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EIKI MULTIMEDIA PROJECTOR

MODEL LC-XB29N

Network Supported

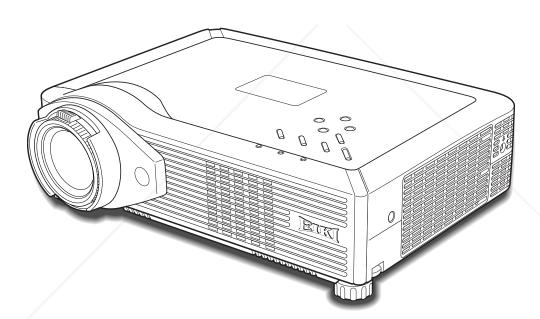
- Wireless LAN (optionally available) IEEE802.11b/g
- Wired LAN
- 100-Base-TX/10-Base-T

<u>Memory Viewer</u>

USB Memory Viewer (optionally available) Compatible with a dedicated USB memory

*Refer to the owner's manuals below for details about network and memory viewer function.

- Network Set-up and Operation
- Owner's Manual USB Memory This manual is provided with optionally supplied USB memory (Model: WL-10).



OWNER'S MANUAL

PJLink[™]



SCOUNT-Merchant.com (800) 281-8860 THE TRUSTED SOURCE FOR PROJECTOR LAMPS AND ACCESSORIES

Features and Design

This Multimedia Projector is designed with the most advanced technology for portability, durability, and ease of use. This projector utilizes built-in multimedia features, a palette of 16.77 million colors, and matrix liquid crystal display (LCD) technology.

Compact Design

This projector is designed compact in size and weight. It is easy to carry and installed anywhere you wish to use.

Compatibility

The projector widely accepts various video and computer input signals including; Computers, 6 Color systems (PAL, SECAM, NTSC, NTSC4.43, PAL-M, PAL-N), Component video, S-video and RGB scart.

• Simple Computer System Setting

The projector has the Multi-scan system to conform to almost all computer output signals quickly (p.30). Up to UXGA resolution can be accepted.

• Useful Functions for Presentations

- The digital zoom function allows you to focus on the crucial information during a presentation (p.37).
- Blackboards* can be used as a projection screen. *The board color is limited to Green (pp.34, 41).

Power Management

The Power management function reduces power consumption and maintains the lamp life (p.50).

Lamp Control

Brightness of the projection lamp can be selected (p.51).

Logo Function

Multilanguage Menu Display

Operation menu is available in 16 languages; English, German, French, Italian, Spanish, Portuguese, Dutch, Swedish, Finnish, Polish, Hungarian, Romanian, Russian, Chinese, Korean, and Japanese (p.45).

Security Function

The Security function helps you to ensure security of the projector. With the Key lock function, you can lock the operation on the top control or remote control (p.52). PIN code lock functions prevents unauthorized use of the projector (pp.21, 52–53).

Helpful Maintenance Functions

Lamp and filter maintenance functions provide for better and proper maintenance of the projector.

LAN Network Function

This projector is loaded with Wired and Wireless LAN* network function. You can project an image on a computer via the network. You can also operate and manage the projector via the network. For details, refer to the owner's manual "Network Set-up and Operation" supplied with this projector.

* Dedicated USB Wireless LAN adapter for Wireless operation is optionally available (Model : WL-30)

Memory Viewer Function (Optional Function)

Insert the dedicated USB memory (optionally supplied: Model WL-10) into the projector to project images or presentation data stored within. You do not have to carry computers or other equipment for a presentation

*For details, refer to the owner's manual provided with optionally supplied USB memory.

The Logo Dub-Cionaliows you to customize the screen logo (pp.47-48). You can capture an image for the screen logo and use it for the starting-up display or between presentations.

THE TRUSTED SOURCE FOR PROJECTOR LAMPS AND ACCESSORIES

✓Notes:

- The On-Screen Menu and figures in this manual may differ slightly from the product.
- The contents of this manual are subject to change without notice.

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THE TRUSTED SOURCE FOR P	ROI I	CTOR LAMPS AND ACCESSO	RIES

Trademarks

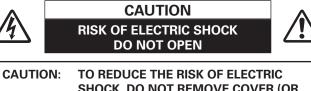
Each name of corporations or products in this book is either a registered trademark or a trademark of its respective corporation.

Before installing and operating this projector, read this manual thoroughly.

This projector provides many convenient features and functions. Operating the projector properly enables you to manage those features and maintains it in good condition for many years to come.

Improper operation may result in not only shortening the product-life, but also malfunctions, fire hazard, or other accidents.

If your projector seems to operate improperly, read this manual again, check operations and cable connections and try the solutions in the "Troubleshooting" section in the back of this booklet. If the problem still persists, contact the dealer where you purchased the projector or the service center.



SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE EXCEPT LAMP REPLACEMENT. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.



THIS SYMBOL INDICATES THAT DANGEROUS VOLTAGE CONSTITUTING A RISK OF ELECTRIC SHOCK IS PRESENT WITHIN THIS UNIT. THIS SYMBOL INDICATES THAT THERE ARE

IMPORTANT OPERATING AND MAINTENANCE INSTRUCTIONS IN THE OWNER'S MANUAL WITH THIS UNIT.

NOTE: This symbol and recycle system are applied only to EU countries and not applied to the countries in the other area of the world.



Your EIKI product is designed and manufactured with high quality materials and components which can be recycled and reused.

This symbol means that electrical and electronic equipment, at their end-oflife, should be disposed of separately from your household waste.

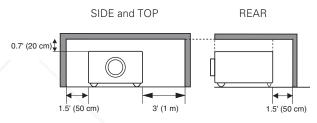
Please dispose of this equipment at your local community waste collection/recycling centre. In the European Union there are separate collection systems for used electrical and electronic products. Please help us to conserve the environment we live in!

READ AND KEEP THIS OWNER'S MANUAL FOR LATER USE.

	Ν	Safety	Precautio	n
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WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

- This projector produces intense light from the projection lens. Do not stare directly into the lens, otherwise eye damage could result. Be especially careful that children do not stare directly into the beam.
- Install the projector in a proper position. Otherwise it may result in fire hazard.
- Allowing the proper amount of space on the top, sides, and rear of the projector cabinet is critical for proper air circulation and cooling of the unit. The dimension shown here indicate the minimum space required. If the projector is to be built into a compartment or similarly enclosed, these minimum distances must be maintained.



- Do not cover the ventilation slot on the projector. Heat build-up can reduce the service life of your projector, and can also be dangerous.
- If the projector is unused for an extended time, unplug the projector from the power outlet.



E

CAUTION ON HANGING FROM THE CEILING



When hanging the projector from the ceiling, clean air intake vents, filters, or top of the projector periodically with a vacuum cleaner. If you leave the projector unclean for a long time, the cooling fans can be clogged with dust, and it may cause a breakdown or a disaster.

DO NOT SET THE PROJECTOR IN GREASY, WET, OR SMOKY CONDITIONS SUCH AS IN A KITCHEN TO PREVENT A BREAKDOWN OR A DISASTER. IF THE PROJECTOR COMES IN CONTACT WITH OIL OR CHEMICALS, IT MAY BECOME DETERIORATED.

CAUTION

Not for use in a computer room as defined in the Standard for the Protection of Electronic Computer/Data Processing Equipment, ANSI/NFPA 75. SO RUES Ne peut être utilisé dans une salle d'ordinateurs telle que définie dans la norme ANSI/NFPA 75 Standard for Protection of Electronic Computer/Data Processing Equipment

Safety Instructions

All the safety and operating instructions should be read before the product is operated.

Read all of the instructions given here and retain them for later use. Unplug this projector from AC power supply before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.

Follow all warnings and instructions marked on the projector.

For added protection to the projector during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet. This will prevent damage due to lightning and power line surges.

Do not expose this unit to rain or use near water... for example, in a wet basement, near a swimming pool, etc...

Do not use attachments not recommended by the manufacturer as they may cause hazards.

Do not place this projector on an unstable cart, stand, or table. The projector may fall, causing serious injury to a child or adult, and serious damage to the projector. Use only with a cart or stand recommended by the manufacturer, or sold with the projector. Wall or shelf mounting should follow the manufacturer's instructions, and should use a mounting kit approved by the manufacturers.

An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn.



Slots and openings in the back and bottom of the cabinet are provided for ventilation, to ensure reliable operation of the equipment and to protect it from overheating.

The openings should never be covered with cloth or other materials, and the bottom opening should not be blocked by placing the projector on a bed, sofa, rug, or other milar surface. This projector should never be placed near over a radiator or heat register.

This projector should not be placed in a built-in installation such as a book case unless proper ventilation is provided.

Never push objects of any kind into this projector through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a fire or electric shock. Never spill liquid of any kind on the projector. Do not install the projector near the ventilation duct of airconditioning equipment.

This projector should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supplied, consult your authorized dealer or local power company.

Do not overload wall outlets and extension cords as this can result in fire or electric shock. Do not allow anything to rest on the power cord. Do not locate this projector where the cord may be damaged by persons walking on it.

Do not attempt to service this projector yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

Unplug this projector from wall outlet and refer servicing to qualified service personnel under the following conditions:

- a. When the power cord or plug is damaged or frayed.
- b. If liquid has been spilled into the projector.
- c. If the projector has been exposed to rain or water.
- d. If the projector does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions as improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the projector to normal operation.
- e. If the projector has been dropped or the cabinet has been damaged.
- f. When the projector exhibits a distinct change in performance-this indicates a need for service.

When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer that have the same characteristics as the original part. Unauthorized substitutions may result in fire, electric shock, or injury to persons.

Upon completion of any service or repairs to this projector, ask the service technician to perform routine safety checks to determine that the projector is in safe operating condition.



Air Circulation

Openings in the cabinet are provided for ventilation. To ensure reliable operation of the product and to protect it from overheating, these openings must not be blocked or covered.

Hot air is exhausted from the exhaust vent. When using or installing the projector, the following precautions should be taken.

- Do not put any flammable object or spray can near the projector, hot air is exhausted from the air vents.
- Keep the exhaust vent at least 3' (1 m) away from any objects.
- Do not touch a peripheral part of the exhaust vent, especially screws and metallic parts. These areas will become hot while the projector is being used.
- Do not put anything on the cabinet. Objects put on the cabinet will not only get damaged but also may cause fire hazard by heat.

Cooling fans are provided to cool down the projector. The fans' running speed is changed according to the temperature inside the projector.

Moving the Projector

When moving the projector, replace the lens cover and retract adjustable feet to prevent damage to the lens and cabinet.

When the projector is not in use for an extended period, put it into the supplied carrying case with the lens side up.



The carrying case (supplied) is intended for protection against dust and scratches on surface of the cabinet, and it is not designed to protect an appliance from external forces. Do not transport the projector by courier or any other transport service with this case, otherwise the projector can be damaged. When handling the projector, do not drop, bump, subject it to strong forces, or put other things on the cabinet.

CAUTION IN CARRYING OR TRANSPORTING THE PROJECTOR

- Do not drop or bump the projector, otherwise damages or malfunctions may result.
- -When carrying the projector, use a suitable carrying case.
- -Do not transport the projector by courier or any other transport service in an unsuitable transport case. This may cause damage to the projector. For information about transporting the projector by courier or any other transport service, consult your dealer.
- -Do not put the projector in a case before the projector is cooled enough.

Exhaust Vent (Hot air exhaust)

ixYou

.P.com

Air Intake Vent

nt

Exhaust Vent

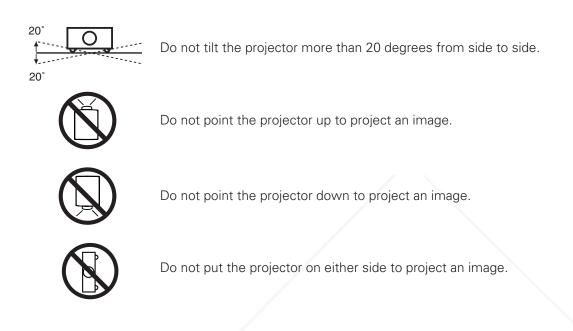
Air Intake Vent Ant. Com (800) 281-8860 FOR PROJECTOR LAMPS AND ACCESSORIES

Installing the Projector in Proper Directions

Use the projector properly in specified positions. Improper positioning may reduce the lamp life and result in severe accident or fire hazard.

Positioning Precautions

Avoid positioning the projector as described below when installing.





Federal Communications Commission Notice

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.
- Use of shielded cable is required to comply with class B limits in Subpart B of Part 15 of FCC Rules.

Do not make any changes or modifications to the equipment unless otherwise specified in the instructions. If such changes or modifications should be made, you could be required to stop operation of the equipment.

Model Number	: LC-XB29N
Trade Name	: EIKI
Responsible party	: EIKI International, Inc.
Address	: 30251 Esperanza Rancho Santa Margarita CA 92688-2132
Telephone No.	: 800-242-3454 (949-457-0200)

AC Power Cord Requirement

The AC Power Cord supplied with this projector meets the requirement for use in the country you purchased it.

AC Power Cord for the United States and Canada:

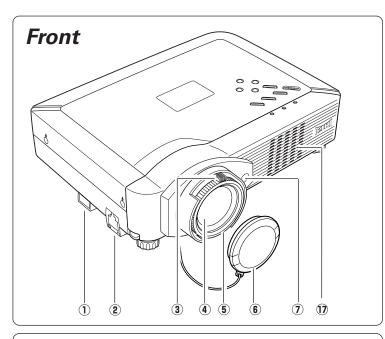
AC Power Cord used in the United States and Canada is listed by the Underwriters Laboratories (UL) and certified by the Canadian Standard Association (CSA).

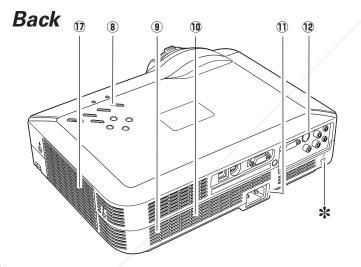
AC Power Cord has a grounding-type AC line plug. This is a safety feature to be sure that the plug will fit into the power outlet. Do not try to defeat this safety feature. Should you be unable to insert the plug into the outlet, contact your electrician.

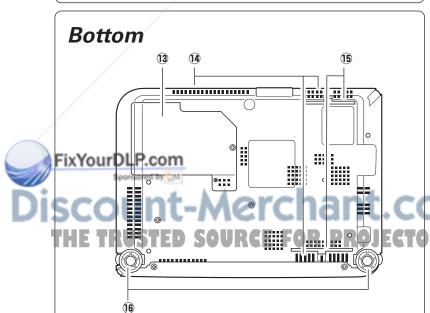


THE SOCKET-OUTLET SHOULD BE INSTALLED NEAR THE EQUIPMENT AND EASILY ACCESSIBLE.









- 1 USB Terminal
- **2** LAN Connection Terminal
- **3** Zoom Lever
- **④** Projection Lens
- **5** Focus Ring
- (6) Lens Cover(See page 60 for attaching.)
- ⑦ Infrared Remote Receiver
- **(8)** Top Controls and Indicators
- (9) Speaker
- 10 Air Intake Vent
- ${f 0}$ Power Cord Connector
- 12 Terminals and Connectors
- **13** Lamp Cover
- (1) Air Intake Vents (back and bottom)
- 15 Filters
- 16 Adjustable Feet
- 1 Exhaust Vent

Hot air is exhausted from the exhaust vents. Do not put heat-sensitive objects near this side.

✓ Note:

MPS

(1) USB Terminal and (2) LAN Connection Terminal are for the Network function. Refer to the owner's manual "Network Set-up and Operation" and owner's manual of Memory viewer (optionally available).

* Kensington Security Slot

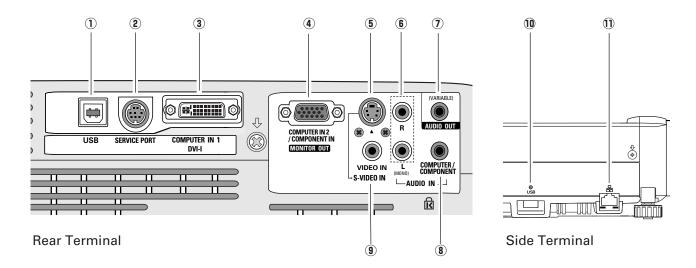
This slot is for a Kensington lock used to deter theft of the projector.

* Kensington is a registered trademark of ACCO Brands Corporation.

AND ACCESSORIES

281-8860

Rear Terminal / Side Terminal



(1) USB (Series B)

In order to operate the computer with the remote control and use the PAGE ▲▼ buttons on the remote control during a presentation, connect the USB port of the computer to the USB terminal with a USB cable. (pp.14, 17)

2 SERVICE PORT

This jack is used to service the projector.

③ COMPUTER IN 1 / DVI-I

Connect computer output (Digital / Analog DVI-I type) to this terminal. (p.17)

(4) COMPUTER IN 2 / COMPONENT IN / MONITOR OUT

This terminal is switchable and can be used for input from a computer, video equipment (Component or RGB Scart) or output to the other monitor. Optional cables are required when using this terminal as component input or RGB Scart 21-Pin Video input. (p.69)

Set the terminal up as either Computer input or Monitor output properly. (Used for Monitor out, this terminal outputs only incoming RGB analog signals from COMPUTER IN 1 / DVI-I terminal.)

