



Dolby  
3D Color  
Processor

# Cine-tal

## User Manual

Cine-tal Systems, Inc.  
8651 Castle Park Drive  
Indianapolis, IN 46256

## **FCC Notice**

This device complies with Part 15 of the FCC Rules. To assure continued compliance follow the attached installation instructions and do not make any unauthorized modifications.

This equipment has been tested and found To comply with the limits for a class A digital Device, pursuant to Part 15 of the FCC Class rules. These limits are designed to Provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which the user will be required to correct the interference at his own expense.

**WARNING:**  
**TO REDUCE THE RISK OF FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS EQUIPMENT TO RAIN OR MOISTURE.**

**CAUTION:**  
**TO REDUCE THE RISK OF FIRE OR SHOCK HAZARD AND ANNOYING INTERFERENCE, USE THE RECOMMENDED ACCESSORIES ONLY.**

## **Preface**

This User's Guide includes instruction and reference information for the operation and use of:

Dolby 3D Color Processor

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*Dolby 3D Color Processor User's Guide*

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Cine-tal Systems, INC.

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Any repairs under this warranty must be conducted by an authorized Cine-tal service representative at an authorized repair facility. The Customer is responsible for costs associated with shipping, handling, and insuring the equipment to and from an authorized repair facility.

Cine-tal does not authorize any person or party to assume or create for it any obligation or liability in connection with the Products in addition to or different from those set forth herein.

## **Cine-tal Limited Extended Warranty**

The purchase of an “Extended Warranty” from Cine-tal shall entitle the Customer to a (i) one year extension to the warranty period for the Product, as defined above and which excepts the LCD panel and software media, or (ii) 90-day extension to the warranty period for LCD panels, software media, spare parts, Cine-tal repairs, demonstration, and factory refurbished systems. Like the original warranty period, the extended 90-day warranty period for the Products shall include only defects in materials and workmanship and is subject to all limitations and conditions in this Limited Warranty. Moreover, like the original warranty period, the Extended Warranty for LCD panels includes only pixel defects for an additional period of 90 days. For associated LCD software media, the extended 90-day warranty period will apply only to the media upon which it is recorded for an additional period of 90 days.

This Extended Warranty may be given solely at the discretion of Cine-tal, must be purchased from Cine-tal at a purchase price determined by Cine-tal, and must be confirmed in writing by Cine-tal.

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### **To Obtain Warranty Service and Customer Support**

The following information describes our current warranty support procedures. These procedures are subject to change without notice and are expressly excluded from the Limited Warranty.

- Our Customer Support Representatives are available to provide telephone support during business hours (M-F, 8am-8pm EST), and after these hours for urgent “emergency” technical support. No advice, statement, or representation made during such calls shall create an obligation different from the obligations under this Limited Warranty.
- Before returning the Product for repair or replacement, it is necessary to obtain a Return Merchandise Authorization (RMA) number by calling (317) 576-0091. You will be asked to provide the system’s serial number (or a copy of the invoice showing date of original purchase) and/or the Hardware Maintenance Agreement number.

- In certain limited circumstances, Cine-tal may, at its election, provide Customer with new or refurbished Products or components in advance of Cine-tal's receipt of returned Products or components. Should Cine-tal elect to do so, Customer must provide (i) a company purchase order (or credit card deposit) for the value of Products or components being provided, and (ii) the serial number of the Products or components being returned. Your PO or credit card will not be billed if the non-functioning items are returned within 7 days of Cine-tal's receipt of the items.
- The non-functioning Products must be properly packed, undamaged, properly insured, and shipped pre-paid to Cine-tal with the RMA number clearly displayed on the outside of the package and on the accompanying RMA form. Cine-tal will refuse to accept any package without a valid RMA number.
- Normal labor, material, and shipping charges will apply to repairs outside the scope of the Limited Warranty and are the sole obligation of the Customer.

### **Governing Law**

The laws of the State of Indiana in the United States of America shall govern this Warranty in all aspects, including interpretation, performance, and enforcement, without regard to principles of conflicts of law.

This product includes some software from the GraphicsMagick Group. Cine-tal wishes to thank all the GraphicsMagick contributors and especially Bob Friesenhahn.

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## **Section 1: Setting up the System**

### **Chapter 1: Administrative Tasks**

When setting up your Dolby 3D Color Processor for the first time, there are some administrative tasks that must be completed using a local connection to the device. For this setup you will need a VGA monitor, a mouse (either USB or PS/2), and a keyboard (either USB or PS/2). Connect each of these to their corresponding port on the back of the unit, and power up the device.

