lamp unit. This may cause marked performance deterioration or lamp blowout, thus leading to unit malfunction. Broken pieces of the lamp outside this unit may also cause injuries during lamp unit exchange.
Do not replace the lamp immediately after this unit has been used. The temperature of the lamp is still high and this may cause a burn. Allow a cooling period of 1 hour or more before replacement.
Before replacing the lamp unit, pull out the power plug from the outlet while the [POWER] Led is still light red. Replacing a lamp with the plug connected to the outlet may cause injuries or electric shocks.

### Procedure for Lamp Replacement

During the lamp replacement process, you may have access to sensitive parts of the projector.

- Loosen the 2 screws on the lamp trap.
- Open the lamp Cover, at the rear of the projector and pull it upwards.
- Loosen the 2 screws on the lamp unit and lift up the handle.
- Pull out the lamp unit.
- Insert the new lamp unit until it is fully in.

- Tighten the screws of the lamp unit and close the handle.
- Attach the lamp cover and fasten the screws.

### Resetting Lamp Time

**After installing a new lamp, reset the lamp time into the OSD menu.**

a) Insert plug into the power outlet

b) Switch on the projector and browse into the menu: "Menu => Initial Setup => Lamp timer reset"

c) Confirm the timer reset by pressing again the [OK] button.

**TO ENSURE THE LAMP TIME HAS BEEN RESET**

The lamp time can be checked via the Lamp hours item of the Information menu.

**CAUTION DURING RESET WORK**

Reset the lamp time only when you have replaced the lamp.
Never reset it when the lamp is still in use. Otherwise, the approximate standard for gauging replacement time may be inaccurate, lamp performance may deteriorate and lamp blowout may occur.

# 8.4  Cleaning and Replacing the Dust Filters

**The filters must be cleaned regularly to allow an efficient air intake. If a filter is extremely dirty and cannot be cleaned, or if it is damaged, replace the filter with a new one. Otherwise, dirt may enter the unit and appear on the screen, preventing you from enjoying the video fully. A filter cleaning warning appears every 500 hours of usage.**

### Pull out the plug from the power outlet

Pull out the power plug from the outlet while the projector is in standby mode.

### Remove the filters

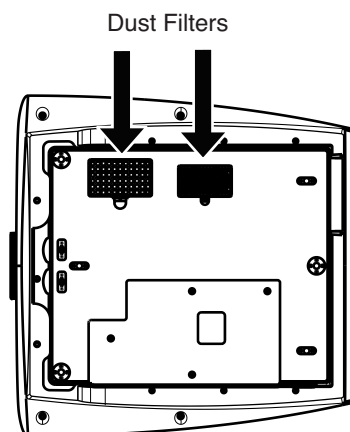Push up and lift the claw of the filters to pull out the filters.

### Clean the filters

Clean the filters with water and dry them, avoiding direct sunlight. In extremely soiled cases, use of a neutral detergent is recommended.

### Reinstall the filters

Insert the filters in their original positions and make sure that the claws are firmly inserted.

Dust Filters



*Clean the Dust Filters every 500 hours.*

# 9.0 MISCELLANEOUS

## 9.1 RS-232 input

### Communication Specifications

Control of this unit is possible using a computer or automation device connected with a RS-232 straight cable (male - female D-sub 9 pins cable). Communication specifications for this unit are as follows:

| Baud Rate | 115200 bps |
|---|---|
| Data Format | Binary |
| Character Length | 8 bits |
| Parity | None |
| Stop Bit | 1 bit |
| X on/off | None |
| Flow Control | None |

### Command Format

When sending a command to this unit, use the following data format:

| Header | Length | Command | EoD |
|---|---|---|---|
| 1 or 3 bytes | 0 or 1 byte | at least 1 byte | 1 byte |

| **Header** | (00h) for power ON command, (77h 88h 99h) for other commands. |
|---|---|
| **Length** | The total bytes of "Length" and "Command" |
| **Command** | Designates the command |
| **EoD** | Designates the end of the data. Fixed to (FFh) |

### Available Lengths and Commands

| Command Header (00h) | Length | Command | Description |
|---|---|---|---|
| Power ON | None | 01h | If the projector is in standby mode, this command switch the unit ON. |

| Command Header (77h 88h 99h) | Length | Command | Description |
|---|---|---|---|
| Power OFF | 03h | 02h 01hh | If the projector is powered ON, this command switch this unit into Standby Mode. (Directly OFF) |
| Switch Input | 03h | 02h 02h | Switch active input to Video (Composite) |
| | | 02h 03h | Switch active input to S-Video |
| | | 02h 04h | Switch active input to Component |
| | | 02h 05h | Switch active input to VGA (sD15) |
| | | 02h 06h | Switch active input to HDMI 1 |
| | | 02h 07h | Switch active input to HDMI 2 |
| Blanking | 03h | 02h 08h | Toggle projector Blanking ON |
| | | 02h 09h | Toggle projector Blanking OFF |

