

# **MASTER THREE THEATRE**



User Manual  
R599751

*Cine* **VERSUM**

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# 1.0 GETTING STARTED

## 1.1 Introduction

Thank you for purchasing the Master Three Video processor powered by ABT. This product delivers a level of quality among the very highest available today.

We are especially pleased to bring you ABT's new VRS Precision Video Scaling II technology. This technology enables precision up conversion of standard and high definition (480i/p, 576i/p, 720p, 1080i/p) video sources and content to the native or optimum resolution of your display, delivering best in-class front-of-screen performance. Available output resolutions span from VGA up to 1080p, including the standard HDTV resolutions of 720p and 1080i.

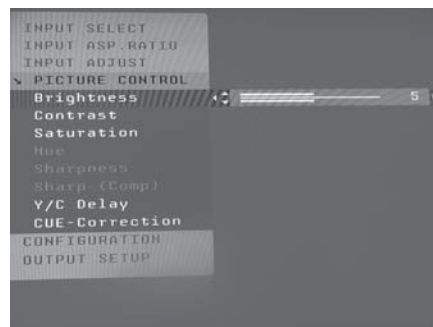
In addition to the video scaling technology the Master Three also offers a host of other innovative features, including:

- 4 HDMI (High Definition Multimedia Interface) inputs and 1 HDMI output
- Analog Input and Output, using BNC-style Connectors
- Flexible Digital and Analog Audio Switching
- Precision Audio/Video Time-Delay Synchronization
- Timebase Correction
- Fully Programmable Framerate Conversion
- Input and Output Aspect Ratio Controls
- Flexible Zoom and Pan Controls
- SDI Input Capability (with SD-SDI Input Module, ref. S7011030)

This User Manual can help you set up your new Master Three, and give you the information required to match it to your display. It can also show you how to connect it to and use it with the other components in your system.

## 1.2 Document Conventions

In this Manual, the menu structure is referred to in the following abbreviated form:



*Navigating the On Screen Display*

For example, to adjust the 'Brightness' press the 'Picture Control' button and then using the up/down arrow buttons, highlight 'Brightness' and press enter to adjust the setting.

If you were changing this value to 5, the abbreviated instructions would read as follows:

Picture Control ⇒ Brightness ⇒ 5

## 1.3 Unpacking and Inspection

Your Master Three carton should contain the following items:

- Master Three Video Processor
- Universal 6V@7A AC-to-DC Power Converter
- Power Cord
- Remote Control

- Master Three User Manual
- Serial Cable for Software Updates and Automation (1:1)

The Master Three uses BNC-style analog connectors and a HDMI digital connector to provide video output signals. You must purchase an output cable to connect to one of these outputs to your display. Different displays have different input connectors, so check your display specifications to ensure compatibility.

Both input and output cables can be supplied by your Authorized CineVERSUM Reseller. To find your nearest Authorized CineVERSUM Reseller, go to [www.cineversum.com](http://www.cineversum.com).

## 1.4 Display Compatibility Requirements

Master Three video processing product is compatible with a wide range of displays. These include digital TVs, projectors, and flat panel displays, as well as other emerging technologies that can support 480p or higher resolution video signals.

To determine if your display is compatible with the Master Three, look to see if it has one of the inputs listed below. If not, then your display is probably limited to receive a standard NTSC, PAL or SECAM interlaced signal and will not function correctly with the Master Three.

### Digital Inputs



HDMI input



DVI-D input

### Analog Inputs



VGA HD-15 input



5 BNC RGBHV inputs

### Component Inputs (YCbCr or YPbPr)



or



Component video inputs that are not capable of accepting a 480p signal should be labeled '480i (NTSC)' or '576i (PAL/SECAM)'.

The following types of displays should be compatible with the Master Three since it can support higher resolution signals:

- Plasma displays
- LCD-based flat panel and front & rear projection displays
- DLP-based front & rear projection displays
- D-ILA™-based front & rear projection displays (SXR™ included)
- CRT-based Direct View HDTVs and Computer Monitors with front and rear projection displays

## 1.5 Installation Guidelines

Take special care with the Master Three installation to ensure optimal performance. Pay particular attention to the bulleted items that begin below and to other precautions that appear throughout this guide.

### Do ...

- Install the Master Three on a solid, flat, level surface such as a table or shelf. You can also install the Master Three in a standard 19" equipment rack using an optional rack-mount kit available from authorized CineVERSUM resellers.
- Select a dry, well-ventilated location.
- Use only the included external power supply.

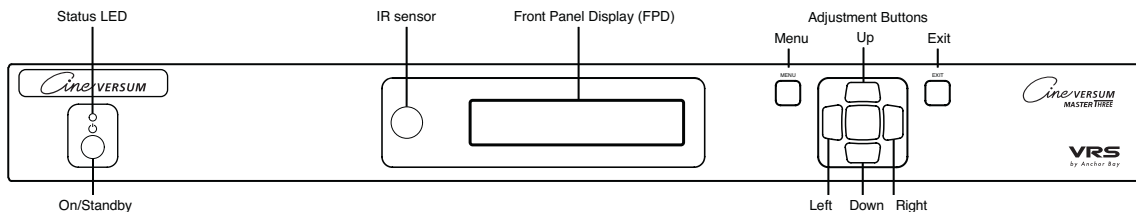
- Avoid excessive humidity, sudden temperature changes or temperature extremes.
- Use only accessories recommended by the manufacturer to avoid fire, shock or other hazards.
- Unplug your Master Three before cleaning. Use a damp cloth for cleaning.

**Don't ...**

- Install the Master Three on an unstable surface or one that is unable to support all four of its feet, unless it is installed in an equipment rack.
- Stack the Master Three directly above heat-producing equipment such as power amplifiers or other components that generate heat during use.
- Expose the Master Three to a high temperatures, humidity, steam, smoke, dampness, or excessive dust. Avoid installing the Master Three near radiators and other heat producing appliances.
- Install the Master Three near unshielded TV or FM antennas, cable TV decoders, and other RF-emitting devices that might cause interference.
- Place the Master Three on a thick rug or carpet or cover the Master Three with cloth. This might prevent proper cooling.
- Attempt to service this unit. Instead, disconnect it and contact your Authorized CineVERSUM Reseller.
- Open or remove unit panels or make any adjustments not described in this manual. Attempting to do so could expose you to dangerous electrical shock or other hazards. It may also cause damage to your Master Three.
- Obstruct the front panel IR receiver window shown in "Remote Control Overview". Do not attempt to use the remote control out of line of sight with the IR receiver. Doing so will cause improper operation.

# 2.0 BASIC OPERATION

## 2.1 Front Panel Overview



Status LED - This displays the current state of the Master Three:

- Off: The unit is in standby mode
- Red: No signal detected
- Blue: The unit is processing the signal
- Blinking Blue: There is a problem with HDCP authentication
- Green: The unit detects an unsupported signal

On/Standby - This toggles unit power between On and Standby.

IR sensor - This is where all IR commands are received by the Master Three. Do not obstruct this window.

Front Panel Display (FPD) - This is where all information from the on screen display (OSD) is duplicated to assist in the setup of your Master Three.



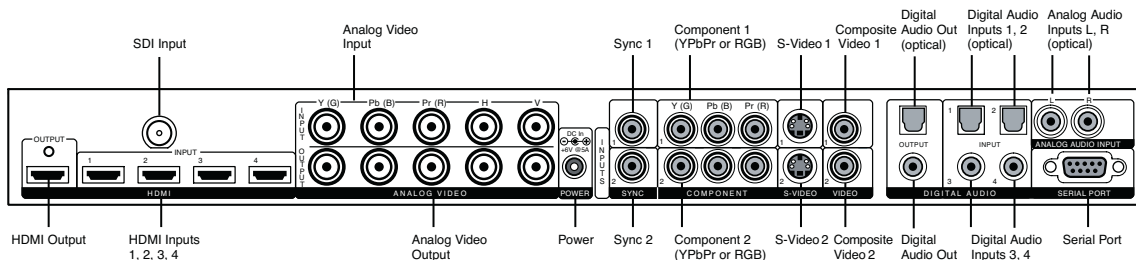
When navigating the OSD, the FPD always shows the current selection on the bottom line and the menu/submenu item on the top line. When you change a value of a setting, the value is on the bottom line and the title of the parameter is on the top line.

Navigation Keys - These keys are duplicated on the remote control and function exactly the same.



Switching Inputs using the Navigation keys – You can switch inputs on the front panel of the Master Three using the navigation keys (v and ^). To do this, press the Down or Up without pressing the Menu button first.

## 2.2 Rear Panel Overview



### Video Inputs

The Master Three has eleven (11) video inputs and an optional SD-SDI input available. The inputs and the formats they support are as follows:

- Video 1 (NTSC, PAL, PAL-M and SECAM)
- Video 2 (NTSC, PAL, PAL-M and SECAM)
- S-Video 1 (NTSC, PAL, PAL-M and SECAM)
- S-Video 2 (NTSC, PAL, PAL-M and SECAM)
- Component/RGBS 1 (480i/p@60Hz, 576i/p@50Hz, 720p@50/60Hz, 1080i@50/60Hz)
- Component/RGBS 2 (480i/p@60Hz, 576i/p@50Hz, 720p@50/60Hz, 1080i@50/60Hz)



- RGBHV/Component (480p, 576p, 720p@50/60Hz, 1080i@50/60Hz, VGA/SVGA/XGA/SXGA@60Hz)
- HDMI 1 (480i/p, 576i/p, 720p@50/60Hz, 1080i@50/60Hz 1080p@24/25/50/60Hz, VGA/SVGA/XGA/SXGA@60Hz)
- HDMI 2 (480i/p, 576i/p, 720p@50/60Hz, 1080i@50/60Hz 1080p@24/25/50/60Hz, VGA/SVGA/XGA/SXGA@60Hz)
- HDMI 3 (480i/p, 576i/p, 720p@50/60Hz, 1080i@50/60Hz 1080p@24/25/50/60Hz, VGA/SVGA/XGA/SXGA@60Hz)
- HDMI 4 (480i/p, 576i/p, 720p@50/60Hz, 1080i@50/60Hz 1080p@24/25/50/60Hz, VGA/SVGA/XGA/SXGA@60Hz)
- SD-SDI (480i@60Hz and 576i@50Hz YCbCr 4:2:2)

**Note:**

The Master Three is able to process HDCP protected signals. However, the output signal may be only visible if a valid HDCP supported display is hooked up to the Master Three's HDMI output connector. The output signal would never be visible through the Master Three's analog BNC output connectors.

**Video Outputs**

The Master Three has two video outputs, one analog and one digital.

The analog output on the Master Three can output the following signal from any resolutions up to 1920 x 1080:

- YPbPr (Component)
- RGBHV
- RGsB
- RGSB

The HDMI output on the Master Three can output any resolutions up to 1920 x 1080 @ 60Hz:

- RGB 4:4:4 (8-bit)
- YCbCr 4:2:2 (10-bit)
- YCbCr 4:4:4 (8-bit)

To connect the Master Three to a display that has a DVI input, use either an HDMI-to-DVI cable or an adapter.

**Audio Inputs**

There are nine (9) audio inputs on the Master Three:

- Two (2) Optical Digital inputs
- Two (2) Coaxial Digital inputs
- One (1) Analog (L/R) input
- Four (4) HDMI inputs

While the digital and analog audio inputs can be assigned to any one of the video inputs, the HDMI audio inputs are tied directly to the HDMI video signal connected on the same input.

The Master Three accepts digital audio sourced from DVD players, satellite receivers, digital set top boxes, game consoles, or other digital audio devices. These inputs are compatible with most consumer digital audio formats, including CD-Audio (44.1kHz/16 bit LPCM), Dolby Digital, and DTS.

The coaxial digital audio inputs are compatible with any format with a sampling frequency between 24kHz and 192kHz, and with a data word structure up to 24 bits in length. The optical digital audio inputs are compatible with any format with a sampling frequency between 24kHz and 96kHz and with a data word structure up to 24 bits in length. The HDMI audio inputs are compatible with HDMI 1.1 audio formats.

**Audio Outputs**

There are two digital audio outputs, one coaxial and one optical. Both are active at the same time, with the selected input Digital Audio stream.

**Power Supply Input**

The Master Three comes with a 6V@7A AC-to-DC converter power supply, which accepts 100-240 VAC at 50/60Hz. To attach power to the unit:

- 1) Attach the removable power cord to the external power supply.
- 2) Plug the removable power cord into a wall outlet or power conditioner, if applicable.

