

# Projector Monitoring Software Starter Guide

Only works with REALiS Series Mark II and Mark II D projectors and Canon LV-Series projectors with a network port.

## D DISCLAIMER

1. This is a **EXAMPLE** of how to use the Canon's Projector Monitoring Software.
2. You will need to change the projector's IP address to match your network settings.
3. Please make sure your computer meets the following **System Requirements**.

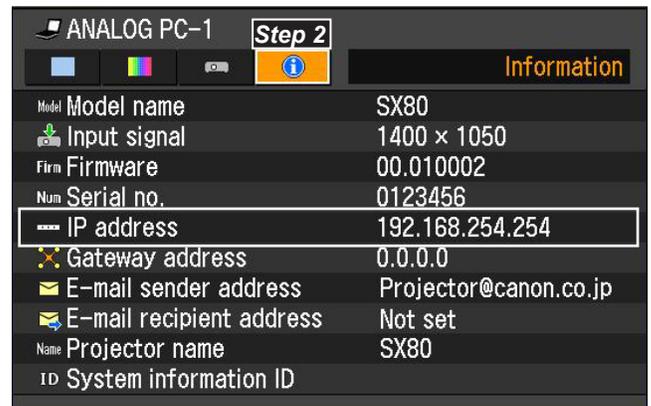
| Category             | Essential Requirements   |
|----------------------|--|
| OPERATING SYSTEM     | Microsoft Windows XP Professional SP2 or later /<br>Microsoft Windows Vista Ultimate       |
| CPU                  | Intel Pentium 4 2.4 GHz or better  |
| MEMORY               | 1 GB or more   |
| .NET FRAMEWORK       | Windows XP: .NET Framework 2.0 SP1 or more /<br>Windows Vista : .NET Framework 3.0 or more |
| SUPPORTED LANGUAGES: | English and Japanese   |
| ACROBAT READER       | 7.0 or higher  |

## I CHANGING THE IP ADDRESS ON REALiS PROJECTORS

**Step 1:** To find the default IP address of the REALiS projector, PRESS the **Menu** button.

**Step 2:** PRESS the **right-arrow** button and scroll over to the **Information** tab. Here is where you will find the projector's default IP address.

**NOTE:** In order to change the projector's IP address, your computer's IP address must be in the same network as the projector.



**Step 3:** Open up **Internet Explorer** and TYPE in the projector's default **IP Address**.



**Step 4:** The REALiS web page will open up.

TYPE in the following:

User Name: **root** (all lower case)  
Password: **system** (all lower case)

**Step 5:** CLICK on the **OK** button.



**Step 6:** CLICK on the **Settings** button.



**Step 7:** CLICK on the **TCP/IP** tab.

**Step 8:** Change the IP Address and Subnet Mask to a **NEW IP Address** within your network.

**Step 9:** CLICK on the **Apply** button to apply and save changes.



## II ENABLING SNMP

**First:** Make sure the IP address on your computer is in the same network as the projector in order to change the projector's IP address.

