

MLC 206 Projector Communication Sheet

Read this document for additional assistance on wiring the MLC 206 to your display device. The notes on the following page(s) are confirmed to work in the manner stated. Deviation on any component(s) may require a different wiring scheme.

For complete operating instructions pertaining to the MLC 206, please refer to the MLC 206 user’s manual.

For complete operating instructions pertaining to the display device, please refer to the display device user’s manual.

Projector Manufacturer:
Projector Model:

Projector Driver Name:
Revision Date:
Baud rate:
Parity:
Data bits:

These are the commands within this driver.

Additional commands can be added through the Medialink Control Software.

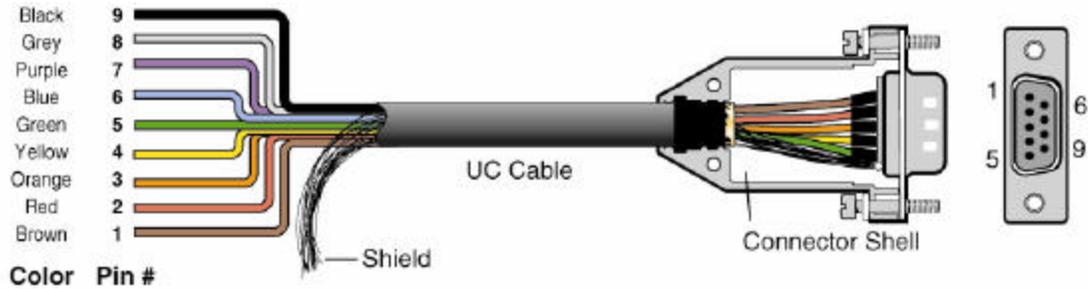
Terminology for the following information:

1. ***UC 50 Wire Map*** – these color wires connect from the MLC206 captive screw terminals to the projector.
2. ***MLC 206 RS232 Captive Screw Terminal Designation*** –
 - 2.1. ***TX*** – Always on terminal A, this is the transmit line from the MLC206.
 - RX*** – Always on terminal B, this is the receive line where the MLC206 listens for the projector’s response.
 - GND*** – Always on terminal E, this is the ground line, which connects to the ground pin on the projector side.
 - RTS*** – Always on terminal C, this rarely used connection would tie to the projectors “Request to Send” line.
 - CTS*** – Always on terminal D, this rarely used connection would tie to the projectors “Clear to Send” line.
3. ***Projector cable or adapter (if applicable)*** – This could be a supplied or an accessory cable from the display manufacturer or an Extron “comm. adapter”. The purpose of this cable is to convert the projectors serial port, which is a non-standard serial connector to a “standard” DB9 connector.
4. ***Projector Communication Port Pin-out*** – this is the actual serial connector on the display. A “Projector cable” would be used if the connector is other than a DB9.

Wiring tested with UC 50 cable.

This side connects to MLC 206 captive screw terminal

This side connects to projector or projector adapter:



UC 50', 100', 200' Cable Color Codes

•Projector cable / adapter (if applicable):
Cable Type:

•Projectors communication port pin out:
Connector Type:

Projector cable / adapter notes:

Projector comm. port notes:

General Notes:

Advanced Menu
Source Select ▶
Picture
Sound
Image Options ▶
Picture Management
Projector Options
Tools ▶
Help ▶
Factory Default

3D Reform ▶
Wall Color Correction
Menu
Setup
Lamp Setting
Screen
Auto Functions
LAN Mode
Password ▶
Security