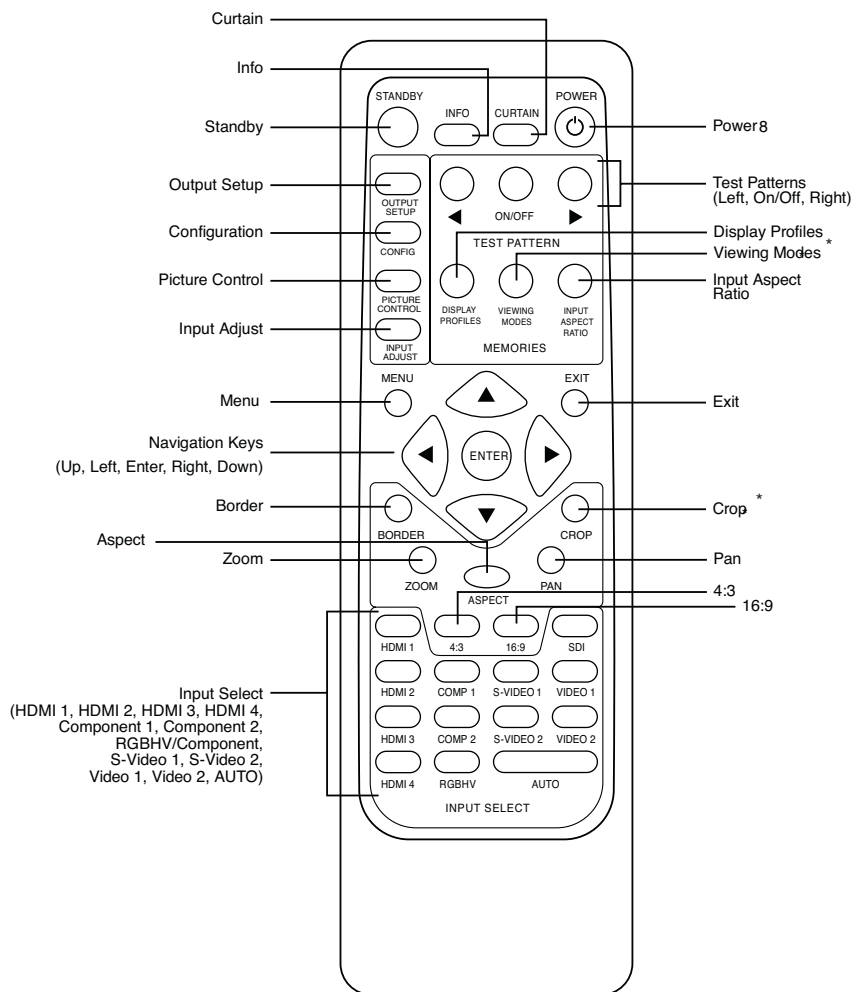
3) Plug the small connector attached to the cable that comes out of the power supply into the 'DC In' port on the back of the Master Three. The Master Three should power on and display 'CineVERSUM Powered by ABT' on the FPD for a couple of seconds.



Use only the power supply that came with your Master Three.

## 2.3 Remote Control Overview

The functions of these buttons are detailed in the next paragraph. An asterisk (\*) indicates this feature will be implemented in future software.



### Power/Standby Buttons

The Master Three remote has a Power and a Standby button. The Power button always turns the Master Three on and the Standby button always put the unit into Standby mode.

### Curtain Button

The Master Three remote has a Curtain button which allows you to close a 'curtain' over the image. This feature is especially useful when an image is paused on a display susceptible to burn-in.

### Remote Control Battery Installation

The remote control for the Master Three requires two AA batteries. These should be replaced as needed. ABT recommends Alkaline batteries because they last longer without leaking.

**To install the remote control batteries:**

- 1) Locate the battery compartment on the back of the remote control.
- 2) Remove the cover from the back. To do this, press the tab attached to the cover and pull the cover with the guide on the back of the remote control.
- 3) Remove the old batteries (if applicable).
- 4) Insert two new AA batteries in the compartment as shown on the inside of the battery compartment. Make sure the batteries are correctly inserted, observing the proper polarity.
- 5) After installation, replace the cover and dispose of the old batteries (if applicable).

**Menu Navigation**

You can control the Master Three as follows:

- From the front panel controls
- From the remote control
- From a programmed universal remote control
- Using the serial connection on the back panel

The menu navigation controls on the remote control are duplicated on the front panel of the Master Three.

To navigate the menu:

- 1) Press the Menu button.
- 2) Use the directional buttons to highlight the parameter you want to change.
- 3) Press the Enter button to select the parameter and the Left and Right arrow buttons to change the chosen parameter.
- 4) Press the Exit button to exit out of the menu/OSD.

**Info Screen Button**

Press the Info button to display a window that shows information about the system including:

- Input Status
  - Video Source
  - Signal Type
  - Audio Source
  - Aspect Ratio (Frame/Active)
- Output Status
  - Resolution
  - Frame Rate
  - Line Rate
  - Aspect Ratio (Display/Screen)

This screen can be helpful during troubleshooting.

## 3.0 SETUP

### 3.1 Initial Set-Up

Once you have installed the Master Three into your system, you must properly configure it for the display device being driven. The Master Three is shipped from the factory with the following preset default settings:

- Input Select is set to AUTO, to automatically detect an active input in a pre-configured priority.
- The Digital Video output is selected with RGB 4:4:4 color space
- The output format is set to SMPTE 274M, 1080p@50Hz or 1080p@60Hz according to the active source refresh rate.

Use either the remote control or the front panel controls to perform the initial setup of the Master Three's output. The procedure below uses the front panel buttons to perform initial setup.

Accessing the Master Three's OSD is crucial, not only in allowing you to navigate the menu of the Master Three, but also to let you know that the Master Three is sending a compatible signal to the display. If the OSD is not visible on the display's screen when you press one of the sub-menu buttons on the remote control, then you must configure the Master Three with the Output Setup menu to output a signal that the display can accept.

Use these steps to allow you to see the OSD.

#### STEP 1 - Power Up

- 1) Attach the removable power cord to the external power supply.
- 2) Plug the removable power cord into a wall outlet or power conditioner, if applicable.
- 3) Plug the small connector attached to the cable that comes out of the power supply into the Master Three.

The Master Three should power on and display 'CineVERSUM Powered by ABT' on the FPD.

#### STEP 2 - Connect the scaler to your display

##### Displays with a DVI or HDMI Input

The default output on the Master Three is digital RGB 4:4:4 (DVI Standard). If you have changed this setting, follow these instructions to change the settings back.

- 1) Press the Menu button on the front panel of the Master Three once. You should see 'Main Menu /Input Select' on the FPD.
- 2) Press the Up button once. You should see 'Main Menu / Output Setup' on the FPD.
- 3) Press the Enter button. You should see 'Output Setup / Analog/Digital' on the FPD.
- 4) Press the Enter button. You should see 'Analog/Digital / BNC (Analog)'.
- 5) Press the Down button to select 'HDMI (Digital)' and press the Enter button.

You should see the Master Three's On Screen Display (OSD) on your screen.

##### Displays with a Component (YPbPr) Input

- 1) Press the Menu button on the front panel of the Master Three once. You should see
- 2) 'Main Menu / Input Select' on the FPD.
- 3) Press the Up button once. You should see 'Main Menu / Output Setup' on the FPD.
- 4) Press the Enter button. You should see 'Output Setup / Analog/Digital' on the FPD.
- 5) Press the Enter button. You should see 'Analog/Digital / BNC (Analog)'. If you don't, press the Up button once and the press Enter. You should see 'Output Setup / Analog/Digital' on the FPD.
- 6) Press the Down button four times. You should see 'Output Setup / Color Space' on the FPD.
- 7) Press the Enter button once. You should see 'Color Space / YPbPr' on the FPD. If you don't, press the Up button once and press Enter. You should see the Master Three's on screen Display (OSD) on your screen.



The Master Three cannot output a component signal if the input signal is from a DVI or HDMI source with HDCP. Instead the Master Three outputs a blue screen.

### Displays with a VGA HD-15 (Computer) or 5BNC RGBHV input

- 1) Press the Menu button on the front panel of the Master Three once. You should see 'Main Menu / Input Select' on the FPD.
- 2) Press the Up button once. You should see 'Main Menu / Output Setup' on the FPD.
- 3) Press the Enter button. You should see 'Output Setup / Analog/Digital' on the FPD.
- 4) Press the Enter button. You should see 'Analog/Digital / BNC (Analog)'. If you don't, press the Up button once and then press Enter. You should see 'Output Setup / Analog/Digital' on the FPD.
- 5) Press the Down button four times. You should see 'Output Setup / Color Space' on the FPD.
- 6) Press the Enter button once. You should see 'Color Space / RGB' on the FPD. If you don't, press the Up button once and press Enter. You should see the Master Three's on screen Display (OSD) on your screen.

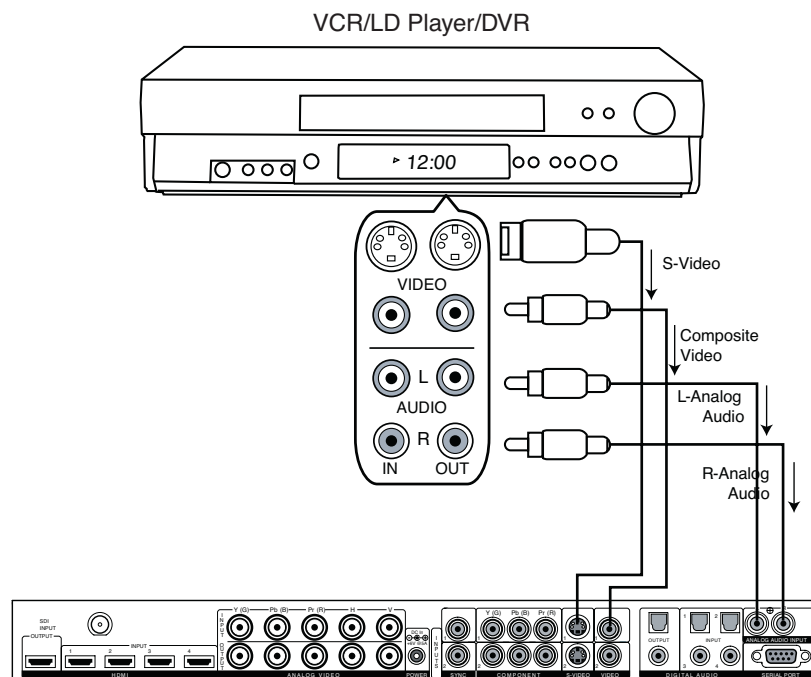


The Master Three cannot output an RGBHV signal if the input signal is from a DVI or HDMI source with HDCP. Instead the Master Three outputs a blue screen.

## STEP 3 - Connecting your Sources to the Master Three

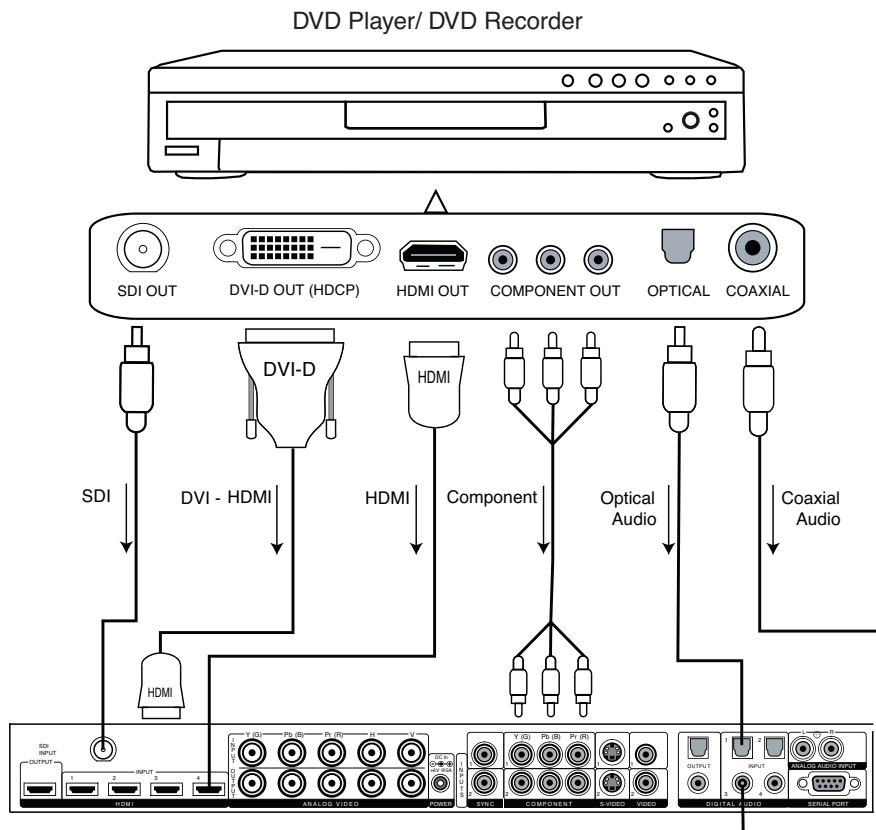
Up to 12 video sources can be connected to the Master Three. Use the following suggestions for connections to several popular video sources.

### VCR/LD Player/DVR



Some VCRs and LD players have S-Video outputs. These give an improved picture from these sources. If your LD player or DVR has a digital audio output, CineVERSUM recommends you use that connection..

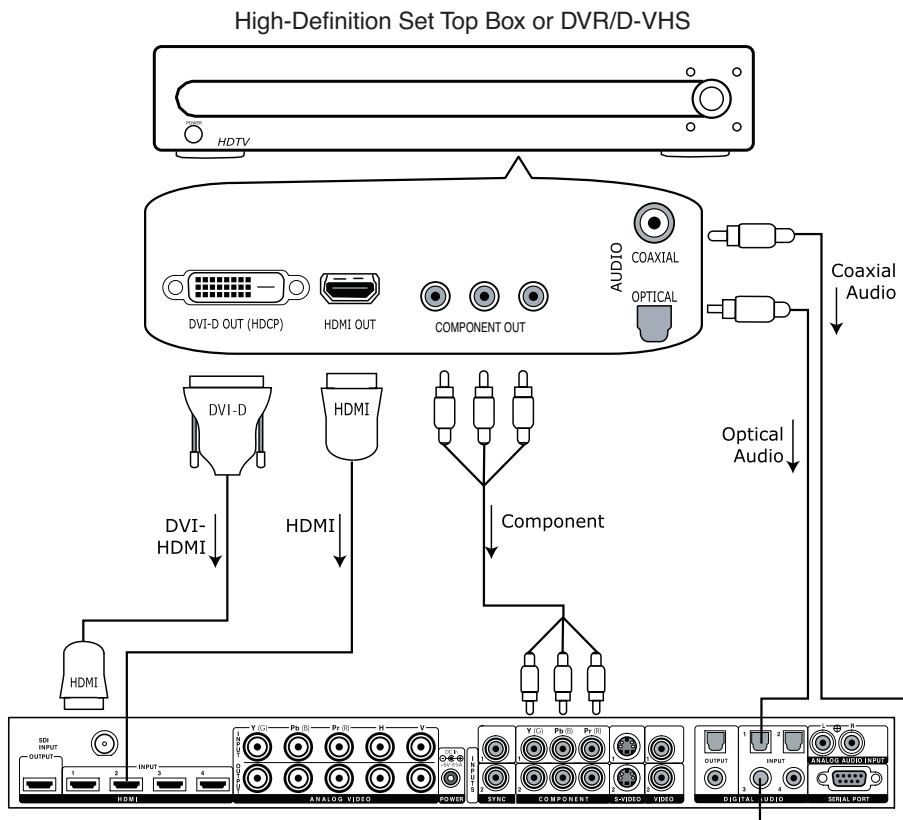
DVD Player/DVD Recorder



**Note:**

If you have a display with an HDMI/DVI input, CineVERSUM recommends you use the DVI/HDMI output of your DVD player with the player's output resolution set to the lowest output resolution (preferably 480i). If you have a display with only component or RGBHV inputs, use either an SDI or component video connection. SDI outputs typically need to be added to your DVD player. This gives the additional benefit of skipping an extra digital-to-analog (D-to-A) and analog-to-digital (A-to-D) step for a picture with even more detail than a component connection. With a component connection, set the player's output to 480i, minimizing the amount of processing done in the player.