$Fix^{(pp,17,19,49)}$

5 S-VIDEO IN

6 AUDIO IN

Connect the audio output from video equipment connected to (5) or (9) to this jack. (When the audio output is monaural, connect it to L (MONO) jack.) (p.18)

⑦ AUDIO OUT(VARIABLE)

Connect an external audio amplifier to this jack. (pp.17-19)

This terminal outputs sound from AUDIO IN terminal (6) or (8).

(8) COMPUTER/ COMPONENT AUDIO IN

Connect the audio output (stereo) from a computer or video equipment connected to (3) or (4) to this jack. (pp.17, 19)

(9) VIDEO IN

Connect the composite video output from video equipment to VIDEO jack. (p.18)

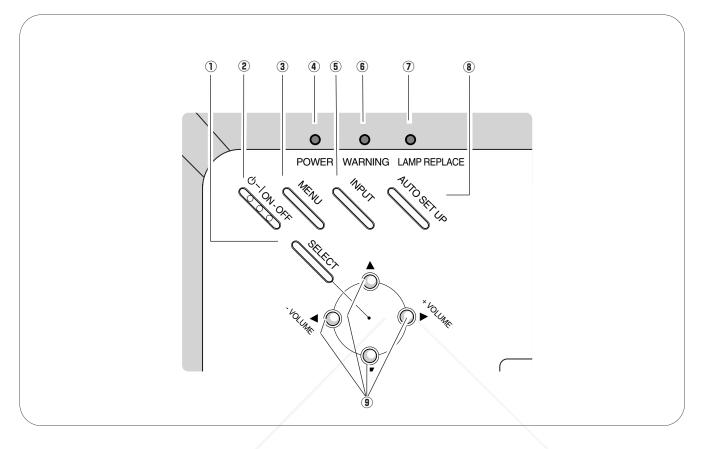
10 USB (Series A)

Connect supplied USB Wireless LAN Adapter or optionally supplied USB memory for Memory viewer operation. (Refer to the owner's manual supplied with optionally available USB memory.)

11 LAN connection

Connect the LAN cable. (Refer to the Owner's Connect the S-VIDEO output from video manual "Network Set-up and Operation".) equipment to this jack. (p.18) AMPS AND ACCESSORI THE TRUSTED SOURCE FOR PROJECTOR

Top Control



1) SELECT button

- Execute the selected item. (p.23)
- Expand or compress the image in Digital zoom mode. (p.37)

2 POWER ON-OFF button

Turn the projector on or off. (pp.21, 22)

③ MENU button

Open or close the On-Screen Menu. (p.23)

④ POWER indicator

Emit a red light until the projector gets ready to be turned on. It turns red when the projector is in the stand-by mode. It remains green while the projector is under operation. (pp.21, 22, 61)

5 INPUT button

6 WARNING indicator

Emit a red light when the projector detects abnormal condition. This also blinks red when the internal temperature of the projector exceeds the operating range. (pp.56, 61)

⑦ LAMP REPLACE indicator

Turn yellow when the life of the projection lamp draws to an end. (pp.58, 61)

8 AUTO SETUP button

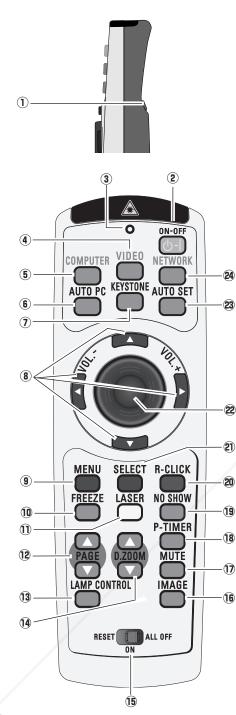
Correct vertical keystone distortion and adjust computer display parameters including Fine sync., Total dots and Picture position. (pp.26, 45)

9 POINT (▲▼◀►) buttons

- Select an item or adjust the value in the On-Screen Menu. (p.23)
- Pan the image in Digital zoom + mode. (p.37)

Select input source. (pp.28, 29, 38, 39) - Adjust the volume level. (Point ◄ > buttons) (p.25) - Adjust the volume level. (Point ◄ > buttons)

Remote Control



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Sponsored by DM

To ensure safe operation, please observe the following precautions:

- Do not bend, drop, or expose the remote control to moisture or heat.
- For cleaning, use a soft dry cloth. Do not apply benzene, thinner, splay, or any chemical material.

① L-CLICK button

Act as the left mouse button for wireless mouse operation. (p.14)

POWER ON-OFF button

Turn the projector on or off. (pp.21, 22)

③ SIGNAL EMISSION indicator Lights red while the laser beam is being emitted from the laser light window or a signal is being sent from the remote control to the projector.

4 VIDEO button

Select the VIDEO input source. (p.38)

5 COMPUTER button

Select the COMPUTER input source. (pp.28, 29, 39)

Automatically adjust the computer image to its optimum setting. (pp.27, 31, 45)

⑦ KEYSTONE button

6 AUTO PC button

Correct keystone distortion. (pp.26, 46)

(8) Point ▲▼ ◀► (VOLUME + / -) buttons

- Select an item or adjust the value in the On-Screen Menu. (p.23)

- Pan the image in the Digital zoom + mode. (p.37)
- Adjust the volume level. (Point **I** buttons) (p.25)

MENU button

Open or close the On-Screen Menu. (p.23)

10 FREEZE button

Freeze the picture on the screen. (p.27)

1 LASER button

- Operate the Laser pointer function. Laser beam is emitted while pressing this button within 1 minute. When using this laser pointer for more than 1 minute, release the LASER button and press it again. (p.13)
- Display the Pointer on the screen. (p.13)

12 PAGE ▲▼ buttons

Scroll back and forth the pages on the screen when giving a presentation. To use these buttons, connect the projector and your computer with a USB cable. (pp.10, 17)

13 LAMP CONTROL button

Select a lamp mode. (pp.27, 51)

I D.ZOOM ▲▼ buttons

Zoom in and out the images. (pp.27, 37)

15 RESET/ON/ALL-OFF switch

When using the remote control, set this switch to "ON." Set it to "ALL OFF" for power saving when it is not used. Slide this switch to "RESET" to initialize the remote control code or switch Spotlight and Pointer to the Laser pointer function. (pp.13, 14)

16 IMAGE button

Select the image mode. (pp.27, 34, 41)

17 MUTE button

Mute the sound. (p.25)

18 P-TIMER button

Operate the P-timer function. (p.27)

19 NO SHOW button

Temporarily turn off the image on the screen. (p.27)

20 R-CLICK button

Act as the right mouse button for wireless mouse operation. (p.14)

2 SELECT button

- Execute the selected item. (p.23)
- Expand or compress the image in Digital zoom mode. (p.37

PRESENTATION POINTER button

Move a pointer of the projector or a pointer for wireless mouse operation. (pp.13.14)

24 NETWORK button

Select the Network input or Memory viewer input. See owner's manual "Network Set-up and Operation" and owner's manual of Memory viewer (optionally available).

Laser Pointer Function

This remote control emits a laser beam from the laser light window. Press the LASER button to activate the laser pointer. The signal emission indicator lights red and the red laser beam is emitted. If the LASER button is pressed for more than one minute or if it is released, the laser light goes off.

The laser emitted is a Class II laser. Do not look into the laser light window or point the laser beam at yourself or other people. The following is the caution label for the laser beam.

CAUTION: Use of controls, adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure. Never look directly into the laser light window while a laser is emitted, otherwise eye damage may result.



Pointer Function

You can move the Spotlight or Pointer of the projector with the remote control to emphasize a part of the projected image.

- Press and hold the MENU and NO SHOW buttons for more than 10 seconds to activate the Pointer function. (The Laser pointer has switched to the Pointer function.)
- 2 Press the LASER button on the remote control pointing toward the projector. The Spotlight or Pointer is displayed on the screen with the LASER button lighting green. Then move the Spotlight or Pointer with the PRESENTATION POINTER button. If the LASER button does not light green and continues to emit a laser beam, try the abovementioned procedure until the LASER button lights green.
- **3** To clear the Spotlight or Pointer out the screen, press the LASER button pointing toward the projector and see if the LASER button lighting is turned off. To switch to the Laser pointer again, press and hold the NO SHOW and MENU buttons for more than 10 seconds or slide the RESET/ON/ALL-OFF switch to "RESET" and then to "ON".

When you reset the Pointer function, the remote control code will be reset, as well.

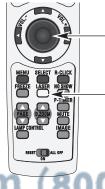
Pointer



PRESENTATION POINTER button

-MENU button -NO SHOW button

Press and hold the MENU and NO SHOW buttons for more than 10 seconds.



PRESENTATION POINTER

-LASER button

After the Laser pointer has switched to the Pointer, use the LASER button as the Pointer function ON-OFF switch. Press the LASER button pointing toward the projector and see if it lights oreen

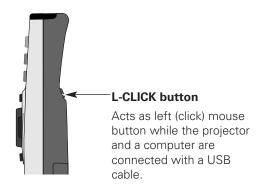
✔Note:

FixYourDLPlight

• You can choose the size of Spotlight (Large/Middle/Small) and the pattern of Pointer (Arrow/Finger/Dot) in the Setting Menu. See "Pointer" on page 51.

Wireless Mouse Operation

The remote control can be used as a wireless mouse for your computer. Before operating the wireless mouse, connect your computer and the projector with the supplied USB cable. See "Connecting to a Computer" on page 17. When the Pointer function is used, the wireless mouse is not available.





PRESENTATION POINTER button

Move the pointer on the screen with this button.

R-CLICK button

Acts as right (click) mouse button while the projector and a computer are connected with a USB cable.

Remote Control Code

The eight different remote control codes (Code 1–Code 8) are assigned to this projector. Switching the remote control codes prevents interference from other remote controls when several projectors or video equipment next to each other are operated at the same time. Change the remote control code for the projector first before changing that for the remote control. See "Remote control" in the Setting Menu on page 51.

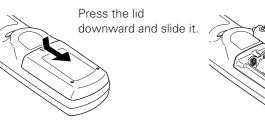
- Press and hold the MENU and IMAGE buttons for more than five seconds to switch between the codes. The code switches sequentially for one pressing the IMAGE button. See the list below.
- 2 To initialize the remote control code, slide the RESET/ ON/ALL-OFF switch to "RESET," and then to "ON." The initial code is set to Code 1.

While pressing the MENU button, press the IMAGE button number of times corresponding to the remote control code.



Remote Control Battery Installation

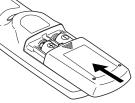
- *1* Open the battery compartment lid.
- Install new batteries into the compartment.
- *3* Replace the compartment lid.



Two AAA size batteries For correct polarity (+ and –), be sure battery terminals are in contact

with pins in compartment.

3



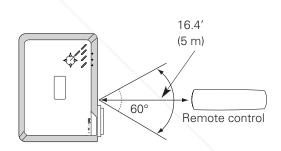
To insure safe operation, please observe the following precautions :

2

- Use two (2) AAA or LR03 type alkaline batteries.
- Always replace batteries in sets.
- Do not use a new battery with a used battery.
- Avoid contact with water or liquid.
- Do not expose the remote control to moisture or heat.
- Do not drop the remote control.
- If the battery has leaked on the remote control, carefully wipe the case clean and install new batteries.
- Risk of an explosion if battery is replaced by an incorrect type.
- Dispose of used batteries according to the instructions.

Remote Control Operating Range

Point the remote control toward the projector (Infrared Remote Receiver) when pressing the buttons. Maximum operating range for the remote control is about 16.4' (5 m) and 60 degrees in front of the projector.



Adjustable Feet

Projection angle can be adjusted up to 10.0 degrees with the adjustable feet.

Lift the front of the projector and pull the feet lock latches on both side of the projector upward.

Release the feet lock latches to lock the adjustable feet and **Former the adjustable f**eet to a proper height, and tilt.

Keystone distortion can be adjusted automatically with the Auto setup function or manually by using the remote control or the menu operation (see pages 26, 45, 46). THE TRUSTED SOURCE FOR PROJECTOR I

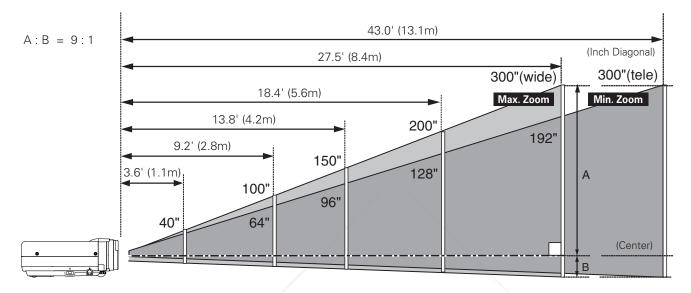


Positioning the Projector

For projector positioning, see the figures below. The projector should be set perpendicularly to the plane of the screen.

✓ Notes:

- The brightness in the room has a great influence on picture quality. It is recommended to limit ambient lighting in order to obtain the best image.
- All measurements are approximate and may vary from the actual sizes.



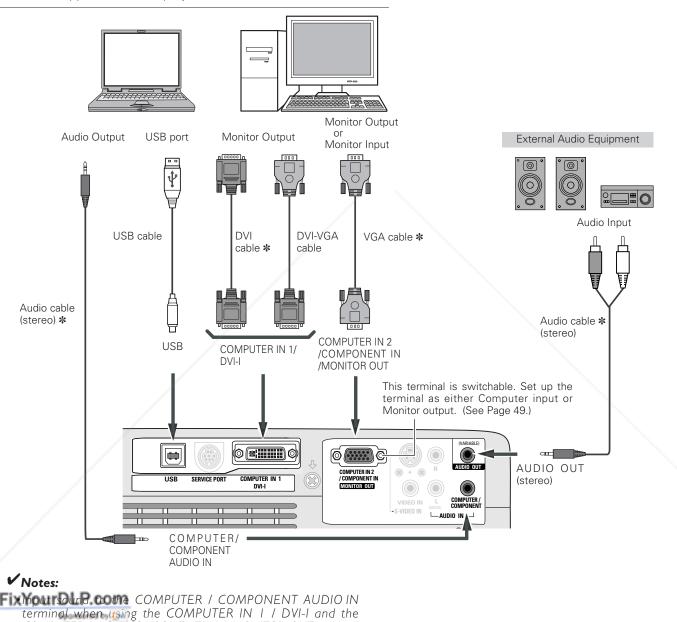
Screen Size (W x H) mm	40″	100″	150″	200″	300″
4 : 3 aspect ratio	813 x 610	2032 x 1524	3048 x 2286	4064 x 3048	6096 x 4572
Zoom (min)	5.6' (1.7m)	14.4' (4.4m)	21.6' (6.6m)	28.9' (8.8m)	43.0' (13.1m)
Zoom (max)	3.6' (1.1m)	9.2' (2.8m)	13.8' (4.2m)	18.4' (5.6m)	27.5' (8.4m)



Connecting to a Computer

Cables used for connection

- VGA Cable (Mini D-sub 15 pin) *
- DVI Cable *
- DVI-VGA Cable
- USB Cable
- Audio Cables *
- (* = Not supplied with this projector.)



COMPUTER IN 2 / COMPONENT IN / MONITOR OUT terminal as input. • When connecting the AUDIO OUT to external audio equipment, the projector's built-in speaker is disconnected. P. PROJECTOR LAMPS AND ACCESSORIES

- When the cable is of the longer variety, it is advisable to use the COMPUTER IN 1 / DVI-1 and not the COMPUTER IN 2 / COMPONENT IN / MONITOR OUT.
- USB cable connection is needed when operating the computer with the remote control or using the PAGE ▲▼ buttons on the remote control.

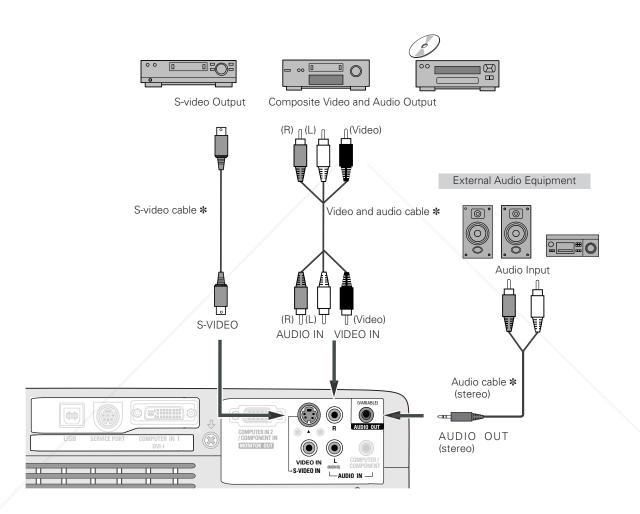


Unplug the power cords of both the projector and external equipment from the AC outlet before connecting cables.

Connecting to Video Equipment

Cables used for connection

- Video and Audio Cable (RCA x 3) *
- S-VIDEO Cable 🛠
- Audio Cable 🛠
- (* = Not supplied with this projector.)

