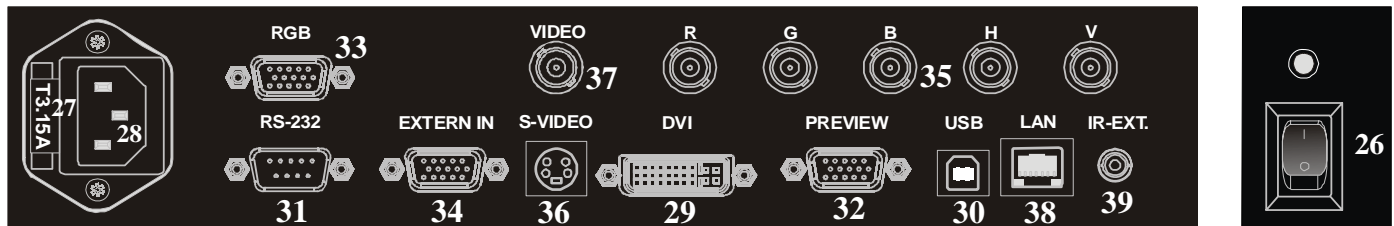


QUICK INSTRUCTIONS VZ-C12² and VZ-C32

This page is only required for installation of the unit. The next page describes everything a typical user should know about the Visualizer. More detailed information can be found in the detailed instruction manual (in English and German).

Precautions (Safety information)

During transportation protect the unit from excessive shocks and vibrations!
 Make sure that sufficient air circulation for cooling the unit is possible (ventilation slots on the left and right side of the unit)
 Do not stare into the laser beam!
 To reduce the risk of electric shock, do not open the unit! No user serviceable parts inside! Refer servicing to qualified service personal only! To reduce the risk of electric shock or fire, do not expose this unit to rain, moisture or extreme heat!



Connections

- #26 **Main POWER** switch
 (red=standby; green=power on)
- #27 **FUSE**
- #28 **POWER** connection
- #29 **DVI output**
 DVI is a 100% digital output. It is the output with the highest quality (resolution and color).
 With a DVI connection the Visualizer can check the technical data of the display unit connected to the Visualizer (for the "Auto resolution" function).
- #30 **USB port**
 The USB port can be used for quickly scanning pictures from the Visualizer into a PC. Connect the USB port of the Visualizer to the USB port of your PC.
 For installing the USB software you can use the enclosed CD-ROM, but we recommend that you first check on the Internet at www.wolfvision.com/support if a newer version of the USB-software is available!
- #31 **SERIAL port** (RS232)
 For external remote controlling and Firmware updates
- #32 **PREVIEW RGB output** (15-pin D-Sub connector)
 for a control monitor
 For more details about the output settings, please see #33 **RGB output**.
- #33 **RGB output** (15-pin D-SUB connector)
 Connect this output to your display unit (data projector, monitor, video conferencing system ...)
 When the display unit is connected to the Visualizer using this output (or the DVI-output #36) the "Auto resolution" function of the Visualizer checks which units are connected to the Visualizer and automatically sets the output to the mode that fits best for the connected units (SVGA, XGA, SXGA ...).
 Please note that the Visualizer can not check the best possible output mode, if the connected units or the cables are not "Plug and Play" compatible. If the Visualizer can not detect the resolution of the connected units, the outputs are set to the default of XGA (1024x768) at 60 Hz.
 You can use the on-screen menu of the Visualizer to change the output mode of the Visualizer to another mode. Make sure that you set the outputs to the native resolution of your display unit and not the maximum resolution it can display (in compressed mode)!
- #34 **EXTERNAL Input** for Computers
 Connect the monitor output of your computer with this input. Use the EXT/INT key (#24) to switch between the image of the Visualizer and the image of your computer. The behaviour of the Ext/Int-mode can be changed in the on-screen menu.
- #35 **RGB output** (BNC connectors)
 Use this output to connect the Visualizer to your display unit (data projector, monitor, video conferencing system etc.) if you can not make a connection with a D-Sub cable (RGB output #33).
 The disadvantage of this output is that the "Auto resolution" function does not work here. The advantage is that BNC cables are better for long cable runs.
 You can change the sync settings in the on-screen menu of the Visualizer.
- #36 **PAL/NTSC Y/C (S-Video) output** **VZ-C32 only**
 Please note that the picture quality of both PAL/NTSC video outputs (#36 and #37) is NOT AS GOOD as the picture quality of the data outputs (#29, #32, #33 and #35). This is because of the limitations of the PAL/ NTSC video system and because of the fact that this is just a converted Progressive Scan signal and not an original video signal. Switching between PAL and NTSC can be done in the on-screen menu of the Visualizer.
- #37 **PAL/NTSC Composite video output** **VZ-C32 only**
 Only use this output if you have no other option. It offers the lowest quality. Use the Y/C (S-video) output (#36) for PAL/NTSC video if possible!
- #38 **Ethernet / LAN port**
 Connect the LAN port of the Visualizer to the LAN port of the PC (10BASE-T/100BASE-TX). With an Internet browser (i.e. Internet Explorer, etc.) you can control the Visualizer and transfer images. A dedicated Ethernet/LAN manual can be downloaded from the WolfVision homepage at: www.wolfvision.com/support.
- #39 **External IR-receiver port**
 In some rooms the 3 built-in infrared receivers of the Ceiling Visualizer may not be enough. In this case connect the supplied external infrared receiver to the IR-sensor plug (#39) and position the IR-sensor somewhere on the ceiling (or in the room) where the users normally point the remote control at.