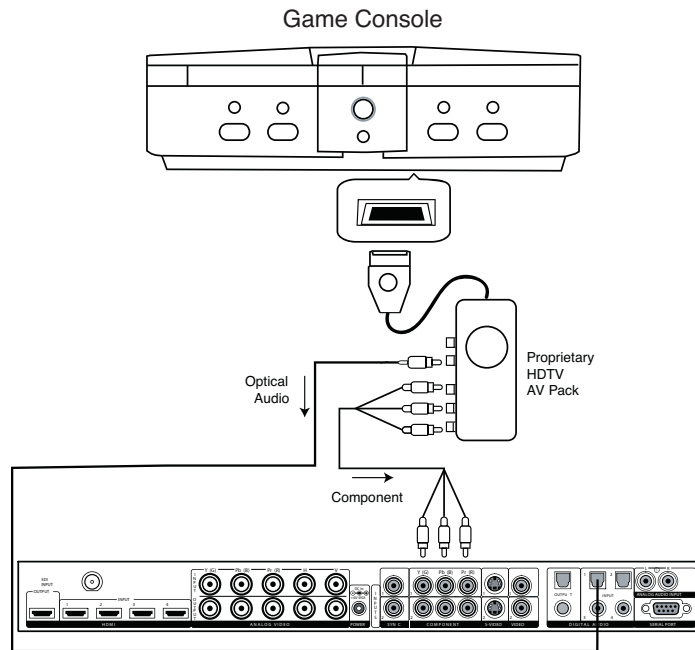
## High-Definition Set Top Box or DVR/D-VHS



### Note:

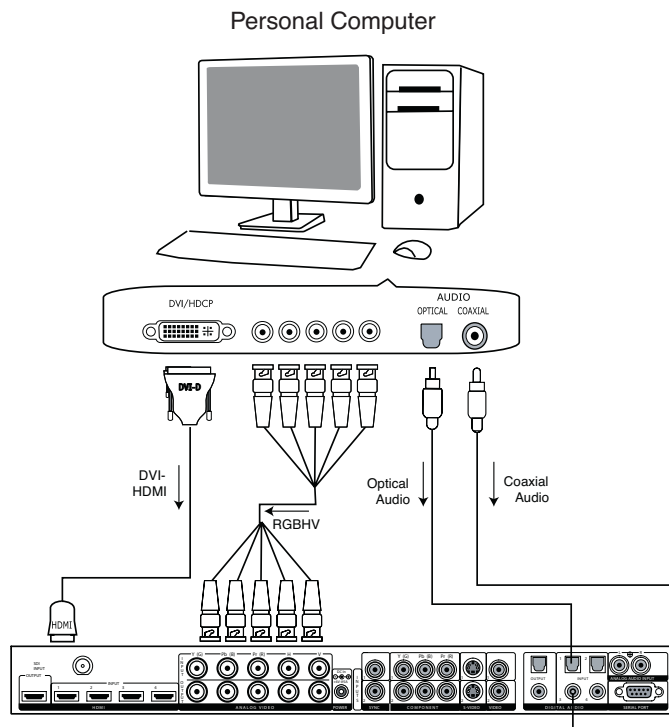
Some set top boxes require you to switch the output resolution. This means that if you are watching an HD channel you must manually switch the output resolution to 720p/1080i/p, or if you are watching an SD channel, you must manually switch the output resolution to 480i or 480p, 480i preferably. If your display only has component or RGBHV inputs, use the component output from your HD source.

**Game Console**



Set the game console to output the highest resolution available to get the best results.

**Personal Computer**



Only VGA (640x480), SVGA (800x600), XGA (1024x768), and SXGA (1280x1024) resolutions are supported at 60 Hz.



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## 3.2 Audio Operation

---

The Master Three features an audio delay function to exactly match the video delay incurred by the video processing. It accepts four discrete digital audio inputs: two coaxial (Audio 1, 2) and two optical (Audio 3 and 4), one analog audio input and four HDMI audio inputs.

The locations of the audio inputs are shown on the back panel diagrams earlier in this product guide.

The factory default audio assignment is as follows:

- Audio 1 (optical): none
- Audio 2 (optical): none
- Audio 3 (coaxial): none
- Audio 4 (coaxial): none
- Stereo (analog): none

**Note:**

The HDMI audio inputs can only be assigned to the same HDMI video input although any of the other audio inputs can be assigned to any of the HDMI video inputs. You can assign a Digital Audio input to each Video input in the following manner:

**You can assign an audio input to each Video input in the following manner:**

**1) Select a video input on the remote control.**

**2) Select Audio 1, 2, 3, 4, Stereo, HDMI or Off from the 'Input Adjust/Audio Input' menu.**

---



If an analog video input is selected, the HDMI option will not be available.

---

## 4.0 MENU OPTIONS

### 4.1 Input Select

There are twelve available inputs on the Master Three:

- VIDEO 1                      Video 1 (Composite)
- VIDEO 2                      Video 2 (Composite)
- S-VIDEO 1                    S-Video 1
- S-VIDEO 2                    S-Video 2
- COMPONENT 1                Component/RGBs 1
- COMPONENT 2                Component/RGBs 2
- RGBHV                        RGBHV/Component
- HDMI 1                        HDMI 1
- HDMI 2                        HDMI 2
- HDMI 3                        HDMI 3
- HDMI 4                        HDMI 4
- AUTO                         Automatic active input detection and selection
- SDI                            SD-SDI (SDI Video Input Module required)

These inputs can be accessed in five different ways:

- Using the front panel using the Left and Right buttons
- Using the remote control with the direct access buttons
- Using a universal remote programmed with the discrete codes
- Using the OSD from the front panel or from the remote to access the Input Select menu
- Using RS232 Serial Automation Protocol described in the appendix.

### 4.2 Input Aspect Ratio Control

The Input Aspect Ratio control selects the aspect ratio for the current input signal. The Master Three automatically converts from the selected input aspect ratio to the selected output aspect ratio.

Push the Aspect button once to show the current input aspect ratio control function. To cycle through the available functions, push the Aspect button repeatedly.

For the Input AR function, push the Up or Down button once to show the current setting. Push either of these buttons again to cycle through the available aspect ratios. Push the Exit button to exit the menu and go back to the Input Aspect Ratio selection.

For the Zoom, Pan and Borders functions, push the Up or Down button to select the two control settings available: horizontal and vertical. Push the Enter button to adjust each setting.

- Push Up and Down to increase or decrease the setting.
- Push Exit again to exit this mode.



#### Note:

The Zoom and Pan functions are applied to the input signal, not the output. This is an important consideration, especially for the Pan function. For example: If you do not zoom a full frame image more than 100%, there is nothing to pan. However, if part of the image is not on the screen, then the Pan function will work.



The Master Three's menu is exit automatically after 30 seconds of no user interaction.

Video input signals are usually classified in the following two ways:

- Frame Aspect Ratio
- Active Input Aspect Ratio

## Frame Aspect Ratio

Frame Aspect Ratio (FAR) consists of two possible ratios: 4:3 or 16:9. DVD discs encoded in a 16:9 frame are sometimes referred to as anamorphic or enhanced for widescreen TV's. For example, a non-anamorphic widescreen DVD has a FAR of 4:3.

## Active Aspect Ratio

Active Aspect Ratio (AAR) is the aspect ratio of the image or content (movie). This content is typically stated on the back cover of DVD discs. Some common active aspect ratios are as follows:

- 1.33:1 (4:3)
- 1.55:1
- 1.66:1
- 1.78:1 (16:9)
- 1.85:1
- 2.35:1 (Cinemascope)

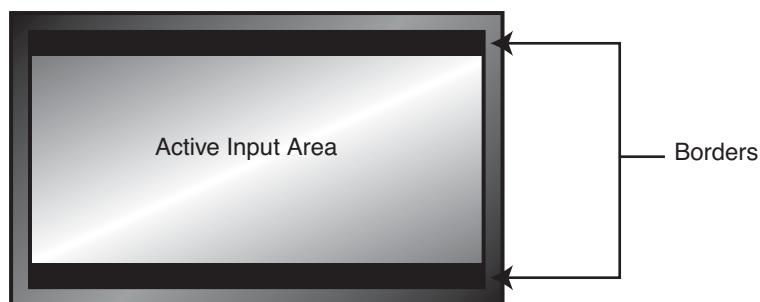
To use aspect ratio's in addition to these, the Master Three provides the option to choose a custom aspect ratio called User with a range of 1.01:1-3.00:1.

## Master Three Image Mapping

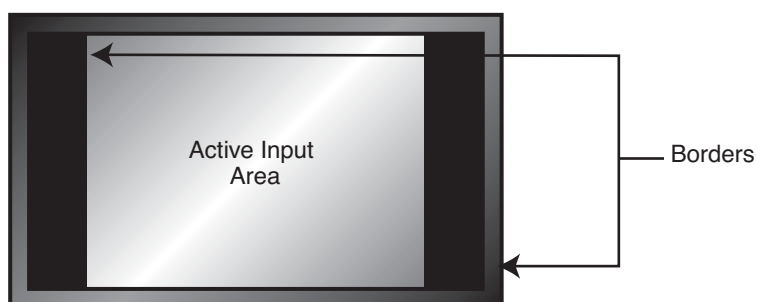
The situation when the Frame Aspect Ratio (FAR) is the same as the Active Aspect Ratio (AAR) is sometimes called Full Frame. This situation is illustrated below.

The Master Three maps the AAR to the Output Aspect Ratio (OAR) in the following three ways:

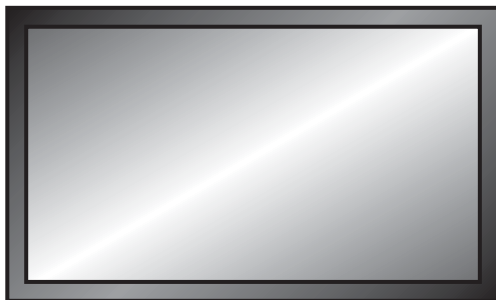
- When the AAR is greater than OAR, the Master Three puts up Borders at the top and bottom as shown below:



- When the AAR is less than the OAR, the Master Three puts up Borders on the left and right as shown below:



- When the AAR is equal to the OAR (Output Aspect Ratio), the Master Three supplies no border as shown below.



### Panorama

The Panorama feature is a non-linear stretch that can be applied only to a 4:3 video source. The panorama stretches the picture with minimal perceptual distortion in the center of the screen. This mode can be turned 'On' or 'Off'. Additionally this feature can be accessed in the IAR presets and it is titled '4:3 Stretch'.

### Zoom

The Zoom function zooms in on or magnifies the image on your display. The minimum zoom is 100%, (no zooming); the maximum zoom is 150% (zoom magnification factor of 1.5X).

- Horizontal Zoom Control: Push the Enter button to show the current Zoom setting. Push the Up and Down button to increase or decrease the zooming factor.
- Vertical Zoom Control: Push the Enter button to show the current Zoom setting. Push the Up and Down button to increase or decrease the zooming factor.

### Pan

The Pan function allows the image to be shifted up, down, left and right. Note that the Pan function can only be used after the image has been zoomed to any value greater than 100%.

- Horizontal Pan Control: Push the Enter button to show the current Pan setting. Push the Up button to pan to the right. Push the Down button to pan to the left.
- Vertical Pan Control: Push the Enter button to show the current Pan setting. Push the Up button to pan up. Push the Down button to pan the image down.

### Borders

The Borders function allows you to add horizontal and/or vertical borders around the image. These borders obscure part of the input image. Certain input-to-output aspect ratios already result in left/right or top/bottom border being added. This control allows the system-generated borders to be extended, or for borders to be added when none exist. As the borders are adjusted (see below) the Master Three temporarily increases the gray level of the borders so that they are visible during the adjustment process. The level will return to normal after the adjustment has ceased.

- Horizontal Border Control: Push the Up button to move the left and right borders towards the middle of the image, increasing the border width and cutting off the sides of the input image. Push the Down button to move the left and right borders away from the image and decreases their width. If there are system-generated left/right borders already present (for example, when the input aspect ratio is 4:3 and the output aspect ratio is 16:9), the border width cannot be decreased beyond the base width created by the aspect ratio conversion.
- Vertical Border Control: Push the Up button to move the top and bottom borders towards the middle of the image, increasing the border height and cutting off the sides of the input image. Push the Down button to move the top and bottom borders away from the image and decrease their height. If there are system-generated top/bottom borders already present (for example, when the input aspect ratio is 16:9 and the output aspect ratio is 4:3), the border height cannot be decreased beyond the base height created by the aspect ratio conversion.

Borders are automatically added by the system when the Active Input Aspect Ratio is not the same as the Output Aspect Ratio as explained earlier in this guide. However you can add more borders using the Borders menu.

### Presets

You can specify the Input Aspect Ratio by using the Presets or Manually.