**Second:** Open up **Internet Explorer** and TYPE in the **NEW IP Address** you have assigned to the REALiS Projector.

**Third:** TYPE in the following:  
User Name: **root** (all lower case)  
Password: **system** (all lower case)

**Fourth:** CLICK on the **OK** button.



**Step 1:** CLICK on the **SNMP** tab.

**Step 2:** In the SNMP drop down menu select from V1, V2c, and V3. For this example SELECT **V1**.

**Step 3:** In the Receive community box TYPE in a SNMP name (for example) **public**.

**Step 4:** CLICK on the **Apply** button to apply and save changes.

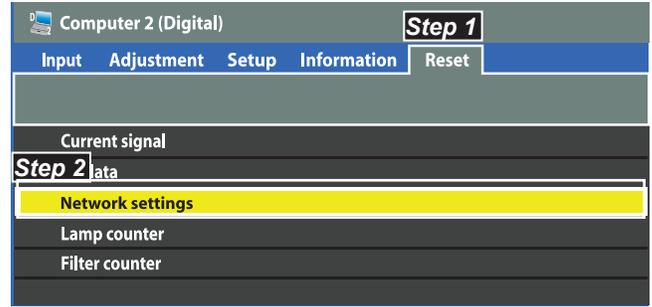


# CHANGING THE IP ADDRESS ON LV-SERIES PROJECTORS

**Step 1:** To find the default IP address on LV-projector, PRESS the **Menu** button.

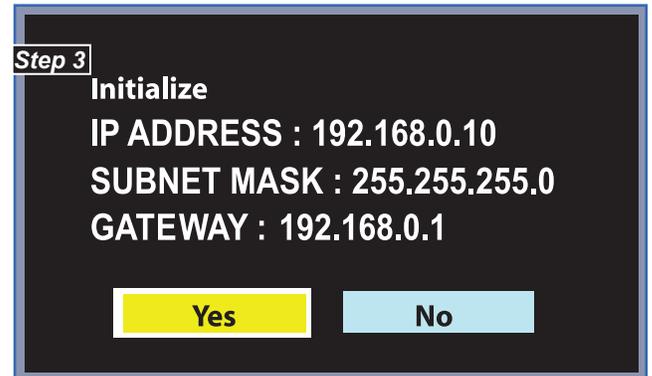
PRESS the **right-arrow** button and scroll over to the **Reset** tab.

**Step 2:** Scroll down and SELECT **Network settings**, then PRESS the **OK** button.

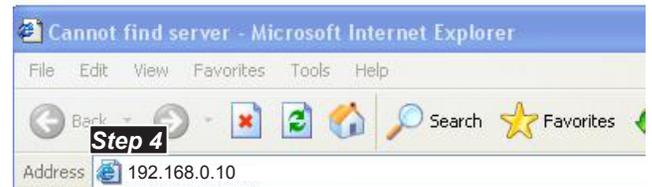


**Step 3:** Here is where you will find the default IP address for the LV-projector.

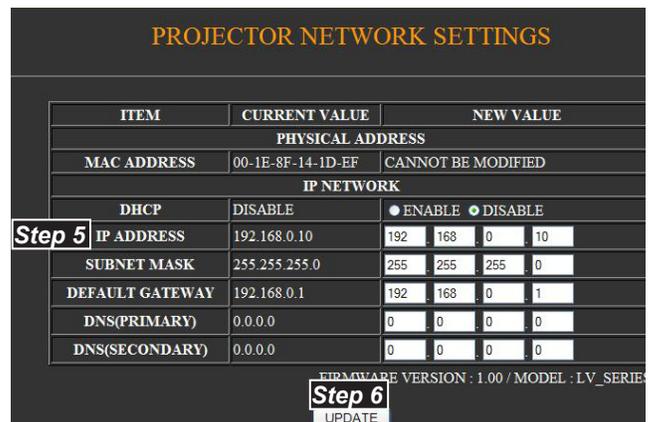
**NOTE:** In order to change the projector's IP address, your computer's IP address must be in the same network as the projector.



**Step 4:** Open up **Internet Explorer** and TYPE in the projector's **IP Address**.



**Step 5:** Change the IP Address and Subnet Mask to a **NEW IP Address** within your network.



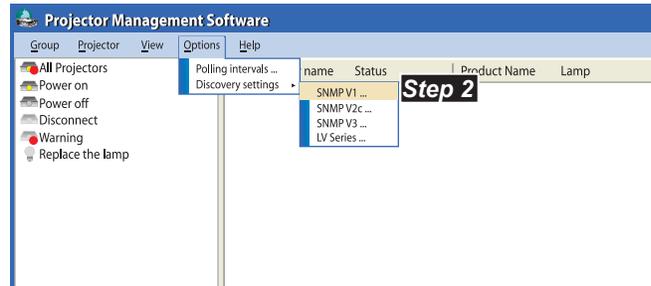
**Step 6:** CLICK on the **Update** button to save changes.

**First:** The following is an **EXAMPLE** on how to register and monitor Canon projectors using the Projector Monitoring Software.