Make sure that the glass is always kept clean in order to prevent bright and hazy spots in the picture!



WOLFVISION
Visualizer

Control panel and infrared remote control:

#12 **LASER POINTER**-key

Important: Do not stare directly into the beam.
This would be bad for your eyes!

#13 **ZOOM** keys

When using the Zoom keys the size of the Synchronized Lightfield also changes. So the lightfield always indicates the pickup area of the built-in camera. This can be used for easy positioning of objects.

#14 **User programmable PRESETS**

You can use Presets to store certain positions of zoom, focus, mirror, light etc.

Press one of the Preset keys quickly to recall a preset.
Press one of the Preset keys for 4 seconds to store a Preset

In the on-screen menu it is also possible to assign a specific function to a Preset (like Image on/off, IRIS, Negative, Negative/Blue, Black/White etc.)

#15 **IMAGE TURN** key

For picking up a complete vertical (Portrait) page in A4 or US-letter/legal size in better quality, place your document on the working surface in horizontal (Landscape) direction and zoom in on it completely. Then press the Image Turn key. Now the picture is turned 90 degree and output the right way up with much higher resolution. This is because in the Image Turn mode all pixels of the camera are used to pick up the letter.

#16 **TEXT Enhancement** key

Press this key to improve the contrast and the readability of text or x-rays. Please note that the colors are slightly darker in this mode.

#17 **Manual FOCUS** key

Because of the high depth of focus of the professional Visualizers focusing is seldom necessary.

Pressing both focus keys simultaneously activates a **One-Push-Autofocus**.

#18 **LIGHT** key

Switches light off and on.

Each time the lighting condition changes (sun light, neon light, halogen light...), the user should adjust the white balance of the Visualizer, in order to optimize the color reproduction.

For adjusting the white, zoom in on a white object until there is only white on the screen. Then press the Light key for 2 seconds to perform a "One-Push" white balance.

#19 **MENU** key

Press this key for one second in order to activate the on-screen menu on your screen. The on-screen menu can be used for detailed settings of the Visualizer. It should only be used by technically skilled persons.

#20 **Manual IRIS**

Using the Iris keys switches the Iris to manual. Using the Zoom keys switches the iris to automatic again.

Special iris settings can also be made in the on-screen menu.

#21 **HELP** key

Press the help key when you are in the on-screen menu in order to receive a help text (in English) about the selected function.

#22 **MEMORY** keys 1-9

Press one of the Memory keys for 2 seconds for storing an image. Press one of the Memory keys quickly for recalling an image. When the on-screen menu is activated, the Memory keys works as Select keys to navigate in the on-screen menu.

#23 **(Standby) POWER** key

Please note that the main power switch is on the underneath of the unit (#26)

#24 **EXT/INT** key

Switches between the image of the Visualizer and the image from the external computer input (#34).

#25 **ALL**-key

Press this key for displaying all 9 pictures of the memory as split image.