### Using Presets

You can use Presets with either the OSD or the Remote Control Input Aspect Ratio button. Refer to the Preset sub-menu in the Input AR menu for doing this with the OSD. The remote control operation is described below.

- 4:3 Selects 4:3 Full Frame without OSD.
- 16:9 Selects 16:9 Full Frame without OSD.

Pushing the Input Aspect Ratio button repeatedly selects Preset 1 through Preset 10 and User in sequence without using the On-Screen Display (OSD).

The ten user-defined preset value selections (Preset 1 - 10) are stored in non-volatile memory and always available. Each of these presets consists of the following:

- Frame Aspect Ratio
- Active Input Aspect Ratio
- Zoom parameter
- Pan parameter
- Borders

The User preset selection is also stored in non-volatile memory. However the User selection is always updated after you modify any pre-defined aspect ratio setting. In order to permanently keep a custom aspect ratio setting, you must save it to one of the four preset selections.

### Setting the Input Aspect Ratio Manually

You can set the following parameters manually:

- Frame Aspect Ratio
- Active Input Aspect Ratio
- Zoom factor
- Pan parameter
- Borders (horizontal and vertical)



Typically you only need to select the Frame Aspect Ratio and Active Input Aspect Ratio to get an acceptable picture.

The Active Input Aspect Ratio menu item lists the most common movie aspect ratios (1.33:1, 1.85:1 and 2.35:1). You can also customize the Input Aspect Ratio using the Up and Down buttons.

#### Save User-defined presets as follows:

- Customize the aspect ratio manually (refer to Setting the Input Aspect Ratio Manually above).
- Select one of the presets from the 'Save User To' menu. Confirm the action by selecting Yes.



Be careful, because saving to a preset deletes the previous preset.

If you have not customized the aspect ratio, and the current aspect ratio settings are the same as a system defined preset. In this case, the system will not allow you to save the preset setting.

### Front Panel and On-Screen Displays for IAR

The On-Screen Display (OSD) and the Front Panel Display (FPD) allow you to set the Input Aspect Ratio.

## 4.3 Input Adjust Control

Push the Input Adjust button once to show the current input adjustment function. You can cycle through the available functions by pushing this button repeatedly.

The available 'input adjust' functions are as follows:

- Overscan
- Deinterlacing
- Pass Through
- Line Offset
- Color Space
- Input Level

- VCR mode
- Film mode
- HDCP Mode
- Auto Priority
- Audio Input
- AV Lip Sync

### Deinterlacing

You can choose between seven different deinterlacing methods that better suits your need:

- **Auto:**  
This setting is to be used with when the content may be a mix of film and video based content.
- **Film Bias Mode:**  
This mode is intended for use on content that is known to be film-based
- **Video Mode:**  
This mode is intended for use on content that is known to be video-based.
- **2:2 Even:**  
This mode should be used when the user knows that the source is high-quality 2:2 pulldown (i.e. film-based content played back in a country with a 50Hz video standard) and wants to avoid any loss of cadence lock while watching that source. This mode weaves two adjacent fields together starting with an even field and combining it with the following odd field. This will provide a higher quality overall signal than the 'Auto' or 'Film Mode' settings, providing that the source really is 2:2 pulldown and does not have bad edits. Only one of the '2:2' Deinterlacing settings is correct for any given source and the correct mode can be chosen by simply trying both of them and selecting the one which does not result in combing artifacts.
- **2:2 Odd:**  
This mode is very similar to '2:2 Even' except that this weaves two adjacent fields together starting with an odd field and combining it with the following even field.
- **Game Mode 1:**  
This mode gives you minimal latency with edge-adaptive processing. The total amount of delay with source-locked output mode set on the Master Three is about half a frame of delay. Unlocked frame rates will increase this delay.
- **Game Mode 2:**  
This mode gives you minimal latency with both motion and edge-adaptive processing. The total amount of delay with source-locked output mode set on the Master Three is about one and a half frames of delay. Unlocked frame rates will increase this delay.

### PReP™

PReP™ stands for "Progressive ReProcessing". This is the first video processing method that significantly improves progressive video signals and removes artifacts caused by inferior interlaced-to-progressive conversion. Video signals that originate in an interlaced format are often degraded by artifacts incurred when the signal is converted from interlaced to progressive formats by general purpose chips in DVD players, AV receivers, and set-top boxes. Poor interlaced-to-progressive conversion is especially problematic with large-screen HDTVs, as upscaling to higher resolutions often amplifies artifacts created in the conversion process, making them more noticeable.

Turning on PReP™ video processing will improve images on high-resolution displays and give access to the Precision Deinterlacing menu. PReP™ should be activated only with progressive video input known to be originally interlaced.

### Overscan

The Overscan function scales the input image proportionally in both vertical and horizontal dimensions by the user-specified overscan factor. The purpose of Overscan is to remove unwanted image portions around the perimeter of the image. The default overscan value is 0, which means 100% of the input image is shown. The maximum overscan value is 20 which means the input image is scaled up by 120%.

#### To adjust the overscan level:

- 1) Push the Up or Down button. The current level is shown.
- 2) Push the Up or Down button to decrease or increase the amount of overscan. The Overscan value is applied to all input aspect ratios and is independent of the Zoom value.

### Line Offset

The image can be adjusted vertically when an SDI or HDMI (480i/576i) input when you use the Line Offset function. This function can be set independently for both 480i and 576i input formats.

## Color Space

The color space setting allows the user to specify what the input signal is on the RGBHV/Component and HDMI inputs. The YPbPr setting only applies to the RGBHV/Component input. The YCbCr 4:2:2 and YCbCr 4:4:4 and Auto settings only apply to the HDMI inputs. The options are:

- RGB
- YPbPr
- YCbCr 4:2:2 color space
- YCbCr 4:4:4 color space
- Auto

## Input Level

The input level setting allows the user to specify the levels of the input signal, either Video (16-235) or PC (0-255)

- Video
- PC

## VCR Mode

VCR Mode decouples the output timing completely from the input timing to ensure a stable output from the Master Three for VCR playback especially during trick-play modes (play forward, play reverse, still/pause).

- On – Output timing is decoupled from the input timing regardless of Frame Rate settings.
- Off – Output timing is dependent on Frame Rate settings.
- Auto - Turns on VCR Mode if a VCR source is detected.

## HDMI Config

The HDMI Config menu gives access to three parameters

### HDCP mode

- Off: HDCP is disabled at the Master Three's HDMI input. some sources turn off HDCP in this case and the Master Three drives a non-HDCP DVI display or an analog display.
- On: The Master Three continuously looks for a HDCP source on its HDMI input.

### Auto Aspect Ratio

- Off: The Aspect Ratio is determined by user.
- On: The Master Three reads the video aspect ratio contained into the Info Frame and applies it if available.

### Auto Color Space

- Off: The Color space is determined by user.
- On: The Master Three applies the Color Space specified into the Info Frame if available.

## Auto Input Priority Selection

The Auto Input Priority Selection function assigns different priorities to the video input's automatic active video selection mode (AUTO in Input Select menu). First select the video input, then change the priority of that input.

- 1) Press the Down button. The first video input Video 1 is shown.
- 2) Press the Enter button to view the current priority of the selected input.
- 3) Press the Up or Down button to change the priority of the selected input.
- 4) Press the Exit button again to complete the priority assignment.
- 5) Repeat Steps 1 through 4 to select the next video input and adjust the priority setting.

## Audio Input

The Audio Input function assigns an audio input to the currently selected video input. Four digital audio inputs and a single analog audio input are available.

To assign the audio input to another video input, push the Down button. The front panel display (FPD) shows the current setting. For more info about how to assign an audio input to a video input, refer to Audio Input Operation.

## AV Lip Sync

The Master Three automatically delays the input audio to match the video processing delay. You can choose to increase or decrease the audio delay by changing this setting. Push the Up or Down button to display the current additional bias delay setting (default 0). Use the Up or Down button to increase or decrease the delay in milliseconds.



### Note:

The total audio delay cannot be less than zero, that is, the Master Three cannot have negative audio delay. If you choose to decrease the automatic delay setting by a certain amount, this value could be changed by the Master Three in situations where the Master Three's calculated delay plus the specified additional delay results in a value less than zero.

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## 4.4 Picture Controls

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### Brightness

This control adjusts the brightness (black level) of the overall image output from the Master Three. If you turn it up too high, it may make black look gray. In general, you should adjust this up until you see the black areas of your display turn gray and then back it down just below that point. Default setting is 0 (midrange).

### Contrast

Contrast adjusts the ratio between white and black signal levels and is effective as a gain control. The difference between this and the Brightness control is that this adjusts the difference between the brightest and darkest part of the image. Note that all displays have a maximum white level. Going beyond this level only “clips” the upper gray levels and you will lose color resolution at the brighter levels. Adjust this control up until you see the brighter levels of the image begin to wash out. At this point, back it down just below that point. The default setting is 0 (midrange).

### Saturation

The Master Three allows you to control the saturation of the image independent of the display. Saturation is the same as the “Color” control on most TVs and controls the richness of the color in the image. The default setting is 0 (midrange).

### Hue

As with Saturation, hue can also be controlled independent of the display. Hue is the same as the “Tint” control found on most TVs and controls how colors are displayed in the image. The Hue control is not available for Component or PAL/SECAM inputs. The default setting is 0 (midrange).

### Sharpness

The Sharpness setting adjusts the sharpness of the selected input signal. The default setting is 0.

### Y/C Delay

Sometimes there is a lag between the Luminance (Y) and the Chrominance (Pb/Pr or Cb/Cr) of the video signal. This causes a color “smearing” because the color component of the image is not lining up properly to the black and white luminance component of the image. The Master Three can compensate for these errors in the source signal by shifting the phase of the Y with respect to the C, forward or backward to align them properly.

Use the Down and Up buttons to adjust the phase and observe the effects on your display to obtain the optimal setting. The default is 0.

### Chroma Filter (Auto CUE-C)

This feature removes chroma upsampling errors (CUE) found in video sources which have been MPEG encoded and then improperly decoded.

- Off - No chroma filtering. Use this setting if the source does not have a CUE problem.
- On - Chroma filtering is always on. Use this setting if the source is known to have a CUE problem.
- Auto - Automatic chroma error detection and correction. Use this setting when you don't know if a source has a CUE problem. Also use this setting for all digital sources which use MPEG2 decoders (DVD players, digital satellite receivers, and so on.) as it will also detect and correct chroma errors created by all sources of this type



when the source is encoded as interlaced (also sometimes called Interlaced Chroma Problem, or ICP).

## 4.5 Configuration

### Test Patterns

The Master Three has 35 internal test patterns to assist in the setup of your individual sources and your display. To learn more about how to use the internal test patterns, refer to the section Setting up an Master Three Using the Internal Test Patterns and Avia: Guide to Home Theater Calibration DVD. To turn the test patterns on and off, use the Test Pattern On/Off button.

To navigate backwards and forwards through the available test patterns use the < and > buttons, respectively.

### Auto Standby

The default setting is 'Off', which means Master Three is always in Active mode, regardless of the activity state of the selected input. If Auto Standby is 'On', the Master Three goes into Standby mode 30 seconds after the selected input becomes inactive. To see the current setting, press Up or Down. Then press the same button again to change the setting.

### LED Brightness

This selection allows the user to configure the behavior of the Front Panel LED brightness. The 'Active' parameter adjusts the brightness of the Front Panel LED when the menu is being navigated. The 'Reduced' parameter adjusts the brightness of the Front Panel LED during normal usage, when the menu is not being navigated.

### User Mode

You have limited access to the output timing controls in 'Normal' mode. In 'Advanced' user mode, you have access to the complete set of output timing controls. Push the Down button to see the current setting and the FPD displays either 'Normal' or 'Advanced' user level. Push the Down button again to select the alternate mode.

### Serial Port Rate

The serial port is used by the automation system controllers to control the Master Three. The serial port baud rate defaults to 19200 bps, but can be changed using the Up or Down button.

The supported baud rates are:

- 4800 bps (4.8K)
- 9600 bps (9.6K)
- 14400 bps (14.4K)
- 19200 bps (19.2K)
- 38400 bps (38.4K)
- 57600 bps (57.6K)

### Factory Default

The Factory Default option allows you to reset system settings to the factory default.

- 1) Press either the Up or Down button. The FPD displays 'No'.
- 2) Press the same button to switch to 'Yes'.
- 3) Confirm this selection by pressing the Enter button.

The default factory settings are as follows:

- Input Selection: Auto
- Input Aspect Ratio: 4:3 for 480i/p and 576i/p inputs. 16:9 for 720p and 1080i/p
- Picture Controls: midrange (0)
- Chroma Filter (CUEC): Auto
- Output Aspect Ratio: 16:9
- Output Resolution: 1080p
- Output Color Space: RGB 4:4:4
- Output Type: Digital
- Auto Standby: Off
- Frame Rate: the output frame rate is automatically scaled to the input source frame rate.
- User Mode: Normal

- Video Input Priority Settings:
  - 1 – HDMI 1
  - 2 – HDMI 2
  - 3 – HDMI 3
  - 4 – HDMI 4
  - 5 – Component 1
  - 6 – Component 2
  - 7 – S-Video 1
  - 8 – S-Video 2
  - 9 – Video 1
  - 10 – Video 2
  - 11 – SDI
  - 12 – RGBHV/Component
- Digital Audio Input Assignment: each video input can be assigned to an audio input, this setting is set to off by default.

### Software Update

To install the latest software for your Master Three, please follow the procedure described below.

- 1) Set the communication speed to 57600 bps in the serial baud rate menu.
- 2) Connect the Master Three to your computer with the RS-232 cable.
- 3) Change the software update value to 'Yes' to begin the update process.



The upgrade procedure is fully detailed in the Software Update Procedure.

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### Information

This setting shows information about the system including:

#### Input Status

- Video Source
- Signal Type
- Audio Source
- Aspect Ratio (Frame/Active)

#### Output Status

- Resolution, Color space
- Frame Rate
- Line Rate
- Aspect Ratio (Display/Screen)

This screen can be helpful during troubleshooting.

