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RELEASE NOTES: OverView-DR+/-DG (GH1 Star) FIRMWARE RELEASE 3.46

1 General information:

The firmware release 3.46 can be used to upgrade OverView-DR+ projection system and the OverView-DG with dual DVI input (GH1ST) installations without any further actions.

The firmware 3.46 is fully compatible to 3.45 in case of user settings; color coordinates (CCA) and brightness adjustment. This means no further action needs to be taken after firmware upgrade; especially CAST processing is not required.

Attention:

- a. Programmer 2.7 release or higher can be used for upgrading systems to 3.46 firmware Release.

1.1. Major functional changes

- Firmware release 3.46 would add an additional outline pattern superimposed on the SXGA+ internal cross hatch pattern and hence would see one more rectangle of 1280x1024 inside the cross hatch pattern. With this change when a SXGA+ projector is hung inside modified SXGA darkbox (screen distance increased by approx 6mm to have equal zoom adjustments on both sides) and when the internal cross hatch pattern is selected we would only be able to see the inner outline 1280x1024 with the cross hatch pattern. This is done basically for alignment of the image and to emulate an SXGA projector with the drawback that OSD will not be seen completely.
- For SX+ PU to work in SXGA darkbox a SX+ MIM would be needed between source and PU. This MIM would modify the incoming SXGA (1280x1024) DVI signal into a SX+ (1400x1050) DVI signal with black pixels around the incoming image. Care must be taken so that the source is not adjusting the resolution to SX+ by reading the SX+ MIM DID. In case of AGX 3281 place the switch at position 8 and not at F where DID is used. Similar care would be needed if other DVI sources are connected to MIM (Please check MIM compatibility matrix).

1.2 SET UP

- SXGA DVI IN to MIM & SX+ DVI out from MIM to PU,
In MIM menu, adjust the number of pixels to 1280x1024.
- RGB HV analog input to MIM & SX+ DVI out from MIM to PU,
In MIM menu, adjust the number of pixels to 1280x1024 and so on for other video sources.