The first administrative task to be performed is:

#### **Establishing network settings**

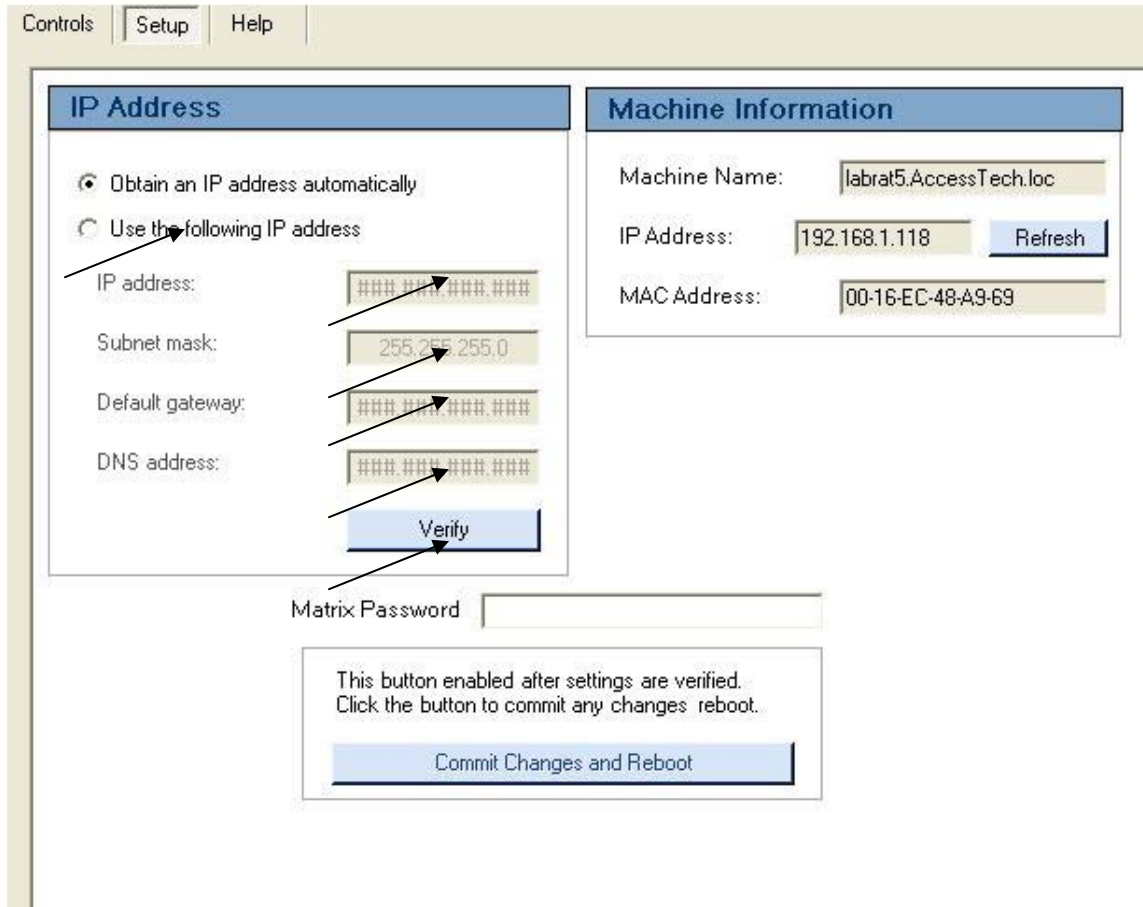
To establish the network settings of the Dolby 3D Color Processor, you will first need to determine if the device will connect to your local network using a dynamically or statically configured IP address. If you are unsure which method is correct, contact your system administrator to determine what is standard for your facility. **Note:** The device defaults to a dynamically assigned IP configuration. If this is the standard for your facility, then no further action is required for network configuration of the device.

If a static IP address is required, perform the following steps to configure the network settings of the device:

Close the Dolby 3D Color Processing Control Application. The tab to close the application will be found in the upper right hand corner of the screen.

Once closed, enter the Setup tab, found on the top of the screen.

Once you have entered the Setup tab, you should see the following screen:



Select the “Use the following IP address” radio button. Fill in the fields below with the IP Address, Subnet Mask, Default Gateway, and DNS address with their corresponding information. You will need to fill in all of these fields to properly establish your static IP address. Once you have finished, click the “Verify”. The system will go out and register itself on the network. The IP address field will update as soon as the device has established a valid IP address on your network.

Once you have completed these steps, you can re-enter the Dolby 3D Color Processor Control Application without a system reboot. These networks settings will be saved on the next power down of the device using the switch on the front panel.

## Setting the Matrix Password

The next administrative task to be performed while connected locally to the device is to set the administrative password, also known as the Matrix Password. This password is used to unlock the device to establish presets, and make adjustments to the color matrices. On initial power-up, the unit is locked. The default password is **insecure**. It is recommended that the system administrator set the password during the installation process. To set the Matrix Password follow these steps:

The screenshot shows a web-based configuration interface with a top navigation bar containing 'Controls', 'Setup', and 'Help'. The main content area is divided into two panels:

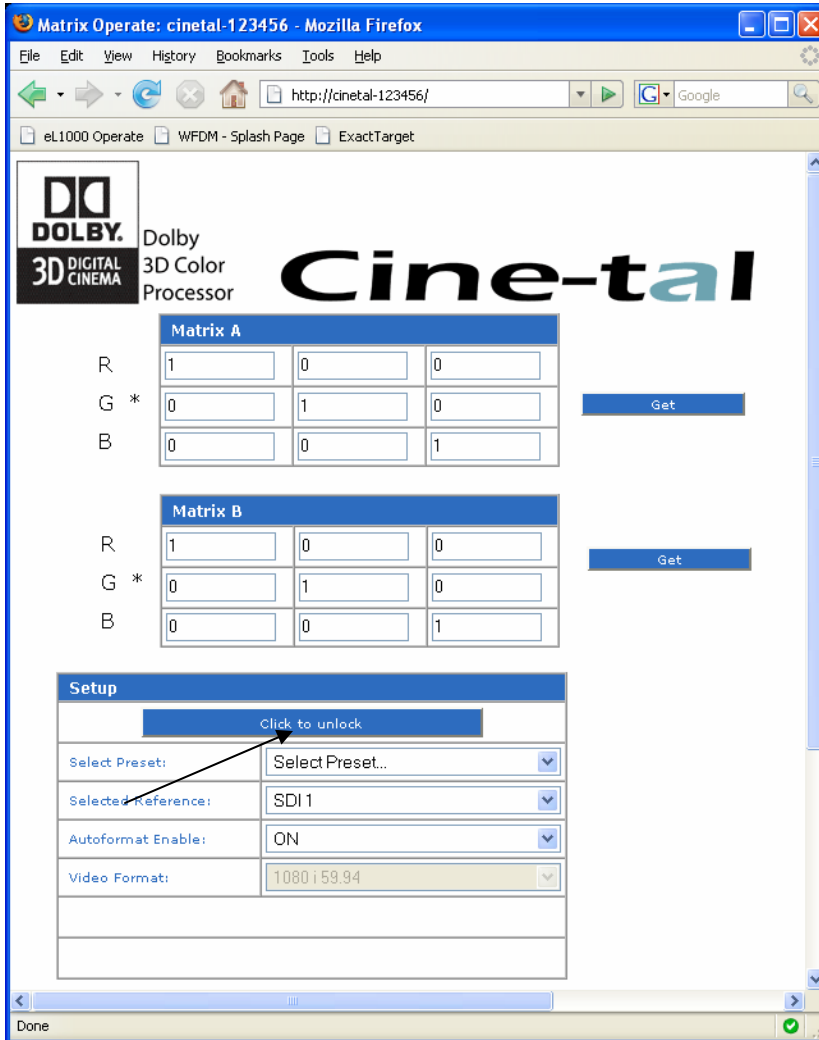
- IP Address:** Contains two radio buttons: 'Obtain an IP address automatically' (selected) and 'Use the following IP address'. Below are input fields for 'IP address', 'Subnet mask' (with '255.255.255.0' entered), 'Default gateway', and 'DNS address'. A 'Verify' button is at the bottom.
- Machine Information:** Contains fields for 'Machine Name' (with 'labrat5.AccessTech.loc' entered), 'IP Address' (with '192.168.1.118' entered and a 'Refresh' button), and 'MAC Address' (with '00-16-EC-48-A9-69' entered).

Below the IP Address panel, there is a 'Matrix Password' text box. An arrow points from this box to a larger box containing the text: 'This button enabled after settings are verified. Click the button to commit any changes reboot.' Below this text is a 'Commit Changes and Reboot' button. An arrow points from the text box to this button.

Enter the new Matrix Password in the text box provided.

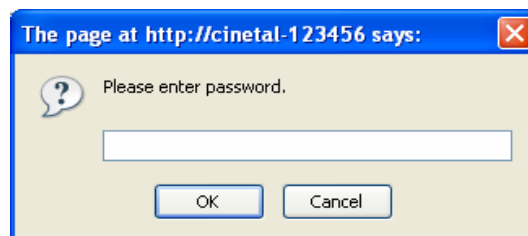
Press the Commit Changes and Reboot button. This will lock in the new password and reboot the system.