## 4.6 Output Setup

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### Analog/Digital (A/D)

Push the Down button to show the current output type. Push the Down button again to select the next item on the list shown below. You can also use the Up button to cycle through the output types.

- Analog Output (BNC-style connectors)
- Digital Output (HDMI connector)

## Output Format

Push the Down button to show the current output format. Push the Down button again to show the next item on the list below. You cannot select the format until you press the Exit button. Press the Enter button again to select the output timing controls, explained in the Output Timing section.

Horizontal Resolution	Vertical Resolution	Scan Type	Sync Signal Line	Sync Signal Type	Colorspace
720	480	P	Y	Bi-level	YPbPr
1920	540	P	Y	Tri-level	YPbPr
720	576	P	Y	Bi-level	YPbPr
1280	720 (720p-50)	P	Y	Tri-level	YPbPr
1280	720 (720p-60)	P	Y	Tri-level	YPbPr
1920	1080 (1080i-50)	I	Y	Tri-level	YPbPr
1920	1080 (1080i-60)	I	Y	Tri-level	YPbPr
1920	1080 (1080p-50)	P	Y	Tri-level	YPbPr
1920	1080 (1080p-60)	P	Y	Tri-level	YPbPr
640	480	P	Y	Tri-level	YPbPr
800	600	P	H-V-	-	RGB
1024	768	P	H+V+	-	RGB
1280	1024	P	H-V-	-	RGB
852	480	P	H-V-	-	RGB
852	576	P	H-V-	-	RGB
1366	768	P	H-V-	-	RGB
1280	768	P	H-V-	-	RGB
1024	1024	P	H-V-	-	RGB
1024	852	P	H-V-	-	RGB
1024	576	P	H-V-	-	RGB
848	600	P	H-V-	-	RGB
1365	1024	P	H-V-	-	RGB
1400	1050	P	H-V-	-	RGB
1400	788	P	H-V-	-	RGB
960	540	P	H-V-	-	RGB
1280	960	P	H-V-	-	RGB
1440	960	P	H-V-	-	RGB
1440	1152	P	H-V-	-	RGB

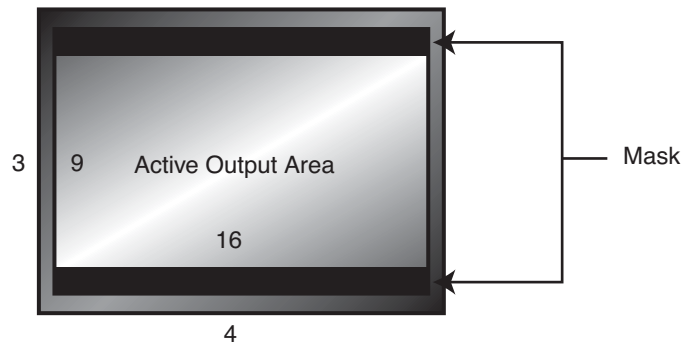
Table 1: Preset Formats and Characteristics for Analog Video Output

## Output Aspect Ratio Control

There are four controls for Output Aspect Ratio (OAR):

- Display Aspect Ratio
- Screen Aspect Ratio
- Image Shift
- Underscan

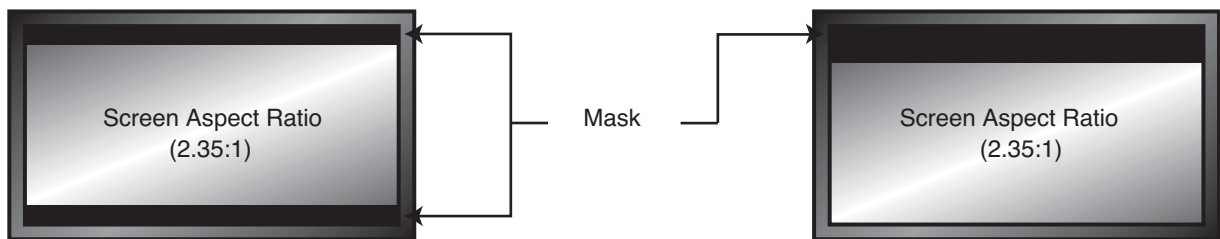
The Display Aspect Ratio is the full aspect ratio of the display, normally specified in the display manual. Common display aspect ratios are 4:3 and 16:9. Less common ones are 5:4, 2.35:1 and others. The example below shows a 4:3 projection with a 16:9 screen.



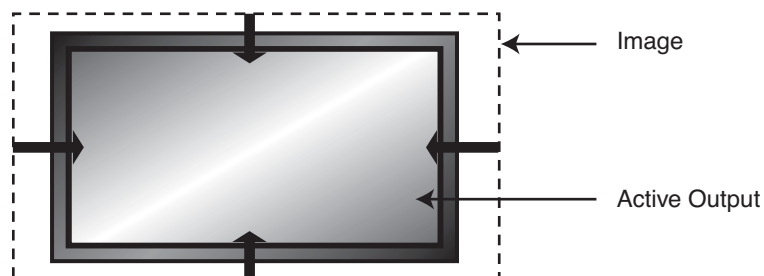
The region outside the Active Output area (called the mask) is inactive, and only important for creating video timing signals for the display. Input video data is never mapped to this region.

When the Display Aspect Ratio is not the same as Active Output Aspect Ratio, the mask is set to blanking levels and always centers the position of the active area over the display area.

Image shift allows you to adjust the location of the image on your screen both horizontally and vertically when the 'Screen' aspect ratio is not equal to the 'Display' aspect ratio. The example below shows 16:9 projector (1.78:1) and a 2.35:1 screen, you can shift the image to match the exact location of your screen. In this situation, the image is shifted down putting all of the mask at the top of the projected image.



Underscan represents the visible display area, a sub-set of the Active Output Area. Underscan is like a negative zoom which preserves the aspect ratio of the active area. The default for this setting is 0. As you increase underscan, the smaller portion of the active display area appears while preserving the aspect ratio of the active display area.



### Sync Type

The Sync Type option sets the synchronization signal type of the output format. Press the Up or Down button to show the current sync type. Press the same button again to move to the next sync type.

Currently, the Master Three supports seven sync types:

- Bi-level bi-level sync on green/luma
- Tri-level tri-level sync on green/luma
- CSync Composite Sync (on the H sync BNC connector)
- H+V+ Positive Hsync and Positive Vsync
- H+V- Positive Hsync and Negative Vsync
- H-V+ Negative Hsync and Positive Vsync
- H-V- Negative Hsync and Negative Vsync

## Color Space

The color space parameter sets the color space of the output format. Press the Up or Down button to show the current color space. Press the same button again to select the alternate color space. Two analog color space options are supported: YPbPr (default) and RGB. Two digital color space options are supported: RGB (default) and YCbCr (both 4:2:2 and 4:4:4).

## Output Level

The output level setting allows the user to specify the levels of the output signal, either Video (16-235) or PC (0-255)

- Video
- PC

## Framerate Conversion

This parameter enables framerate conversion. There are four sets of controls: 24Hz, 25Hz, 50Hz and 60Hz framerates.

Each framerate menu determines the conversion applied to the active video source. You can choose between:

- Locked mode (1:1): This means that the iscan's output frame rate tracks the input rate - i.e., the output rate is locked to the input rate. In the 1:1 mode. There is always exactly one output frame for every input frame/field. This mode has the advantage that there are never any dropped or repeated frames (unless the source itself does this). One disadvantage of this mode is that when the video source is changed, the Master Three has to re-lock to the new input signal timing. This can cause a disruption in the Master Three output signal and your display system may lose the video signal and temporarily.
- Unlocked mode: This means that the Master Three frame rate is independent of the input rate. Regardless of any variations in the input, the output frame rate will be fixed at the specified value. This mode results in the most stable output signal as it's independent of any changes in the input signal. Unlike the locked mode, the Master Three output signal will not be disrupted when the input source is changed. However, it's guaranteed to cause dropped or repeated frames as the input and output frame rates are not the same. Note that regardless of what number the unlocked output frame rate is set to, it will never be identical to the input rate in this mode as the output signal timing is independent of the input timing. These dropped/repeated frames can result in visible irregularities in smooth motion, sometimes called motion judder or stutter.
- Locked mode (2:2 or 3:3): For standard definition interlaced sources the Master Three can detect 2:2 and 3:2 pulldown cadences and convert these to either a 2:2 or 3:3 frame repetition rate. The main advantage of this is for 60 Hz sources using 3:2 pulldown, as the irregular 3:2 pattern can be converted to 2:2 at 48 Hz or 3:3 at 72 Hz. In these modes, each original film frame is repeated exactly 2 or 3 times, respectively, and motion is therefore smoother. Note that these modes are only useful when the video source is film-based - i.e., 3:2 pulldown for 24 Hz film on 60 Hz sources, and 2:2 pulldown for 25 Hz film on 50 Hz sources. If the source is not film-based, then the end result is a lot like unlocked mode without that mode's stability advantages.

## Border Level

The border level setting is global, that is, there is only one border level setting for the system. To adjust the border level, push the Up or Down button. The current level is shown. The default value is '0'. Push the Up or Down button to decrease or increase the border level.

## Gamma Correction

The default gamma curve on the Master Three output is linear (1.0 by default). This should be left set to linear unless you choose the correct output gamma curve for the connected display. The range is 0.5 to 2.5 for Red, Green and Blue color channels.

## HDCP Mode

There are two HDCP modes:

- Off: HDCP is disabled at the Master Three's HDMI output.
- On: The Master Three continuously looks for a HDCP display device on its HDMI output.

## Display Profiles

A display profile is a group of display parameters you can save and easily recall in the future. A display profile consists of a set of display parameter selected from the Output Setup menu.

This includes the following:

- Output Type (Analog or Digital)
- Format (Resolution and all video output timing information)

- Output Aspect Ratio
- Sync Type
- Color Space (YPbPr/YCbCr or RGB)
- Output Level (Video or PC)
- Frame Rate Conversion information
- Border Level
- Gamma Correction
- HDCP Mode

You can save up to ten display profiles (Profile 1 through 10).

A current custom display profile (called User) is also stored in non-volatile memory. However it will be overridden when you make any modifications to the display profile. You should always save the current display profile to Profile 1 - Profile 10 to prevent the custom profile from being lost.

The Display Profile feature is only enabled when you set the User Mode to Advanced, just like the full control of output timing parameters in the Format menu. The factory default values for the ten display profiles and User are as follows:

- Output Type                    Digital
- Format                            1080p
- Output Aspect Ratio        16:9
- Active Output AR            16:9
- Sync Type                      H-/V-
- Color Space                    RGB 4:4:4
- Output Level                  Video
- Frame Rate                    Locked mode (1:1).
- Border Level                  0
- HDCP Mode                    On

#### Selecting and Saving a Display Profile

Use the following procedure to select and save a display profile:

- 1) Set up the profile by making changes to the output setup menu items. If you make custom settings (such as output timing parameters), they are saved to User.
- 2) Save the settings to a profile by selecting Profile 1 through 10 in the Save menu and pressing Enter.
- 3) Once the Profile is saved, the Save menu is grayed out until you make changes to the profile again.

#### Auto Linking of Input and Display Profiles

The Auto feature links a specific input to a display profile. To enable this feature, use Output Setup [Display Profile] Auto. When you select an input/format, the display profile used (Profile 1 through 10 or User) is saved in the saved input settings. When you turn Auto On, the system uses a display profile based on the selected input.

For example, suppose you choose Display Profile 1 using Video 1 input and Display Profile 2 using S-Video 1 input.

- With Auto set to On, when Video 1 is the active input, the system automatically uses Display Profile 1.
- When S-Video 1 is the active input, Display Profile 2 is used.

When Auto is Off, the selected display profile is used independently of the active input.

## 5.0 APPENDIX

### 5.1 Non-Volatile Memory Settings

The Master Three stores a variety of user settings in non-volatile memory. Non-volatile memory retains its contents when power is lost. There is one group of system settings and one group of user settings.

#### System Settings

Setting	Description
Display Profile	One of ten display profiles or User
Auto Display Profile	If enabled, selects a display profile based on input selection
Active Input	One of many Master Three inputs or auto Active input
Auto StandBy	Off or On
Video Priority	Priority list of inputs when Auto Active Input is on
User Mode	Normal or Advanced
Border Level	Blank to quarter gray
HDMI Input	Input mode is automatic
Power LED	On, Off or Auto
Test Pattern Generator	Current selected test pattern
SDI Line Offset	One for 50Hz input and one for 60Hz input
Serial Port Bit Rate	Select an available baud rates
HDCP Mode	Auto or On

Table 2: System Settings

#### Input / Format Settings

The Master Three supports an independent set of saved settings based on input and format.