## REALiS SERIES PROJECTORS

**Step 1:** DOUBLE-CLICK on the **Projector Monitoring Software** icon located on your desktop (or where ever you saved it).



**Step 2:** In the menu bar CLICK on the word **Options**, scroll down to **Discovery settings** and SELECT **SNMP V1 ...**

**NOTE:** You can either register the projectors through a Broadcast address or an IP address range.

## REGISTER WITH A BROADCAST ADDRESS

**Step 3:** Make sure the **Enable SNMP V1** box is CHECKED.

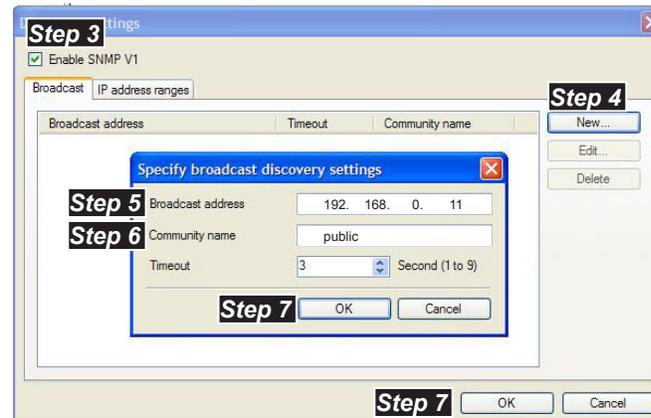
**Step 4:** In the **Broadcast** tab, CLICK on the **New** button.

**Step 5:** TYPE in the **NEW REALiS** projector's IP address in the **Broadcast address** box. (See Step I-8)

**Step 6:** In the **Community name** box, TYPE in the SNMP name you created. (See Step II-3)

**Step 7:** CLICK on the **OK** button(s) to save settings.

### **Register with a Broadcast Address**



## REGISTER WITH AN IP ADDRESS RANGE

**Step 8:** In the **IP address ranges** tab, CLICK on the **New** button.

**Step 9:** TYPE in the **First** and **Last** IP address that fits into your network.

**Step 10:** In the **Community name** box. TYPE in the SNMP name you created. (Step II-3)

**Step 11:** CLICK on the **OK** button(s) to save settings.

### **Register with a IP Address range**



## V REGISTERING / DISCOVERING LV-SERIES PROJECTORS

### LV-SERIES PROJECTORS

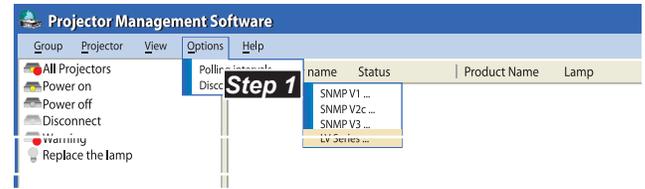
**Step 1:** CLICK on the **Options** tab, scroll down and to **Discovery settings** and **SELECT LV-Series**

...

