



BenQ Universal Driver

Installation and Usage Guide

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Overview

BenQ provide a universal serial API for their range of projectors.

This driver implements this API and allows you to control all the standard features you would expect with a projector.

The Chowmain BenQ universal driver enables us to integrate all the current and future BenQ projectors into the Control4 home automation system with seamless control and feedback.

Features

- Monitoring of multiple lamp hours and Event firing
- Set up of the projector via Actions tab, like position, lamp mode, high altitude etc
- Configuration of the various pictures settings like picture mode, color temperature, 3D sync
- Adjustments to Sharpness, Brightness and Contrast settings
- Volume Control and Mute Control

Usage Scenarios

- Have the room (screen curtains) adjust to the aspect ratio of the projector
- Custom button programming to change the 3D sync setting of the projector or have the projector automatically set a 3D sync option depending on the source
- Have the screen blank until certain conditions, like theatre curtains being fully opened, are met
- Dynamically set the color temperature and picture modes depending on the input source

Change Log

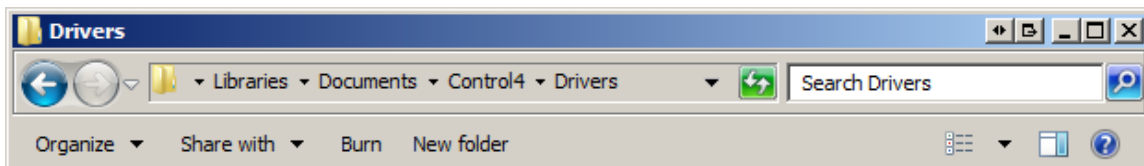
25-JAN-2019 – Initial release.

Driver Installation

1. The driver you have downloaded will be in a zip file. Double click this file to open it in your preferred zip program (WinZip, WinRar, etc.)



2. Extract the c4i file to the My Documents\Control4\Drivers directory. If you are using Windows 7 or 8 this will be extracted to the Libraries\Documents\Control4\Drivers directory



3. You are now ready to add and configure the driver via the Composer Pro software

Adding the driver to your project

1. Launch the Composer Pro application and connect to your project
2. In the **System Design** page select the **Search** tab on the right hand side
3. Search for *BENQ*

benq

☒ Local ☒ Online ☐ Certified Only [Clear Search](#)

Category: -- All Categories --

Type: -- All Types --

Manufacturer: -- All Manufacturers --




Control Method: All Methods Sort: Relevance

BENQ Universal Projector
BENQ 23/01/2019 10:02 AM **Local**

4. Double click the **BenQ Universal Projector** driver to add it to your project
5. Select the **Connections** tab



6. Bind the serial port and appropriate AV inputs and outputs for the projector

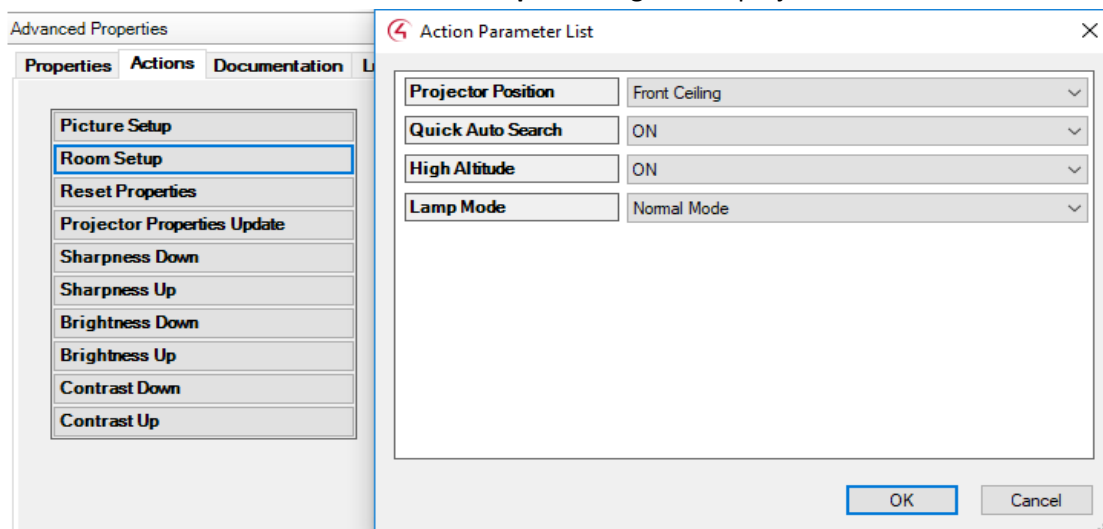
Audio/Video Inputs				
 HDMI	Video	HDMI	Input	Playstation->Output
 HDMI_2	Video	HDMI	Input	Kaleidescape Virtual Switcher->OUTPUT
Control Inputs				
 Serial 232	Control	RS_232	Input	EA-1->SERIAL 1