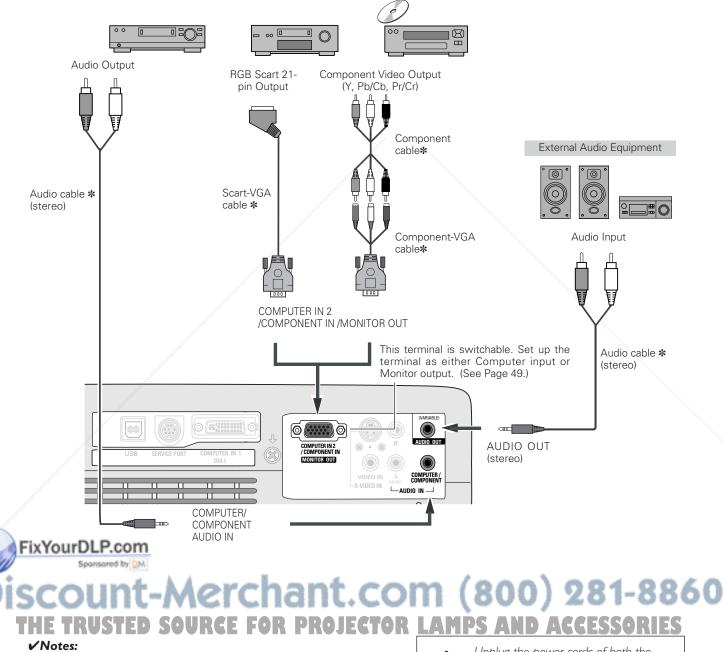




Connecting to Component Video Equipment

Cables used for connection

- Audio Cables *
- Scart-VGA Cable *
- Component Cable *
- Component-VGA Cable *
- (* = Not supplied with this projector.)



- When connecting the AUDIO OUT to external audio equipment, the projector's built-in speaker is disconnected.
- See page 69 for ordering optional cables.



Unplug the power cords of both the projector and external equipment from the AC outlet before connecting cables.

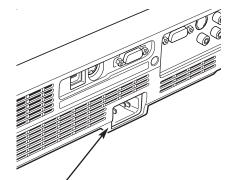
Connecting the AC Power Cord

This projector uses nominal input voltages of 100–120 V or 200–240 V AC and it automatically selects the correct input voltage. It is designed to work with single-phase power systems having a grounded neutral conductor. To reduce the risk of electrical shock, do not plug into any other type of power system.

If you are not sure of the type of power being supplied, consult your authorized dealer or service station. Connect the projector with all peripheral equipment before turning the projector on.

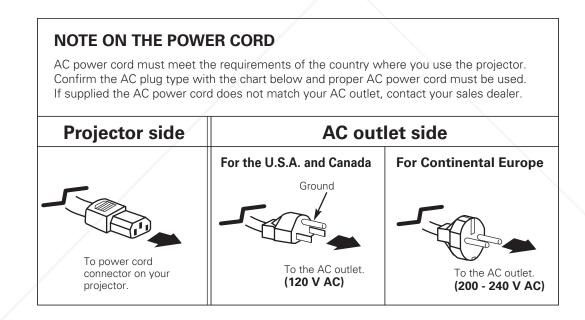


For safety, unplug the AC power cord when the projector is not in use. When the projector is connected to an outlet with the AC power cord, it is in stand-by mode and consumes a little electric power.



Connect the AC power cord (supplied) to the projector.

The AC outlet must be near this equipment and must be easily accessible.





Turning On the Projector

- 1 Complete peripheral connections (with a computer, VCR, etc.) before turning on the projector.
- 2 Connect the projector's AC power cord into an AC outlet. The POWER indicator lights red.
- **3** Press the POWER ON-OFF button on the top control or on the remote control. The POWER indicator lights green and the cooling fans start to operate. The preparation display appears on the screen and the count down starts.
- 4 After the countdown, the input source that was selected the last time and the lamp control status icon (see page 51) appear on the screen.

If the projector is locked with a PIN code, PIN code input dialog box will appear. Enter the PIN code as instructed below.

Enter a PIN code

Use the Point ▲▼ buttons to enter a number. Press the Point ▶ button to fix the number and move the red frame pointer to the next box. The number changes to "*." If you fixed an incorrect number, use the Point ◀ button to move the pointer to the number you want to correct, and then enter the correct number.

Repeat this step to complete entering a four-digit number.

After entering the four-digit number, move the pointer to "Set." Press the SELECT button so that you can start to operate the projector.

If you entered an incorrect PIN code, "PIN code" and the number (****) will turn red for a moment. Enter the correct PIN code all over again.

What is PIN code?

PIN (Personal Identification Number) code is a security code that allows the person who knows it to operate the projector. Setting a PIN code prevents unauthorized use of the projector.

A PIN code consists of a four-digit number. Refer to the PIN **code took function in** the Setting Menu on pages 52–53 for locking operation of the projector with your PIN code.



CAUTION ON HANDLING PIN CODE

If you forget your PIN code, the projector can no longer be started. Take a special care in setting a new PIN code; write down the number in a column on page 72 of this manual and keep it at hand. Should the PIN code be missing or forgotten, consult your dealer or service center.



The preparation display will disappear after 30 seconds.

Selected Input Source and Lamp Control

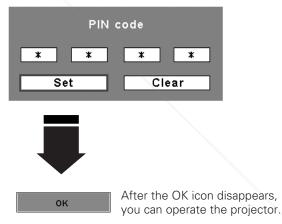


(See page 51 for Lamp control status.)

✓Note:

• The Filter warning and Lamp replacement icons may appear on the screen depending on the usage state of the projector.

PIN Code Input Dialog Box

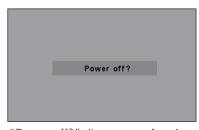


✓Notes:

- When the Logo select function is set to "Off," the logo will not be shown on the screen (p.47).
- When the "Countdown off" or "Off" is selected in the Display function, the countdown will not be shown on the screen (p.46).
- During the countdown period, all operations are invalid.
- If the correct PIN code number is not entered
- within three minutes after the PIN code dialog box appeared, the projector will be turned off
- The "1234" is set as the initial PIN code at the factory.
- When the Input Search function is set to "On2", the input signal will be searched automatically (p.49)

Turning Off the Projector

- Press the POWER ON-OFF button on the top control or on the remote control, and "Power off?" appears on the screen.
- Press the POWER ON-OFF button again to turn off the projector. The POWER indicator starts to blink red, and the cooling fans keep running. (You can select the level of fans' quietness and speed. See "Fan" on page 54.) At this time, you can unplug the AC power cord even if the fans are still running.
- **3** When the projector has cooled down enough, the POWER indicator stops blinking and you can turn on the projector. After it is cooled down completely, unplug the AC power cord.



"Power off?" disappears after 4 seconds.



TO MAINTAIN THE LIFE OF THE LAMP, ONCE YOU TURN THE PROJECTOR ON, WAIT AT LEAST FIVE MINUTES BEFORE TURNING IT OFF.

✓Notes:

- When the On start function is set to "On," the projector will be turned on automatically by connecting the AC power cord to an AC outlet (p.51).
- Do not operate the projector continuously without rest. Continuous use may result in shortening the lamp life. Turn off the projector and let stand for about an hour in every 24 hours.
- The running speed of cooling fans is changed according to the temperature inside the projector.
- Do not put the projector in a case before the projector is cooled enough.
- If the WARNING indicator blinks or lights red, see "Warning Indicators" on page 56.
- While the POWER indicator is blinking, the lamp is being cooled down and the projector cannot be turned on. Wait until the POWER indicator stops blinking to turn on the projector again.

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How to Operate the On-Screen Menu

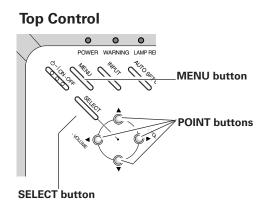
The projector can be adjusted or set via the On-Screen Menu. For each adjustment and setting procedure, refer to the respective sections in this manual.

- *I* Press the MENU button on the top control or the remote control to display the On-Screen Menu.
- 2 Use the Point ◀▶ buttons to select a Menu icon. Use the Point ▲▼ buttons to select an item in the selected menu.
- 3 Press the SELECT button to show the item data. Use the Point ◀▶ buttons to adjust the values.

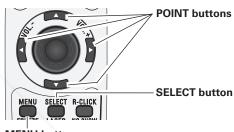
To close the On-Screen Menu, press the MENU button again.

✔Note:

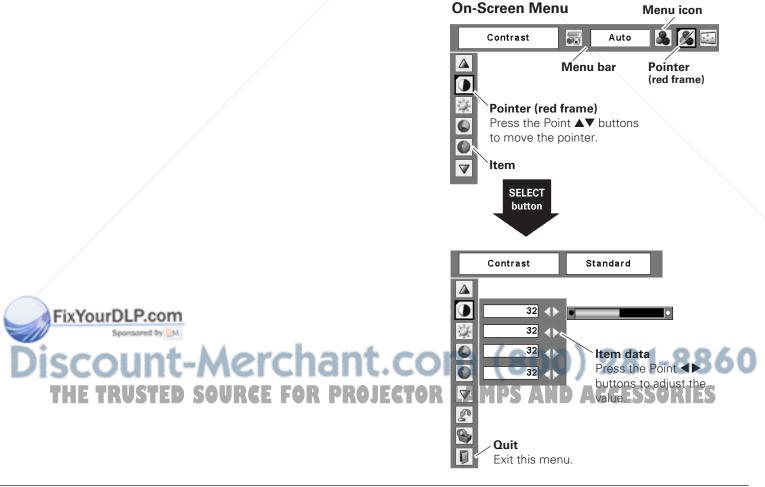
• The selected item is not active until the SELECT button is pressed.



Remote Control



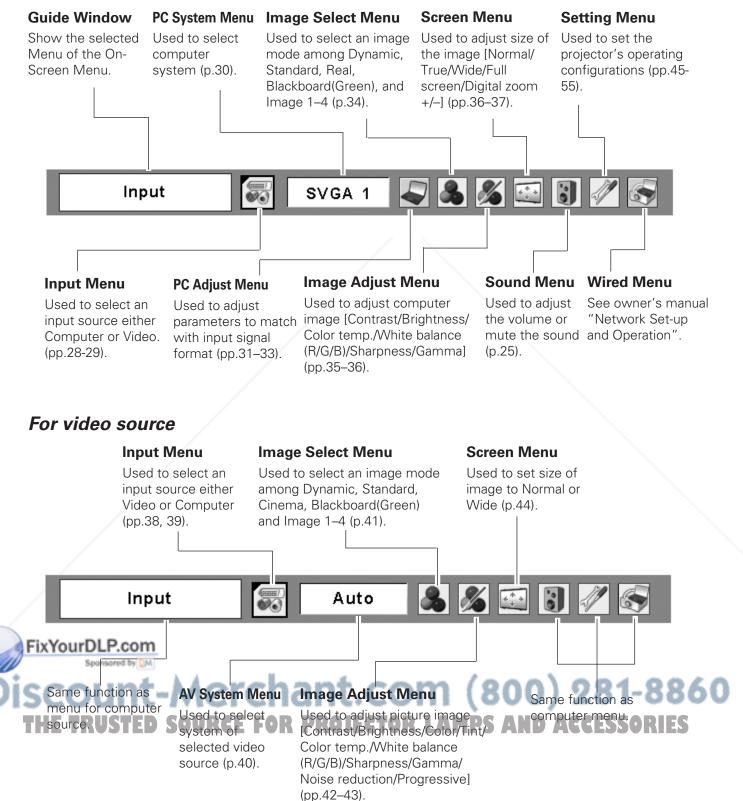
MENU button



Menu Bar

For detailed functions of each menu, see "Menu Tree" on pages 64–65.

For computer source



Sound Adjustment

Direct Operation

Volume

Press the VOLUME+/– buttons on the top control or on the remote control to adjust the volume. The volume dialog box appears on the screen for a few seconds.

Mute

Press the MUTE button on the remote control to temporarily turn off the sound. To turn the sound back on, press the MUTE button again or press the VOLUME +/– buttons. The Mute function is also effective for the AUDIO OUT jack.

Menu Operation

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Sound Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to the desired item, and then press the SELECT button.

W Volume

Press the Point \blacktriangleright button to turn up the volume; press the Point \triangleleft button to turn down the volume.

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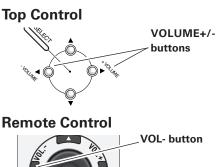
Press the Point ◀▶ buttons to switch the mute function On/Off. When the sound is turned off, "On" is displayed. Press the Point ◀▶ buttons again to turn the sound back on.

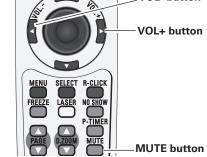
Zoom and Focus Adjustment

Rotate the Zoom Lever to zoom in and out. Rotate the Focus Ring to adjust the focus of the image.

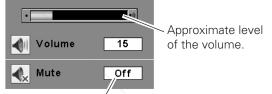
lerchant

SOURCE FOR DROIES



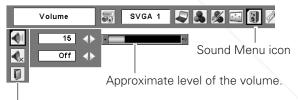


Volume Dialog Box

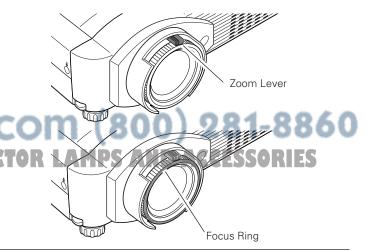


Press the MUTE button to set the Mute function On or Off. The dialog box disappears after 4 seconds.

Sound Menu



Exit the Sound Menu.



Auto Setup Function

Auto setup function is provided to automatically correct Keystone distortion according to the projector's tilt and adjust the computer display parameters (Fine sync, Total dots, and Picture position) by just pressing the AUTO SET UP button on the top control or the AUTO SET button on the remote control. The operational setup for the Auto setup can be changed in the Setting menu. Refer to page 45 for the setting of the Auto setup function.

✓Notes:

- Auto Keystone corrects vertical distortion only; it does not correct horizontal distortion.
- Auto Keystone cannot work when Ceiling feature is set to "On" in the Setting menu (p.49).
- Perfect correction of the image distortion cannot be ensured with the Auto setup function. If the distortion cannot be corrected properly by pressing the AUTO SETUP/AUTO SET button, adjust manually by pressing the KEYSTONE button on the remote control or selecting Keystone in the Setting menu (p.46).
- Fine sync, Total dots, Horizontal and Vertical position of some computers cannot be fully adjusted with the Auto PC Adjustment function. When the image is not provided properly with this operation, manual adjustments are required (pp.32–33).

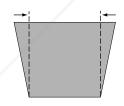
Keystone Correction

If a projected picture still has keystone distortion after pressing the AUTO SET UP button on the top control or the AUTO SET button on the remote control, correct the image manually as follows:

Press the KEYSTONE button on the remote control. The Keystone dialog box appears. Use the Point ▲▼ buttons to correct keystone distortion. The keystone adjustment can be stored (see page 46).

Reduce the upper width with the Point ▲ button.

Reduce the lower width with the Point ▼ button.





Remote Control Operation

Using the remote control for some frequently used operations is advisable. Just pressing one of the buttons enables you to make the desired operation quickly without calling up the On-Screen Menu.

COMPUTER/VIDEO/NETWORK button

Press the COMPUTER, VIDEO, or NETWORK button on the remote control to select the input source. See pages 28-29, 38-39 for details. Refer to the owner's manual "Network Set-up and

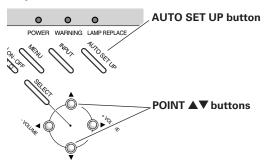
Operation" for details about the network input.

Remote Control

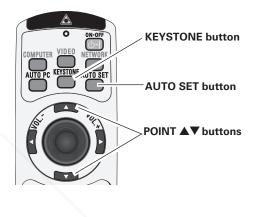


COMPUTER/VIDEO /NETWORK button

Top Control



Remote Control



Keystone

- The white arrows indicate that there is no correction.
- A red arrow indicates the direction of correction.
- An arrow disappears at the maximum correction.
- If you press the KEYSTONE button on the remote control once more while the keystone dialog box is being displayed, the keystone adjustment will be canceled.

FREEZE button

Press the FREEZE button on the remote control to freeze the picture on the screen. To cancel the Freeze function, press the FREEZE button again or press any other button.

AUTO PC button

Press the AUTO PC button on the remote control to operate the Auto PC Adj. function. The computer screen adjustment can be done easily by pressing this button. See page 31 for details.

D.ZOOM buttons

Press the D.ZOOM buttons on the remote control to enter to the Digital zoom +/- mode. See page 37 for details.

LAMP CONTROL button

Press the LAMP CONTROL button on the remote control to select the lamp mode for changing the brightness on the screen.

- ♀ NormalNormal brightness
- AutoThe brightness according to the input signal
- EcoLower brightness reduces the lamp power consumption and extends the lamp life.

NO SHOW button

Press the NO SHOW button on the remote control to black out the image. To restore to normal, press the NO SHOW button again or press any other button. When a projected image is captured and set as "User" in the Logo selection (see page 47), the screen changes each time you press the NO SHOW button as follows.

black out \rightarrow the captured image \rightarrow normal \rightarrow

P-TIMER button

Press the P-TIMER button on the remote control. The P-Timer display "00:00" appears on the screen and the countdown starts (00:00-59:59).

To stop the countdown, press the P-TIMER button. To cancel the Petime function, press the P-TIMER button again.

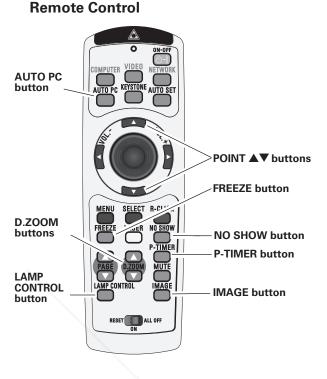


IMAGE button

com (800) 281-8860 Press the IMAGE button on the remote AMPS AND ACCESSORIES desired image mode of the screen. See pages 34, 41 for **C** details.