## Section 2: Getting Started



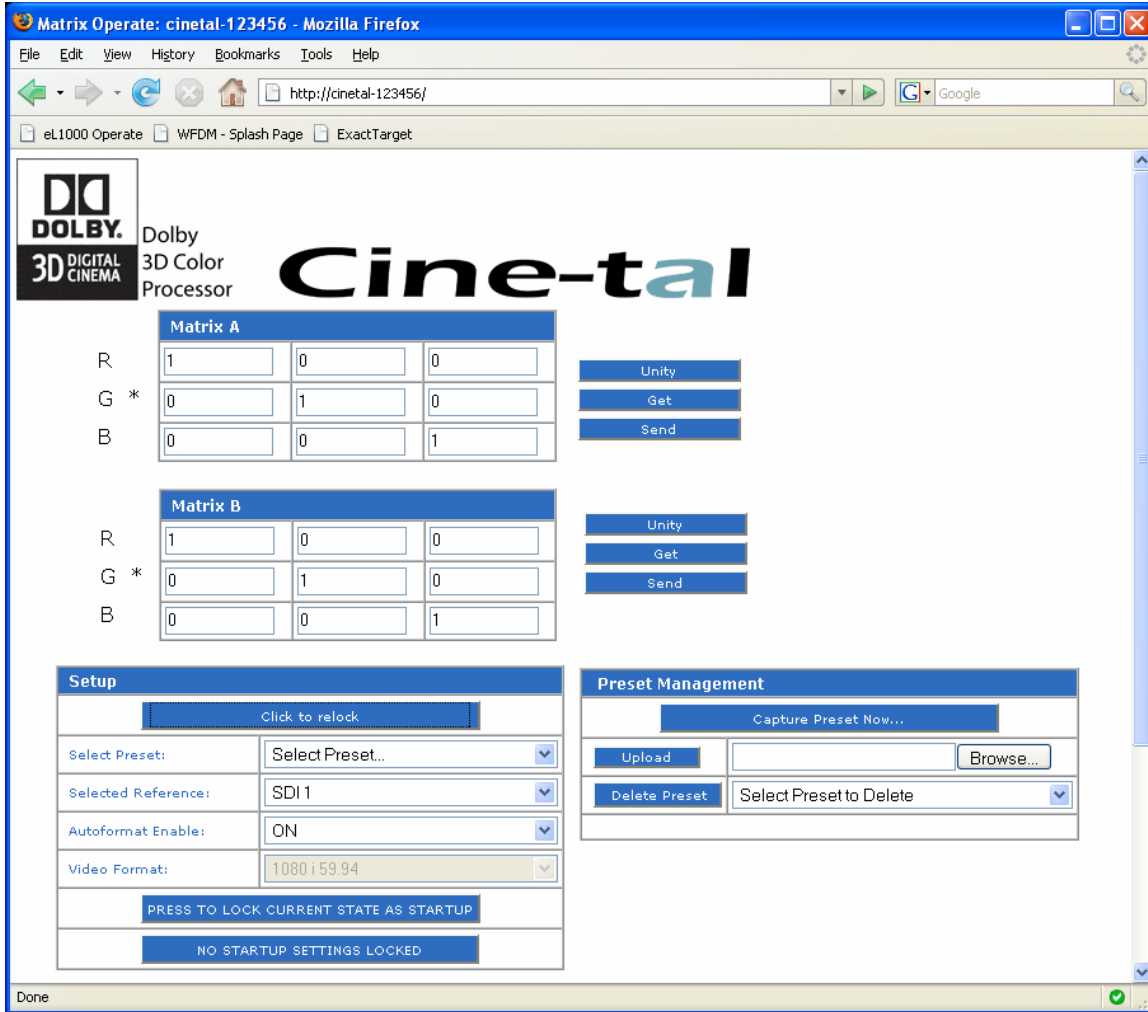
**NOTE:** From this point on, all screen shots will be same for either local or network access to the device.

When booting the Dolby 3D Color Processor for the first time, it will come up in a locked state. To make changes to the color matrices or to save or import presets you will need to enter the password. Press the Click to **Unlock** Button, and you be given the below prompt:



The default password is **insecure**. This password should be changed as soon as possible by the system administrator.

Entering the correct Matrix Password will open several options within the main operation page:



Unlocking the system will allow you to make changes to the color matrices, save presets, and set the startup settings of the device.

## Changing Matrix Coefficients

To make changes to matrix coefficients, with the system unlocked, simply enter your new values into the grid provided.

Matrix A			
R	<input type="text" value="1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
G *	<input type="text" value="0"/>	<input type="text" value="1"/>	<input type="text" value="0"/>
B	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>

The grid is arranged as Red, Green, Blue from left to right; and Red, Green, Blue from top to bottom. Matrix A is for the left eye view, Matrix B for the right eye view. The default, or Unity Matrix, contains the coefficients seen above.

When changes are made that have not been applied yet, the changed field will turn red in color:

Matrix A			
R	<input type="text" value="1"/>	<input style="background-color: red;" type="text" value=".6"/>	<input style="background-color: red;" type="text" value=".1"/>
G *	<input style="background-color: red;" type="text" value="1"/>	<input style="background-color: red;" type="text" value=".6"/>	<input style="background-color: red;" type="text" value=".2"/>
B	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>

To apply the changes, press the **Send** button.

Matrix A			
R	<input type="text" value="1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
G *	<input type="text" value="0"/>	<input type="text" value="1"/>	<input type="text" value="0"/>
B	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>

To update the coefficients to the current state of the device, press the **Get** button.

