OV-815 80 SXGA⁺ DLP[™] projection module



Barco's OV-D2 series integrates cutting edge DLP[™] technology into 80" video wall systems that are designed and optimized for use in a 24/7 mission critical environment. The Barco designed projection engine provides a set of unique features, resulting in an unrivaled DLP[™] rear projection system with outstanding picture quality, reliability and ease of use.

Superior display quality

- Latest high contrast DLP[™] technology
- Brightness, contrast, and large viewing angles tailored to the human eye providing maximum readability
- Vibrant colors
- Sense⁶ technology providing consistently excellent video wall uniformity over time

Reliability and lifetime serviceability

- Engineered for ease of maintenance and serviceability
- Durable components with high reliability from lamp to screen
- Dual redundant lamp offering 100% reliability
- Easy lamp replacement from the rear of the system while system runs
- 100% sealed off optical engine, preventing dust contamination
- Fast Ethernet communication allowing redundant projection access for direct control and configuration
- Barco's Lamp-Lease Program allowing to efficiently control operational costs

Flexibility

- Designed to form video walls of any size, in a linear or curved setup
- Requires minimal installation depth
- Innovative modular concept for easier build up and design

Integrated system

- Barco Wall Control Manager software with central graphical overview of the video wall
- Integrating individual projection modules into a single display

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Features of the OV-815 projection modules

Sense⁶

Sense⁶ brings wall uniformity to a next level.

Not only does Sense⁶ increase color and brightness uniformity in the corners of each single projection module, Barco's innovative Sense⁶ technology also keeps all projection modules equal over time and across the entire video wall.

By integrating a patented brightness and color sensor, the video wall's color and brightness is continuously measured and communicated between projection modules. Sense⁶ automatically matches the brightness of full white, full black and all gray levels in between, as well as the colors of all projection modules. The I-lamp recalibrates the color sensor for long-time stability.

Sense⁶ operates unnoticed in the background and requires no operator intervention whatsoever. For instance, Sense⁶ will work during automatic lamp change without special operator actions. The intended video wall content remains unchanged at all times. No special screen calibration patterns are needed.

		HVA	HVAII		
	Power	Luminance $(cd/m^2 ftL)$ (¹)			
	120 W	125 37	225 66		
0V-815	132 W	140 41	245 72		
-70	180 W	190 54	335 99		
80″	Interscreen gap	< 0.2 mm by patented stitch concept			
	Humidity conditions	Up to 90% non condensing (²)			
	Temperature conditions	12°C-32°C 53.6°F-89.6°F (²)			
	Storing conditions	0°C-40°C 32°F-105°F			

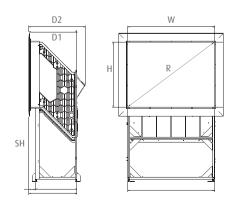
(') @ 6500 K, values are approx 50% @ 3200 K (') Depending on wall dimension

Screens	Screen type	Brightness	Viewing angle	Full viewing angle	Half gain angle (h. v.)	1/5 gain angle (h. v.)
	HVA	Normal	Excellent	180°	±35° ±35°	~ ±65° ±65°
	HVA II (³)	Medium	Wide	180°	±35° ±35°	~ ±45° ±45°

(3) upon special request



▲ * is a parameter which incorporates color and brightness differences into one unit. Additionally, ▲ * takes into account the adaptation level of the human eye to brightness and color.



