Installation and Setup Guide
020-102024-02

Spyder X80

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Preventative maintenance is an important part of the continued and proper operation of your product. Failure to perform maintenance as required, and in accordance with the maintenance schedule specified by Christie, will void the warranty.

REGULATORY

The product has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the product is operated in a commercial environment. The product generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of the product in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at the user's own expense.

CAN ICES-3 (A) / NMB-3 (A)

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Content

Product overview

Spyder is a versatile video processing system that blends, windows, and scales a wide array of video signals.

The Spyder architecture allows multiple displays to be combined to generate a resolution exceeding what a single display can handle. Use Spyder to drive multiple displays to achieve greater brightness, image quality, and resolution than previously possible.

Spyder systems are generally composed of the following base components:

- **Spyder**—The hardware-based video processor core of the system. Adding additional Spyder boxes expands the system and allows more video inputs and windows to be managed.
- **Spyder Studio**—Used to configure the Spyder system and provides online and offline editing capabilities for creating configurations.

  Spyder Studio hosts a virtual version of the Spyder server allowing users to work within the software as though connected to the system. It provides synchronization options for the user to take a copy of the system data offline, or to push their offline work to the server hardware.
- **External control systems**—Use external control protocols to develop customized control systems and user interfaces. These control systems are generally found in installations where Spyder is only one of several disparate systems combined to form a larger system. Typical applications include systems such as Montage II, AMX, or Crestron.

Important safeguards

To prevent personal injury and to protect the device from damage, read and follow these safety precautions.

General safety precautions

To prevent personal injury and to protect the device from damage, read and follow these safety precautions.

Warning! If not avoided, the following could result in death or serious injury.

- SHOCK HAZARD! Disconnect the product from AC before installing, moving, servicing, cleaning, removing components, or opening any enclosure.
- A minimum of two people or appropriately rated lift equipment is required to safely lift, install, or move the product.
- Motors and fans may start without warning.

Power precautions

Ensure all power precautions are understood before installing the product.

Warning! If not avoided, the following could result in death or serious injury.

- FIRE AND SHOCK HAZARD! Do not operate the system unless certified power connections, providing the recommended voltage, are used.
- FIRE AND SHOCK HAZARD! Do not attempt operation unless the power cord, power socket, and power plug meet the appropriate local rating standards.

Caution! If not avoided, the following could result in minor or moderate injury.

- SHOCK HAZARD! Only use the AC power cord provided with the product or recommended by Christie.
- TRIP OR FIRE HAZARD! Position all cables where they cannot contact hot surfaces, be pulled, be tripped over, or damaged by persons walking on or objects rolling over the cables.
- FIRE HAZARD! Do not use a power cord, harness, or cable that appears damaged.
- FIRE OR SHOCK HAZARD! Do not overload power outlets and extension cords.
- SHOCK HAZARD! The AC power cord must be inserted into an outlet with grounding.
- SHOCK HAZARD! Do not attempt operation if the AC supply is not within the specified voltage and current, as specified on the license label.

Required tools

Make sure the following tools are available during the installation.

- Torque driver
- M6 screwdriver

Product documentation

For installation, setup, and user information, see the product documentation available on the Christie Digital Systems USA Inc. website. Read all instructions before using or servicing this product.

1. Access the documentation from the Christie website:

   - Go to this URL: *http://bit.ly/2GTBKgx*.

   - Scan the QR code using a QR code reader app on a smartphone or tablet.
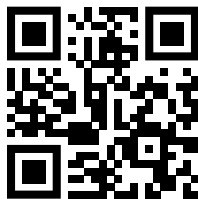
2. On the product page, select the model and switch to the **Downloads** tab.

Related documentation

Additional information on Spyder is available in the following documents:

- *Christie Spyder Studio User Guide (P/N: 020-102205-XX)*
- *Christie Spyder Serial Commands Technical Reference (P/N: 020-102207-XX)*

Spyder X80 interface and ports

Learn about the interface and physical ports on the Spyder.

