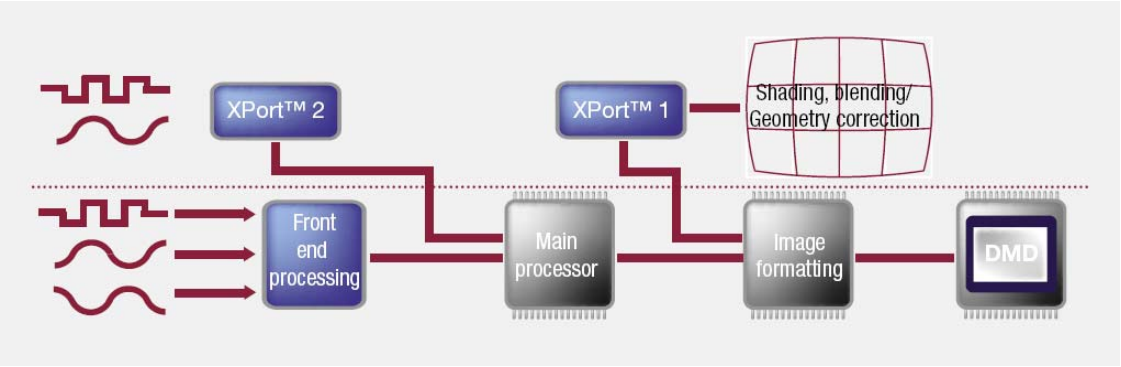
What is XPort™ technology?

XPort™ is a projectiondesign proprietary interface technology that allows users to design and specify custom interfaces or image processing modules applicable to the projectiondesign F3 projector platform. XPort™ is used to extend the functionality of the projector over the base configuration.

XPort™ allows external access to both front end and back end image processing in the projector. This enables custom and application-specific interfacing fit for any special application.



What can XPort™ be used for?

XPport™ one gives access to the back-end processing in the F3 projector. This enables superior control over image processing. Examples of back side processing that can be applied are geometry correction (“warping”), shading (“uniformity correction”) and edge blending. XPort™ one supports 30 bits of data, 10 each for R, G and B both on the input and output side.

XPort™ two allows access to the front-end signal processing in the F3 projector. This means an interface can be designed to allow any kind of input prior to internal signal processing. Examples are specific high resolution graphics interfaces, SDI and HD-SDI interfaces, and other proprietary interfaces for specific applications and uses. XPort™ two is a dual-pixel bus than can accept both interlaced and non-interlaced video, as well as graphics.

XPort™ implementation

XPort™ uses a proprietary interface with 154-pin docking connectors with separate power pins. Use of XPort™ interfaces requires a written agreement with projectiondesign. Please contact us for more details on using XPort™.