✔Note:

• See the previous page for the description of other buttons





"No show" disappears after 4 seconds.



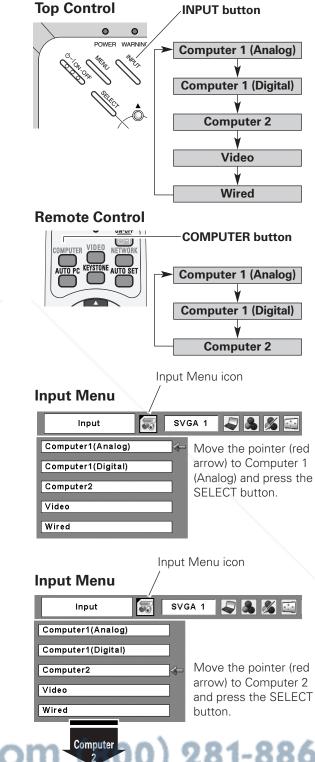
P-Timer display

Input Source Selection (RGB: Computer 1 (Analog)/Computer 2)

Direct Operation

Choose either Computer 1 (Analog) or Computer 2 by pressing the INPUT button on the top control or press the COMPUTER button on the remote control. Before using these buttons, correct input source should be

selected through Menu operation as described below.



Menu Operation

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Input Menu icon.
- 2 Use the Point ▲▼ buttons to move the red arrow pointer to either Computer 1 (Analog) or Computer 2, and then press the SELECT button.
- When selecting Computer 1 (Analog), RGB input source will be selected directly.
 When selecting Computer 2, the Source Select Menu appears. Move the pointer to RGB and then press the SELECT button.



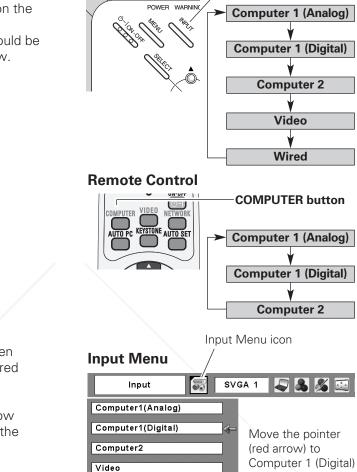
INPUT button

Input Source Selection (RGB(PC digital), RGB(AV HDCP))

Direct Operation

Choose Computer 1(Digital) by pressing the INPUT button on the top control or press the COMPUTER button on the remote control.

Before using these buttons, correct input source should be selected through Menu operation as described below.



Wired

Computer

RGB(PC digital)

RGB(AV HDCP)

Top Control

0

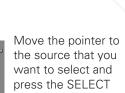
0

Menu Operation

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Input Menu icon.
- 2 Use the Point ▲▼ buttons to move the red arrow pointer to Computer 1 (Digital), and then press the SELECT button.
- **3** After the Source Select Menu appeared for Computer 1 (Digital), move the pointer to RGB (PC digital) or RGB (AV HDCP), and then press the SELECT button.

✓Notes:

- Computer 2 is not displayed when the COMPUTER IN 2 / COMPONENT IN / MONITOR OUT terminal is set as Monitor out. (p.49)
- Computer 2 can accept only RGB signal.
- HDCP (High-bandwidth Digital Content Protection) is a system for protecting cigital entertainment content delivered by DVI (Digital
- Visual Interface) from being copied. The specification of HDCP is decided and controlled by Digital Content Protection, LLC. Should
- decided and controlled by Digital Content Protection, ELC. Should the specification be changed, this projector may not display the digital content protected by HDCP.
- In Wired Wireless, Memory viewer are for the Network function CTOR LAMPS AND ACCESSORIES See owner's manual "Network Set-up and Operation" and owner's manual of Memory viewer (optionally available).
 - When the Input Search function is set to "On I" or "On2", the input signal will be searched automatically (p.49).



button.

and press the

SELECT button.

29

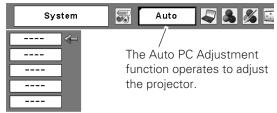
Computer System Selection

This projector automatically tunes to various types of computers based on VGA, SVGA, XGA, SXGA, WXGA, or UXGA with its Multi-scan system and Auto PC Adjustment. If a computer is selected as a signal source, this projector automatically detects the signal format and tunes to project a proper image without any additional settings. (Signal formats provided in this projector are shown on pages 66-67.)

One of the following messages may appear when:

- Auto The projector cannot recognize the connected signal conforming to the provided PC Systems. The "Auto" is displayed on the System Menu box and the Auto PC Adjustment function works to display proper images. If the image is not projected properly, a manual adjustment is required (pp.32-33).
 - There is no signal input from the computer. Check the connection between your computer and the projector. (See "Troubleshooting" on page 62.)
- Mode 1The preset system is manually adjusted in the
PC Adjust Menu. The adjusted data can be
stored in Mode 1–5 (pp.32-33).
- **SVGA 1** PC Systems provided in this projector is chosen. The projector chooses a proper system provided in the projector and displays it.

PC System Menu



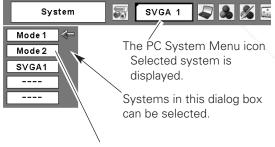
*Mode 1 and SVGA 1 are examples.

Selecting Computer System Manually

PC system can also be selected manually.

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the PC System Menu icon.
- 2 Use the Point ▲▼ buttons to move the red arrow pointer to the desired system and then press the SELECT button.

PC System Menu



Customized Mode (1–5) set in the PC Adjust Menu (pp.32–33).

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Auto PC Adjustment

Auto PC Adjustment function is provided to automatically adjust Fine sync, Total dots, Horizontal and Vertical positions to conform to your computer.

Direct Operation

The Auto PC adjustment function can be operated directly by pressing the AUTO PC button on the remote control.

Remote Control



Menu Operation



Auto PC Adj.

- I Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the PC Adjust Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to Auto PC Adj. and then press the SELECT button twice.

To store adjustment parameters

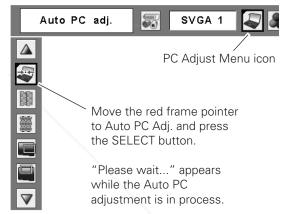
The adjusted parameters from the Auto PC Adjustment can be stored in the projector. Once the parameters are stored, the setting can be done just by selecting a Mode (1–5) in the PC System Menu (see page 30). See also "Store" on page 33.

✓Notes:

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- Fine sync, Total dots, Horizontal and Vertical position of some computers cannot be fully adjusted with the Auto PC Adjustment function. When the image is not provided properly with this operation, manual adjustments are required (pp.32–33).
- The Auto PC Adjustment cannot be operated when 480i, 575i, 480p, 575p, 720p,1035i, or 1080i is selected in the PC System Menu (p.30), or when the signal is coming from the DVI-terminal.

PC Adjust Menu



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Manual PC Adjustment

Some computers employ special signal formats which may not be tuned by Multi-scan system of this projector. Manual PC Adjustment enables you to precisely adjust several parameters to match those signal formats. The projector has five independent memory areas to store those parameters manually adjusted. It allows you to recall the setting for a specific computer.

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the PC Adjust Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to the desired item and then press the SELECT button to display the adjustment dialog box. Use the Point ◀▶ buttons to adjust the setting value.

Fine sync

Use the Point ◀► buttons to adjust the value, eliminating a flicker from the image displayed (from 0 to 31).

📓 Total dots

Use the Point **◄** buttons to adjust the number of total dots in one horizontal period to match your PC image.

Horizontal

Use the Point **I** buttons to adjust the horizontal picture position.

Vertical

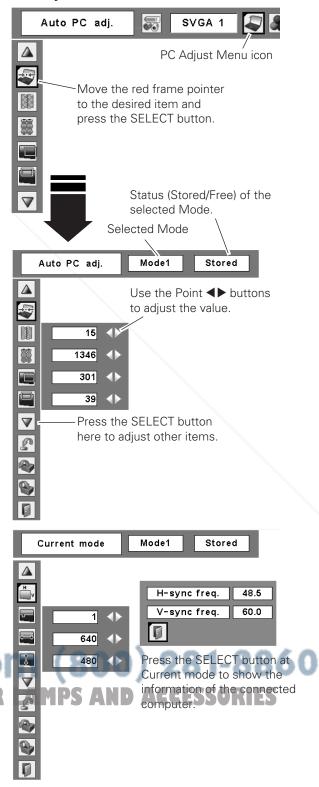
Use the Point \blacktriangleleft buttons to adjust the vertical picture position.

Current mode

Press the SELECT button to show H-sync freq. and V-sync freq. of the connected computer.



PC Adjust Menu



Display area H

Use the Point **I** buttons to adjust the horizontal area displayed by this projector.

Display area V

Use the Point ◀▶ buttons to adjust the vertical area displayed by this projector.



1

To reset the adjusted data, select Reset and press the SELECT button. A confirmation box appears and then select [Yes]. All adjustments will return to their previous figures.



Mode free

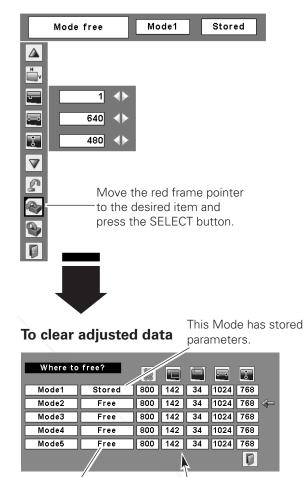
To clear the stored data, select Mode free and then press the SELECT button. Move the red arrow pointer to the Mode that you want to clear and then press the SELECT button.

Store

To store the adjusted data, select Store and then press the SELECT button. Move the red arrow pointer to one of the Modes 1 to 5 in which you want to store, and then press the SELECT button.



Exit the PC Adjust Menu.



Vacant

Values of "Total dots" "Horizontal", "Vertical", "Display area H", and "Display area V".

To store adjusted data

Where to	store?	<u>ية</u>				1	
Mode1	Stored	800	142	34	1024	768]
Mode2	Free	800	142	34	1024	768] 🦛
Mode3	Free	800	142	34	1024	768]
Mode4	Free	800	142	34	1024	768]
Mode5	Free	800	142	34	1024	768]
						Ņ	
						/	



• PC Adjust Menu cannot be selected when Computer 1 (Digital) is selected in the Input Menu (p.29).

Image Mode Selection

Direct Operation

Select the desired image mode from among Dynamic, Standard, Real, Blackboard (Green), Image 1, Image 2, Image 3, and Image 4 by pressing the IMAGE button on the remote control.

Dynamic

For viewing pictures in a bright room.

Standard

Normal picture mode preset on the projector.

Real

Picture mode with improved halftone for graphics.

Blackboard (Green)

For the image projected on a blackboard. This mode help enhance the image projected on a blackboard. This is mainly effective on a green colored board, not truly effective on a black colored board.

Image 1-4

For viewing with the user preset image mode in the Image Adjust Menu (see pages 35-36). This Image memory is provided in each computer, component, and video input source.

Menu Operation

- Press the MENU button to display the On-Screen 1 Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Image Select Menu icon.
- Use the Point ▲▼ buttons to move the red frame 2 pointer to the desired image mode and then press the SELECT button.

Dynamic D

For viewing pictures in a bright room.

Standard

Normal picture mode preset on the projector.



Real

node with improved halftone for graphics.

Blackboard(Green)

nt.com (800) 281-8860 For the image projected on a blackboard See abov AMPS AND ACCESSORIES further description.

1 Image 1~4

For viewing with the user preset image mode in the Image Adjust Menu (see pages 35-36).

Remote Control



IMAGE button

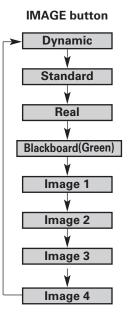
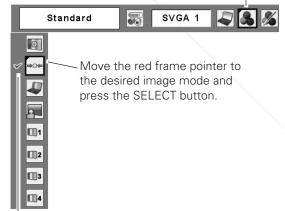


Image Select Menu icon





The selected image mode is check marked.

Image Adjustment

- Press the MENU button to display the On-Screen 1 Menu. Use the Point **I** buttons to move the red frame pointer to the Image Adjust Menu icon.
- Use the Point ▲▼ buttons to move the red frame 2 pointer to the desired item and then press the SELECT button to display the adjustment dialog box. Use the Point \blacktriangleleft buttons to adjust the setting value.

Contrast

Press the Point ◀ button to decrease the contrast; press the Point \blacktriangleright button to increase the contrast (from 0 to 63).

Brightness

Press the Point ◀ button to decrease the brightness; press the Point \blacktriangleright button to increase the brightness (from 0 to 63).

Color temp.

Use the Point **◀**▶ buttons to select the desired Color temp. level (High, Mid, Low, or XLow).



White balance (Red)

Press the Point ◀ button to lighten red tone; press the Point ▶ button to deepen red tone (from 0 to 63).

Ø White balance (Green)

Press the Point ◀ button to lighten green tone; press the Point \blacktriangleright button to deepen green tone (from 0 to 63).

White balance (Blue)

Press the Point

button to lighten blue tone; press the Point \blacktriangleright button to deepen blue tone (from 0 to 63).

Sharpness

Press the Point ◀ button to decrease the sharpness of the image; press the Point b button to increase the sharpness of the image (from 0 to 15).



Gamma

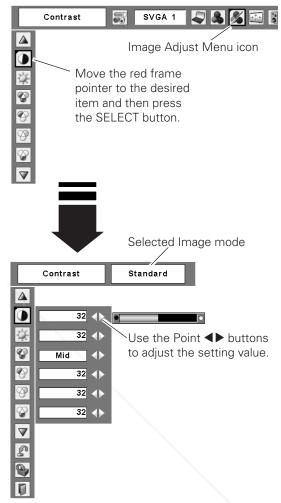
Use the Point Constitutions to adjust the gamma value to obtain a better balance of contrast (from 0 to 15).

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To reset the adjusted data select Reset and press the ECTOR LAMPS AND ACCESSORIES

SELECT button. A confirmation box appears and then select [Yes]. All adjustments will return to their previous figures.





✓Note:

• When the White balance Red, Green, or Blue is adjusted, the Color temp. level will change to "Adj.".

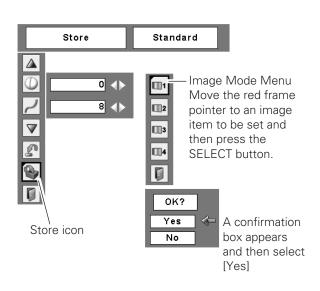


Store

To store the adjusted data, select Store and press the SELECT button. Use the Point ▲▼ buttons to select one from Image 1 to 4 and press the SELECT button. A confirmation box appears and then select [Yes]. Stored data can be called up by selecting an "Image (1-4)" in the Image Mode Selection on page 34.



Exit the Image Adjust Menu.



Screen Size Adjustment

This projector has the picture screen resize function, which enables you to customize the image size.

- Press the MENU button to display the On-Screen 1 Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Screen Menu icon.
- Use the Point ▲▼ buttons to move the red frame 2 pointer to the desired function and then press the SELECT button.

Normal

Provide the image to fit the screen size.

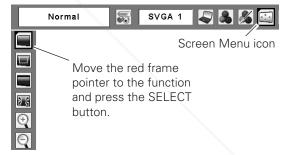
True

Provide the image in its original size. When the original image size is larger than the screen size (1024 x 768), the projector enters to the panning mode automatically. Use the Point $\blacktriangle \forall \blacklozenge \flat$ buttons to pan the image. When adjusted, the arrows will turn red. When reached to the correction limits, the arrows will disappear.

Wide

Provide the image to fit the wide video aspect ratio (16:9) by expanding the image width uniformly. This function can be used for providing a squeezed video signal at 16:9.

Screen Menu



✓ Notes:

- This Screen Menu cannot be operated when 720p(HDTV), 1035i (HDTV), or 1080i (HDTV) is selected in the PC System Menu (p.30).
- This projector cannot display any resolution higher than 1600 x 1200. If your computer's screen resolution is higher than it, reset the resolution to the lower before connecting to the projector.
- The image data in other than 1024 x 768 is modified to fit the screen size in initial mode. True, Full screen, and Digital zoom +/- cannot

be selected when 480i, 575i, 480p, or 575p is Full screen SOURCE FOR

Provide the full screen image.

For zooming in and out the images

🕥 Digital zoom +

Select Digital zoom +. The On-Screen Menu disappears and "D. zoom +" appears. Press the SELECT button to expand the image size. Use the Point $\blacktriangle \lor \blacklozenge \lor$ buttons to pan the image. The Panning function can work only when the image is larger than the screen size.

A projected image can be also expanded by pressing the D.ZOOM \blacktriangle button on the remote control.

🕞 Digital zoom –

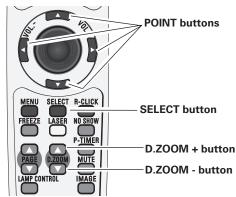
Select Digital zoom –. The On-Screen Menu disappears and "D. zoom –" appears. Press the SELECT button to compress image size.

The projected image can be also compressed by pressing the D.ZOOM \checkmark button on the remote control.

To exit the Digital zoom +/– mode, press any button except the D.ZOOM ▲▼ buttons, SELECT, and Point buttons.

To return to the previous screen size, select a screen size from the Screen Size Adjustment Menu or select an input source from the Input Source Selection Menu (see pages 28-29) again, or adjust the screen size with the D.ZOOM ▲▼ buttons.