Front panel components

Identify the components on the front of the Spyder.
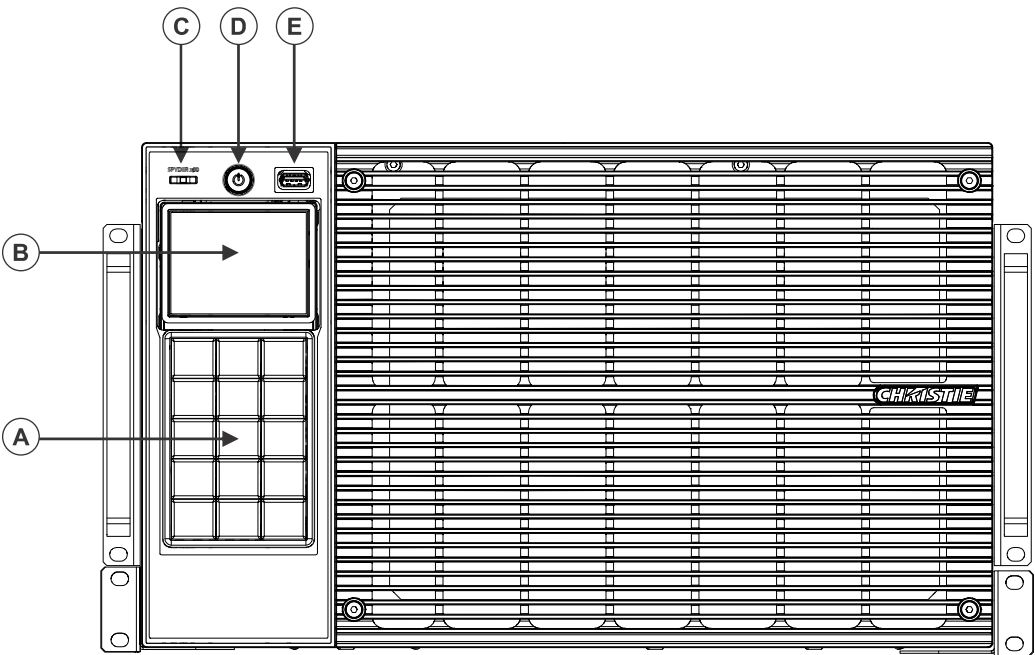
A	Front panel menu navigation buttons
B	LCD display
C	LED status light
D	Power button
E	USB port

Rear ports

Identify the ports on the back of the Spyder.

Input ports

Connect video sources to the Spyder through the input ports.
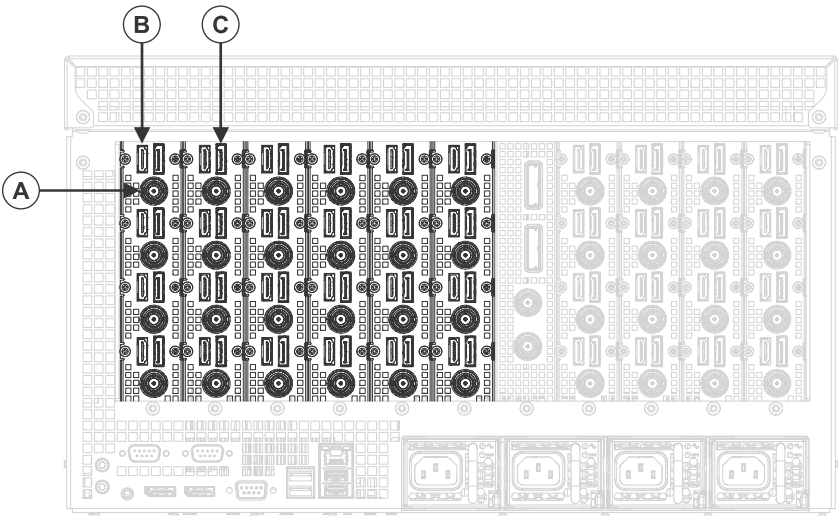
A	BNC connectors for SDI (x24)
B	HDMI (x24)
C	DisplayPort (x24)