Settings	Input	Format
1	Composite 1	NTSC
2	Composite 2	PAL/SECAM
3	S-Video 1	NTSC
4	S-Video 2	PAL/SECAM
5	Component / RGBS 1	480i (NTSC)
6	Component / RGBS 1	576i (PAL/SECAM)
7	Component / RGBS 1	480p (NTSC)
8	Component / RGBS 1	576p (PAL/SECAM)
9	Component / RGBS 1	720p (ATSC)
10	Component / RGBS 1	1080i (ATSC)
11	Component / RGBS 2	480i (NTSC)
12	Component / RGBS 2	576i (PAL/SECAM)
13	Component / RGBS 2	480p (NTSC)
14	Component / RGBS 2	576p (PAL/SECAM)
15	Component / RGBS 2	720p (ATSC)
16	Component / RGBS 2	1080i (ATSC)
17	RGBHV/Component	480p (NTSC)
18	RGBHV/Component	576p (PAL/SECAM)
19	RGBHV/Component	720p (ATSC)
20	RGBHV/Component	1080i (ATSC)
21	RGBHV/Component	VGA
22	RGBHV/Component	SVGA
23	RGBHV/Component	XGA

Table 3: Input / Format Settings

24	RGBHV/Component	SXGA
25	SDI	480i (NTSC)
26	SDI	576i (PAL/SECAM)
27	HDMI 1	480i (NTSC)
28	HDMI 1	576i (PAL/SECAM)
29	HDMI 1	480p (NTSC)
30	HDMI 1	576p (PAL/SECAM)
31	HDMI 1	720p (ATSC)
32	HDMI 1	1080i (ATSC)
33	HDMI 1	VGA
34	HDMI 1	SVGA
35	HDMI 1	XGA
36	HDMI 1	SXGA
37	HDMI 2	480i (NTSC)
38	HDMI 2	576i (PAL/SECAM)
39	HDMI 2	480p (NTSC)
40	HDMI 2	576p (PAL/SECAM)
41	HDMI 2	720p (ATSC)
42	HDMI 2	1080i (ATSC)
43	HDMI 2	VGA
44	HDMI 2	SVGA
45	HDMI 2	XGA
46	HDMI 2	SXGA
47	HDMI 3	480i (NTSC)
48	HDMI 3	576i (PAL/SECAM)
49	HDMI 3	480p (NTSC)
50	HDMI 3	576p (PAL/SECAM)
51	HDMI 3	720p (ATSC)
52	HDMI 3	1080i (ATSC)
53	HDMI 3	VGA
54	HDMI 3	SVGA
55	HDMI 3	XGA
56	HDMI 3	SXGA
57	HDMI 4	480i (NTSC)
58	HDMI 4	576i (PAL/SECAM)
59	HDMI 4	480p (NTSC)
60	HDMI 4	576p (PAL/SECAM)
61	HDMI 4	720p (ATSC)
62	HDMI 4	1080i (ATSC)
63	HDMI 4	VGA
64	HDMI 4	SVGA
65	HDMI 4	XGA
66	HDMI 4	SXGA

Table 3: Input / Format Settings

**Note:**

There is a separate set of settings not just for each input but for each format as well. This provides a lot of flexibility but is complex. For example, you can make settings for an input with an NTSC source, but when the source is changed to PAL, you must specify new settings.



## Format settings

Each Input / Format contains the settings below:

Setting	Description
<b>Picture Control</b>	
	Brightness
	Contrast
	Saturation
	Hue
	Sharpness
	Chroma Error Correction
	Y/C Delay
<b>Display Profile</b>	Profile 1 - 10 or User
<b>Audio Select</b>	Audio 1 - 4
<b>Audio Delay</b>	
<b>Overscan</b>	
<b>VCR Mode</b>	
<b>Film Mode</b>	
<b>Input A/R Preset</b>	Preset 1 - 10 or User Preset
<b>User Preset</b>	Frame AR
	Active Input AR
	User AR
	Hor. Zoom
	Vert. Zoom
	Hor. Pan
	Vert. Pan
	Hor. Borders
	Vert. Borders

Table 4: Input / Format settings



There is only one set of presets (Preset 1 through Preset 10) for the whole system. However the User Preset is per input and per format.

## 5.2 Setting up an Master Three Using the Internal Test Patterns

The Master Three has 35 built-in test patterns to assist in the setup of your display and your individual sources. CineVERSUM recommends that you use the Avia Guide to Home Theater DVD to assist in this setup.

### Determining the Correct Output Resolution for Your Display

Determine the optimum output resolution to set your Master Three to get the best picture from your display. To do this correctly, you must know what the native resolution or maximum resolution of your display. Native resolution refers to the actual pixel count of a fixed pixel display. Fixed pixel display technologies include plasma, LCD, DLP and LCoS. CRT-based technologies use scan lines so they do not have a native resolution but they do have a maximum resolution.

Keep in mind that some displays do not accept their native resolution. The following is an example of specifications from an LCD TV:

- Diagonal Screen Size (inches) 32
- Display Capability 480p/720p/1080i/p
- Aspect Ratio 16:9 (Widescreen)
- Resolution (Number of Pixels) 1280 x 768 (1,049,088 pixels)

The native resolution of this display is 1280x768, which a Master Three can output, but this display is only capable of accepting 480p, 720p, or 1080i signals. For this display, the best output resolution to choose on the Master Three is 720p, since it is the closest to the native resolution of this display.

An example of the specifications from a CRT-based rear projection display is shown below:

- Diagonal Screen Size (inches): 53
- Aspect Ratio: 16:9 (Widescreen)
- CRT Type: 7" Diagonal
- HDTV Compatibility: 540p/1080i

This display only displays two resolutions, both of which the Master Three can output. To find out which one looks best on your display use familiar material, like a favorite DVD, to compare to find out which resolution is more to your liking on your display.

Below are several different popular display technologies and their most likely native resolutions.

#### Plasma

- 42-43" – 852x480, 1024x768, 1024x1024, 1024x1080
- 50-63" – 1280x768, 1360x768, 1366x768, 1920x1080

#### DLP

- Rear Projection – 1280x720 (720p), 1920x1080 (1080p)
- Front Projection – 852x480, 1024x768, 1280x720 (720p), 1280x768, 1920x1080 (1080p)

#### LCD

- Rear Projection – 1280x720 (720p), 1366x768, 1920x1080 (1080p)
- Front Projection – 1024x768, 1280x720 (720p), 1366x768
- Direct View – 1024x768, 1280x720 (720p), 1366x768, 1920x1080 (1080p)

#### LCoS

- Rear Projection – 1280x720 (720p), 1366x768, 1920x1080 (1080p)
- Front Projection – 1280x720 (720p), 1920x1080 (1080p)

#### CRT

- Rear Projection – 480p, 540p, 1080i
- Front Projection – 1280x720 (720p), 1280x960, 1440x960, 1440x1152, 1920x1080 (1080p)

### Initial Setup of the to Your Display:

Test Patterns used: Frame Geometry  
 Checker board  
 Vertical Lines  
 Horizontal Lines  
 Judder

The following information uses a Fujitsu 50" plasma (Model P50XHA10US) as an example. This display has an actual native resolution of 1360x768.

1 - Select the preset which is closest to the output resolution that you need. In this situation, the closest preset is 1366x768.

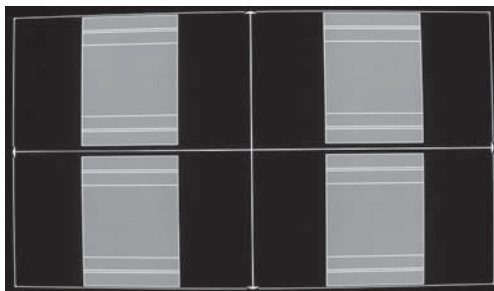
Output Setup ⇒ Format ⇒ 1366x768

2 - Display the 'Frame/Geometry' test pattern to verify that the image is positioned correctly on your display.

Configuration ⇒ Test Patterns ⇒ Frame Geometry

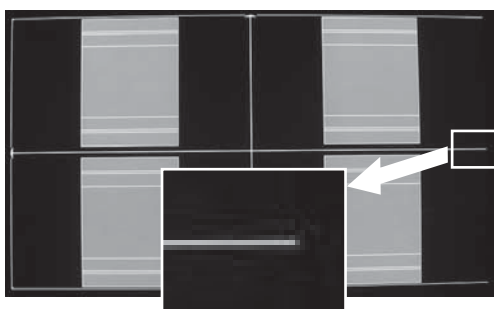


To turn the test patterns on and off, use the Test Patterns button on your remote control. You can also navigate backwards and forwards through the test patterns, using the < and > buttons respectively.



*Frame/Geometry Test Pattern Displayed Correctly*

When this test pattern is displayed correctly, it should look like this, with a one-pixel wide white border around the edge of the screen:



*Frame/Geometry Test Pattern*

The test pattern is almost displayed correctly. You can see the 1-pixel wide white border on the top, bottom and left side of the image but not on the right side of the image. By adjusting the horizontal size of this signal to 1360 (rather than 1366), you can get this test pattern displayed correctly on the display.

To change the horizontal size of the image, you must first put the Master Three in 'Advanced' user mode.

Configuration ⇒ User Mode ⇒ Advanced

Output Setup ⇒ Format ⇒ H-Size ⇒ 1360

In some cases, the output format is correct, but the image just needs to be shifted to fill the screen correctly. Do this by using the Horizontal and Vertical Shift options in the 'Output Setup' menu.

Output Setup ⇒ Format ⇒ 1366x768 ⇒ H-Shift ⇒ Range

Output Setup ⇒ Format ⇒ 1366x768 ⇒ V-Shift ⇒ Range



Any adjustments made to the output format change your selected output from the resolution you selected to 'User'. This allows you to adjust the output without affecting the default settings

There are three test patterns used to verify that the chosen output resolution is the native resolution of your display and that you are bypassing any internal processing in your display. They are the checkerboard, vertical lines and horizontal lines test patterns.

When the checkerboard test pattern is displayed correctly, close up you should be able to see a 1-pixel checkerboard and at proper viewing distance the image should appear as an even gray. If your display is CRT-based you will not see this checkerboard, but your screen should be an even gray.

When this test pattern is displayed incorrectly, the resulting image does not look like a fine checkerboard and may have irregular patterns. When this is the case, the chosen output resolution may not be the native resolution of your display or your display may scale all input signals even if the input resolution is already at native resolution. Check to make sure that the output resolution selected on the Master Three is the correct output resolution for your display.



If this test pattern does not appear as it should, and you have chosen the native resolution of your display, you may not be able to bypass the internal processing on your display.

The 'Vertical Lines' test pattern should appear as one pixel wide black and white columns. If you see any irregular pattern(s) in the image, you know that the display is scaling the signal horizontally. To override the internal scaling, adjust the horizontal size of the image to see if the test pattern can be displayed correctly.

Output Setup ⇒ Format ⇒ User ⇒ H-Size ⇒ Adjust

The 'Horizontal Lines' test pattern should appear as one pixel tall black and white rows. If you see any irregular pattern(s) in the image then you know that the display is scaling the signal vertically. To override the internal scaling, adjust the vertical size of the image to see if the test pattern can be displayed correctly.

Output Setup ⇒ Format ⇒ User ⇒ V-Size ⇒ Adjust

The 'Judder' test pattern displays a bar that bounces back and forth at the chosen output frequency selected in the 'framerate' parameter. When this test pattern is displayed correctly, the bar moves smoothly across the screen and bounces from side to side.

When this pattern is displayed incorrectly, this bar may 'tear' as it moves across the screen. To adjust the framerate conversion, go to the 'Output Setup' menu.

#### For displays that will only display 50Hz (PAL)

Output Setup ⇒ Framerate ⇒ 50Hz ⇒ 50Hz Lock

Output Setup ⇒ Framerate ⇒ 60Hz ⇒ Unlock ⇒ 50.00

#### For displays that will only display 60Hz (NTSC)

Output Setup ⇒ Framerate ⇒ 50Hz ⇒ Unlock ⇒ 59.94

Output Setup ⇒ Framerate ⇒ 60Hz ⇒ 60Hz Lock

### Display Calibration

Test Patterns Used:      Brightness/Contrast  
                                  Color8 Bars75  
                                  Color8 Bars100  
                                  Gray Ramp

The Master Three has several test patterns to assist in the setup of your display. Adjustments should be made on your display, not on the Master Three, to correctly setup your Master Three and display.

The 'Brightness/Contrast' test pattern will assist you in setting up both the brightness (black level) and contrast (white level) of your display. The 'Brightness/Contrast' test pattern is composed of 4 quarter-screen blocks. Two of the blocks have a background level of standard black and the other two blocks have a background level of standard white. Embedded in the black blocks are 3 bars.

One is 4 IRE below black (blacker-than-black), one is 1 IRE above black, and the third is 2 IRE above black. Embedded in the white blocks are 3 bars. One is 1 IRE above white (whiter-than-white), one is 1 IRE below white, and the third is 2 IRE below white. The bottom two blocks differ slightly from these levels. For the bottom two blocks, the blacker-than-black is at the lowest possible luma level and the whiter-than-white bar is at the highest possible luma level. When the brightness and contrast are adjusted correctly, you should be able to see the 1 IRE and 2 IRE above black bars on the black background and the 1 IRE and 2 IRE below white bars should be visible on the white background. When the brightness is adjusted correctly, black objects should appear 'black' with the details still intact and lighter areas should be 'light', not gray, with the details still intact. When the contrast is adjusted correctly, white objects will appear 'white' with the details still intact. Because the contrast settings can affect brightness settings we recommend that you check the brightness setting after making this adjustment.



#### Note:

If you have a CRT based display, following the instructions above may yield a contrast setting too high. If the contrast is set too high, you will get blooming and loss of details in the highlighted areas. It is more helpful to use the two vertical lines in the test pattern. Adjust the contrast up and down and you will notice that these lines will bend as you increase the contrast. To properly adjust contrast on a CRT based display, decrease the contrast until the vertical lines start to straighten out. If possible, the two lines should be straight. On some CRT, the lines may not straighten even if you turn the contrast to its minimum. If this is the case, slowly increase the contrast to a point just before the vertical lines have extreme bending. You have now properly set up the contrast of your display. Continue to set up brightness as detailed above.

The 'Color8 Bars75' and 'Color8 Bars100' will assist in setting up the saturation (color) and hue (tint) of your display. The 'Color8 Bars75' test pattern consists of 8 vertical bars across the screen at a 75% saturation level. The 'Color8 Bars100' test pattern consists of 8 vertical bars across the screen at a 100% saturation level. From left to right the

bars are: white, yellow, cyan, green, magenta, red, blue, and black. To properly adjust the saturation and hue you will need to use the blue colored filter that comes with AVIA. You will also need to turn off any automatic flesh tone controls on your display before making these adjustments. When the Saturation and Hue are adjusted correctly, the white bar and the blue bar should be exactly the same shade when looking through the blue filter. Saturation and hue settings interact with each other so after making this setting you may want to go back and check that the saturation setting is correct.

