



PURPOSE

This document provides steps to perform day-to-day projection activities on Barco SP2K & SP4K projectors.

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HELPFUL VIDEOS

Title	Length	Title	Length
Powering Up	1:17, SP2K/4K at 0:46	Cleaning the Lens	1:07
Rebooting The Projector	1:34, SP2K/4K at 1:00	Inside the Projector	3:41

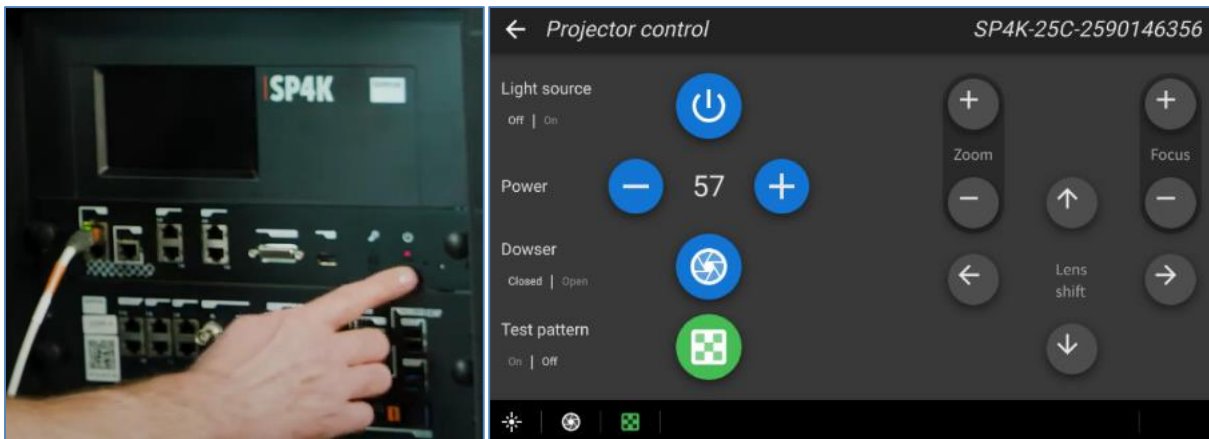
SAFETY

- **Warning:** High intensity light beam. NEVER look into the lens! High luminance could result in damage to the eye.
- **Warning:** Extremely high brightness projector: This projector embeds extremely high brightness (radiance) lasers; this laser light is processed through the projectors optical path. Native laser light is not accessible by the end user in any use case. The light exiting the projection lens has been defused within the optical path, representing a larger source and lower radiance value than native laser light.
- Thermal retinal eye injury is possible when exposed within the Hazard Distance.
- Do not put your hand or any body part in front of the beam.
- Do not clean the port window when the projector is switched on.

POWER

POWER UP PROJECTOR

1. Locate the power button the side of the projector, press and hold.
2. Wait until the projector control menu is fully accessible on the touch display. Certain icons will be grayed out until the projector is ready play.
3. Press the **Light** button longer than one second to activate the light source.
4. While the light source is turning on, the Light button will blink green. Once completed it will be solid green; this may take several minutes.
5. Press the **Dowser** button to open the dowser.

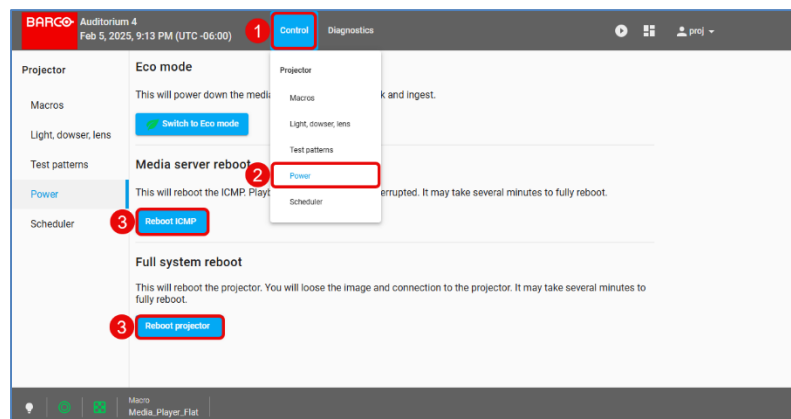


POWER DOWN PROJECTOR

1. Press and hold the power button for more than six seconds. The projector will go to OFF mode.
2. If the projector is on a pedestal, locate the breaker on the side or back and flip it off.

REBOOT ICMP OR PROJECTOR

1. Log in to the [Web Communicator](#).
2. Navigate to Control > Projector > Power.
3. Click "Reboot ICMP" or "Reboot projector."
4. Click "Ok" to confirm.