Remote Control



✓Notes:

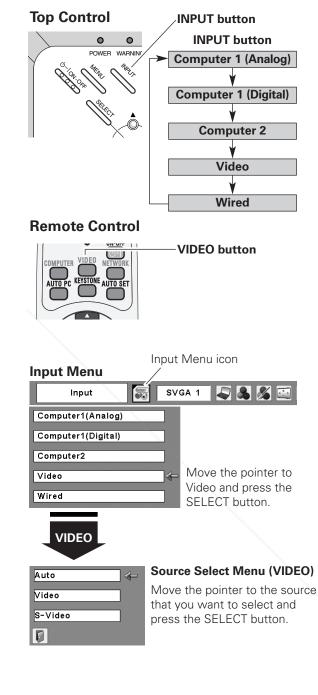
- The panning function may not operate properly if the stored Mode in the PC Adjust Menu is used (p.33).
- Minimum compression ratio can be limited depending on the input signal or when the Keystone function is working.
- True, Full screen, and Digital zoom +/– cannot be selected when 480i, 575i, 480p, or 575p is selected in the PC System Menu (p.30).
- Digital zoom +/- cannot be selected when Full screen or True is selected.



Input Source Selection (Video, S-video)

Direct Operation

Choose Video by pressing the INPUT button on the top control or the VIDEO button on the remote control. Before using these buttons, correct input source should be selected through menu operation as described below.



Menu Operation

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Input Menu icon.
- 2 Use the Point ▲▼ buttons to move the red arrow pointer to Video and then press the SELECT button to display the Source Select Menu.
- **3** Move the pointer to the desired source and then press the SELECT button.
 - Auto When selecting Auto, the projector automatically detects incoming video signal, and adjusts itself to optimize its performance. The projector selects connection in the following order:
 - 1. S-video

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2. Video

Video

When video input signal is connected to the VIDEO jack, select Video.

S-video When video input signal is connected to the S-WIDEO jack, select S-video.



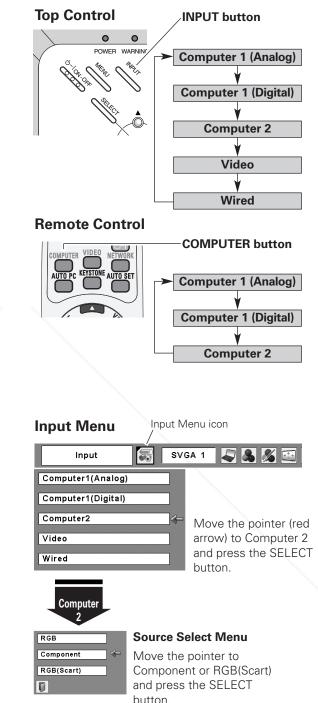
- Wired, Wireless, and Memory viewer are for the Network function. See the owner's manual "Network Set-up and Operation" and owner's manual of Memory viewer (optionally available).
 - When the Input Search function is set to "On I" or "On2", the input signal will be searched automatically (p.49).

Input Source Selection (Component, RGB Scart 21-pin)

Direct Operation

Choose Computer 2 by pressing the INPUT button on the top control or press the COMPUTER button on the remote control.

Before using these buttons, correct input source should be selected through Menu operation as described below.



Menu Operation

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Input Menu icon.
- 2 Use the Point ▲▼ buttons to move the red arrow pointer to Computer 2 and then press the SELECT button.
- **3** After the Source Select Menu appeared for Computer 2, move the pointer to Component or RGB(Scart) and then press the SELECT button.

Component When the input source is coming from video equipment connected to the COMPUTER IN 2/COMPONENT IN/MONITOR OUT terminal with a Component-VGA Cable, select Component.

RGB (Scart) When the input source is coming from video equipment connected to the COMPUTER IN 2/COMPONENT IN/MONITOR OUT terminal with a Scart-VGA Cable, select RGB (Scart).

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✓ Note:
• Computer 2 is not displayed when the COMPUTER IN 2 / COMPONENT IN / MONITOR OUT terminal is set as Monitor out.
TH(P.49) RUSTED SOURCE FOR PROJECTOR LAMPS AND ACCESSORIES

- Wired, Wireless, Memory viewer are for the Network function. See owner's manual "Network Set-up and Operation" and owner's manual of Memory viewer (optionally available).
 - When the Input Search function is set to "On I" or "On2", the input signal will be searched automatically (p.49).

Video System Selection

- Press the MENU button to display the On-Screen 1 Menu. Use the Point **I** buttons to move the red frame pointer to the AV System Menu icon.
- Use the Point ▲▼ buttons to move the red arrow 2 pointer to the desired system and then press the SELECT button.

Video or S-Video

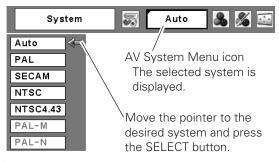
Auto

The projector automatically detects an incoming video system, and adjusts itself to optimize its performance. When Video System is PAL-M or PAL-N, select the system manually.

PAL/SECAM/NTSC/NTSC4.43/PAL-M/PAL-N

If the projector cannot reproduce proper video image, select a specific broadcast signal format from among PAL, SECAM, NTSC, NTSC 4.43, PAL-M, and PAL-N.

AV System Menu (Video or S-Video)



Component

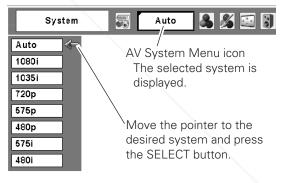
Auto

The projector automatically detects an incoming video signal, and adjusts itself to optimize its performance.

COMPONENT VIDEO SIGNAL FORMAT

If the projector cannot reproduce proper video image, select a specific component video signal format from among 480i, 575i, 480p, 575p, 720p, 1035i, and 1080i.

AV System Menu (Component)





• The AV System Menu cannot be selected when selecting RGB (Scart).

Image Mode Selection

Direct Operation

Select the desired image mode from among Dynamic, Standard, Cinema, Blackboard (Green), Image 1, Image 2, Image 3, and Image 4 by pressing the IMAGE button on the remote control.

Dynamic

For viewing pictures in a bright room.

Standard

Normal picture mode preset on the projector.

Cinema

Picture mode adjusted with fine tone.

Blackboard (Green)

For the image projected on a blackboard. This mode help enhance the image projected on a blackboard. This is mainly effective on a green colored board, not truly effective on a black colored board.

Image 1-4

For viewing with the user preset image mode in the Image Adjust Menu (see pages 42–43). This Image memory is provided in each computer, component, and video input source.

Menu Operation

- Press the MENU button to display the On-Screen 1 Menu. Use the Point **I** buttons to move the red frame pointer to the Image Select Menu icon.
- Use the Point ▲▼ buttons to move the red frame 2 pointer to the desired image mode and then press the SELECT button.



Dynamic

For viewing pictures in a bright room.

Standard

Normal picture mode preset on the projector.



Cinema

re mode adjusted with fine tone.

Blackboard(Green)

t.com (800) 281-8860 For the image projected on a blackboard. See AMPS AND ACCESSORIES further description.

□1 Image1–4

For viewing with the user preset image mode in the Image Adjust Menu (see pages 42-43).

Remote Control



IMAGE button

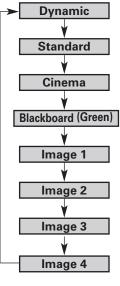


IMAGE button

Image Select Menu	Image Select Menu icon /
Standard 🐺	Auto 🕵 🎉 🔝
the desire	e red frame pointer to ed image mode and SELECT button.

The selected image mode is check marked.

Image Adjustment

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Image Adjust Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to the desired item and then press the SELECT button to display the adjustment dialog box. Use the Point ◀▶ buttons to adjust the setting value.

Contrast

Press the Point ◀ button to decrease the contrast; press the Point ► button to increase the contrast (from 0 to 63).

🙀 Brightness

Press the Point \blacktriangleleft button to decrease the brightness; press the Point \blacktriangleright button to increase the brightness (from 0 to 63).

Color

Press the Point \blacktriangleleft button decrease the intensity of the color; press the Point \blacktriangleright button increase the intensity of the color (from 0 to 63).

🚺 Tint

Press the Point \blacktriangleleft buttons to adjust the tint value to get a proper color balance (from 0 to 63).

Color temp.

Use the Point ◀► buttons to select the desired Color temp. level (High, Mid, Low, or XLow).

White balance (Red)

Press the Point \blacktriangleleft button to lighten red tone; press the Point \blacktriangleright button to deepen red tone (from 0 to 63).



White balance (Green)

Press the Point \blacktriangleleft button to lighten green tone; press the Point \blacktriangleright button to deepen green tone (from 0 to 63).

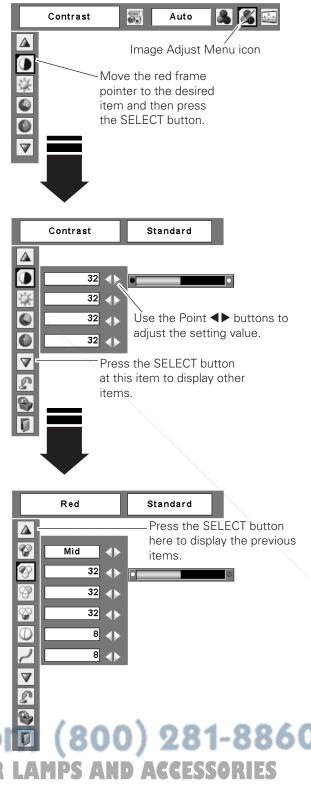
White balance (Blue)

Press the Point \triangleleft button to lighten blue tone; press the Point \blacktriangleright button to deepen blue tone (from 0 to 63).

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- temp. level will change to "Adj.".
 - Tint cannot be selected when the video system is PAL, SECAM, PAL-M, or PAL-N (p.40).





Sharpness

Press the Point

button to decrease the sharpness of the image; press the Point b button to increase the sharpness of the image (from 0 to 15).



Use the Point **◀**▶ buttons to adjust the gamma value to obtain a better balance of contrast (from 0 to 15).

Noise reduction ~~~

Noise interference on the screen can be reduced. Select one of the following options to get smoother images.

Off..... Disabled.

L1..... Lower reduction

L2..... Higher reduction



Progressive

An interlaced video signal can be displayed in progressive mode. Select one of the following options.

- Off..... Disabled.
- L1..... For an active picture.
- L2..... For a still picture.
- Film For watching a film. With this function, the projector reproduces pictures faithful to the original film quality.

P Reset

To reset the adjusted data, select Reset and press the SELECT button. A confirmation box appears and then select [Yes]. All adjustments will return to their previous figures.

2 Store

To store the adjusted data, select Store and press the SELECT button. Use the Point ▲▼ buttons to select one from Image 1 to 4 and press the SELECT button. A confirmation box appears and then select [Yes]. Stored data can be called up by selecting an "Image (1-4)" in the Image Select Menu on page 41.

Store Standard Δ Image Mode Menu L1 Move the red frame Off **2** pointer to an image **3** ∇ item to be set and then press the 2 **M**4 SELECT button. Store icon

ixYourDLP.com OK? Quit_{Sponsored} by QM Yes A confirmation box No Exit the Image Adjust Menu. erchant.com (800 appears and then select [Yes]. TMNotesRUSTED SOURCE FOR PROJECTOR LAMPS AND ACCE

- Noise reduction and Progressive cannot be selected when 480p, 575p, 720p, 1035i, or 1080i is selected (p.40).
- Reset and Store icons will be displayed when any adjustment is made.

Screen Size Adjustment

This projector has the picture screen resize function, which enables you to customize the image size.

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Screen Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to the desired function and then press the SELECT button.

Normal

Provide the image at the 4:3 normal video aspect ratio.

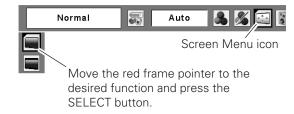
Wide

Provide the image at the 16:9 wide screen ratio.

✓Note:

• Screen Menu cannot be operated when 720p, 1035i, or 1080i is selected in the AV System Menu (p40).

Screen Menu





Setting

This projector has a Setting menu that allows you to set up the other various functions described below.

- Press the MENU button to display the On-Screen Menu. Use the Point ◄► buttons to move the red frame pointer to the Setting Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to the desired item and then press the SELECT button. The Setting dialog box appears.

Language

3

The language used in the On-Screen Menu is available in English, German, French, Italian, Spanish, Portuguese, Dutch, Swedish, Finnish, Polish, Hungarian, Romanian, Russian, Chinese, Korean, and Japanese.

🟹 Auto setup

This function enables Auto Keystone correction and Auto PC adjustment by pressing the AUTO SETUP button on the top control or the AUTO SET button on the remote control. Settings for those functions can be altered as follows:

Auto PC Adj.

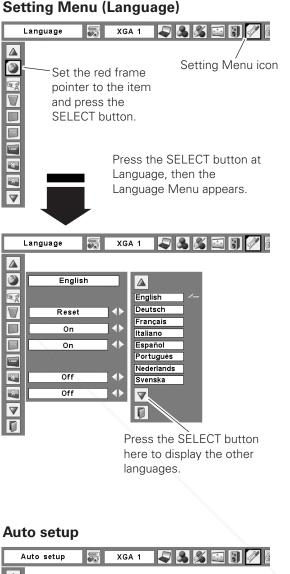
- On Enables Auto PC Adjustment when pressing the AUTO SET button on the remote control or the AUTO SETUP button on the top control.
- OffDisables Auto PC Adjustment.

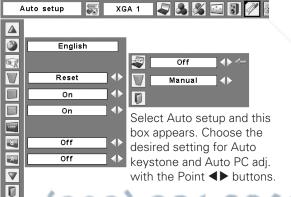
Auto Keystone

- Auto Always works and corrects keystone distortion according to the projector's tilt.
- Manual . . .Works only when pressing the AUTO SET button on the remote control or the AUTO SETUP button on the top control.
- OffDisables Auto Keystone.

✓ Notes:

- Auto PC Adj. and Auto Keystone cannot be set "Off" at the same time.
- Auto Keystone corrects vertical distortion only, not correct horizontal distortion.
- •The Auto Keystone cannot work when Ceiling feature is On in the Setting menu (p.49).
 - Perfect correction of the image distortion cannot be ensured with
 - the Auto setup function. If the distortion is not corrected properly
- by pressing the AUTO SETUPIAUTO SET button, adjust manually
- by pressing the KEYSTONE button on the remote control of ECTOR LAMPS AND ACCESSORIES selecting Keystone in the Setting menu (pp.26, 46).
- Fine sync, Total dots, Horizontal and Vertical position of some computers cannot be fully adjusted with the Auto PC Adjustment function. When the image is not provided properly with this operation, manual adjustments are required (pp.32–33).





Keystone

This function is used to store or reset the keystone correction when the AC power cord is unplugged. Use the Point ◀▶ buttons to switch between each option.

- Store Keep the keystone correction even when the AC power cord is unplugged.
- Reset Release the keystone correction when the AC power cord is unplugged.

To correct keystone distortion, press the SELECT button. The "Keystone" appears on the screen. Use the Point $\blacktriangle V$ buttons to correct keystone distortion (p.26).

Blue back

When this function is "On," a blue image is displayed while the input signal is not detected.

🛛 Display

This function decides whether to display On-Screen Displays.

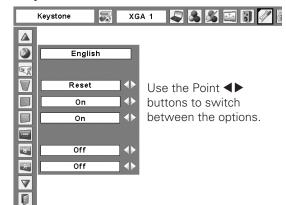
On	Show all the On-Screen displays. Use this function when you want to
	project images after the lamp
	becomes bright enough. The factory
	default setting is in this option.
Countdown Off	Show the input image instead of the
	countdown when turning on the
	projector. Use this function when you
	want to project the image as early as
	possible even when the lamp is not
	bright enough.
Off	Hide the On-Screen Displays except;
	●On-Screen Menu
	• "Power off?" (p.22)
	• "No signal" for Power management
	(p.50)
	• "Please wait"
	•White arrows for the True function
	in the Screen Menu (p.36)



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Keystone





Logo (Logo and Logo PIN code lock settings)

This function allows you to customize the screen logo with Logo select, Capture, and Logo PIN code lock functions.

✓ Note:

• When "On" is selected in the Logo PIN code lock function, Logo select and Capture functions cannot be selected.

Logo select

This function decides on the starting-up display from among following options.

User Show the image you captured

- Default Show the factory-set logo
- Off..... Show the countdown display only



Capture

This function enables you to capture an image being projected to use it for a starting-up display or interval of presentations.

Select Capture and press the SELECT button. A confirmation box appears and select [Yes] to capture the projected image.

After capturing the projected image, go to the Logo select function and set it to "User". Then the captured image will be displayed the next time you turn on the projector or when you press the NO SHOW button (see page 27).

To cancel the Capture function, select [No].

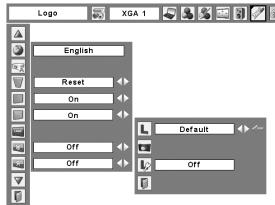
✓Notes:

- Before capturing an image, select "Standard" in the Image Select Menu to capture a proper image (pp.34, 41).
- A signal from a computer can be captured up to XGA (1024 \times 768). A signal from video equipment can be captured except for 720p, 1035i, and 1080i.
- When capturing the image that has been adjusted by the Keystone function, the adjusted data is automatically reset and the projector captures an image without keystone correction.

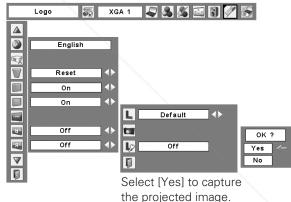
• When the Logo PIN code lock function is set to "On," the Fix to Capture function cannot be selected.