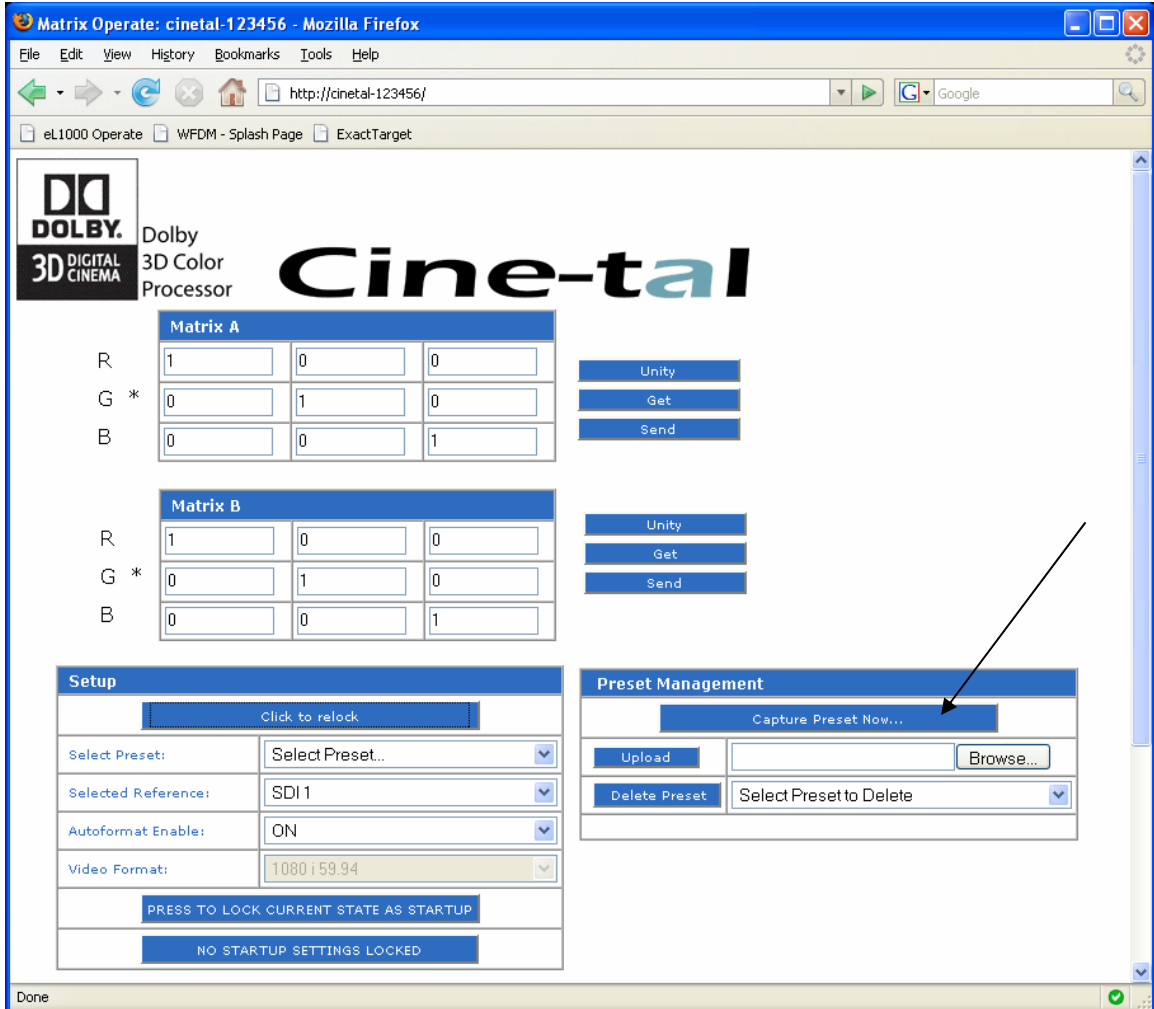
Matrix A			
R	<input type="text" value="1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>
G *	<input type="text" value="0"/>	<input type="text" value="1"/>	<input type="text" value="0"/>
B	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="1"/>

Unity
Get
Send

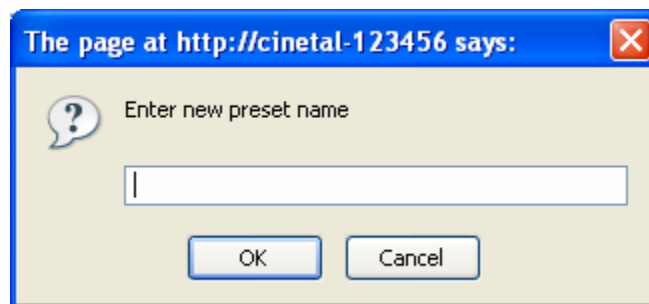
Pressing the **Unity** button will return the device to the default matrix coefficients.