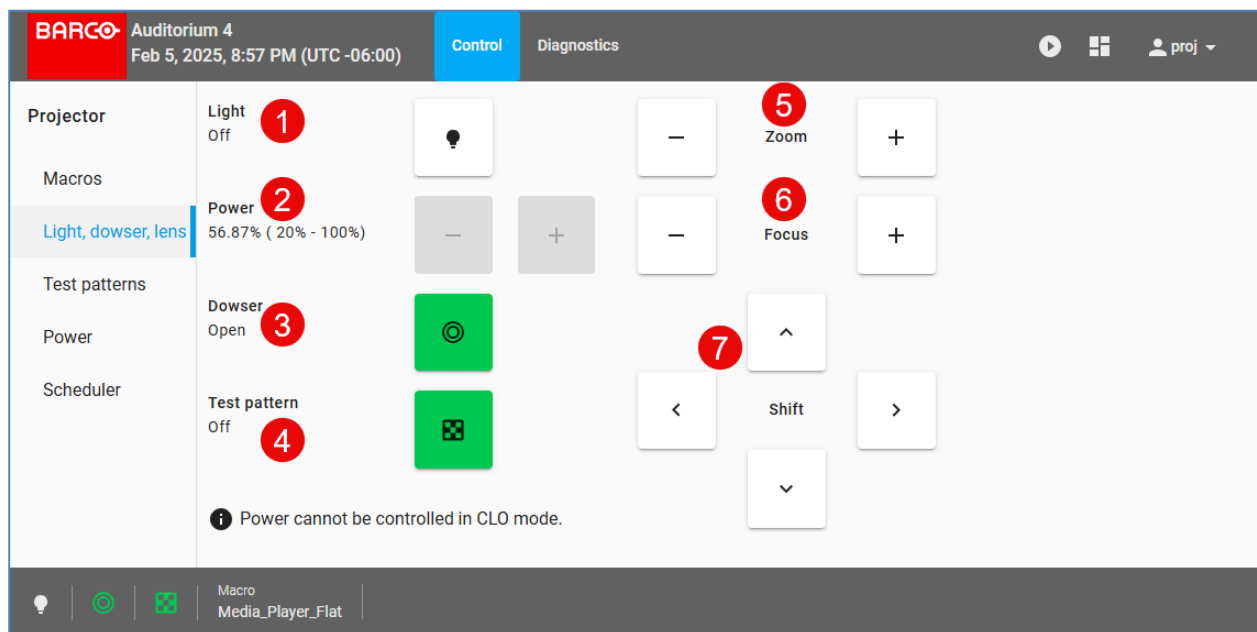
WEB COMMUNICATOR

ACCESSING WEB COMMUNICATOR

1. Enter the IP of the Projector in Google Chrome.
 - a. Projector IP schemes are progressive, starting at .80 for projector 1, .81 for projector 2, and so on.
2. Log in using the projection credentials:
 - a. Username: proj
 - b. Password: proj3141

PROJECTOR CONTROLS

Any changes made to power level, zoom, focus, or image position, are temporary and will revert the next time the projector channel/macro is changed. If there are issues that require updating the screen file, open a [DSSP](#) ticket.



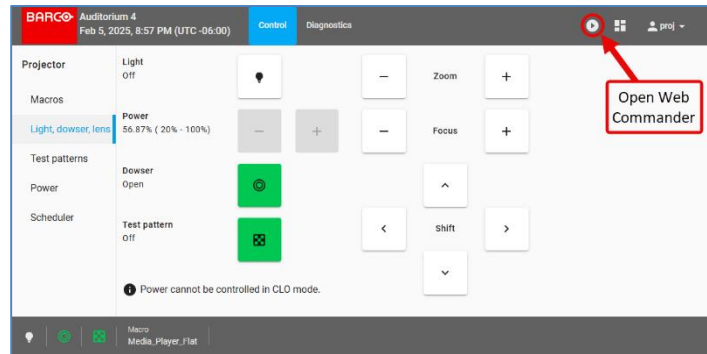
1. **Light:** press and hold to turn the laser light on or off.
2. **Power:** increase or decrease the power level of the laser.
3. **Dowser:** press and hold to open or close the dowser.
4. **Test pattern:** press and hold to cycle through preset test patterns.
5. **Zoom:** Adjust the zoom level of the image.
6. **Focus:** Adjust the focus of the image.
7. **Shift:** Move the image up, down, left, or right.