7. Select **System Design**
8. On the Properties tab, use **Lamp Hours Limit** to fire an event when the projector lamp approaches its lifetime limit. You can use this with **Chowmain's Notification Suite** to receive a service call

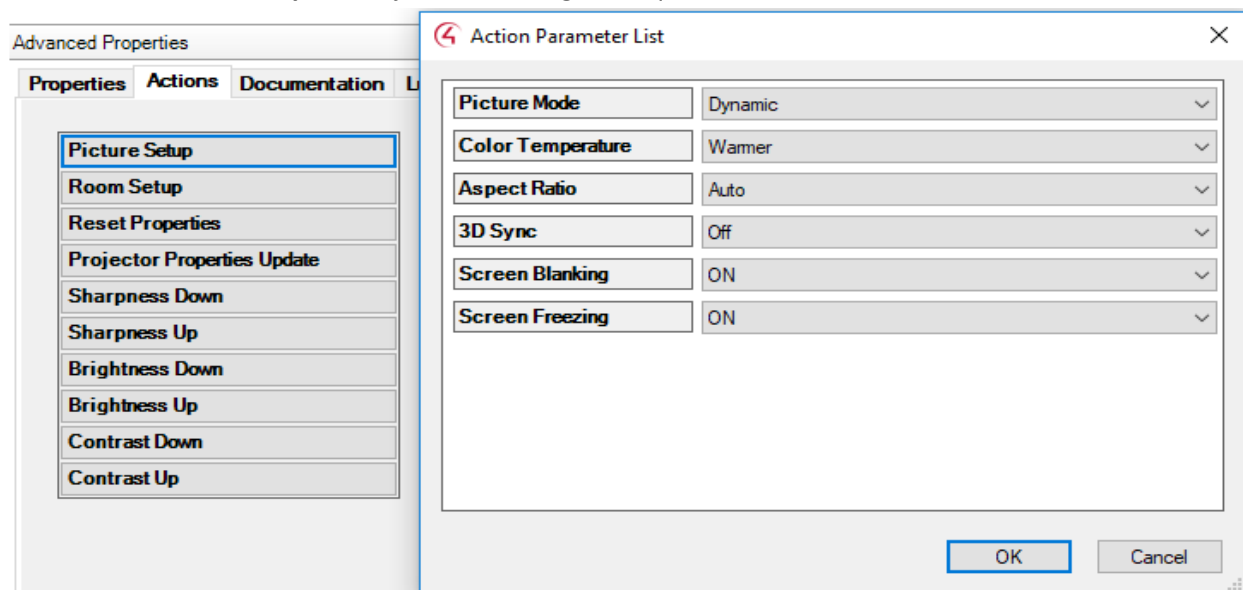
9. Turn on the projector either;
 - With the proxy interface (double clicking the BenQ Projector listing on the left)
 - By launching one of the AV inputs that you connected earlier, or
 - Using the projector's power button

Once the projector has started and the **Power On Delay Seconds** has been reached, the driver will start updating the fields in the **Properties** tab

10. Select the **Actions** tab and click **Room Setup** to configure the projector. Press **OK**



11. Now select **Picture Setup** and adjust the settings as required. Press **OK**



12. Select **File** then **Refresh Navigators**.

Congratulations you have set up the projector

File	Driver	Go	Tools	Help
Clear Project...				Ctrl+N
Load Project...				Ctrl+O
Cloud Management...				
Backup to Cloud...				
Connect to Director...				
Disconnect from Director				
Back Up				Ctrl+S
Back Up As...				
Refresh				F5
Refresh Navigators				Shift+F5
Validate Project				Ctrl+F5
Exit				

Device Feedback

The BenQ projector driver has feedback for the following items;

Events

- 3D Sync** – Event fires when device changes the 3D setting
- Aspect Ratio** – Event fires when device switches the aspect ratio
- Screen Blanking** – Event fires when device changes the blank status
- Color Temperature** – Event fires when device changes settings
- High Altitude** – Event fires when device changes the high altitude setting
- Lamp Mode** – Event fires when the lamp mode changes
- Picture Mode** – Event fires when the picture mode is changed
- Quick Auto Search** – Event fires when the QAS status is changed
- Projector Position** – Event fires when the projector position setting is changed

Variables

The below variables return the current value/state of the variable in question

This can be useful for conditional logic

- Lamp Hours for 2 bulbs
- Volume level
- Quick Auto Search
- Project Position
- Lamp Mode
- Blank
- High Altitude
- Picture Mode
- Color Temperature
- Freeze
- Aspect
- 3D Sync
- Contrast
- Brightness
- Sharpness
- Current Source
- Power State
- Mute State