## Preset Management

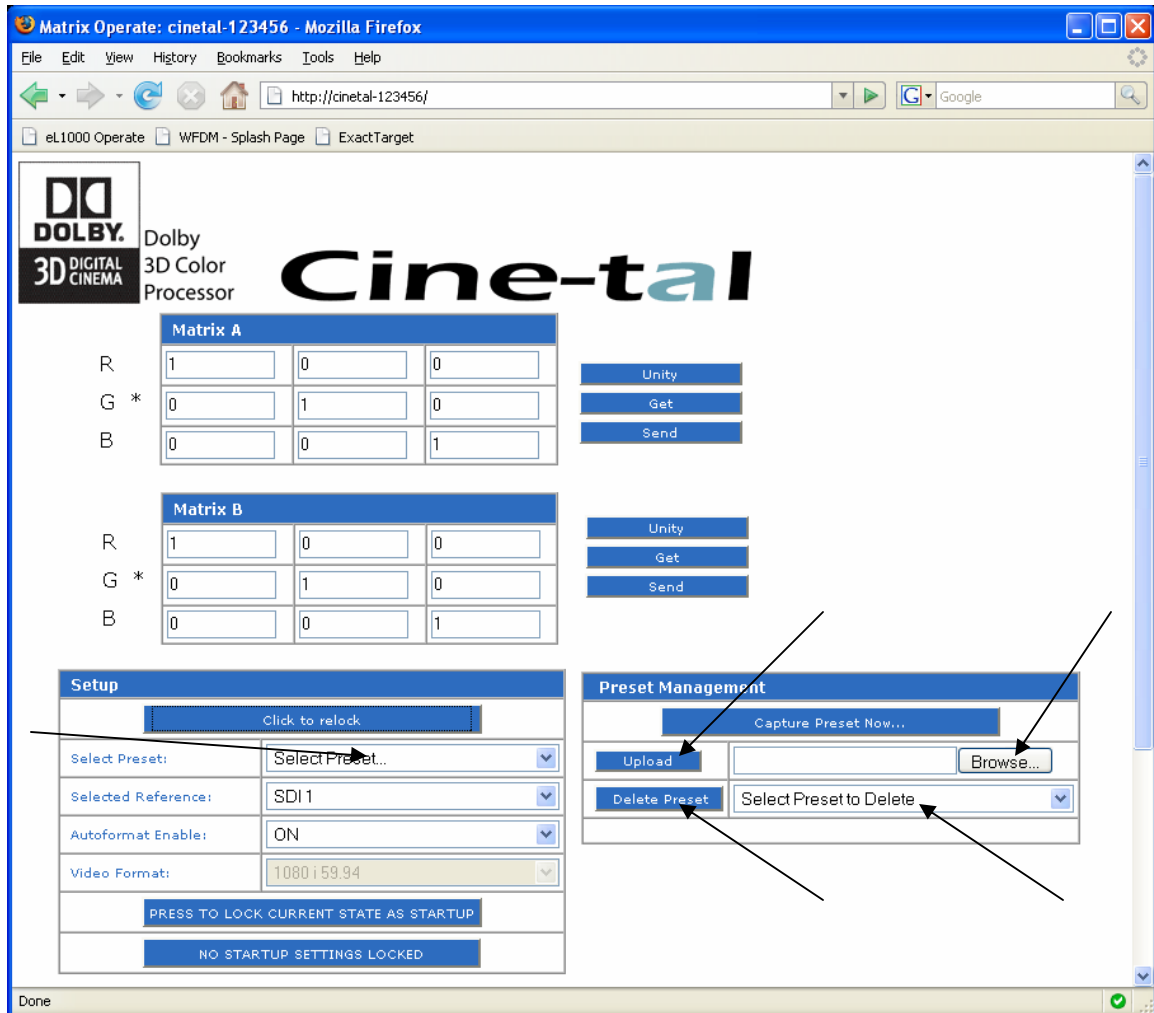
Once you have set matrix coefficients for both Matrix A and B, you can capture those matrix settings as a preset so they can be easily recalled at a later time. To do this, simply press the **Capture Preset Now Button**:



Upon pressing this button you will be given the following prompt to name the preset:

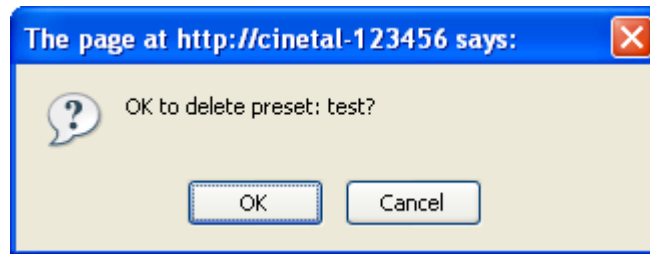


Once you have saved your preset, it will be available for recall by selecting it from the **Preset** pulldown menu:



You can also add Presets from a remote file location. To do this, select the **browse** button to locate the preset you would like to upload to the device. When you have located and selected your preset, press the **upload** button to store that preset locally on the device and make it available in the pulldown menu.