• When starting to capture a new image, the previously stored

Logo select



Capture





.com (800) 281-8860 image is cleared even if you cancel the capturing. SOURCE FOR PROJECTOR LAMPS AND ACCESSORIES

Logo PIN code lock

This function prevents an unauthorized person from changing the screen logo.

- Off..... The screen logo can be changed freely from the Logo Menu (p.47).
- On The screen logo cannot be changed without a Logo PIN code.

If you want to change the Logo PIN code lock setting, press the SELECT button and the Logo PIN code dialog box appears. Enter a Logo PIN code by following the steps below. The initial Logo PIN code is set to "4321" at the factory.

Enter a Logo PIN code

Use the Point \blacktriangle buttons to enter a number. Press the Point \triangleright button to fix the number and move the red frame pointer to the next box. The number changes to "*." If you fixed an incorrect number, use the Point \blacktriangleleft button to move the pointer to the number you want to correct, and then enter the correct number.

Repeat this step to complete entering a four-digit number.

After entering the four-digit number, move the pointer to "Set." Press the SELECT button so that you can start to operate the projector.

If you entered an incorrect Logo PIN code, "Logo PIN code" and the number (***) will turn red for a moment. Enter the correct Logo PIN code all over again.

Change the Logo PIN code lock setting

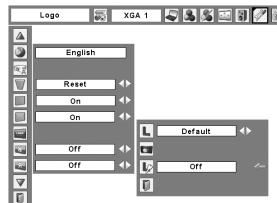
Use the Point ◀► buttons to switch On/Off, and then press the Point ▼ button to move the pointer to "Quit." Press the SELECT button to close the dialog box.

Change the Logo PIN code

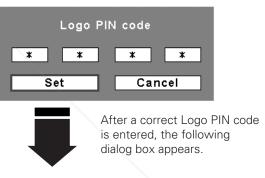
Logo PIN code can be changed to your desired four-digit number. Press the Point ▼ button to select "Logo PIN code change" and then press the SELECT button. The New Logo PIN code input dialog box appears. Set a new Logo PIN code.

Be sure to note the new Logo PIN code and keep it at hand. If you lost the number, you could no longer change of the the Logo PIN code setting. For details on PIN code setting, refer to "PIN code lock" on pages 52–53.

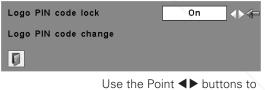
Logo PIN code lock



Enter a Logo PIN code

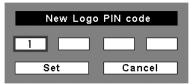


Change the Logo PIN code lock setting



switch On/Off.

Change the Logo PIN code



CAUTION:

WHEN YOU HAVE CHANGED THE LOGO PIN CODE, WRITE DOWN THE NEW PIN CODE IN COLUMN OF THE LOGO PIN CODE NO. MEMO ON PAGE 72, AND KEEP IT RES SECURELY. SHOULD THE LOGO PIN CODE BE LOST OR FORGOTTEN, THE LOGO PIN CODE SETTING CAN NO LONGER BE CHANGED.

Ceiling Я

When this function is set to "On," the picture will be top/bottom and left/right reversed. This function is used to project the image from a ceiling-mounted projector.

Rear Я

When this function is set to "On," the picture will be left/right reversed. This function is used to project the image from rear of the screen.

Terminal

The COMPUTER IN 2 / COMPONENT IN / MONITOR OUT terminal on the back of the projector is switchable for computer input or monitor output. (See page 10) Select Computer 2 or Monitor Out with the Point **♦** buttons.

Computer 2computer input

Monitor Outmonitor out

Terminal function is not available when selecting Computer 2 to the input source. Change the input source to the others (Computer1 or Video) so that the Terminal function will be available. (pp.28, 29, 38, 39)

Input search

This function detects the input signal automatically. When a signal is found, the search will stop. Use the Point buttons to select one of the following options.

Off..... Input search will not work.

On1...... Input search works under the following situation.

- -When pressing the INPUT button on the top control.
- -When pressing the COMPUTER button or VIDEO button on the remote control.

On2...... Input search works under the following situation.

- -When turning on the projector by pressing the POWER ON-OFF button on the top control or the remote control.
- When pressing the COMPUTER button or VIDEO button on the remote control.
- -When pressing the INPUT button on the top control.
- When the current input signal is cut off.*

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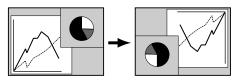
If the No show or Freeze function is active, cancel it to activate the Input search. It is also unavailable when On-Screen menu is displayed.

om (800) 281-8860 Meterrusted Source for Projector LAMPS AND Accessories

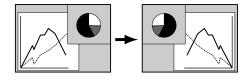
• While Input search is set to "On I" or "On 2," the status of Input and Lamp are displayed every time the signal is switched.

- Only the last selected input source can be detected.
- If the INPUT button on the top control or COMPUTER or VIDEO buttons on the remote control is pressed during Input search is in progress, Input search will stop and go back to the previous input signal.

Ceiling



Rear





Standby mode

This function is available when operating the projector via network.

- Normal Supply the power to the network function even after turning off the projector. You can turn on/off the projector via network, modify network environment, and receive an e-mail about projector status while the projector is powered off.
- Eco..... Select "Eco" when you do not use the projector via network. The projector's network function will stop when turning off the projector.

Refer to the owner's manual "Network Set-up and Operation".

✓ Note:

• When selecting Normal, the cooling fans may be running depending on the temperature inside the projector even if the projector is turned off.



Power management

For reducing power consumption as well as maintaining the lamp life, the Power management function turns off the projection lamp when the projector is not operated for a certain period.

If the input signal is interrupted and no button is pressed for more than 30 seconds, the timer display with "No signal" appears. It starts the countdown until the lamp is turned off. Use the Point **◀** buttons to set the countdown timer.

Select one of the following options:

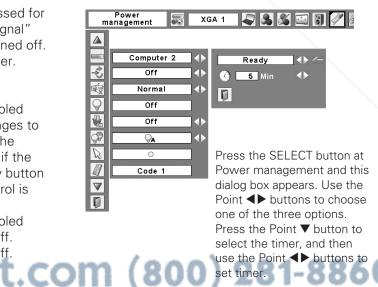
Ready When the lamp has been fully cooled down, the POWER indicator changes to green blinking. In this condition, the projection lamp will be turned on if the input signal is reconnected or any button on the top control or remote control is pressed.

P:coWhen the lamp has been fully cooled down, the power will be turned off. Power management function is off.

Power management



Time left before Lamp is off.



set timer.

SOURCE FOR PROJECTOR LAMPS AND ACCESS

🗽 On start

When this function is set to "On," the projector will be automatically turned on just by connecting the AC power cord to a wall outlet.

✔Note:

• Be sure to turn off the projector properly (see "Turning Off the Projector" on page 22). If the projector is turned off in the incorrect sequence, the On start function does not work properly.

Lamp control

This function allows you to change brightness of the screen.

- NormalNormal brightness
- AutoThe brightness according to the input signal
- EcoLower brightness reduces the lamp power
 - consumption and extends the lamp life.

Pointer Pointer XGA 1 2 3 % 🖾 🕄 🥢 🛛 Computer 2 -\$j Off 0 s alternation Normal R Q Off Off ্বী Use the Point ▲▼ buttons ¶**∧** R 0 to choose either Spotlight or Pointer, and then use Code 1 the Point **◀**► buttons to $\overline{\mathbf{v}}$ switch between the options.

Pointer

You can emphasize a part of the projected image with this function. Use the Point ▲▼ buttons to choose either Spotlight or Pointer and press the SELECT button. Then use the Point ◀▶ buttons to select a size of the Spotlight (Large, Middle, or Small) or a pattern of the Pointer (Arrow, Finger, or Dot). See "Pointer Function" on page 13.

Remote control

The eight different remote control codes (Code 1–Code 8) are assigned to the projector; the factory-set, initial code (Code 1) and the other seven codes (Code 2 to Code 8).

The same code should set on both the projector and the remote control. For example, operating the projector in "Code 7", the remote control code also must be switched to "Code 7".

To change the code for the projector

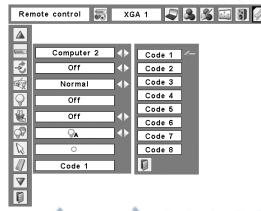
Select a remote control code in this Setting Menu.

Spansored by DM To change the code for the remote control:

While holing down the MENU button, press the IMAGE button the number of times corresponding to the remote control code for the projector. See "Remote Control I CTOR LAMPS AND ACCESSORIES

Code" on page 14.

Remote control





Security (Key lock and PIN code lock settings)

This function allows you to use the Key lock and PIN code lock function to set the security for the projector operation.



Key lock

This function locks the top control and remote control buttons to prevent operation by unauthorized persons.

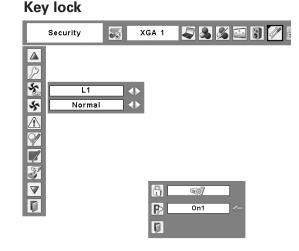
..... Unlocked.



..... Lock the operation of the top control. To unlock, use the remote control.

..... lock the operation of the remote control. To unlock, use the top control.

If the top control accidentally becomes locked and you do not have the remote control nearby or there is something wrong with your remote control, contact the dealer where you purchased the projector or the service center.



Select Key lock. Use the Point ▲▼ buttons to choose one of the options and select [Yes] to activate it.



Yes No



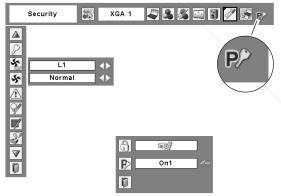
This function prevents the projector from being operated by unauthorized persons and provides the following setting options for security.

Off..... Unlocked.

- On1 Enter the PIN code every time turning on the projector.
- On2...... Enter the PIN code to operate the projector once the power cord is disconnected; as long as the AC power cord is connected, the projector can be operated without a PIN code.

Whenever you change the PIN code lock setting or the PIN code (the four-digit number), you are required to enter the PIN code. The "1234" is set as the initial PIN code at the factory.

PIN code lock



When the projector is locked with a PIN code, the PIN code lock symbol appears on the menu bar.

If you want to change the PIN code lock setting, Press the SELECT button and the PIN code dialog box appears. OR LAMPS AND ACCESSORIES

Enter a PIN code

Use the Point \blacktriangle buttons to enter a number. Press the Point \triangleright button to fix the number and move the red frame pointer to the next box. The number changes to "*." If you fixed an incorrect number, use the Point \blacktriangleleft button to move the pointer to the number you want to correct, and then enter the correct number.

Repeat this step to complete entering a four-digit number.

After entering the four-digit number, move the pointer to "Set." Press the SELECT button so that you can start to operate the projector.

If you entered an incorrect PIN code, "PIN code" and the number (****) will turn red for a moment. Enter the correct PIN code all over again.

Change the PIN code lock setting

Use the Point ◀▶ buttons to select Off, On1, or On2 and then move the pointer to "Quit" with the Point ▼ button. Press the SELECT button to close the dialog box.

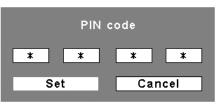
Change the PIN code

The PIN code can be changed to your desired four-digit number. Press the Point ▼ button to select "PIN code change" and press the SELECT button. The New PIN code input dialog box appears. Set a new PIN code.

CAUTION:

WHEN YOU HAVE CHANGED THE PIN CODE, WRITE DOWN THE NEW PIN CODE IN COLUMN OF THE PIN CODE NO. MEMO ON PAGE 72, AND KEEP IT SECURELY. IF YOU FORGET YOUR PIN CODE, THE PROJECTOR CAN NO LONGER BE STARTED.

Enter a PIN code





After a correct PIN code is entered, the following dialog box appears.

Change the PIN code lock setting



switch between the options.

Change the PIN code

	New Pl	N code	
1	1	1	1
S	et	Ca	ncel

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This function provides the following options in the cooling fans' operation when the projector is turned off (p.22).

- L1..... Normal operation
- L2...... Slower and lower-sound than the normal operation (L1), but it takes more time to cool the projector down.

Fan control ss

Choose the running speed of cooling fans from the following options.

Normal Normal speed

Max..... Faster than the normal speed.

Warning log

This function records anomalous operations while the projector is in operation and use it when diagnosing faults. Up to 10 warning logs are displayed with the latest warning message at the top of the list, followed by previous warning messages in chronological order.

✓ Note:

- When the Factory default function is executed, all the warning log records will be deleted.

Lamp counter

This function is used to reset the lamp counter.

When the lamp life is left less than 100 hours, the Lamp replacement icon (Fig.1) will appear on the screen, indicating that the end of lamp life is approaching.

When the lamp life is left 0 hour, the Lamp replacement icon (Fig.2) will appear on the screen, indicating that the end of lamp life is reached.

When replacing the projection lamp, reset the lamp counter. See "Resetting the Lamp Counter" on page 59.

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- The Lamp replacement icons (Fig.1 and Fig.2) will not appear
- when the Display function is set to "Off" (p.46), during "Freeze

'No show

This icon appears on the screen when the end of lamp life is reached. Note: S AND ACCESSORIES

> • At turning on, the icon (Fig.2) will appear. At selecting input source, the icon (Fig. I) will appear.

Fan Fan XGA 1 5 L2 \$ Normal

Fig.1 Lamp replacement icon



This icon appears on the screen when the end of lamp life is approaching.

✓ Note:

• This icon also appears at turning on and selecting input source.

Fig.2 Lamp replacement icon

Lamp replacement

Filter counter

Factory default

This function is used to set a frequency for the filter cleaning.

When the projector reached a specified time between cleanings, a Filter warning icon appears on the screen, notifying the cleaning is necessary. After cleaning the filter, be sure to select RESET and set the timer. The Filter warning icon will not turn off until the filter counter is reset.

For details about resetting the timer, refer to "Resetting the Filter Counter" on page 57.

Filter counter

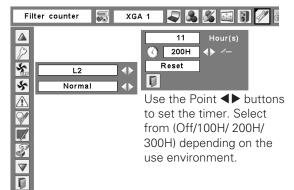


Fig.3 Filter warning icon



Filter warning icon appears on the screen at a set time.

✔Note:

• This icon also appears at turning on..

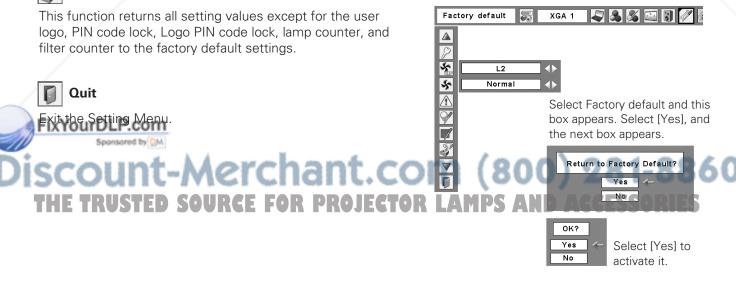
Fig.4 Filter warning icon



✓Notes:

- At selecting input source, the icon (Fig.4) will appear..
- The Filter warning icons (Fig.3 and Fig.4) will not appear when the Display function is set to "Off" (p.46), during "Freeze"(p.27), or "No show" (p.27).

Factory default



Warning Indicator

The WARNING indicator shows the state of the function which protects the projector. Check the state of the WARNING indicator and the POWER indicator to take proper maintenance.

Top Control

0

WARNING LAMP REPLACE

The projector is shut down and the WARNING indicator is blinking red.

When the temperature inside the projector reaches a certain level, the projector will be automatically shut down to protect the inside of the projector. The POWER indicator is blinking while the projector is being cooled down. When the projector has cooled down enough (to its normal operating temperature), it can be turned on again by pressing the POWER ON-OFF button.

✓ Note:

• The WARNING indicator continues to blink even after the temperature inside the projector returns to normal. When the projector is turned on again, the WARNING indicator stops blinking.

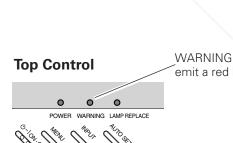
Then check the matters below:

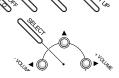
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- Did you provide appropriate space for the projector to be ventilated? Check the installing condition to see if the air vents of the projector are not blocked.
- Has the projector been installed near an Air-Conditioning/ Heating Duct or Vent? Move the installation of the projector away from the duct or vent.
- Is the filter clean? Clean the filter periodically.

The projector is shut down and the WARNING indicator lights red.

When the projector detects an abnormal condition, it is automatically shut down to protect the inside of the projector and the WARNING indicator lights red. In this case, unplug the AC power cord and reconnect it, and then turn the projector on once again to verify operation. If the projector cannot be turned on and the WARNING indicator still lights red, unplug the AC power cord and contact the service station.





emit a red light

WARNING

blinking red

CAUTION DO NOT LEAVE THE PROJECTOR WITH THE AC POWER CORD CONNECTED UNDER AN (800) 281-8860 ABNORMAL CONDITION. IT MAY RESULT IN AMPS AND ACCESSORIES FIRE OR ELECTRIC SHOCK.

Cleaning the Filter

Filters prevent dust from accumulating on the optical elements inside the projector. Should the filters become clogged with dust particles, it will reduce cooling fans' effectiveness and may result in internal heat buildup and adversely affect the life of the projector. If a "Filter warning" icon appears on the screen, clean the filters immediately. Clean the filters by following the steps below.