The 'Gray Ramp' can help verify that your display is showing the gradients between black and white correctly. You should see a smooth transition between black and white with this test pattern.

### Special Equipment Needed for Display Calibration

To assist in this calibration, the Master Three includes IRE windows to be used with the proper calibration equipment.

Test Patterns Used:

- Window IRE10
- Window IRE20
- Window IRE30
- Window IRE40
- Window IRE50
- Window IRE60
- Window IRE70
- Window IRE80
- Window IRE90
- Window IRE100



**IRE**

IRE stands for International Radio Engineers and it is a relative scale. It defines the volt peak to peak video divided up into 140 IRE units. This is done to make numbers for luminance levels easier to communicate. In the ISF Training Manual, it is described as the amplitude of the video signal from blanking (zero volts) to peak white is 0.714286 volts or 100 IRE units.

Synchronization signals extend from blanking to -0.285714 volts or -40 IRE units.

### CRT Display Calibration

To get the best picture from your CRT-based display make sure that the red, blue and green signals are converged properly. To assist in converging these three signals, the Master Three has two test patterns. In addition to convergence, make sure that the focus is optimally adjusted. Another test pattern has been included, specifically designed for this application. On some displays, these settings may not be available unless you get into the service menu. CineVERSUM recommends that you hire a certified technician to make these adjustments if you do not feel comfortable getting into the service menu.

Test Patterns Used:

- XHatch Coarse
- XHatch Fine
- Focus

### Source Calibration

Test Patterns Used:

- Half Black/White
- H-Clr7 Bars75
- H-Clr7 Bars100
- H-Clr8 Bars75
- H-Clt8 Bars100

To get the best performance out of each of your sources you should individually calibrate each input specifically to the connected source. In this section, all picture control adjustments are made using the Master Three's picture controls. Keep in mind that if you replace a source with a new component you will also want to recalibrate the input. To calibrate each source correctly you will need the source to output a reference test pattern similar to what is built in to the Master Three. For sources like DVD, LD and D-VHS this content is readily available. But for a source like HD satellite or cable, these test patterns are played on channels like HDNet at off hours. So if you have a DVR CineVERSUM recommends that you record these test patterns.

AVIA will assist in setting up the input to which your DVD player is connected. CineVERSUM recommends that you use a digital connection, DVI, HDMI or SDI, or a high quality analog connection, component video. Don't use S-Video or Composite video for a higher quality source like DVD. Before calibrating the input for your DVD player, make sure that your DVD player is set to '16:9' output, not '4:3'. You will also want to turn off any extraneous features like noise reduction which may add more noise than help. Set all picture settings on the DVD player to either 'Off', 'default', or '0'.

Use the test patterns included on the AVIA DVD to adjust the picture controls on this input. If you are not familiar with how to make these adjustments, watch the guided setup first, and then make each adjustment. You can find the guided setup by clicking 'Advanced AVIA' from the main menu, and then selecting 'Basic Video Adjustments' on the following menu page. Each picture control is explained in depth and the narrative will tell you what to look for in a properly adjusted display.

Once you have made these adjustments, there are several patterns on the AVIA DVD that can be used in conjunction with the built-in test patterns of the Master Three to verify the settings are correct. Access these as follows:

- 1) After inserting the AVIA DVD into your DVD player, press the 'top menu' button to bring up the main menu.
- 2) From the main menu, select 'Advanced AVIA'.
- 3) On the right hand side of the 'Calibrations' menu page select 'Video Test Patterns'.
- 4) From the 'Video Test Patterns' menu, select 'Gray Scale & Levels'.
- 5) From the 'Black and White Levels' menu, select the 'Needle Pulses' test pattern. This is to be used with the 'Half B/W' internal test pattern from the Master Three.
- 6) Once you have adjusted brightness and contrast, go back to the 'Video Test Patterns' menu and select 'Color Adjustment'.
- 7) From the 'Color Adjustment' menu, select 'Special Color Bars'.

Use the 'Full Bars' test pattern in conjunction with the 'H-Clr7 Bars75' internal test pattern from the scaler.

Use the 'Full 100 Bars' with the 'H-Clr7 Bars100' internal test pattern.

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## 5.3 Troubleshooting

### **My Master Three shows an error message.**

If the Master Three does not boot correctly, you may get an error message. Performing a hard reset of the Master Three should clear any memory errors and reboot the unit to its factory default. If you still get an error message after performing a hard reset, contact our distributor for service.

- Perform a hard reset of the Master Three unit using the remote control as follows:
  - 1) Press the Configuration button on the remote until the Front Panel Display (FPD) reads 'Configuration / Factory Default'.
  - 2) Press Enter. The FPD indicates 'No'
  - 3) Press the up arrow. The FPD indicates 'Yes'
  - 4) Press Enter. The Master Three reboots to its factory default
- Perform a hard reset of the Master Three unit using the buttons on the front panel as follows:
  - 1) Unplug the power supply from the Master Three unit
  - 2) Press Menu and Exit buttons simultaneously while plugging the power back in.
  - 3) The Master Three will take about 15-20 seconds to perform the hard reset.

### **The picture has horizontal lines with the Output set to 1080p60 (or 720p60)**

The Output Format 1080p60 is defined by SMPTE 274M standard to match a Video Output at 60 frames per second (or 59.94Hz, depending on your display). Using the Output Format 1080p60 with a Video Signal at 50Hz can lead to a wrong decoding by your display.

To obtain a clear picture, do as follow:

- Change the output frame rate to 50 Hz-locked then change the output format to 1080p50  
Output Setup ⇒ Frame Rate ⇒ 50 Hz ⇒ 50 Hz lock or Unlock ⇒ 50.00  
Output Setup ⇒ Format ⇒ 1080p50

The Output Signal sent to your display would have a frame rate of 50Hz, using the 1080p50 Output Format.

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or

- Change the Frame rate from 50Hz to 60 Hz:

Output Setup ⇒ Frame Rate ⇒ 50Hz ⇒ Unlock ⇒ 59.94 by using the Up button.

The Output Signal sent to your display would have a 59.94Hz frame rate, using the 1080p60 Output Format.

### **The picture is green when I use the analog output of the Master Three.**

A green picture usually means that a component video signal is being sent to the RGBHV input of a display. Follow the instructions earlier in the user guide to setup your Master Three to work with a display with RGBHV inputs

### **No picture when I connect the Master Three to the HDMI input of my display.**

The default output from the Master Three is digital RGB 4:4:4 (DVI Standard). Make sure that the display that you are connected to is HDCP compliant.

### **The Blue status LED blinks on the front panel of the Master Three.**

A blinking blue light on the Master Three means that the scaler is processing an HDCP-protected signal, but is unable to authenticate with the display. Verify that your display is HDCP compliant. If it is not HDCP compliant, use component connections. If the display is compliant, then verify that the 'HDCP mode' is set to 'On' in the 'Input Adjust' and 'Output Setup' menus. If the problem persists, check the cabling and try new cables, if possible or try cycling the power on your display or HDCP source.

### **The Green status LED blinks on the front panel of the Master Three.**

The LED on the Master Three blinks green when it is passing a copy protected signal to a non-HDCP display. If your display is not HDCP compliant, then the image won't be displayed. Use component connections from your source to your Master Three instead.

### **Will I lose the settings on my Master Three if I update the software version.**

Currently, the Master Three may lose its settings when a software update is performed.



Take note of your output settings before updating the software version on your unit.

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## 6.0 MASTER THREE THEATRE

### 6.1 The THEATRE Concept Centerpiece

The Master Three Theatre features a new software and two additional 12V outputs to compute the video anamorphism pre-processing and to drive the Theatre Anamorphic Lens position.

The Master Three Theatre centralizes the controls and automation commands of the THEATRE Concept for a unique, unexpectedly simple to operate 2.35:1 theatre experience.

### 6.2 New Software Sub-menus

#### Output Setup ⇒ 12V Trigger #2

This menu controls the state of the 12V Trigger #2 output located at the back of the Master Three Theatre. The options are:

- ON: the 12V Trigger #2 is active and can output up to 250 mA at 12Vcc.
- OFF: the 12V Trigger #2 is inactive and is set to 0 Vcc.
- THEATRE: this option gives to the Master Three the full control of the 12V Trigger #2 states. See “Configure the Master Three THEATRE for the THEATRE Concept”, page 41 to configure the Master Three in THEATRE Mode.

#### Output Setup ⇒ Aspect Ratio ⇒ Lens

The Lens Aspect Ratio menu defines the presence or not of an anamorphic lens into the projection system. The options are:

- Mode 1: the picture is vertically stretched by a factor of 1.33 (vertical zoom of 133%) to eliminate the black bars from the projected picture. This mode is also frequently referenced as Constant Image Height (CIH) because when the Anamorphic Lens is installed the projected image would have the same height.
- Mode 2: the picture is compressed horizontally by a factor of 1.33. (horizontal zoom of 75%). This mode is also referenced as Constant Image Width (CIW) because once the Anamorphic lens is placed in front of the projector beam, the projected picture would have the same width.
- Mode 1 - Auto: this option triggers 3 simultaneous actions.
  - 1) Apply the Mode1 video processing (horizontal stretching by a factor of 133%) when the selected Input Active Aspect Ratio is large enough (Active AR must be set to 2.33:1 or higher).
  - 2) Switch the 12V Trigger #2 to 12Vcc if the 12V Trigger #2 is set to THEATRE Mode.  
Output setup ⇒ 12V Trigger #2 ⇒ THEATRE.
  - 3) Switch the Output Screen to 2.35:1.

#### Configuration ⇒ 12V Trigger Level

The 12V Trigger outputs can be programmed to operate at normal or negative logic. The options are:

- Normal: when the 12V trigger is active, the output level is 12Vcc, when inactive the outputs is set to 0 Vcc.
- Negative: when the 12V trigger is active, the output level is 0Vcc, when inactive the output is set to 12Vcc.

12V Trigger #1 state is determined by the state of the Master Three. When the Master Three is switched ON, the 12V Trigger #1 is active, when switched OFF or in standby mode, the 12V Trigger #1 is inactive.

12V Trigger #2 is a programmable output that can control the Theatre Anamorphic Lens position.

### 6.3 Theatre Mode, Frame and Active Aspect Ratios

The Theatre Mode is a new automation process that determines the Anamorphic Lens position (in or out of the projector beam) depending on the Frame Aspect Ratio and Active Aspect Ratio values.

The Aspect Ratio is the width divided by the height. The Frame of a picture is the whole picture projected, that includes the vertical or horizontal black masking. The Active part of a picture is the effective portion of the Frame.

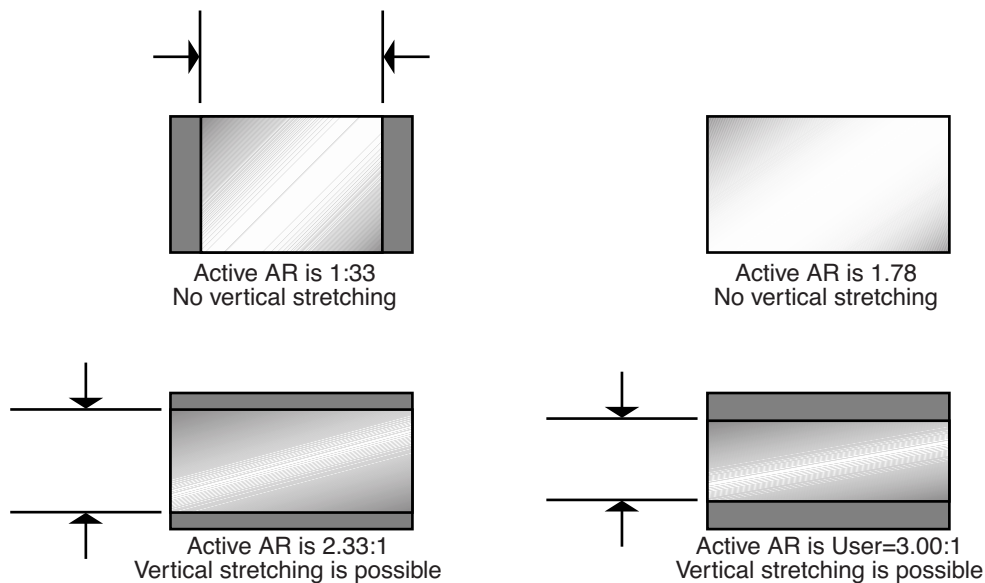
Examples of 16:9 video sources with different Active AR:

The following sources use 16:9 Frames, and when the Active AR is larger than 1.78, the content is letterboxed into the 16:9 Frame

- DVD 16:9 compatible also called ‘Anamorphic 16:9’



- HDTV programs (720p, 1080i)
- Blue Ray Disc, HD-DVD (1080p24, 1080p60)



16:9 Frame AR and variable Active AR

When the Active AR is larger than 2.33:1, the black areas are large enough to apply a 1.33x vertical stretching to the picture without information lost. Then the picture geometry is restored to its original AR with the anamorphic lens with seamless black masking using the higher definition.

## 6.4 Configure the Master Three THEATRE for the THEATRE Concept

The Master Three THEATRE has two additional tasks to ensure when coupled with a THEATRE Concept.

### Anamorphic Pre-Processing

The Master Three can be programmed to apply a vertical stretch per resolution and input. Configure the Master Three into THEATRE Mode to have it set automatically upon changing the Input Active Aspect Ratio:

- Output Setup ⇒ Aspect Ratio ⇒ Lens - Mode 1 - Auto
- Input Aspect Ratio ⇒ Frame AR ⇒ 16:9
- Input Aspect Ratio ⇒ Active AR ⇒ select the Active AR that suits your video source

The vertical stretching is automatically set when the Master Three is configured in THEATRE Mode and if the Input Active AR is larger than 2.33:1.