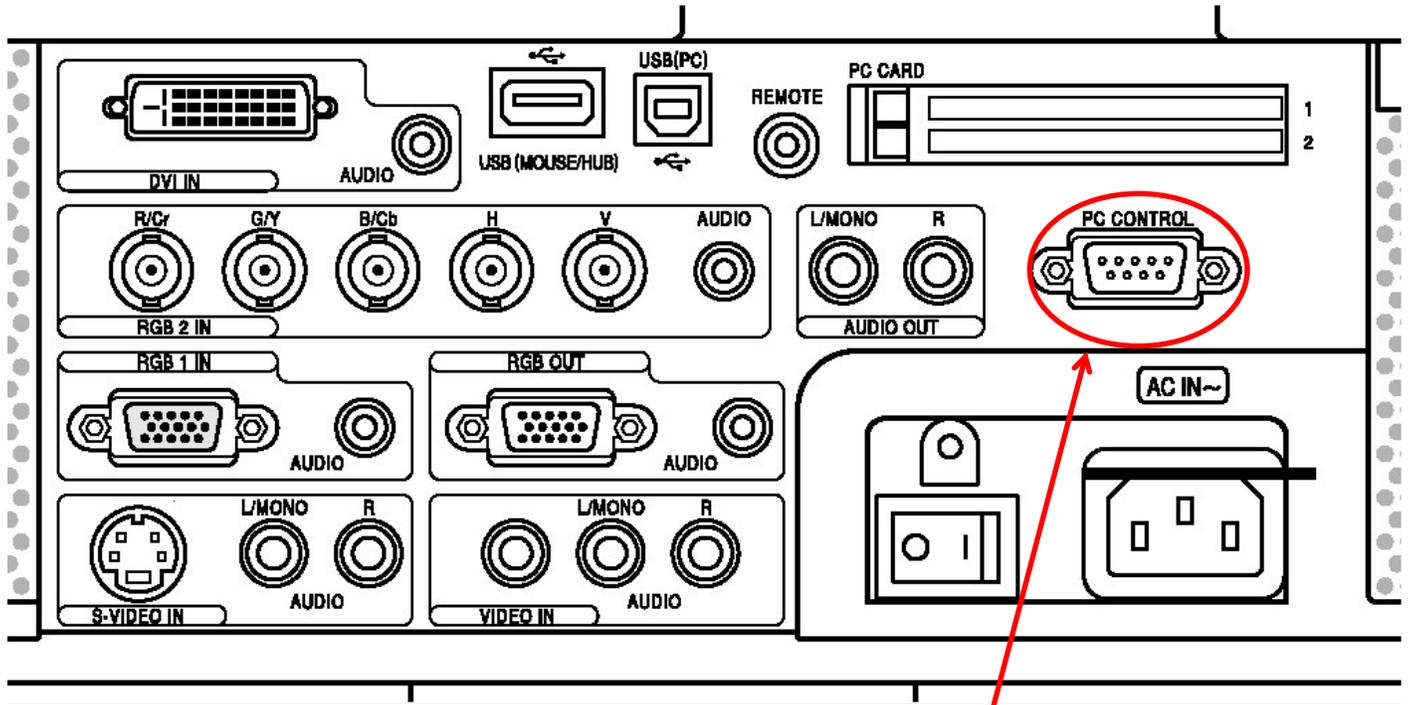
Cornerstone
Keystone Horizontal, Vertical

Off, User 1, User 2, User 3, User 4 (Auto Adjust Button)

Menu
Page 1
Language English, Deutsch, Français, Italiano, Español, Svenska 日本語
Menu Mode Basic Menu, Custom Menu, Advanced Menu Custom Menu Edit
Projector Pointer Pointer 1-8
Menu Display Time Manual, Auto 5sec, Auto 15sec, Auto 45sec
Page 2
Source Display On, Off
Message On, Off
Menu Color Select Color, Monochrome

Setup
Page 1
Orientation Desktop Front, Ceiling Rear, Desktop Rear, Ceiling Front
Background Blue, Black, Logo
RGBOUT Terminal Last, RGB1, RGB2
Closed Caption Off, Caption1-4, Text1-4
Page 2
Viewer Options Show Folder List Auto Play, Manual Play, Interval
Capture Options High Quality, Normal, High Compression
Mouse Button Right Hand, Left Hand
Sensitivity Fast, Medium, Slow
Operation Mode Select Auto, Projector
Page 3 Signal Select
RGB1 RGB/Component, RGB, Component, Scart
RGB2 RGB/Component, RGB, Component, Scart
Video, Auto, PAL-M/PAL-N/NTSC3.58, NTSC3.58,
S-Video NTSC4.43, PAL, PAL-M, PAL-N, PAL60, SECAM
Page 4
Auto Adjust, Auto Start, Power Management, Power Off Confirmation, 3D Reform Save, High Speed Fan Mode, Built-in Speaker, Idle Mode, Clear Filter Usage Meter
Page 5
Remote Sensor Front, Back, Left, Right
S-Video Mode Select Off, S2
Page 6
Communication Speed 4800, 9600, 19200, 38400
Default Source Select Last, Auto, Select (RGB1, RGB2, Video, S-Video, DVI(DIGITAL), Viewer, LAN)
Control Panel Enable, Disable
Key Lock

Images



Connect UC50 cable here