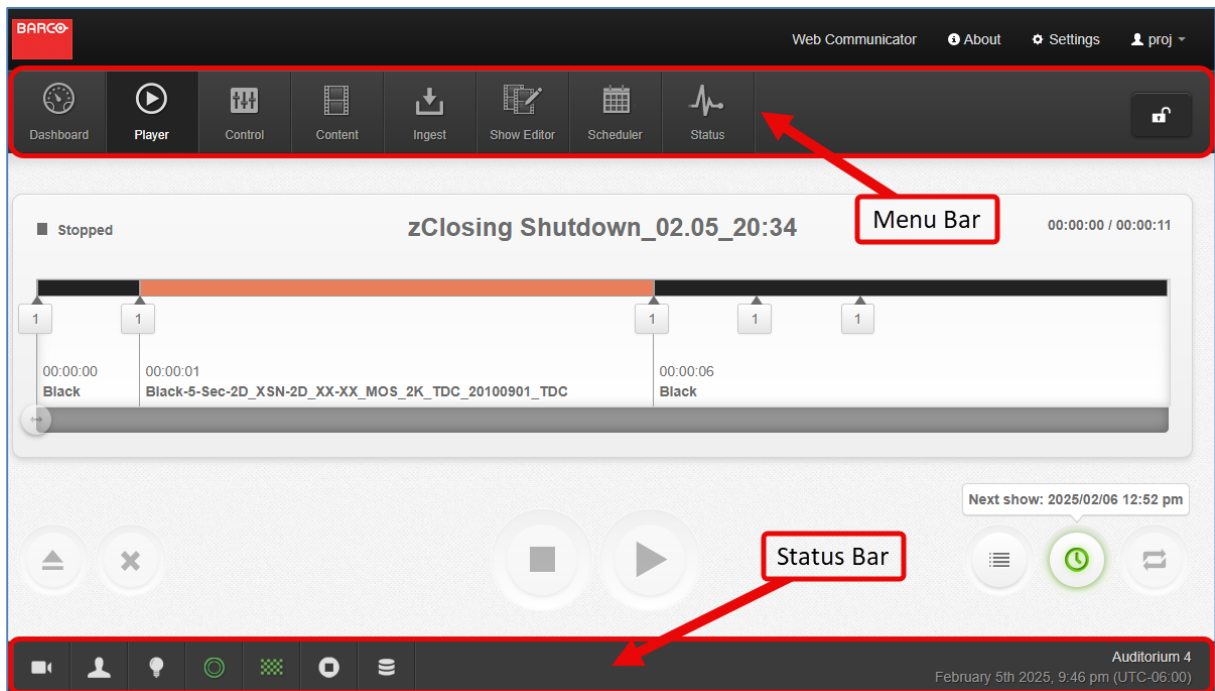
WEB COMMANDER

ACCESSING WEB COMMANDER

1. Log in to [Web Communicator](#).
2. Click on the  button in the top right.
3. Log in using the projection credentials:
 - a. Username: proj
 - b. Password: proj3141

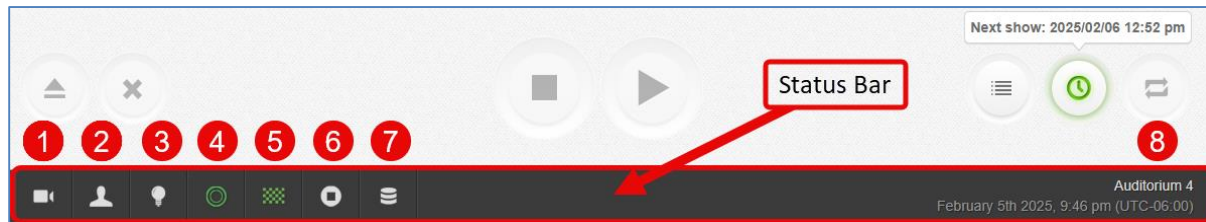


USER INTERFACE



MENU BAR

-  **Dashboard:** Overview of the projector.
-  **Player:** Displays and allows control of playback of playlists and CPLs.
-  **Control:** Manually change projector channels and execute automation cues.
-  **Content:** Manage playlists, CPLs, and keys stored on the projector.
-  **Ingest:** Ingest content from a locally connected or remote source.
-  **Show Editor:** Build and edit SPLs.
-  **Scheduler:** View and edit the schedule.
-  **Status:** Overview of the projector and ICMP error statuses (Error, Warning, Maintenance).
-  **Lock button:** Lock/unlock the user interface; auto-locks after 10 minutes of inactivity.



STATUS BAR

Click applicable icon to interact:

1. **Hardware Status:** Displays the projector/ICMP hardware status; click to open the Status tab.
2. **Operational Status:** Displays the projector/ICMP operational status; click to open the Status tab.
3. **Light Status:** Displays the current light/laser state (on/off); click to change the state.
4. **Dowser Status:** Displays the current dowser state (open/closed); click to change the state.
5. **Test Pattern:** Click to turn on test patterns.
6. **Player Status:** Click for current show information.
7. **Storage Status:** Click for current storage information.
8. **Information:** Auditorium name, date, and time.

IMMERSIVE SOUND

1. No icon: Immersive Sound not configured.
2. Gray icon: Immersive Sound configured, not active.
3. Highlighted icon: Immersive Sound configured and active/in use.