without operator intervention	tracu form Opt	nity Sense ical mer Dynamic color feedback	Primary color adjust Gray locking Gray locking gray locking gray locking
projection modules over time Shift in \pounds^* over time < 3 (with color lock)	-		
uniformity Very high brightness and color uniformity ANSI 9 brightness min. 97% ANSI 13 brightness typ. 95% Projector color/ brightness uniformity 95% Æ* intercube typ. < 6 Æ* intracube typ. < 3 Brightness locking Makes brightness of all projection modules equal at all times without operator intervention High Dynamic Range (HDR) by optical dimming preserves contrast, independent of brightness level or lamp life Active dynamic brightness and serves as input to the optical dimmer Makes color of all projection modules equal at all times without operator intervention Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931		projection modules	Shift in $\Delta\!$
ANSI 13 brightness typ. 95% Projector color/ brightness uniformity < 6 Æ* intercube typ. < 6 Æ* intracube typ. < 3 Brightness locking Makes brightness of all projection modules equal at all times without operator intervention High Dynamic Range (HDR) by optical dimming preserves contrast, independent of brightness level or lamp life Active dynamic brightness and serves as input to the optical dimmer Makes color of all projection modules equal at all times without operator intervention Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931			Very high brightness and color uniformity
Projector color/ brightness uniformity		ANSI 9 brightness min.	97%
brightness uniformity < 6		ANSI 13 brightness typ.	95%
		Projector color/ brightness uniformity	
Brightness locking Makes brightness of all projection modules equal at all times without operator intervention High Dynamic Range (HDR) by optical dimming preserves contrast, independent of brightness level or lamp life Active dynamic brightness sensor feedback technology measures brightness and serves as input to the optical dimmer Makes color of all projection modules equal at all times without operator intervention Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931		Æ[∗] intercube typ.	< 6
Brightness locking times without operator intervention High Dynamic Range (HDR) by optical dimming preserves contrast, independent of brightness level or lamp life Active dynamic brightness sensor feedback technology measures brightness and serves as input to the optical dimmer Makes color of all projection modules equal at all times without operator intervention Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931		Æ[∗] intracube typ.	< 3
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Color locking Makes color of all projection modules equal at all times without operator intervention Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931	Sen		preserves contrast, independent of brightness level
Color locking without operator intervention Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931			measures brightness and serves as input to the optical
Color lockingto a common color target in red, green, blue and whiteActive dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931			Makes color of all projection modules equal at all times without operator intervention
Active dynamic color sensor feedback technology collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon the standard spectral function according to CIE 1931		Color locking	Primary Color Adjust is a color algorithm that adjusts color to a common color target in red, green, blue and white
Gray locking Makes gray levels equal across projection modules			collects color information from all projection modules. The True Color Sensor measures the complete spectrum rather than just red, green and blue and is based upon
		Gray locking	Makes gray levels equal across projection modules

	0V-815	
	Width W	1600 mm 63.0"
	Height H	1200 mm 47.2"
ns	Diagonal R	80″ nominal
Dimensions	D1	862.5 mm 34.0"
mer	Full depth D2	1023 mm 40.3"
Dİ	Aspect ratio	4:3
	Standard height SH	875 mm, 1000 mm, 1200 mm 34.5", 39.4", 47.2"
	Min screen height SH	570 ± 30 mm 22.4"
	Weight/module	131.3 kg 289 lbs