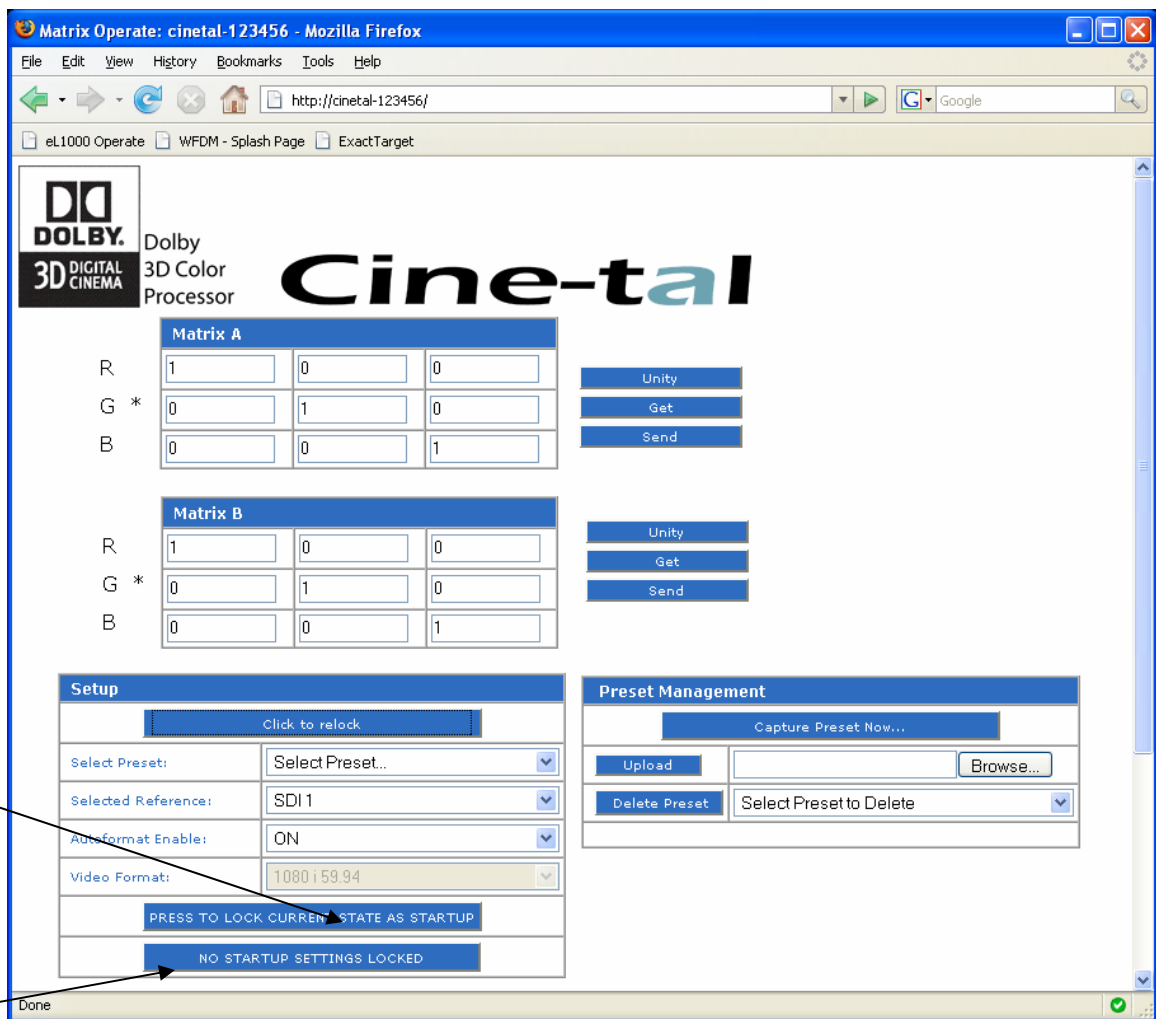
To delete preset, select that preset from the **Select Preset to Delete** pulldown menu, and press the **Delete Preset** button. You will be given the below prompt to confirm deleting the preset:



## Startup Settings

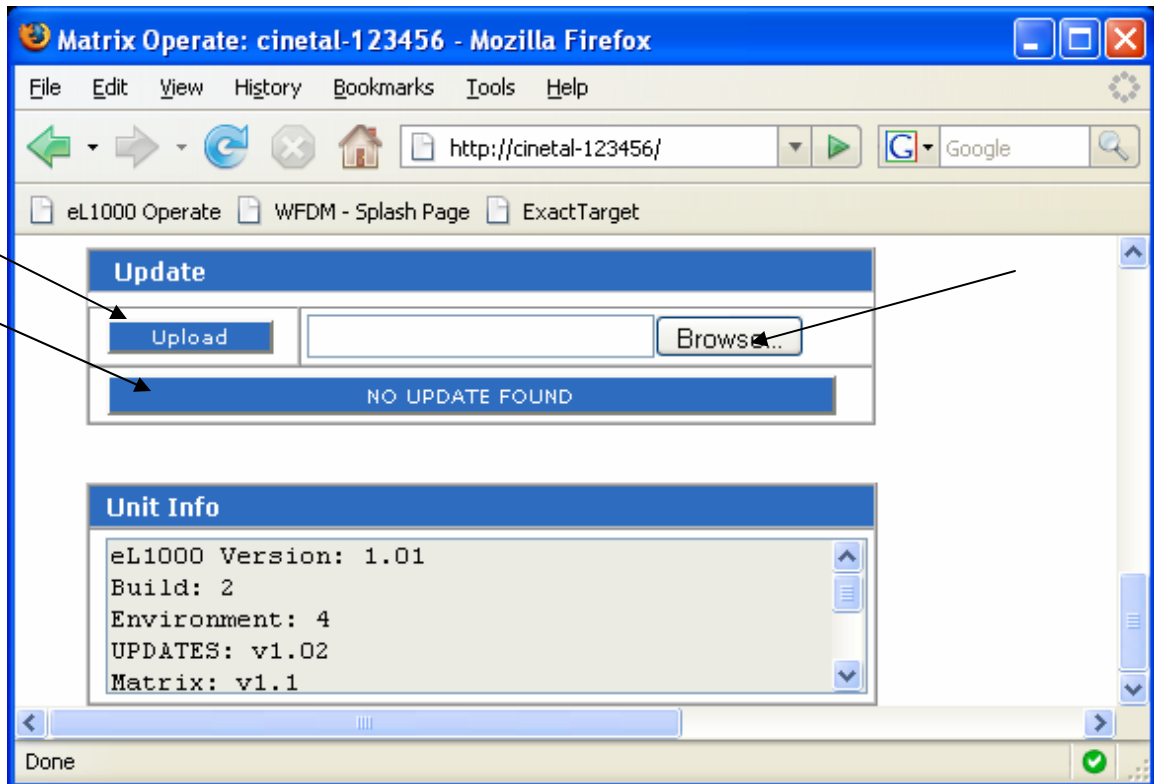
The Dolby 3D Color Processor gives you the ability to lock in a state as “permanent” startup settings. This operation can only be done or undone with the system in an unlocked state. These startup settings will include the current loaded matrix coefficients, the selected reference, and selected video format. The unit will continue to boot up in this saved state until the startup settings are cleared. If no startup settings are locked in, the system will reboot in the state it was in when shut down.