Control card

Connect multiple Spyder devices together through the control card ports, and control all devices from the primary Spyder.
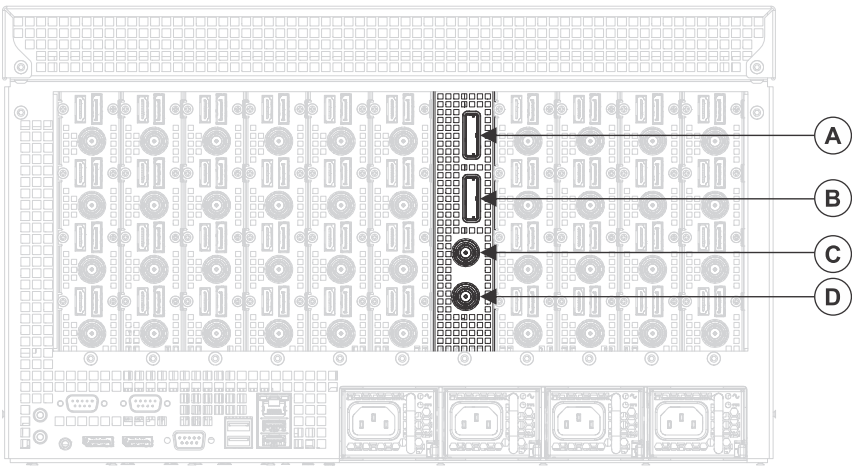
A	PCI express OUT

B	PCI express IN
C	BNC for Genlock
D	BNC loop out

Output ports

Connect the Spyder to the displays through the output ports.
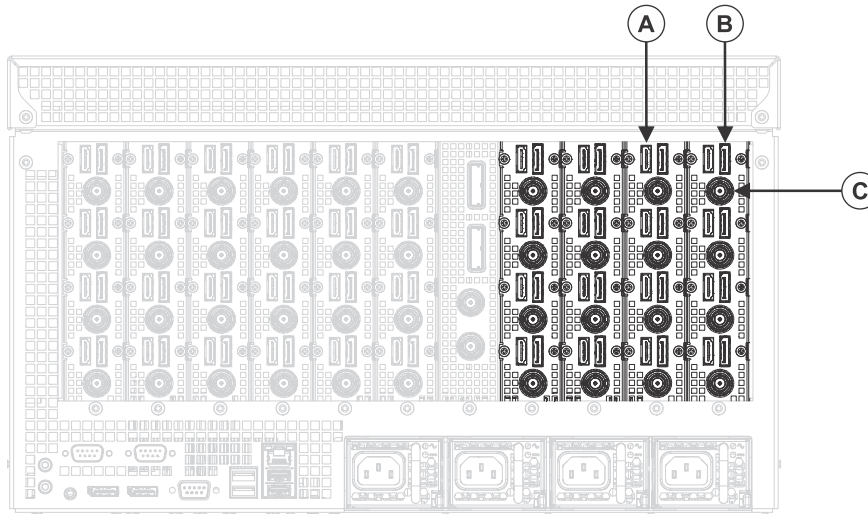
A	HDMI ports (x16)
B	DisplayPorts (x16)
C	BNC connectors for SDI (x16)

Installing the Spyder X80

Use the following instructions to install and configure the Spyder X80.

Mounting the Spyder X80 in a rack

The Spyder X80 must be mounted in a clean and dry environment. Provide space at the front and rear of the system for ventilation.

1. Attach the L brackets onto the rack using the screws supplied with the rack.
2. Set the Spyder X80 onto the brackets, and slide the device back into the rack.
3. Secure the Spyder X80 to the rack using the screws supplied with the rack.

Connecting the power

Supply power to the Spyder in the rack.

If the Spyder is not being installed in a rack, plug one end of the power cord into the AC receptacle on the device and plug the other end of the power cord into a grounded AC outlet.

1. For each of the four power receptacles on the Spyder, attach a power cable.

   Two of the power receptacles are used to provide power to the Spyder, and the other two receptacles provide redundancy.
2. Plug the other end of the power cords into grounded AC outlets.

Connecting video sources and displays

All source connections are made to the input panel, located at the back of the Spyder. Each projector or display is connected through the output panel.

