

# Cine-tal

Beta Release

Title: Cinemage Release 2.0 Instructions

Date: December 1, 2006

## **Summary:**

This beta release is for all models of Cinemage. The release incorporates numerous bug fixes and improvements, and includes SD support for both 525 and 625 and scaling for 720p

2.0 can be installed on any existing Cinemage. For best results systems with the calibration option should recalibrate the display before installing this update.

## **2.0 Major feature additions:**

1. Support for SD. There's a separate, simpler menu structure that is activated in SD mode, only simple resizing & deinterlacing routing, calibration selection, display control, and display controls are available.

Note that once the monitor switches into SD mode (which it will only do with SD present) it won't switch back to HD mode until an HD source is applied or the monitor is restarted.

Anamorphic SD 525 and 16x9 SD 625 are available and need to be manually selected.

There is a fuller discussion of SD in the manual.

2. Automatic scaling of 720p to full-screen, with an optional pixel-for-pixel display mode.
3. Added support for Quantel iQ, Discreet Flame, Assimilate Scratch, Kodak CMS 3D LUTS.
4. New single-field deinterlacing feature with optional motion clamping to reduce jitter in stills in this mode.
5. Faster Shutdowns.
6. New "Set Startup Settings" feature to lock in a startup defaults to the monitor (this is described in the manual).
7. New SOAP-based SDK available at <http://Cinetal-XXXX/philoweb service/>, where Cinetal-XXXX is the monitor name, E.G. Cinetal-316065. The web server has to be enabled for the SDK to be active.
8. Faster preset changes.
9. Ability to read CRT xyY values (with the calibration option installed) to make matching monitors easier.

## 2.0 Existing Bugs / Issues

None.

## 2.0 Major Bug Fixes

Ref #1891 Range indicator shows on "reclocked sdi input" routing to output.

Ref #2108 Crosswire and graticules sometimes don't appear.

Ref #2126 Black vertical line between images in Quad-split.

Ref #2189 Vectorscope gain not saved in preset reliably.

Ref #2242 Black line at the top of Pan/Zoom.

Ref #2233 SMPTE-range bars don't have proper transitions.

Ref #2244 Caching issues with files in Operator menu.

Ref # 2379 Switching between HD and SD doesn't properly preserve settings.

Ref #2247 Intermittent solid-colored line on the right of the last (half) SD line.

Ref #2349 SD 601 coefficients are wrong.

Ref #3251 Static IP fails in some cases.

Ref #2347 Auto reading the calibration probe fails or causes lockups.

### 2.0b5 Major bug fixes:

- Black line near the bottom left of the screen in all 1080p modes.
- Red and Blue component reversals of some 3D LUTs.
- Loading some Input LUTs on inputs 2, 3, or 4 could corrupt input 1's Input LUT.
- Improper alignment of 1080p/1080p in previous 2.0 beta releases.
- Pixel-for-pixel SD and 720p display was off-center.
- Garbage at the top and bottom of the 525 SD image has been fixed.
- Anamorphic 625 was dropping the bottom of the picture.

- SD resizing status wasn't saved when switching between SD and HD.
- Fixed image stability problems when switching between formats.

#### **Installation Instructions:**

1. Be sure you have all of the required files.  
The three files included with this release are:  
Updater:               **update\_full\_v2.cup**  
Manual:                **Cinemage\_Manual\_2.0.pdf**  
This document:       **Readme\_v2.0.pdf**
2. If you have the Calibration option, recalibrate your display in Rec 709 mode, then shut down and restart the display before continuing.
3. Insert a USB data key (almost all USB memory or data keys will work) into your computer (Mac or PC).
4. Verify that the datakey is formatted for FAT (most are) or NTFS.
5. Rename the datakey to "cinetal\_usb". The datakey must have this name in order for the Cinemage system to recognize it.
6. Create a folder named "cinetal" on the root of the USB datakey.
7. Move the file named update\_full\_v2.cup to the folder named "cinetal" on the datakey. Make sure that there are no other Cine-tal updates in that directory.
8. Remove the datakey from the PC or MAC and insert it into the front or side USB post on the Cinemage unit.
9. From the Cinemage main menu go find the UPDATE FROM USB option.  
If the previous version is 1.1:  
    From the main menu select far left button CINEMAGE MODEL#  
    then the far right button MACHINE INFORMATION then MORE  
    then MORE.  
If the previous version is a 1.2 Beta:  
    From the main menu select button UNIT INFORMATION then MORE  
    then MORE.  
If the previous version is 1.3 or a previous 2.0 Beta:  
    From the main menu select button SETUP then UNIT  
    INFORMATION then MORE then MORE.  
  
You will now see the UPDATE FROM USB button.
10. Press the UPDATE FROM USB button.
11. The Cinemage system will read from the USB and perform the update then shut down.
12. Remove the USB datakey. Power-up the Cinemage and the update will be in place.
13. Verify that your system now shows the main menu containing

the Operators Menus, Setup Menus, System Menus and Machine Information Menus. Verify that update v2.05 shows under UNIT INFORMATION.

--- CRUCIAL NOTE ---

If you aren't sure whether the monitor has completely shut down, wait at least 5 minutes before restarting. An incomplete update can result in a state that requires shipping the monitor to Cinetel for repair.

--- CRUCIAL NOTE #2 ---

We have occasional reports of updates failing; in this case when the monitor is restarted it will come up with a black screen; no video and no power-up test.

In this case rename the updater to "update.now" and place it in the root of the USB key. Then shut down your monitor, wait 30 seconds, and restart the monitor with the USB key already in place. This will reapply the update and shut down the monitor again. Since it's difficult to tell when the monitor actually shuts down in this case, wait at least 10 minutes before attempting to restart it again.

If this fails repeat the above with the file renamed to "emergency\_update.now".

Remove the key before restarting, otherwise the monitor will keep reapplying the update.