To lock in the current settings as the startup settings, simply press the **Press to Lock Current State as Startup** button:



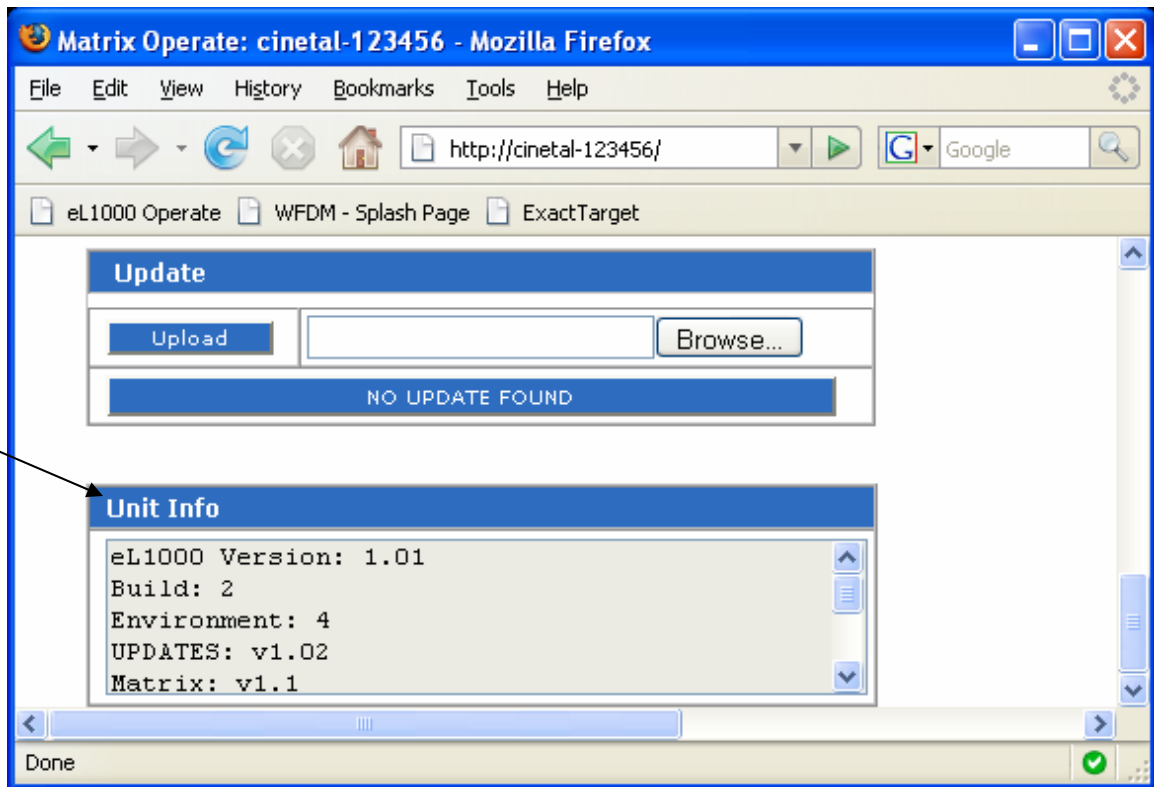
To clear the saved Startup state and resume saving startup settings on power down, press the Press to Erase Startup Settings button.

## Updates



To perform a software or firmware update to the Dolby 3D Color Processor, you will utilize the update pane of the operation window. Press the **Browse** button to locate the updater file on your local machine, then press the **Update** button “push” the update across the network. The button below will Update to “press to run \*\*\*\*\*” (where \*\*\*\*\* is the filename of the update) when the update has been uploaded to the system. Press the button to begin the update procedure. The unit will power itself off when the update is complete.

## Unit Info



The Unit Info pane provides information about the system, including the original software build, any subsequent updates, and the firmware version numbers.