- Turn off the projector, and unplug the AC power cord 1 from the AC outlet.
- Turn the projector over and remove the filters by 2 pulling the latches upward.
- Gently clean the filters by using a brush or rinse them 3 softly.
- When rinsing the filters, dry them well. Replace the 1 filters properly. Make sure that the filters are fully inserted to the projector.



CAUTION

Do not operate the projector with the filters removed. Dust may accumulate on the optical elements degrading picture quality. Do not put anything into the air vents. Doing so may result in malfunction of the projector.

RECOMMENDATION

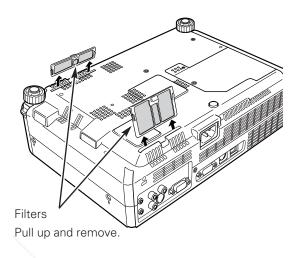
We recommend avoiding dusty/smoky environments when you operate the projector. Usage in these environments may cause poor image quality. When using the projector under dusty or smoky conditions, dust may accumulate on a lens, LCD panels, or optical elements inside the projector degrading the quality of a projected image. When the symptoms above are noticed, contact your authorized dealer or service station for proper cleaning.

Resetting the Filter Counter

Be sure to reset the Filter counter after cleaning or replacing the filters.

- Press the MENU button to display the On-Screen 1 Menu. Use the Point **I** buttons to move the red frame pointer to the Setting Menu icon.
- Use the Point ▲▼ buttons to move the red frame pointer to Filter counter and then press the SELECT Fix Youtton A dialog box appears showing the total accumulated time of the filter use, a timer setting option, and the reset option. Select Reset and the "Filter counter Reset?" appears. Select [Yes] to continue. ED SOURCE Another confirmation dialog box appears, select [Yes

to reset the Filter counter.



✓ Note:

• When reinserting these filters, be sure that the slit part is facing the outer side.



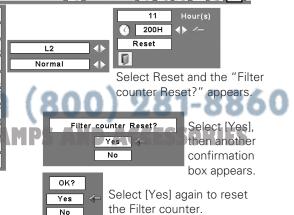
Filter counter

*

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D



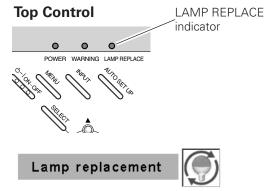
i

Lamp Replacement

When the projection lamp of the projector reaches its end of life, the Lamp replacement icon appears on the screen and LAMP REPLACE indicator lights yellow. Replace the lamp with a new one promptly. The timing when the LAMP REPLACE indicator should light is depending on the lamp mode.



WARNING: TURN OFF THE UV LAMP BEFORE OPENING THE LAMP COVER



Lamp replacement icon

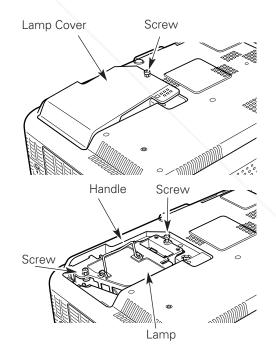


Allow a projector to cool for at least 45 minutes before you open the Lamp cover. The inside of the projector can become very hot. For continued safety, replace with a lamp of the same type. Do not drop a lamp or touch a glass bulb! The glass can shatter and may cause injury.

Follow these steps to replace the lamp.

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- Turn off the projector and unplug the AC power cord. Let the projector cool for at least 45 minutes.
- 2 Remove the screw with a screwdriver, and remove the lamp cover.
- **3** Remove the two (2) screws that secure the lamp. Lift the lamp out of the projector by using the handle.
- 4 Replace the lamp with a new one and secure the two(2) screws. Make sure that the lamp is set properly.Close the lamp cover.
- 5 Connect the AC power cord to the projector and turn on the projector.
- 6 Reset the lamp counter. See "Resetting the Lamp Counter" on the next page.



 ORDER REPLACEMENT LAMP

 Replacement lamp can be ordered through your dealer. When ordering a projection lamp, give the following information to the dealer.

 HE TABLE SOURCE FOR MODEL SOURCE FOR PROJECTION LAMPS AND ACCESSORIES : LC-XB29N

 • Replacement Lamp Type No.

 • POA-LMP106 (Service Parts No. 610 332 3855)

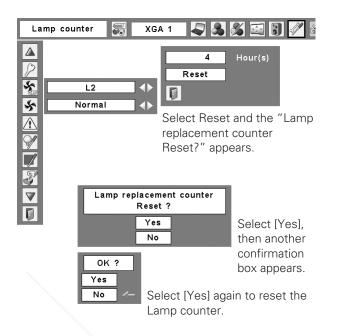
Resetting the Lamp Counter

Be sure to reset the Lamp counter after the lamp is replaced. When the Lamp counter is reset, the LAMP REPLACE indicator stops lighting and the Lamp replacement icon disappears.

- Press the MENU button to display the On-Screen Menu. Use the Point ◀▶ buttons to move the red frame pointer to the Setting Menu icon.
- 2 Use the Point ▲▼ buttons to move the red frame pointer to Lamp counter and then press the SELECT button. A dialog box appears showing the total accumulated time of the lamp usage and the reset option. Select Reset and the "Lamp replacement counter Reset?" appears. Select [Yes] to continue.
- **3** Another confirmation dialog box appears, select [Yes] to reset the Lamp counter.

✔Note:

• Do not reset the Lamp counter without implementing lamp replacement. Be sure to reset the Lamp counter only after replacing the lamp.



LAMP HANDLING PRECAUTIONS

This projector uses a high-pressure lamp which must be handled carefully and properly. Improper handling may result in accidents, injury, or create a fire hazard.

- Lamp life may differ from lamp to lamp and according to the environment of use. There is no guarantee of the same life for each lamp. Some lamps may fail or terminate their life in a shorter period of time than other similar lamps.
- If the projector indicates that the lamp should be replaced, i.e., if the LAMP REPLACE indicator lights up, replace the lamp with a new one IMMEDIATELY after the projector has cooled down.
 (Follow carefully the instructions in the Lamp Replacement section of this manual.) Continuous use of the lamp with the LAMP REPLACE indicator lighted may increase the risk of lamp explosion.
- A Lamp may explode as a result of vibration, shock or degradation as a result of hours of use as its lifetime draws to an end. Risk of explosion may differ according to the environment or conditions in which the projector and lamp are being used.

IF A LAMP EXPLODES, THE FOLLOWING SAFETY PRECAUTIONS SHOULD BE TAKEN.

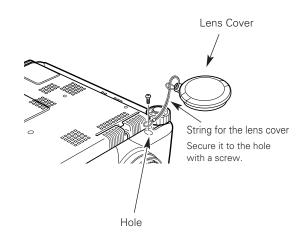
If a lamp explodes, disconnect the projector's AC plug from the AC outlet immediately. Contact an authorized service station for a checkup of the unit and replacement of the lamp. Additionally, check carefully to ensure that there are no broken shards or pieces of glass around the projector or coming out from the cooling air circulation holes. Any broken shards found should be cleaned up carefully. No one should check the inside of the projector except those who are authorized trained technicians and who are familiar with projector service. Inappropriate attempts to service the unit by anyone, especially those who are not appropriately trained to do so, may result in an accident or injury caused by pieces of broken glass.

Attaching the Lens Cover

When moving this projector or while not using it over an extended period of time, replace the lens cover.

Attach the lens cover according to the following procedures.

- **1** Pass the string through a hole of the lens cover.
- 2 Turn over the projector and remove the screw with a screwdriver.
- **3** Attach the string with lens cover to a hole at the bottom of the projector and secure it with a screw.

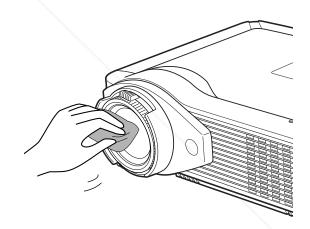


Cleaning the Projection Lens

Unplug the AC power cord before cleaning.

Gently wipe the projection lens with a cleaning cloth that contains a small amount of non-abrasive camera lens cleaner, or use a lens cleaning paper or commercially available air blower to clean the lens.

Avoid using an excessive amount of cleaner. Abrasive cleaners, solvents, or other harsh chemicals might scratch the surface of the lens.

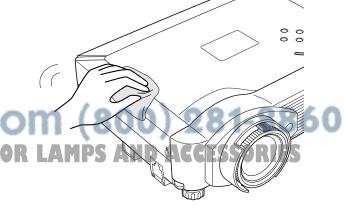


Cleaning the Projector Cabinet

Unplug the AC power cord before cleaning.

Gently wipe the projector body with a soft dry cleaning cloth. When the cabinet is heavily soiled, use a small amount of mild detergent and finish with a soft dry cleaning cloth. Avoid using an excessive amount of cleaner. Abrasive cleaners, solvents, or other harsh chemicals might scratch the surface of the cabinet.

When the projector is not in use, put the projector in an ECTOR LAMPS appropriate carrying case to protect it from dust and scratches.



Indicators and Projector Condition

Check the indicators for projector condition.

Projector Condition a projector is off. (The AC power cord is unplugged.) b projector is in stand-by mode. Press the POWER ON-OFF ton to turn on the projector. b projector is operating normally. c temperature inside the projector is abnormally high. The jector cannot be turned on. When the projector is cooled down bugh and the temperature returns to normal, the POWER icator stops blinking and the projector can be turned on. (The ARNING indicator keeps blinking.) Check and clean the filter. b projector has been cooled down enough and the temperature uns to normal. When turning on the projector, the WARNING instance of the projector is projector is projector. b projector has been cooled down enough and the temperature uns to normal. When turning on the projector, the WARNING instance of the projector is projector.
e projector is in stand-by mode. Press the POWER ON-OFF ton to turn on the projector. e projector is operating normally. e temperature inside the projector is abnormally high. The jector cannot be turned on. When the projector is cooled down bugh and the temperature returns to normal, the POWER icator stops blinking and the projector can be turned on. (The ARNING indicator keeps blinking.) Check and clean the filter. e projector has been cooled down enough and the temperature urns to normal. When turning on the projector, the WARNING
ton to turn on the projector. e projector is operating normally. e temperature inside the projector is abnormally high. The jector cannot be turned on. When the projector is cooled down ough and the temperature returns to normal, the POWER icator stops blinking and the projector can be turned on. (The ARNING indicator keeps blinking.) Check and clean the filter. e projector has been cooled down enough and the temperature urns to normal. When turning on the projector, the WARNING
e temperature inside the projector is abnormally high. The jector cannot be turned on. When the projector is cooled down ough and the temperature returns to normal, the POWER icator stops blinking and the projector can be turned on. (The ARNING indicator keeps blinking.) Check and clean the filter.
jector cannot be turned on. When the projector is cooled down bugh and the temperature returns to normal, the POWER icator stops blinking and the projector can be turned on. (The ARNING indicator keeps blinking.) Check and clean the filter.
urns to normal. When turning on the projector, the WARNING
icator stops blinking. Check and clean the air filter.
e projector is preparing for stand-by or the projection lamp is ng cooled down. The projector cannot be turned on until cooling completed and the POWER indicator stops blinking.
e projector detects an abnormal condition and cannot be turned Unplug the AC power cord and plug it again to turn on the jector. If the projector is turned off again, unplug the AC power d and contact the dealer or the service center for service and eckup. Do not leave the projector on. It may cause an electric ock or a fire hazard.
e projector is in the Power management mode.
e projector's Network or Memory viewer function is in an normal condition.

When the projection lamp reaches its end of life, the LAMP REPLACE indicator lights yellow. When this indicator lights yellow, replace the projection lamp with a new one promptly. Reset the lamp replacement counter after replacing the lamp. See pages 58-59.

Troubleshooting

Before calling your dealer or service center for assistance, check the items below once again.

-Make sure you have properly connected the projector to peripheral equipment as described on pages 17–19. -Make sure all equipment is connected to AC outlet and the power is turned on.

-When the projector does not project an image from the connected computer, restart the computer.

Problem:	– Solutions
No power	 Plug the power cord of the projector into the AC outlet. See if the POWER indicator lights red. Wait until the POWER indicator stops blinking to turn on the projector again. The projector can be turned on after the POWER indicator turns red. See page 21. Check the WARNING indicator. If the WARNING indicator lights red, projector cannot be turned on. See page 56. Check the projection lamp. See page 58. Unlock the Key lock function for the projector. See page 52.
Image is out of focus.	 Adjust focus of the projector. See page 25. Provide proper distance between the projector and the projection screen. See page 16. Check the projection lens to see if it needs cleaning. See page 60. Moving the projector from a cool to warm place may result in moisture condensation on the projection lens. In such cases, leave the projector off and wait until condensation evaporates.
No image	 Check the connection between your computer or video equipment and the projector. See pages 17-19. See if the input signal is correctly output from your computer. Some laptop computers may need to change the setting for monitor output when connecting to a projector. See your computer's instruction manual for the setting. It takes about 30 seconds to display an image after turning on the projector. See page 21. See if the selected system is corresponding with your computer or video equipment. See pages 30, 40. Select correct input source once again through menu operation. See pages 28-29, 38-39. Make sure the temperature is not out of the specified Operating Temperature (41°F–95°F [5°C–35°C]).
FixYourDLP.com Image is Left/Right reverse Image is Top/Bottom rever	

Some displays are not seen during the operation.	– Check the Display function. See page 46.
PIN code dialog box appears at start-up.	 – PIN code lock is being set. Enter a PIN code (the "1234" or number you have set). See pages 21, 52–53.
Computer 2 cannot be selected.	– Select Computer 2 at the Terminal function. (See page 49.)
The Terminal function cannot be selected.	 The Terminal function cannot be selected after Computer 2 is selected. Select other input source such as Computer 1 or Video with the INPUT button on the top control, the COMPUTER button or the VIDEO button on the remote control so that the Terminal function can be selected.
The Remote Control does not work.	 Check the batteries. Make sure no obstruction is between the projector and remote control. Make sure you are not too far from the projector when using the remote control. Maximum operating range is 16.4' (5 m). Make sure the code of the remote control is conformed to the projector's code. See page 51. Unlock the Key lock function for the remote control function. See page 52. Check RESET/ON/ALL-OFF switch on the remote control is set to "ON". See page 12.

WARNING : High voltages are used to operate this projector. Do not attempt to open the cabinet.

If problems still persist after following all operating instructions, contact the dealer where you purchased the projector or the service center. Specify the model number and explain about the problem. We will advise you how to obtain service.



US LISTED

designed and manufactured to meet rigid U.L.

electrical hazards.

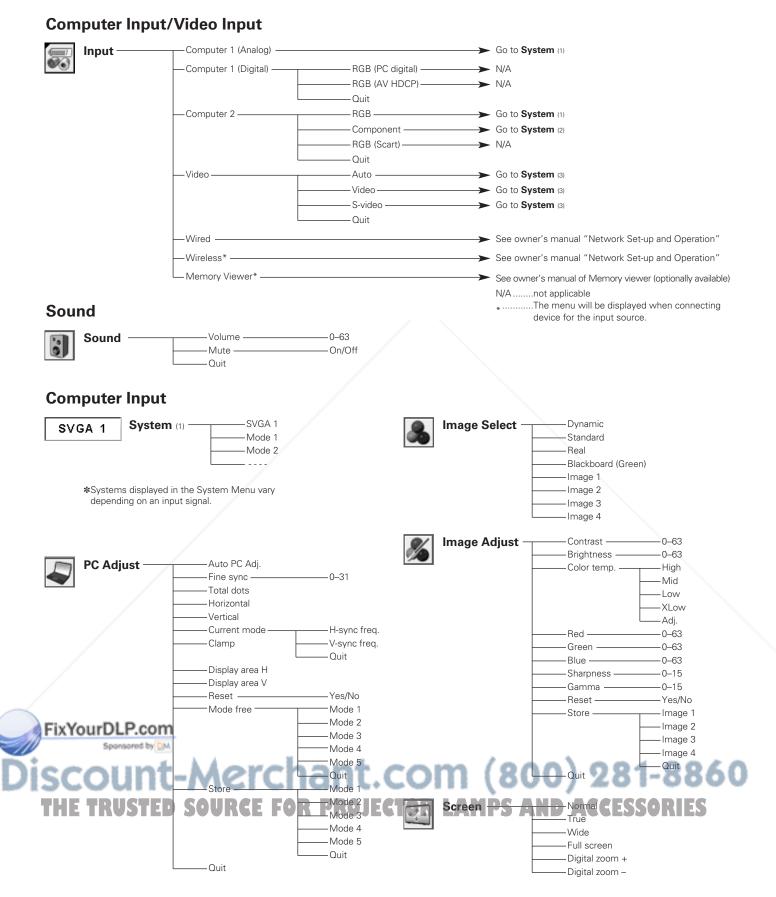
safety standards against risk of fire, casualty and

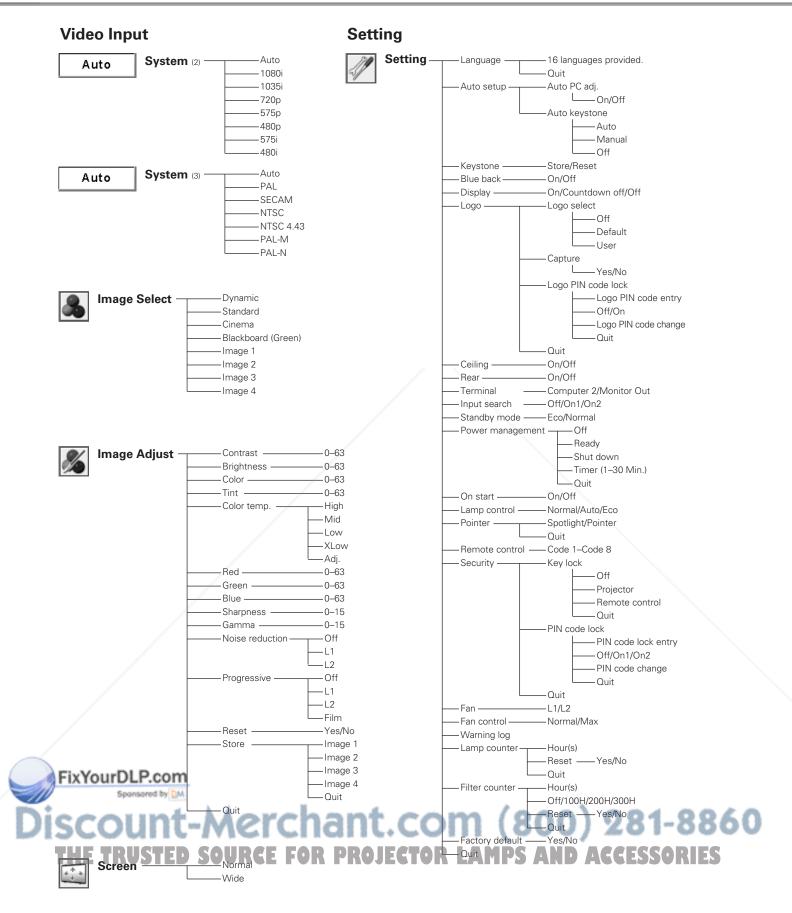
63

conformity mark of the European

Community (EC).