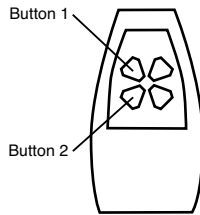


#### Note:

By applying a vertical stretch to the video source, the vertical resolution of the picture is greatly improved. The other gain of this process is to activate the unused pixels of the display matrix of the projector, and it greatly improves the brightness performances and render finer details in a constant image height (CIH) setup.

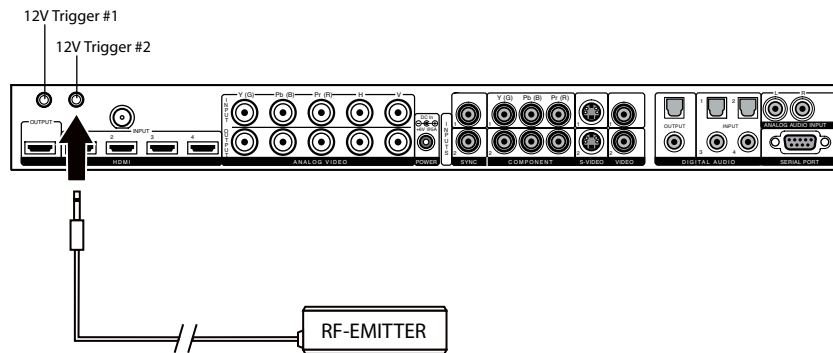
### Driving the Motorized Lens

The THEATRE Concept comes with a Radio-Frequency remote control unit (RF-RCU) that controls the position of the Anamorphic Lens. Push Button 1 to move the Anamorphic Lens out, push Button 2 to move the Anamorphic Lens before the projector beam. The RCU is useful during the initial calibration.



*Use the RF-RCU supplied with the THEATRE Concept during calibration only.*

Once the THEATRE Concept is properly calibrated, the Master Three controls the Lens position with the RF-Emitter supplied with the THEATRE Concept connected to the 12V Trigger #2 of the Master Three.



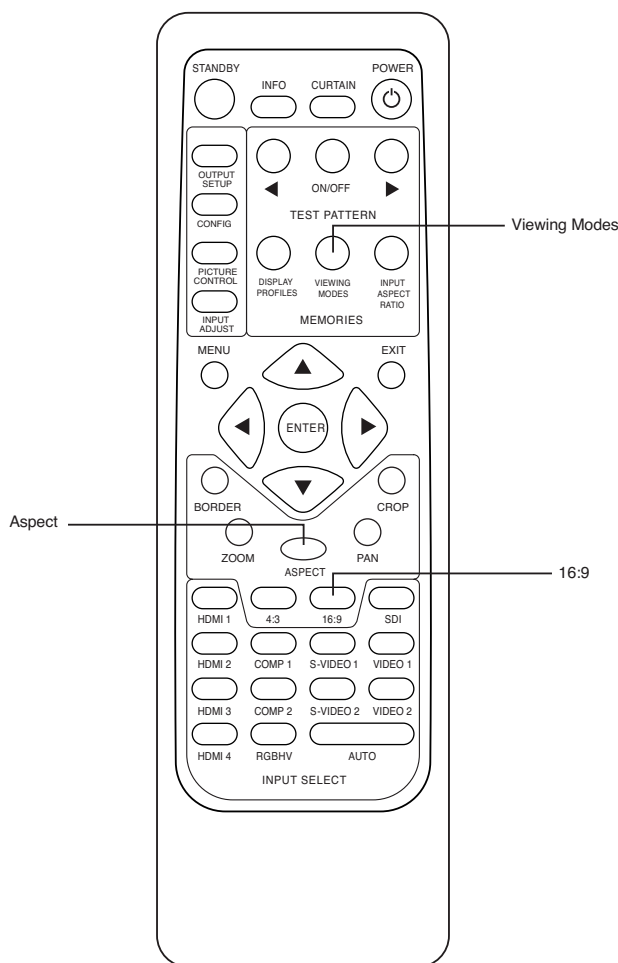
*Connect the RF-Emitter supplied with the THEATRE Concept to the Master Three.*

Set the 12V Trigger #2 to THEATRE Mode so that the Master Three sets automatically the Lens position.

- Output Setup ⇒ 12V Trigger #2 ⇒ THEATRE

## 6.5 Quick Access with the Remote Control Unit

The Remote control unit features a few quick access buttons that facilitate the use of the THEATRE Concept.



Master Three RCU and quick access to THEATRE features

### '16:9' button on the RCU

The '16:9' button on the RCU directly changes the Input Active Aspect Ratio to 1.78:1.

When set into THEATRE Mode, the Master Three automatically moves the Anamorphic Lens out of the projector beam and restore the black bars of the 16:9 video Input Frame.

If the video Input Frame AR is 4:3, use the '4:3' button instead.



#### Note:

The '16:9' button is useful to restore the original input signal when a portion of the On Screen Display (OSD) of your player is located on the top and/or bottom of the Active Frame. Typically at the startup of a DVD, the language and subtitles selection is generally not displayed in Cinemascope® format, but in a 16:9 frame.

### 'Aspect' button on the RCU

The 'Aspect' button of the RCU is a shortcut to the 'Active AR' Menu to quickly change this setting. when selecting an Input Active AR greater than 2.33:1, the Master Three configured in THEATRE Mode will command the Anamorphic Lens to moves in front of the projector beam and apply the correct vertical picture stretching to obtain a full frame at 2.35:1 aspect ratio. Press sequentially until you get the desired aspect ratio:

Input Aspect Ratio ⇒ Active AR ⇒ 1.33, 1.55, 1.66, 1.78, 1.85, 2.35 or User (1.01 - 3.00)

### **'Viewing Mode' button on the RCU**

The 'Viewing Mode' button is a shortcut to the '12V Trigger #2' Menu. When the RF-Emitter is connected to the Master Three, press sequentially 'Viewing Mode' button to control the Anamorphic Lens position:

Output Setup ⇒ 12V Trigger #2 ⇒ OFF: the Lens moves out of the projector beam

Output Setup ⇒ 12V Trigger #2 ⇒ ON: the Lens moves in the projector beam

Output Setup ⇒ 12V Trigger #2 ⇒ THEATRE: the Lens position is set automatically by th

## 7.0 COMPLETE MENU TREE

<b>Input Select</b>		
	Video 1	
	Video 2	
	S-Video 1	
	S-Video 2	
	Component 1	
	Component 2	
	RGBHV / Component	
	HDMI 1	
	HDMI 2	
	HDMI 3	
	HDMI 4	
	SDI ( <i>SD-SDI Input Module - S7011030 is required</i> )	
	Auto	
<b>Input Aspect Ratio</b>		
	Frame AR	
		4 : 3
		16 : 9
	<b>Active AR</b>	<b>(Quick Access: 'Aspect' button on RCU)</b>
		1.33 : 1 (Quick Access: '4:3' button on RCU)
		1.55 : 1
		1.66 : 1
		1.78 : 1 (Quick Access: '16:9' button on RCU)
		1.85 : 1
		2:35 : 1
		<b>User Range 1.01-3.00</b>
	Panorama	
		ON
		OFF
	Zoom	
		Horizontal Range 0-100
		Vertical Range 0-100
	Pan	
		Horizontal Range 0-100
		Vertical Range 0-100
	Borders	
		Horizontal Range 0-200
		Vertical Range 0-200
	Preset	
		4:3 Full Frame
		LetterBox
		16:9 Full Frame
		4:3 Stretch
		Preset 1
		Preset 2
		...
		Preset 10
		User
	Save User To	
		Preset 1
		No
		Yes
		Preset 2
		No
		Yes

Table 5: Complete Menu Tree

	...	
	Preset 10	
		No
		Yes
<b>Input Adjust</b>		
	Deinterlacing	
	Auto	
	Film Bias Mode	
	Video Mode	
	2:2 Even	
	2:2 Odd	
	Game Mode 1	
	Game Mode 2	
	PReP	ON
		OFF
	Overscan	Range 0-20
	Line Offset	Range 0-30
	Color Space	
		RGB
		YPbPr
		YCbCr 4:2:2
		YCbCr 4:4:4
		Auto
	Input Level	
		Video
		PC
	VCR Mode	
		ON
		OFF
		Auto
	HDMI Config	
		HDCP Mode
		OFF
		ON
		Auto Aspect Ratio
		OFF
		ON
		Auto Color Space
		OFF
		ON
	Auto Priority	
		Range 1-12
	Audio Input	
		OFF
		Audio 1
		Audio 2
		Audio 3
		Audio 4
		Stereo
		HDMI
	AV Lipsync	Range 0-200
<b>Picture Control</b>		
	Brightness	Range -50 +50
	Contrast	Range -50 +50
	Saturation	Range -50 +50
	Hue	Range -50 +50
	Sharpness	Range -1 +6
	Y/C Delay	Range -50 +50

Table 5: Complete Menu Tree

CUE Correction		
	OFF	
	ON	
	Auto	
<b>Configuration</b>		
Test Patterns		
	OFF	
	Frame Geometry	
	Brightness/Contrast	
	Vertical Lines	
	Horizontal Lines	
	Judder	
	Checkboard	
	Color8 Bars75	
	Color8 Bars100	
	Window IRE10	
	Window IRE20	
	Window IRE30	
	Window IRE40	
	Window IRE50	
	Window IRE60	
	Window IRE70	
	Window IRE80	
	Window IRE90	
	Window IRE100	
	Gray Ramp	
	Xhatch Coarse	
	Xhatch Fine	
	Focus	
	Half B/W	
	H-Clr7 Bars75	
	H-Clr7 Bars100	
	H-Clr8 Bars 75	
	H-Clr8 Bars100	
	Black	
	White	
	Red	
	Green	
	Blue	
	Cyan	
	Magenta	
	Yellow	
Auto Standby		
	OFF	
	ON	
Led Brighness		
	Navigation	Range 0-3
	Normal	Range 0-3
User Mode		
	Normal	
	Advanced	
Serial Port Rate		
	4800	
	9600	
	14400	
	19200	
	38400	
	57600	

Table 5: Complete Menu Tree

Factory Default	No	
	Yes	
Software Update	No	
	Yes	
<b>12V Trigger (Levels)</b>	<b>Trigger #1</b>	<b>Normal</b>
		<b>Negative</b>
	<b>Trigger #2</b>	<b>Normal</b>
		<b>Negative</b>
Information		
<b>Output Setup</b>		
Analog / Digital	BNC (Analog)	
	HDMI (Digital)	
Format	480p	
	540p	
	576p	
	720p-50	
	720p-60	
	1080i-50	
	1080i-60	
	1080p-24	
	1080p-25	
	1080p-50	
	1080p-60	
	800x600 (SVGA)	
	1024x768 (XGA)	
	1280x1024 (SXGA)	
	848x480	
	852x480	
	1366x768	
	852x576	
	1366x768 (1)	
	1366x768 (2)	
	1360x768 (1)	
	1360x768 (2)	
	1280x768	
	1024x1024	
	1024x852	
	1024x768	
	1024x576	
	848x600	
	1365x1024	
	1400x1050	
	1400x788	
	960x540	
	1280x960	
	1440x960	
	1440x1152	
	User	
		Horizontal Shift
		Horizontal Size
		Horizontal Front Porch

Table 5: Complete Menu Tree



		Horizontal Sync	
		Horizontal Back Porch	
		Horizontal Total	
		Vertical Shift	
		Vertical Size	
		Vertical Front Porch	
		Vertical Sync	
		Vertical Back Porch	
		Vertical Total	
Aspect Ratio			
	Display		
		4 : 3	
		5 : 4	
		16 : 9	
		2.35 : 1	
		User	Range 1.01-3.00
	<b>Lens</b>		
		<b>Mode 1</b>	
		<b>Mode 1-Auto</b>	
		<b>Mode 2</b>	
		<b>None</b>	
	Screen		
		4 : 3	
		16 : 9	
		2.35 : 1	
		User	Range 1.01-3.00
	Image Shift		
		Vertical	Range -30 +30
		Horizontal	Range -30 +30
	Underscan	Range 0-100	
Sync Type			
	Bi-Level		
	Tri-Level		
	Composite		
	H+/V+		
	H+/V-		
	H-/V+		
	H-/V-		
Color Space			
	RGB		
	YPbPr		
	YCbCr 4:2:2		
	YCbCr 4:4:4		
Output Level			
	PC		
	Video		
Framerate			
	24 Hz		
		24 Hz Lock	
		48 Hz Lock	
		60 Hz Lock	
		Unlock	Range 24-120
	25 Hz		
		25 Hz Lock	
		50 Hz Lock	
		75 Hz Lock	
		Unlock	Range 25-120
	50 Hz		

Table 5: Complete Menu Tree

		25 Hz Lock	
		50 Hz Lock	
		75 Hz Lock	
		Unlock	Range 25-120
	60 Hz		
		24 Hz Lock	
		48 Hz Lock	
		60 Hz Lock	
		72 Hz Lock	
		Unlock	Range 24-120
	Border Level	Range 0-100	
	Gamma Correction		
		OFF	
		ON	
		Red	Range 0.50-2.50
		Green	Range 0.50-2.50
		Blue	Range 0.50-2.50
	HDCP Mode		
		OFF	
		ON	
	<b>12V Trigger #2</b>	<b>(Quick Access: 'Viewing Mode' button on RCU</b>	
		<b>OFF</b>	
		<b>ON</b>	
		<b>THEATRE</b>	
	Display Profile		
		Select	
		User	
		Profile 1	
		Profile 2	
		...	
		Profile 10	
		Save	
		Profile 1	
			No
			Yes
		Profile 2	
			No
			Yes
		...	
		Profile 10	
			No
			Yes
		Auto	
		OFF	
		ON	

Table 5: Complete Menu Tree



**Contact Information**

TEC - CineVERSUM

7, rue La Caille, 75017 Paris, France

E-mail: [info@cineversum.com](mailto:info@cineversum.com)

[www.cineversum.com](http://www.cineversum.com)

Part. No. R599751

with Master Three THEATRE addendum

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