**Step 2:** In the **IP address** tab, CLICK on the **New** button.

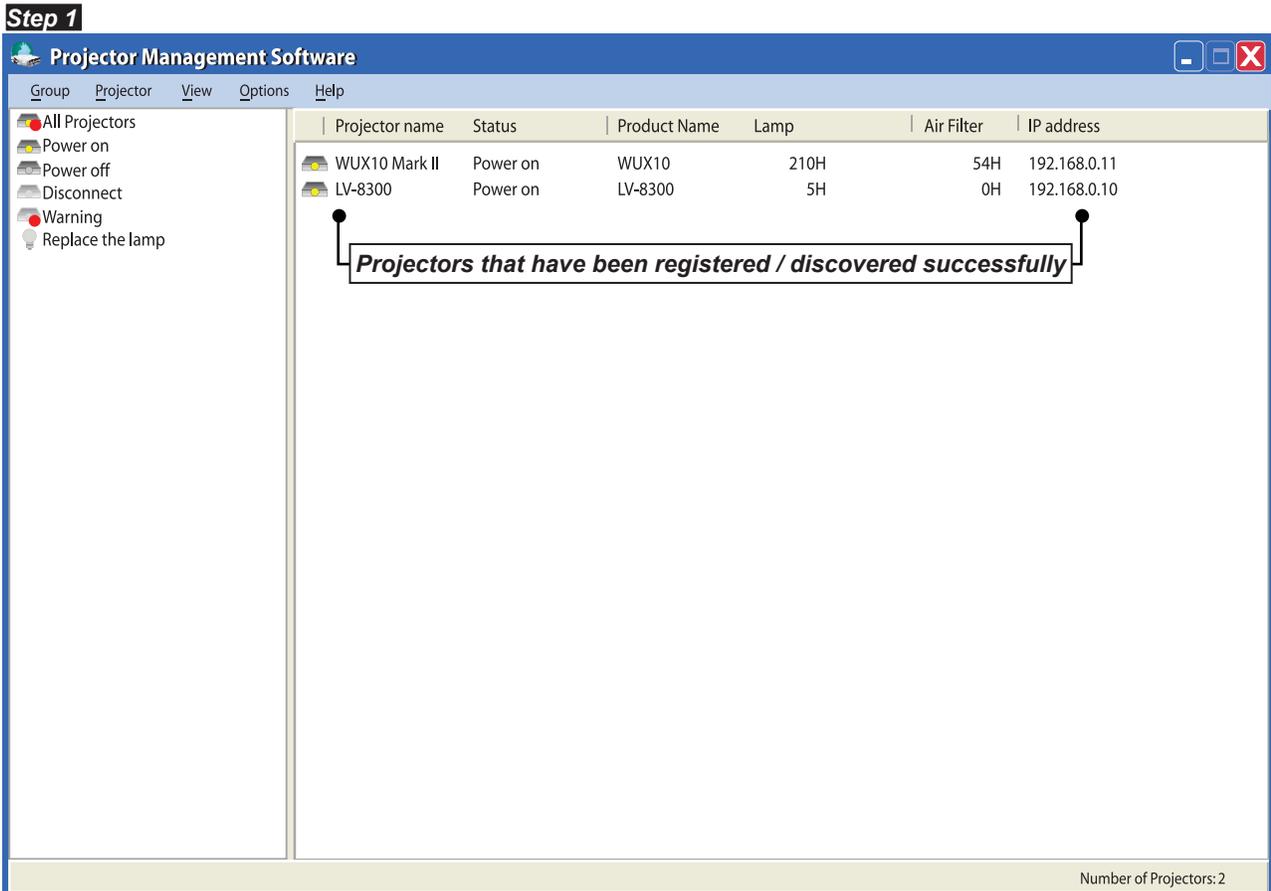
**Step 3:** TYPE in the previously set IP address of the LV-Projector.

**Step 4:** CLICK on the **OK** button(s) to save settings.



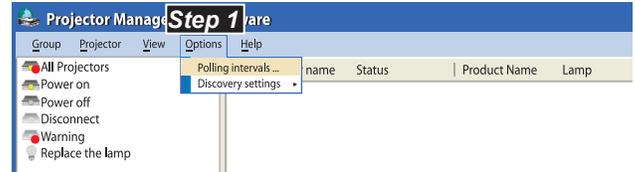
## VI VERIFY PROJECTOR REGISTRATION

**Step 1:** Once registration of the projectors are completed, CLICK on the **F5** key to refresh projector status. Projectors that have been registered correctly will appear.



## VII OPTIONAL: PROJECTOR STATUS INTERVAL

**Step 1:** CLICK on the **Options** tab, scroll down and **SELECT Polling intervals**.



**Step 2: Polling Intervals** allows the user to **Get projector status** and **Discover projector status** during different time intervals

1. **Get projector status every:** allows the user to **SELECT** a polling interval for receiving status of the projector.
2. **Discover projectors every** allows the user to **SELECT** a polling interval for discovering new projectors.

**Step 3:** CLICK on the **OK** button to save settings.