1. Connect your video sources to the Input ports.
2. Connect the projectors or displays to the Output ports.

Related information

Spyder X80 interface and ports (on page 7)

Connecting the Spyder X80 to the network

Use a CAT5 Ethernet cable to connect the Spyder X80 to the network.

1. Connect a standard CAT5 Ethernet cable between the controller (or Ethernet hub) and the Spyder X80.
2. Review the front panel display, and verify an IP address is displayed.

   If the IP address 0.0.0.0 is displayed, a DHCP server cannot be found and an IP address must be manually set for the Spyder X80.

Related information

Changing the IP address of the Spyder X80 (on page 11)

Changing the IP address of the Spyder X80

If there is no DHCP server available on the network, manually assign an IP address to the Spyder X80.

1. On the front panel of the Spyder X80, press **Network**.
2. With the Type row selected, press **Enter** to change the type to **Static**.
3. Using the arrows, select **IP address** and press **Enter**.
4. Using the keypad, clear any IP address that may be displayed in the field and type the IP address of the Spyder X80.
5. Press **OK**.
6. Change the Subnet and Gateway settings as necessary.

Configuring Spyder Studio

Use the Spyder Studio software to connect to a Spyder, configure the canvas size and pixelspace, and design the configuration.

Installing the Spyder Studio software

Install the Spyder Studio software on a computer with a resolution of 1920 x 1080 or greater.

Supported operating systems:

- Windows 7 SP1 or newer

Do not use MAC or PC emulators such as VMWare and Microsoft Virtual PC to run Spyder Studio.

Hardware requirements:

- 1 GHz or faster 32-bit (x86) or 64-bit (x64) processor
- 1 GB RAM (32-bit) or 2 GB RAM (64-bit)
- 16 GB available hard disk space (32-bit) or 20 GB (64-bit)

Christie recommends closing all programs before installing the Spyder Studio software.

1. Download Spyder Studio from the Christie website (*www.christiedigital.com*).
2. Double-click **Spyder Studio <version> Setup.exe**.
3. Install any prerequisite programs and follow the Spyder Studio installation wizard.

   Although the application does not require that it be installed on any particular disk drive, the data path for the application has been hard coded to `C:\SPYDER`. All users must have full control (read and write access) to the installation directory and to `C:\SPYDER`.

Configuring the network connection

To ensure network performance and consistent communication between Spyder and Spyder Studio clients, configure the network connection with these recommendations.

- Spyder communicates to its clients over broadcast traffic. This traffic can be intensive to an already active network. Christie recommends that Spyder and all Spyder Studio clients be installed on a closed network. Place any unnecessary devices that also generate large amounts of network traffic on a separate network.

- Christie does not recommend using complex routers and managed switching equipment in the network as it may cause communication interruptions if they are not configured properly, resulting in loss of communication with Spyder. If the connection between Spyder and its client(s) are interrupted, the communication socket can to break. This causes a temporary loss of communication until the socket is restored with restarting the client application.

- On computers running Spyder Studio, avoid configuring a network card with multiple IP addresses and enabling secondary wired/wireless Ethernet connections.

Network cards on client computers must be configured with an IP address in a specific range.

1. Change the Internet Protocol (TCP/IP) properties to have the computer running Spyder Studio on the same subnet as the Spyder hardware.

2. If Spyder Studio is open, for the settings to be applied, restart the software.

Connecting Spyder Studio to the Spyder hardware

The computer running Spyder Studio must be connected to the Spyder before a configuration can be displayed and live changes can be made.

1. Open Spyder Studio.

2. Select **Server** > **Connection Manager**.

   The server connection manager displays all individual Spyder frames or primary frames available on the network. Spyder frames configured as expansion frames do not appear in the Server Connection dialog.

3. In the Current Connection area, select the Spyder from the list, and click **Connect**.

   The Spyder Studio version on the client computer must have the same the firmware version of the Spyder frame before a connection is allowed. If the software versions do not match, the Connect button text changes to Update Now and the firmware must be updated.

Adding a router

To have access to more sources than can connect directly to Spyder, add a router to the configuration.

