

# dCine Quick Start Guide

## Step 1: Installing the Unit and connecting cables.

The dCine unit is contained within a standard 3RU 19" rack mount enclosure and while the unit may seem heavy, the "ears" on the front of the case are more than adequate to hold the unit's weight when mounted in a proper 19" equipment rack.

On the rear of the unit you will find a large array of ports and sockets to support the different installation configurations you may desire. Please use the image below as a reference guide regarding which ports to use.



If the devices you are plugging into the dCine unit can use both analog and digital cables, as a general rule use the digital cables as opposed to analog. For example, if your projector has the choice of D-Sub (the blue trapezium shaped plugs AKA VGA) or DVI (the white plug with many pins), use the DVI cable. Similarly if your sound processor supports optical SPDIF and Analog inputs, choose the optical SPDIF connector as it will provide cleaner, higher quality sound.

## Step 2: Power on and Startup

The dCine unit is built around standard computer hardware. To power it on use the power button on the front of the unit under the right hand door.

During startup you should see several screens that will be familiar to you from other computers you have used including the BIOS check screen and the windows startup screens.

Once the machine has fully booted into Windows the dCine Bootstrap software will take over and continue the startup process, including setting up the output screen(s), setting up the network and applying any software updates that have been loaded.

After the bootstrap process is complete it will hand off to the software proper and the dCine interface will start up on the interface/touch screen. The projector/video output should go black in preparation for content to be played.

NOTE: Although the dCine unit is based on Windows, any changes to the screen resolutions, network settings and audio settings outside of the dCine software will be reset when the dCine software next starts. To change these settings permanently use the applicable screen within the dCine software.

### Step 3: Network Configuration

This step is only applicable to customers who choose to integrate the dCine unit into a network for remote control and support.

To change the IP address settings of the dCine unit, select the “Admin” button on the navigation bar and then select “System” on the bottom left.



From here you can see the current IP address configuration and change it using the “Change” button.

NOTE: The IP address of the machine is also displayed in the information bar of the dCine interface on the top left. If your dCine is able to access the internet through the network it will also automatically set up and configure a VPN connection back to digitAll for remote support. The IP address of this VPN connection is displayed here too.

### Step 4: Display Configuration

To set up the display configuration settings for your dCine unit select the “Admin” button on the navigation bar and then select the “Display” button on the bottom left.



This screen allows you to configure the resolution of your output device (Projector/Screen/Video Wall) as well as the section of that device that will be used to display video.

To set up your display initially, first ensure the correct display device is set in “Active Display Device” (this will usually be “2” unless you have an exotic setup). The output resolution should always be set to the native resolution of your display device (check your manual for details). Once the settings are correct click apply to save them to file.

The “Digital Aperture” setting is used to describe a rectangle on the screen in which to display the video output. This can be set to the same size as the display device or can be set to a smaller or different shaped area to allow for situations where the screen size and viewable area do not match (eg. using a 4:3 ratio projector on a 16:9 screen one would zoom the projector to fill the width of the screen and then set the digital aperture to use just the part of the picture that is actually hitting the screen surface).

Selecting the button next to “Aspect” (labelled “CentreCrop” in the above image) allows you to choose how the dCine deals with content that does not match the aspect ratio of the “Digital Aperture”.

You can also display test patterns by using the test pattern generator. These are useful during initial setup as they mimic the position/aspect the video will have on screen.

NOTE: After changing the Output Resolution and Applying it a reboot may be required.

## Step5: Audio Configuration

To set up the audio configuration settings for your dCine unit select the “Admin” button on the navigation bar and then select the “Audio” button on the bottom left.



To set the desired output mix use the list on the left. Digital SPDIF output is toggled using the SP-DIF button on the bottom and the master volume is on the right.

Test tones can also be generated for each of the 5.1 channels.

## Step 6: Configuring the UI/TouchScreen

Depending on your hardware setup it may be necessary to install drivers for your touchscreen or change the size/position of the interface window. To do either of these things you will need to exit the dCine software by pressing (Ctrl+Q) or (Alt+F4) on a connected keyboard.

If you need to install touchscreen drivers it is best to first uninstall the existing touchscreen software on the dCine. Follow the below steps to uninstall the touchscreen software:

- Click on the "Start" button and select "System>Control Panel" from the list of options.
- Find and open the "Add/Remove Programs" icon within 'control panel'.
- Scroll through the list of installed applications and select the "TouchKit" software.
- Click the "Uninstall" button and allow the uninstall process to complete.
- Restart the unit.

Once the existing touchscreen drivers have been removed you can install and configure your own drivers by following the manufacturer's instructions.

Certain setups may require the dCine interface to be resized or repositioned. This requires the direct editing of the dCine's configuration file. The configuration file in question is the media settings file and can be found at v:\channel\bin\mediasettings.xml Find and open this file using Notepad++

The file is in XML format which is designed to be intuitive to understand and be human readable. You can find more information about the format at [http://www.w3schools.com/xml/xml\\_what\\_is.asp](http://www.w3schools.com/xml/xml_what_is.asp)

Within the XML file you need to look for a section like this:

```
<Interface>
  <Enable>Yes</Enable>
  <Port>4242</Port>
  <FileName>Control.swf</FileName>
  <EnableGUI>Yes</EnableGUI>
  <DisplayDevice>01</DisplayDevice>
</Interface>
```

This section of the file describes the configuration of the interface. Currently the interface is just set to go onto Display Device number 1 without any additional settings. This setting will make the interface take up the whole of screen number one. To change the size/position of the interface we need to add a Rect tag to this section to let the software know we want to constrain the interface to a specified area (ie a rectangle). Please note the example below:

```
<Interface>
  <Enable>Yes</Enable>
  <Port>4242</Port>
  <FileName>Control.swf</FileName>
  <EnableGUI>Yes</EnableGUI>
  <DisplayDevice>01</DisplayDevice>
  <Rect>
    <Left>0</Left>
    <Top>24</Top>
    <Width>1024</Width>
    <Height>720</Height>
  </Rect>
</Interface>
```

What the above means is that I want the interface to take up a 1024x720 area and be flush against the left hand side of the screen but be offset 24 pixels from the top. On a 1024x768 screen this would have the effect of making the interface take up the whole width and be centred vertically.

In line with your own requirements, change the values in the Interface section of the mediasettings.xml file and then save your changes. Next time the software starts it will use your new settings.