Technical specifications OV-815

	Resolution					
	SXGA+ 1400 x 1050 TruePixel					
	Absolute resolution					
S	22 dpi					
Uisplay capabilities	Luminous flux @	0 6500 K @ 1	32 W			
pat	1000					
Ca >	Dynamic contras	st				
pla	5100:1					
ā	Color					
	100% EBU					
	White point					
	6500 K, natural lig	hting (1)				
	DMD chip					
	0.95" LVDS ±12° D	arkChip3, Brillia	antColor™			
	Pixel accuracy					
maging device	PixelTrue display, shows each pixel true to the input pixels without scaling or smoothing effects					
ם פר	MTBF of DMD					
IIDe	typ. 650,000 hours	S				
	Lifetime of DMD					
	typ. > 100,000 hou	UſS				
	Image retention	1				
	No image retentio	n or burn-in				
	Lamps	Lamps				
	Choice between 1					
	Lamp life (²)	120 W	132 W	180 W		
			6,000 hrs	6,000 hrs		
		10,000 hrs	-/	0,000 1115		
	Lamp redundan	су				
-	Lamp redundant Cold standby or ho Automatic lamp sv	cy ot standby with	redundant po	ower supply		
cdii	Cold standby or ho	cy ot standby with witch by autose	redundant po	ower supply		
cdillb1	Cold standby or ho Automatic lamp sy Lamp replaceme Defect lamp can b	cy ot standby with witch by autose ent	redundant po ensing lamp fa	ower supply jilure		
ranips	Cold standby or ho Automatic lamp sy Lamp replaceme	cy ot standby with witch by autose ent	redundant po ensing lamp fa	ower supply jilure		
Lamps	Cold standby or ho Automatic lamp sy Lamp replaceme Defect lamp can b	cy bt standby with witch by autose ent e hot-swapped	redundant po nsing lamp fa without imag	ower supply ilure ge loss		
Lamps	Cold standby or ho Automatic lamp sy Lamp replaceme Defect lamp can b Lamp switch Dynamic feedback	cy bt standby with witch by autose ent e hot-swapped	redundant po nsing lamp fa without imag	ower supply ilure ge loss		
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cdillbl	Cold standby or ho Automatic lamp sw Lamp replaceme Defect lamp can b Lamp switch Dynamic feedback wall to equal perfo Switching time	cy bt standby with witch by autose ent e hot-swapped	redundant po nsing lamp fa without imag	ower supply ilure ge loss		
rallips	Cold standby or ho Automatic lamp sy Lamp replaceme Defect lamp can b Lamp switch Dynamic feedback wall to equal perfor Switching time < 1.5 seconds	cy ot standby with witch by autose ent e hot-swapped c of brightness of prmance	redundant po nsing lamp fa without imag and color reac	ower supply iilure ge loss ljusts video		
-	Cold standby or ho Automatic lamp sy Lamp replaceme Defect lamp can b Lamp switch Dynamic feedback wall to equal perfe Switching time < 1.5 seconds I-lamp	cy ot standby with witch by autose ent e hot-swapped c of brightness a pormance	redundant po nsing lamp fa without imag and color reac	ower supply iilure ge loss ljusts video		
-	Cold standby or ho Automatic lamp sw Lamp replaceme Defect lamp can b Lamp switch Dynamic feedback wall to equal perfor Switching time < 1.5 seconds I-lamp Intelligent lamp ca	cy ot standby with witch by autose ent e hot-swapped c of brightness a ormance rries a.o. lamp li ation speed 8	redundant po ensing lamp fa without imag and color read ife information r lifetime	ower supply iilure ge loss ljusts video		
LOIOT WREEL	Cold standby or ho Automatic lamp sy Lamp replaceme Defect lamp can b Lamp switch Dynamic feedback wall to equal perfor Switching time < 1.5 seconds I-lamp Intelligent lamp ca Color wheel, rot	cy ot standby with witch by autose ent e hot-swapped c of brightness of prmance rries a.o. lamp li ation speed 8 dge with MTTR	redundant po nsing lamp fa without imag and color reac ife information if lifetime < 5 minutes	ower supply iilure ge loss ljusts video		

	AC input voltage						
	100-240 VAC, 60-50 Hz						
	Power (W)	120 W	132 W	180 W			
	Cold standby	< 250	< 275	< 335			
	Hot standby	< 390	< 430	< 550			
	Heat dissipation (BTU/h)	120 W	132 W	180 W			
	Cold standby	< 850	< 900	< 1145			
	Hot standby	< 1325	< 1375	< 1875			
	Signal input/output	Signal input/output					
	1 x DVI-D in/out, 1 x Dual-link DVI-D in/out						
	Pixel clock						
	162 MHz 270 MHz (³)						
	Input frequency						
	Multi sync 30-75 Hz						
	Genlock range						
5	Genlock in 49-61 Hz range						
	Supported input resolution	ons					
		VGA, SVGA, XGA, SXGA, SXGA+, UXGA, 1080p, dual XGA, triple XGA (³), quad XGA (³), dual SXGA+(³)					
ŀ	Cropping						
ľ	Possible						
ŀ	Scaling (optional)						
ľ	Up- and down scaling						
Ì	Barco Wall Control Manager						
ľ	Graphical representation of v	Graphical representation of video wall on operator PC					
	Integrates separate projection modules into a single display, allowing a.o. Sense ⁶						
	Client – server architecture provides central video wall logic with multiple access from multiple sites						
	Health status in the blink of an eye and support for trouble shooting						
┝	Configuration of different settings						
╞	Wall control by the operator						
ŀ	Multiple access levels						
h	Direct ethernet access						
ŀ	Projection module settings and control through standard						
	ethernet browser						
	Easy and fast firmware upgrade over ethernet						
	Autodiagnostics						
	Projector self test						
l	Integration to third party equipment						
	External video wall control from different devices through SOAP based API						

 $^{(\prime)}$ Special 3200 K option for backdrop \cdot $^{(2)}$ Lamp manufacturer specs @ IEC 61947-1 test conditions $^{(2)}$ On second input

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