1. Select **Tools** > **Routers** > **Add New Router**.
   Alternatively, select a source and in the Router area of the properties, click **Add**.

2. Type a name for the router.

3. Select the number of inputs and outputs available on the router.

4. Select the type of router.
   If the router is not listed, contact Christie Technical Support.

5. For Spyder X20 frames, in the Patch To list select the router protocol.

6. Select the type of connection between the router and Spyder.
   Analog is only valid for Spyder X20 frames.

7. Click **OK**.

Configuring a router

For increased redundancy, configure multiple Spyder systems to share the same physical routing switcher.

The router patch definition on each Spyder system distinguishes the physical router outputs that correlate to the Spyder frame inputs.

1. Select **Tools** > **Routers** and select the router.
2. Type a name for the router.
3. Select the type of router.

   If the router is not listed, contact Christie Technical Support.
4. Select the number of inputs and outputs available on the router.
5. Select the type of connection between the router and Spyder.
6. If the router is an IP router, type the IP address of the router.
7. If the router is a serial router, select the serial port controlling the router.
8. To test the connection to the router, click **Query Now**.

Creating a new Spyder configuration

Create a new project file for each show.

For additional configuration options, refer to *Christie Spyder Studio User Guide (P/N: 020-102205-XX)*.

1. Select **File** > **New**.
2. In the Welcome Screen, select the type of configuration to start with.

   • **Start with new empty configuration**—Build a new configuration.

   • **Load current configuration**—Create a new configuration file using the settings from the last project loaded into Spyder Studio.
3. Add the Spyder frames to be used in the configuration.

   Select the model of each Spyder frame and the IP address of the frame in the order it will appear in the expansion chain.
4. Select the frame rate and mode for the Spyder system.

   To create a 3D configuration, select **Stereoscopic** mode.
5. Select the pixel depth model.
6. To include a Preview area in the configuration, click **Preview Disabled**.

   The button changes to Preview Enabled.
7. Click **Next**.
8. Define the canvas for each frame in the configuration.

   a) Set the width and height of the canvas space.

   b) Identify the starting position of the canvas.
9. Click **Next**.
10. Add pixelspaces to the canvas.

    a) To add a pixelspace, right-click within the grid and select **Add Pixelspace**.

    b) Select the new pixelspace and adjust the size with the pixelspace boundary handles or by specifying the width and height in pixels in the top toolbar.

    c) Click and drag the pixelspace to the correct position on the grid.

       The location can also be specified by entering the X and Y position of the pixelspace in the top toolbar.

    d) To rename the pixelspace, in the pixelspace properties pane type a new name and press **Tab**.

    e) To remove a pixelspace, right-click the pixelspace and select **Remove**.

11. Click **Next**.

12. Select an output and drag it onto the pixelspace.

13. To configure the output, select it on the canvas and in the Properties pane adjust the output settings.

14. Click **Next**.

15. Select which data types within the configuration to keep and remove from the new configuration.

16. Add a router to the configuration.

    Routers can also be added after the configuration has been created.

17. Click **Next**.

18. Apply the configuration.

    • If the computer is connected to Spyder, select **Apply to Spyder hardware now**.

    • If the computer is not connected to Spyder, select **Apply to local PC now (Virtual Mode)**.

19. In the confirmation dialog, click **OK and Close**.

    Updates to Spyder the may cause devices in the expansion chain to restart.

Saving a project file to the computer

When creating or updating a project while disconnected from Spyder, save the project file on the computer.

1. Select **File** > **Backup**.

2. Navigate to the location where the file will be saved.

3. Type a name for the project file.

4. Click **Save**.

    Spyder Studio projects are saved with a `.vap` extension.

5. Select whether the still images in the configuration should be included.

    Including still images in the backup may significantly increase the size of the file.

Specifications

Learn about the product specifications. Due to continuing research, specifications are subject to change without notice.

Physical specifications

Learn the physical specifications for the Spyder.

Description	Details
Dimensions (W x H x D)	441 mm x 261 mm x 598 mm (17.36 in x 10.28 in x 23.54 in)
Weight	36.17 kg (79.75 lbs)

Power requirements

Learn the power requirements for the Spyder.