| Keypad | 03h | 01h 01h | MENU: Toggle OSD Menu ON and OFF |
|---|---|---|---|
| | | 01h 02h | UP: Uses as up function key for navigation |
| | | 01h 03h | DOWN: Uses as down function key for navigation |
| | | 01h 04h | LEFT: Uses as left function key for navigation |
| | | 01h 05h | RIGHT: Uses as right function key for navigation |
| | | 01h 06h | ENTER: Selects menu item or the next menu |
| | | 01h 07h | EXIT: exits the current menu to the previous one. |
| | | 01h 08h | SOURCE: Switch input source. |
| | | 01h 09h | Power OFF: Turn off the projector (send twice) |
| 12V Trigger #2 | 03h | 03h 01h | Switch the trigger to ON. |
| | | 03h 02h | Switch the trigger to OFF |
| | | 03h 03h | Switch the trigger to THEATRE |
| Aspect Ratio | 03h | 03h 04h | Switch aspect ratio to Standard |
| | | 03h 05h | Switch aspect ratio to Full Screen |
| | | 03h 06h | Switch aspect ratio to Cinemascope |
| | | 03h 07h | Switch aspect ratio to Converted 16:9 |
| | | 03h 08h | Switch aspect ratio to Virtual Wide |
| Lens Aperture | 03h | 03h 09h | Open one level up the Lens Aperture |
| | | 03h 0Ah | Close on level down the Lens Aperture |
| Picture Mode | 03h | 04h 01h | Switch picture mode to Standard |
| | | 04h 02h | Switch picture mode to Dynamic |
| | | 04h 03h | Switch picture mode to Theater |
| | | 04h 04h | Switch picture mode to User 1 |
| | | 04h 05h | Switch picture mode to User 2 |
| | | 04h 06h | Switch picture mode to User 3 |
| Picture Adjust | 03h | 05h 01h | Show brightness slider (use left or right to modify) |
| | | 05h 02h | Show contrast slider |
| | | 05h 03h | Show colour slider |
| | | 05h 04h | Show hue slider |
| | | 05h 05h | Show sharpness slider |
| | | 05h 06h | Show black level slider |
| | | 05h 07h | Show white level slider |
| Colour Temperature | 03h | 06h 01h | Switch colour temperature to Low |
| | | 06h 02h | Switch colour temperature to medium |
| | | 06h 03h | Switch colour temperature to High |
| | | 06h 04h | Switch colour temperature to User |
| Gamma | 03h | 07h 01h | Switch gamma to Gamma 1 |
| | | 07h 02h | Switch gamma to Gamma 2 |
| | | 07h 03h | Switch gamma to Gamma 3 |
| | | 07h 04h | Switch gamma to Gamma 4 |
| | | 07h 05h | Switch gamma to Gamma 5 |
| | | 07h 08h | Access to Gamma 5 settings (Installer) |
| Scaling features | 03h | 08h 01h | Set detail enhancement to Off |
| | | 08h 02h | Set detail enhancement to Low |
| | | 08h 03h | Set detail enhancement to Medium |
| | | 08h 04h | Set detail enhancement to High |
| Temporal Noise | 03h | 08h 05h | Set TNR to Off |
| | | 08h 06h | Set TNR to Low |
| | | 08h 07h | Set TNR to Medium |
| | | 08h 08h | Set TNR to High |
| Mosquito Noise | 03h | 09h 01h | Set MNR to Off |
| | | 09h 02h | Set MNR to Low |
| | | 09h 03h | Set MNR to Medium |
| | | 09h 04h | Set MNR to High |

| Block Artifact | 03h | 09h 05h | Set BAR to Off |
|---|---|---|---|
| | | 09h 06h | Set BAR to On |
| Reset to default | 03h | 0Ah 01h | Reset settings to default value |

Examples

| You want to... | Command to send |
|---|---|
| Switch the projector ON | 00h 01h FFh |
| Switch the projector OFF | 77h 88h 99h 03h 02h 01h FFh |
| Switch the projector OFF with OSD confirmation | 77h 88h 99h 03h 01h 09h FFh |
| Change Active Input to Comp. | 77h 88h 99h 03h 02h 04h FFh |
| Display On Screen Menu | 77h 88h 99h 03h 01h 01h FFh |

## 9.2    Specifications

### Overview

The Dream'E uses the latest technology developed to provide the ultimate video-projection experience. LCoS (Liquid Crystal on Silicon) technology based on a reflective principle features an extremely high-definition picture and seamless color gradations.