Menu Tree





Compatible Computer Specifications

Basically this projector can accept the signal from all computers with the V-, H-Frequency mentioned below and less than 140 MHz of Dot Clock for analog signal and 110 MHz of Dot Clock for digital signal. When selecting these modes, PC adjustment can be limited.

ON-SCREEN DISPLAY	RESOLUTION	H-Freq. (KHz)	V-Freq. (Hz)	ON-SCREEN DISPLAY	RESOLUTION	H-Freq. (KHz)	V-Freq (Hz)
VGA 1	640 x 480	31.47	59.88	SXGA 1	1152 x 864	64.20	70.40
VGA 2	720 x 400	31.47	70.09	SXGA 2	1280 x 1024	62.50	58.60
VGA 3	640 x 400	31.47	70.09	SXGA 3	1280 x 1024	63.90	60.00
VGA 4	640 x 480	37.86	74.38	SXGA 4	1280 x 1024	63.34	59.98
VGA 5	640 x 480	37.86	72.81	SXGA 5	1280 x 1024	63.74	60.01
VGA 6	640 x 480	37.50	75.00	SXGA 6	1280 x 1024	71.69	67.19
VGA 7	640 x 480	43.269	85.00	SXGA 7	1280 x 1024	81.13	76.107
MAC LC13	640 x 480	34.97	66.60	SXGA 8	1280 x 1024	63.98	60.02
MAC 13	640 x 480	35.00	66.67	SXGA 9	1280 x 1024	79.976	75.025
480p	640 x 480	31.47	59.88	SXGA 10	1280 x 960	60.00	60.00
575p	768 x 575	31.25	50.00	SXGA 11	1152 x 900	61.20	65.20
480i		15.734	60.00 (Interlace)	SXGA 12	1152 x 900	71.40	75.60
575i		15.625	50.00 (Interlace)	SXGA 13	1280 x 1024	50.00	86.00 (Interlace
SVGA 1	800 x 600	35.156	56.25	SXGA 14	1280 x 1024	50.00	94.00 (Interlace
SVGA 2	800 x 600	37.88	60.32	SXGA 15	1280 x 1024	63.37	60.01
SVGA 3	800 x 600	46.875	75.00	SXGA 16	1280 x 1024	76.97	72.00
SVGA 4	800 × 600	53.674	85.06	SXGA 17	1152 x 900	61.85	66.00
SVGA 5	800 x 600	48.08	72.19	SXGA 18	1280 x 1024	46.43	86.70 (Interlace
SVGA 6	800 x 600	37.90	61.03	SXGA 19	1280 x 1024	63.79	60.18
SVGA 7	800 x 600	34.50	55.38	SXGA 20	1280 x 1024	91.146	85.024
SVGA 8	800 x 600	38.00	60.51	SXGA+1	1400 x 1050	63.97	60.19
SVGA 9	800 x 600	38.60	60.31	SXGA+ 2	1400 x 1050	65.35	60.12
SVGA 10	800 x 600	32.70	51.09	SXGA+ 3	1400 x 1050	65.12	59.90
SVGA 11	800 x 600	38.00	60.51	MAC21	1152 x 870	68.68	75.06
MAC 16	832 x 624	49.72	74.55	MAC	1280 x 960	75.00	75.08
XGA 1	1024 x 768	48.36	60.00	MAC	1280 x 1024	80.00	75.08
XGA 2	1024 x 768	68.677	84.997	WXGA 1	1366 x 768	48.36	60.00
XGA 3	1024 x 768	60.023	75.03	WXGA 2	1360 x 768	47.70	60.00
XGA 4	1024 x 768	56.476	70.07	WXGA 3	1376 x 768	48.36	60.00
XGA 5	1024 x 768	60.31	74.92	WXGA 4	1360 x 768	56.16	72.00
XGA 6	1024 x 768	48.50	60.02	WXGA 6	1366 x 768	48.36	60.00
XGA 7	1024 x 768	44.00	54.58	WXGA 7	1360 x 768	47.70	60.00
XGA 8	1024 x 768	63.48	79.35	WXGA 8	1376 x 768	48.36	60.00
XGA 9	1024 x 768	36.00	87.17 (Interlace)	WXGA 9	1360 x 768	56.16	72.00
XGA 10	1024 x 768	62.04	77.07	UXGA 1	1600 x 1200	75.00	60.00
XGA 11	1024 x 768	61.00	75.70	UXGA 2	1600 x 1200	81.25	65.00
XGA 12	1024 x 768	35.522	86.96 (Interlace)	UXGA 3	1600 x 1200	87.5	70.00
XGA 13	1024 x 768	46.90	58.20	UXGA 4	1600 x 1200	93.75	75.00
XGA 14	1024 x 768	47.00	58.30	720p	1280 x 720	45.00	60.00
XGA 15	1024 x 768	58.03	72.00	1035i	1920 x 1035	33.75	60.00 (Interlace
MAC 19	1024 x 768	60.24	75.08	1080i	1920 x 1080	33.75	60.00 (Interlace)
ourdep.co	DM	1	1	1080i	1920 x 1080	28.125	50.00 (Interlace)

Discount-Merchant.com (800) 281-8860 THE TRUSTED SOURCE FOR PROJECTOR LAMPS AND ACCESSORIES

ON-SCREEN DISPLAY	RESOLUTION	H-Freq. (KHz)	V-Freq. (Hz)	ON-SCREEN DISPLAY	RESOLUTION	H-Freq. (KHz)	V-Freq. (Hz)
D-VGA	640 x 480	31.47	59.94	D-SXGA1	1280 x 1024	63.98	60.02
D-480p	640 x 480	31.47	59.88	D-SXGA2	1280 x 1024	60.276	58.069
D-575p	768 x 575	31.25	50.00	D-SXGA3	1400 x 1050	63.97	60.19
D-SVGA	800 x 600	37.879	60.32	D-720p	1280 x 720	45.00	60.00
D-XGA	1024 x 768	43.363	60.00	D-1035i	1920 x 1035	33.75	60.00 (Interlace)
D-WXGA 1	1366 x 768	48.36	60.00	D-1080i	1920 x 1080	33.75	60.00 (Interlace)
D-WXGA 2	1360 x 768	47.7	60.00	D-1080i	1920 x 1080	28.125	50.00 (Interlace)
D-WXGA 3	1376 x 768	48.36	60.00				
D-WXGA 4	1360 x 768	56.160	72.000				
D-WXGA 5	1366 x 768	46.500	50.000				
D-WXGA 6	1280 x 768	47.776	59.870				
D-WXGA 7	1280 x 768	60.289	74.893				
D-WXGA 9	1280 x 800	49.600	60.050				

When the input signal is digital from DVI terminal, refer to the chart below.

✔Note:

• When the input signal is D-SXGA 1, D-SXGA 2, or D-SXGA 3, images may not be displayed properly depending on computers.



Technical Specifications

Projector Type	Multi-media Projector
Dimensions (W \times H \times D)	9.66" x 2.28" x.6.82" (294.5mm x 69.5mm x 208 mm) (Not including adjustable feet)
Net Weight	5.7 lbs (2.6 kg)
Feet Adjustment	0° to 10.0°
Panel Resolution	
LCD Panel System	0.63" TFT Active Matrix type, 3 panels
Panel Resolution	1,024 x 768 dots
Number of Pixels	2,359,296 (1,024 x 768 x 3 panels)
Signal Compatibility	
Color System	PAL, SECAM, NTSC, NTSC4.43, PAL-M, and PAL-N
High Definition TV Signal	480i, 480p, 575i, 575p, 720p, 1035i, and 1080i
Scanning Frequency	H-sync. 15 kHz–100 kHz, V-sync. 50–100 Hz
Optical Information	
Projection Image Size (Diagonal)	Adjustable from 40" to 300"
Throw Distance	4.3′–51.6′ (1.1 m–13.1 m)
Projection Lens	F1.6–2.5 lens with f17.7 mm–28.3 mm with manual zoom and focus
Projection Lamp	200 W
	200 11
Interface	
Video Input Jack	RCA Type x 1
S-video Input Jack	Mini DIN 4 pin x 1
Audio Input Jacks	RCA Type x 2
Computer Input 1/DVI-I Input Terminal	DVI-I Terminal X 1
Computer Input 2/Monitor Output Terminal	Analog RGB (Mini D-sub 15 pin) Terminal x 1 (In/Out switchable)
Computer/Component Audio Input Jack	Mini Jack (stereo) x 1
Service Port Connector	Mini DIN 8 pin x 1
USB Connector	USB Series A connector x 1/USB Series B connector x 1
Audio Output Jack	Mini Jack (stereo) x 1 (variable)
LAN Connection Terminal	100 Base-TX (100Mbps)/10 Base-T (10Mbps), RJ45
Audio	
Internal Audio Amp	1.0 W RMS
Built-in Speaker	1 speaker, ø1.1" (28 mm)
Power	
Voltage and Power Consumption	AC 100–120 V (3.2A Max. Ampere), 50/60 Hz (The U.S.A and Canada)
	AC 200–240 V (1.6A Max. Ampere), 50/60 Hz (Continental Europe)
Operating Environment	
Operating Temperature	41°F–95°F (5 °C–35 °C)
F Storage Temberatore m	14°F–140°F (-10°C–60 °C)
Sponsored by DM	
Remote Control	chant com (coo) and a
Battery Operating Range	AAA or LR03 Type x 2
Dimensions USTED SOURCE	1.8" (W) x 1.0" (H) x 5.7" (D) 145 mm x 25 mm x 145 mm) D ACCESSOR
Net Weight	3.5 oz (99 g) (including batteries)
	o.o oz (oo g) (including batteries)
Laser Pointer	Class II Laser (Max. Output: 1 mW/Wave length: 640–660 nm)

Accessories

- Owner's Manual (CD-ROM) Quick Reference Guide AC Power Cord Remote Control and Batteries DVI-VGA Cable USB Cable Lens Cover with String PIN Code Label Network Application (CD-ROM) Soft Carrying Case
- The specifications are subject to change without notice.
- LCD panels are manufactured to the highest possible standards. Even though 99.99% of the pixels are effective, a tiny fraction of the pixels (0.01% or less) may be ineffective by the characteristics of the LCD panels.

Optional Parts

The parts listed below are optionally available. When ordering those parts, specify the item name and Model No. to the sales dealer.

	Model No.	
COMPONENT-VGA Cable	: AH-98771	
SCART-VGA Cable	: AH-98881	
USB Memory	: WL-10 (This is used for Memory Viewer operation.)	
USB Wireless LAN adapter	: WL-30 (This is used for Wireless LAN operation.)	



PJ Link Notice

This projector is compliant with PJLink Standard Class 1 of JBMIA (Japan Business Machine and Information System Industries Association). This projector supports all commands defined by PJLink Class 1 and is verified conformance with PJLink Standard Class 1.

For PJ Link password, see page 49 on the owner's manual "Network Set-up and Operation."

Projector Input		PJLink Input	Parameter
Computer1 (An	alog)	RGB 1	11
Computer1	Computer1 RGB (PC digital)		31
(Digital)	RGB (AV HDCP)	DIGITAL 2	32
	RGB	RGB 2	12
Computer2	Component	RGB 3	13
	RGB (Scart)	RGB 4	14
	Auto	VIDEO 1	21
Video	Video	VIDEO 2	22
	S-video	VIDEO 3	23
Wired		NETWORK 1	51
Wireless	/	NETWORK 2	52
Memory viewe	r /	STORAGE 1	41

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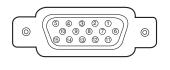




Configurations of Terminals

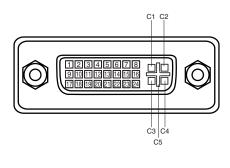
COMPUTER IN 2 /COMPONENT IN /MONITOR OUT (ANALOG)

Terminal: Analog RGB (Mini D-sub 15 pin)



1	Red (R/Cr) Input/Output	9	+5V Power
2	Green (G/Y) Input/Output	10	Ground (Vert.sync.)
3	Blue (B/Cb) Input/Output	11	Ground
4		12	DDC Data
5	Ground (Horiz.sync.)	13	Horiz. sync. Input/Output (Composite H/V sync.)
6	Ground (Red)	14	Vert. sync.
7	Ground (Green)	15	DDC Clock
8	Ground (Blue)		

DVI-I TERMINAL (DIGITAL/ANALOG)

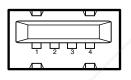


C1	Analog Red Input
C2	Analog Green Input
C3	Analog Blue Input
C4	Analog Horiz. sync
C5	Analog Ground (R/G/B)

1	T.M.D.S. Data2–	9	T.M.D.S. Data1–	17	T.M.D.S. Data0–
2	T.M.D.S. Data2+	10	T.M.D.S. Data1+	18	T.M.D.S. Data0+
3	T.M.D.S. Data2 Shield	11	T.M.D.S. Data1 Shield	19	T.M.D.S. Data0 Shield
4	No Connect	12	No Connect	20	No Connect
5	No Connect	13	No Connect	21	No Connect
6	DDC Clock	14	+5V Power	22	T.M.D.S. Clock Shield
7	DDC Data	15	Ground (for +5V)	23	T.M.D.S. Clock+
8	Analog Vert. sync	16	Hot Plug Detect	24	T.M.D.S. Clock-

USB CONNECTOR (Series A)

54327.com



1	VCC(5V)			
2	– DATA			
3	+ DATA			
4	Ground			

USB CONNECTOR (Series B)



1	Vcc		
2	- Data		
3	+ Data		
4	Ground		

LAN TERMINAL

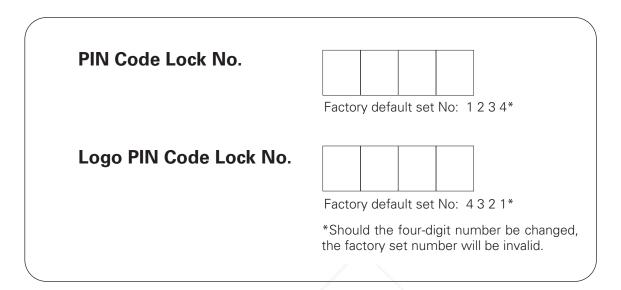
1	TX +	5	
2	TX –	6	RX –
3	RX +	7	
4		8	

SERVICE PORT CONNECTOR Chant.com (800) 281-8860 Terminal : Mini DIN 8-PIN THE IRUSTED SOURCE FOR PROJECTOR LAMPS AND ACCESSORIES

1	RXD	5	RTS/CTS
2		6	ТХD
3		7	GND
4	GND	8	GND

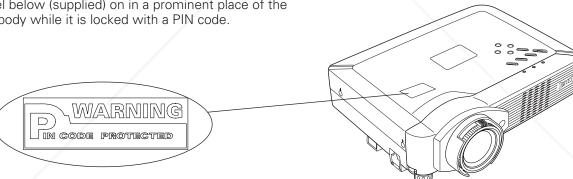
PIN Code Number Memo

Write down the PIN code number in the column below and keep it with this manual securely. If you forgot or lost the number and unable to operate the projector, contact the service station.



While the projector is locked with the PIN code...

Put the label below (supplied) on in a prominent place of the projector's body while it is locked with a PIN code.





EIKI

U.S.A.

EIKI International, Inc. 30251 Esperanza Rancho Santa Margarita CA 92688-2132 U.S.A. Tel : 800-242-3454 (949)-457-0200 Fax : 800-457-3454 (949)-457-7878 E-Mail : usa@eiki.com

Deutschland & Österreich

EIKI Deutschland GmbH Am Frauwald 12 65510 Idstein Deutschland Tel : 06126-9371-0 Fax : 06126-9371-14 E-Mail : info@eiki.de

China

EIKI (Shanghai) Co.,LTD 1. Dapu Road, Golden Magnolia Plaza #2109 Shanghai, 200023 China Tel : 86-21-5396-0088 Fax : 86-21-5396-0318 E-Mail : info@eikichina.com.cn

Canada

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