Description	Details
Input voltage	90-264 V~, 50-60 Hz, 14A, 75 watts Maximum power draw: 1680 watts

Environment requirements

Learn about the environment requirements for the product during operation and while the product is off.

Operating environment

Description	Details
Temperature	5 to 40°C (41°F to 104°F)
Humidity	10% to 80%, non-condensing
Altitude	-60 to 10 000 m (-197 to 32 810 ft)

Non-operating environment

Description	Details
Temperature	-40 to 70°C (-40°F to 158°F)

Description	Details
Humidity	

Regulatory

This product conforms to the latest regulations and standards related to product safety, environmental requirements and electromagnetic compatibility (EMC).

Safety

- CAN/CSA C22.2 No. 60950-1
- ANSI/UL 60950-1 - Information Technology Equipment – Safety – Part 1: General Requirements
- IEC 60950-1 IEC/EN 60950-1 - Information Technology Equipment – Safety – Part 1: General Requirements
- EN 60950-1
- IEC 62471-1 - Photobiological safety of lamps and lamp systems

Electro-magnetic compatibility

Emissions

- FCC CFR47, Part 15, Subpart B, Class A - Unintentional Radiators
- CAN ICES-003 (A)/NMB-003 (A) - Information Technology Equipment (Including Digital Apparatus) - Limits and Methods of Measurement
- CISPR 32/EN 55032, Class A
- IEC 61000-3-2/EN61000-3-2: Limits for Harmonic Current Emissions

Immunity

- IEC 61000-3-3/EN61000-3-3
- IEC/EN61000
- IEC 61000-4-2/EN61000-4-2
- IEC 61000-4-3/EN61000-4-3
- IEC 61000-4-4/EN61000-4-4
- IEC 61000-4-5/EN61000-4-5
- IEC 61000-4-6/EN61000-4-6
- IEC 61000-4-8/EN61000-4-8
- IEC 61000-4-11/EN61000-4-11

Environmental

EU Directive (2011/65/EU) on the restriction of the uses of certain hazardous substances (RoHS) in electrical and electronic equipment and the applicable official amendment(s).

EU Regulation (EC) No. 1907/2006 on the registration, evaluation, authorization and restriction of chemicals (REACH) and the applicable official amendment(s).

EU Directive (2012/19/EU) on waste and electrical and electronic equipment (WEEE) and the applicable official amendment(s).

China Ministry of Information Industry (along with 7 other Government Agencies) Order No.32 (01/2016) on the control of pollution caused by electronic information products, hazardous substances concentration limits (GB/T 26572 - 2011), and the applicable product marking requirement (SJ/T 11364 - 2014).

Glossary

1080p

1080p is the Advanced Television Systems Committee (ATSC) high definition 1920 x 1080 progressive scan video format in which a complete frame of video is delivered at either 60 or 24 frames per second.

4K

A display specification that is capable of displaying 4096 x 2160 resolution, or approximately 8.85 million pixels.

Active stereoscopic display

Powered glasses that present the image intended for the left eye while blocking the view of the right eye, then presenting the right eye image while blocking the left eye. This cycle is repeated rapidly, so that the two images combine into a single 3D image.

Aspect ratio

The ratio of the width of an image to its height, such as the 4:3 aspect ratio common in video output. Can also be expressed as a decimal number, such as 1.77, 1.85 or 2.39. The larger the ratio or decimal, the wider and less square the image.

Brightness (perceived)

The human eye responds to low light levels by enlarging the pupil, allowing more light to enter the eye. This response results in a difference between measured and perceived light levels. The brightness of a projection system can be precisely measured with a light meter; however, the human eye has a logarithmic response to light. A lamp that is dimmed to 10% of its maximum measured light output is perceived as being dimmed to only 32%. Likewise, a lamp dimmed to 1% is perceived to be at 10%.

Color temperature

The coloration (reddish, white, bluish, greenish, and so on.) of white in an image, measured using the *Kelvin* (on page 20) (degrees K) temperature scale.