| | |
|---|---|
| **Emission Method** | LCoS (Reflective Active Matrix Principle) |
| **Display Panel/Size** | 0.6" LCoS panel True Cinema |
| **Native Resolution** | 3x 1920 x 1080 pixels |
| **Contrast Ratio** | 15,000:1 (with aperture) |
| **Projection Lens** | Throw Ratio 1.75:1 - 2.53:1 with 1.5x Zoom<br>manual zoom and focus<br>Electronic aperture control (10% to 100%) |
| **Brightness** | 1200 ANSI Lumens |
| **Screen Size** | 60" to 300" (Aspect ratio 16:9) |
| **Distance range** | from 1,50m to 10 m |
| **Input Signals** | |
| **Video Input** | NTSC, NTSC 4.43, PAL-N, PAL-M, PAL60, SECAM |
| **S-Video Input** | NTSC, NTSC 4.43, PAL-N, PAL-M, PAL60, SECAM |
| **Component Input** | (YPbPr) 480i/p, 576i/p, 720p50/60, 1080i50/60 |
| **VGA (sD15 RGB)** | VGA@60-85Hz, SVGA@56-75Hz, XGA@60-75Hz, SXGA@60Hz, 720p50/60, 1080i50/60 |
| **HDMI 1 Input** | 480i/p, 576i/p, 720p50/60, 1080i50/60, 1080p24/50/60 |
| **HDMI 2 Input** | 480i/p, 576i/p, 720p50/60, 1080i50/60, 1080p24/50/60 |
| **Color Management** | Advanced color settings (primaries and secondaries saturation and range) |
| **Video processing** | DNR, MNR, BAR with LTI and CTI level |
| **Input Sync Frequency** | |
| **Analog Inputs** | 74.5 Mhz |
| **Digital Inputs** | 150 Mhz |
| **Light-source Lamp** | 250 W Ultra-high pressure mercury lamp |
| **Power Requirements** | AC 100 V - 240 V AC, 50 Hz/60 Hz |
| **Power Consumption** | <350W (2W in standby mode) |
| **Dimensions**<br>**(Width x Height x Depth)** | (Excluding feet)<br>522 x 192 x 526 mm - 20.5" x 7.6" x 20.7" |
| **Net Weight** | approx. 17,0 Kg - 37.5 lbs |

- Design and specifications are subject to change without prior notice.

- Please note that some of the pictures and illustrations may have been abridged, enlarged or contextualized in order to aid comprehension. Images may differ from the actual product.

**3-CHIP LCoS  SYSTEM**

LCoS is the abbreviation of Liquid Cristal on Silicon. The 3-Chip LCoS systems feature dedicated panels for each color channel and render seamless color graduations without any flickering or rainbow artifacts.

**Dimensions**



192 mm
7.6"

522 mm
20.5"

526 mm
20.7"

526 mm
20.7"

522mm
20.5"
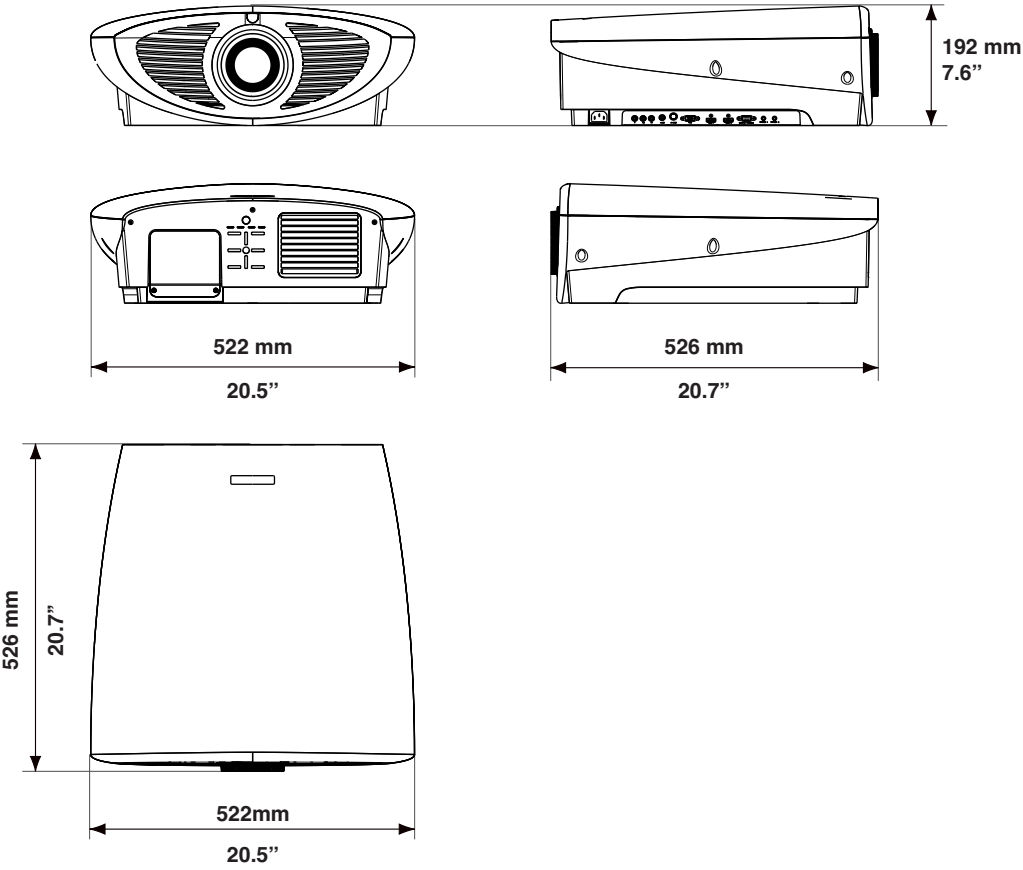
**Contact Information:**

TEC - DreamVision
7, rue La CAILLE, 75017 Paris - FRANCE
Web: www.dreamvision.net