View 6000

Installation Tips

Take Time to Read and Understand the View 6000's Operation Manual.

Make sure to allow time to familiarize yourself with the View 6000's documentation. If you have any questions regarding the View 6000's capabilities or it's functions contact your RGB sales representative.

If at all possible, do a test set up of the View 6000 (with known signals) prior to the on-site installation, to familiarize yourself with the controls and setup procedures.

Although the View 6000 is a VME board product, only power is required from the VME chassis.

All of the View 6000 ’s functions can be accessed using only the RS 232 port.

If at all possible, do a test set up of the View 6000 using the RS 232 port (with known signals) prior to the installation in your VME system, to familiarize yourself with the controls and setup procedures.

Use a Test Pattern

To properly adjust your View 6000, it is strongly recommended that a test pattern(s) be used.

To be effective, the test pattern must reside on the computer or video device being adjusted. For these adjustments, a Geometry Pattern, Color Bars, Full Field White, as well as Full Field Black images may be useful.

If test images are not available on your system, a self-running test application is available from RGB Spectrum, courtesy of Clarity Visual Systems. Contact your RGB Spectrum representative for a copy of the program, or visit Clarity's web-site.

Adjust and Save Input Timings/Settings.

If this step has not been completed, accurately positioning an input or recalling displayed user presets will be impossible.

Every signal has different parameters. When a signal is applied to the View 6000's window for the first time, the View 6000 will automatically lock to the signal and make a "best guess" as to what portion of the signal is active picture. If this guess is not correct, the window may be missing part of the picture, or display "extra" black along an edge.

As part of the normal setup for the View 6000, you will need to make adjustments for each input signal and then save these settings into the View 6000's internal memory. You may need to make these adjustments for each computer (and for each different output resolution, if the computer will be running at more than one resolution).

Also make sure you've adjusted the View 6000's brightness, contrast, and other image controls to optimize the displayed picture.

Optimize the View 6000's Output To Match Your Display Device.

If you are using a Digital projector or display it is important that the View 6000's output pixel rate match the native resolution or "sweet spot" of the display.

A "discrete" projector or display has a physical picture element for every pixel being displayed (e.g. LCDs, DLPs or Plasmas).

With this type of display, best results are achieved when there is a match between the number of actual elements in the display (or native sample rate) and the total number of horizontal samples of the RGB Unit (active picture plus blanking and sync). Consult the RGB user manual or contact Technical support for details on this procedure.

Additionally, it is critical that the display's internal scaling functions are turned off. Consult the user manual for the display or contact the display manufacturer for details on this procedure.

Have Enough Cables for Trouble-Shooting and Diagnostic Procedures

Problems with cables account for a huge percentage of the problems encountered when setting up the View 6000.

Make sure that H and V sync are not swapped!

Because there is no agreed on industry standard for the color code used to identify vertical and horizontal sync wires, using cables from different manufacturers may actually require that a black wire be actually connected to a white wire!

If you have problems locking to a signal, try removing any Distribution Amplifiers or other electronic devices in the signal's path. Sometimes an improperly adjusted device can create sync irregularities.

Use Good Quality Shielded Cables.

Inexpensive cables, that are not properly shielded, can allow "cross-talk" or interference between the different signal components. This "cross-talk" can cause degradation of picture quality and introduce serious artifacts (especially on text or other fine details).

Have a Multi-Sync Monitor Available

It is always useful to have a local multi-sync monitor for basic setup procedures and troubleshooting. This is particularly true if you are using a "discrete" projector or display such as a LCD, DLP or Plasma.