Contrast (ratio)

The degree of difference between the lightest and darkest areas of the image.

DisplayPort

A digital display interface primarily used to connect a video source to a display device such as a computer monitor, though it can also be used to transmit audio, USB, and other forms of data. DisplayPort can be used to transmit audio and video simultaneously.

DVI

Digital visual interface. A standard that defines the interface between digital devices such as projectors, flat screens and personal computers. For devices that support DVI, a digital-to-digital connection can be made to eliminate the conversion to analog and deliver an image.

DVI can also carry an analog signal and comes as DVI-I (integrated—analog and digital), DVI-D (digital only) and DVI-A (analog only).

E-EDID

Enhanced extended display identification standard. Enables properties (such as resolution) of a display device to be detected by the display card in a controlling device such as a PC. The PC, in turn, can then output in a matching format to fill the display.

Gamma

The relationship between input video voltage and output brightness, which determines how mid-tones appear.

HDCP

High-bandwidth digital content protection. Prevents copying of digital audio and video content as it travels across connections.

Input

A physical connection route for a source signal.

Input signal

Signal sent from a source device to the projector or display.

Kelvin

A temperature measurement scale where 0° Kelvin (0°K) is equal to absolute zero, the temperature at which all molecular movement ceases. One degree of Kelvin is equal to one degree of Celsius. The color temperature of large image devices is measured in Kelvin.

Keyframe

Visual attributes applied to a layer such as size, position, borders, shadows, or clone modes.

Passive stereoscopic display

Two images are projected superimposed onto the same screen through polarizing filters or presented on a display with polarized filters. The viewer wears glasses which also contain a pair of opposite polarizing filters. As each filter only passes light which is similarly polarized and blocks the opposite polarized light, each eye only sees one of the images.

Pixel

The smallest discernible element of data from a computer-generated image.

Pixelspace

A clipping rectangle defining an area of the screen.

Preset

A set of layers and treatments to be displayed within a pixelspace.

Output

A physical connection route for sending a signal to a projector or display.

Layer

A single input, displaying either a live video input or a still image.

Resolution

The maximum number of pixels that can be displayed horizontally and vertically.

Source

The device, such as a computer or DVD player, connected to the Spyder for display.

Stereoscopic

The creation of a 3D or stereoscopic display is based on the principle that a person's eyes see two different viewpoints. These two distinct viewpoints are then projected onto a screen so that each eye sees the proper perspective; the left eye sees only the left-eye viewpoint, and the right eye sees only the right-eye viewpoint. The brain then reads both viewpoints simultaneously to produce a single image with the depth necessary to make it appear three dimensional.

There are two ways to present 3D content, *active stereoscopic* (on page 19) or *passive stereoscopic* (on page 20) displays.

Corporate offices

Christie Digital Systems USA, Inc.
Cypress
ph: 714 236 8610

Christie Digital Systems Canada Inc.
Kitchener
ph: 519 744 8005

Worldwide offices

Australia
ph: +61 (0) 7 3624 4888

Brazil
ph: +55 (11) 2548 4753

China (Beijing)
ph: +86 10 6561 0240

China (Shanghai)
ph: +86 21 6278 7708

France
ph: +33 (0) 1 41 21 44 04

Germany
ph: +49 2161 664540

India
ph: +91 (080) 6708 9999

Japan (Tokyo)
ph: 81 3 3599 7481

Korea (Seoul)
ph: +82 2 702 1601

Mexico
ph: +52 55 4744 1790

Republic of South Africa
ph: +27 (0)11 510 0094

Russian Federation
and Eastern Europe
ph: +36 (0) 1 47 48 100

Singapore
ph: +65 6877 8737

Spain
ph: +34 91 633 9990

United Arab Emirates
ph: +971 4 3206688

United Kingdom
ph: +44 (0) 118 977 8000

United States (Arizona)
ph: 602 943 5700

United States (New York)
ph: 646 779 2014

Independant sales consultant offices

Italy
ph: +39 (0) 2 9902 1161

For the most current technical documentation, visit www.christiedigital.com.