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LCD Projector ED-S3170AT/ED-X3250AT/ED-X3280AT

USER'S MANUAL Vol.1 (Basic)

Thank you for purchasing this projector.

ENGLISH

⚠ **WARNING • Please read the accompanying manual "SAFETY INSTRUCTIONS" and this "USER'S MANUAL" thoroughly to ensure correct usage through understanding. After reading, store this instruction manual in a safe place for future reference.**

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CONTENTS

PROJECTOR FEATURES

This liquid crystal projector is used to project various computer signals as well as NTSC / PAL / SECAM video signals onto a screen. Little space is required for installation and large images can easily be realized.

● *Ultra High Brightness*
Crisp, ultra-bright presentations is achieved by using a UHB (ultra high brightness) lamp and a highly efficient optical system

● *Keystone Distortion Correction*
Quick correction of distorted images electrically

● *Partial Magnification Function*
Interesting parts of images can be magnified for closer viewing

● *Whisper Mode Equipped*
Special mode is available for reducing projector noise to achieve quieter operation

PREPARATIONS

Your projector should come with the items shown below. Check to make sure that all the items are included. Contact your dealer if anything is missing.

⚠ **WARNING • Keep the original packing material for future reshipment. To avoid penetration of foreign objects, do not put the projector into a case or bag together with anything except the accessories of the projector, signal cables and connectors.**
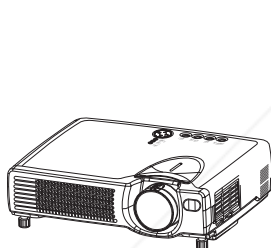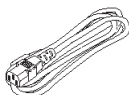
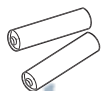**RGB cable** **Video/Audio cable** **USB mouse cable**
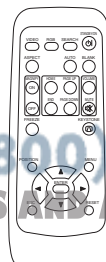
Projector (with Lens Cap) **Power cord**

User's Manuals (Vol.1/Vol.2) Safety Instructions **Two AA batteries (for the remote control)**
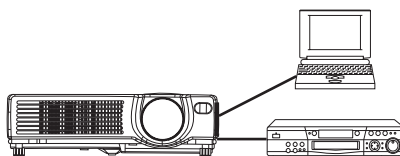
Remote control

2

⚠ **WARNING** Precautions to observe in regards to the power cord: Please use extra caution when connecting the projector's power cord as incorrect or faulty connections may result in FIRE AND/OR ELECTRICAL SHOCK. Please adhere to the following safety guidelines to insure safe operation of the projector:
• Only plug the power cord into outlets rated for use with the power cord's specified voltage range.
• Only use the power cord that came with the projector.
• NEVER ATTEMPT TO DEFEAT THE GROUND CONNECTION OF THE THREE-PRONGED PLUG!
• Make sure that you firmly connect the power cord to the projector and wall outlet.

ENGLISH

1 **Connect your devices to the projector**   8 ∼ 12
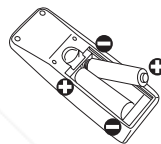Connect your computer, VCR and/or other devices you will be using to the projector.
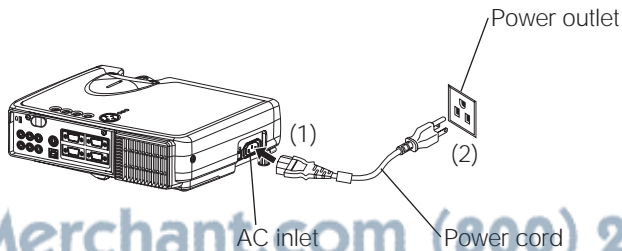
2 **Insert the batteries into the remote control**   13

3 **Connect the power cord**

(1) Connect the connector of the electrical power cord to the AC inlet of the main unit.

(2) Firmly plug the power cord's plug into the outlet

Power outlet

(1)

(2)

AC inlet   Power cord

3

PART NAMES

THE PROJECTOR

Indicates the corresponding reference page
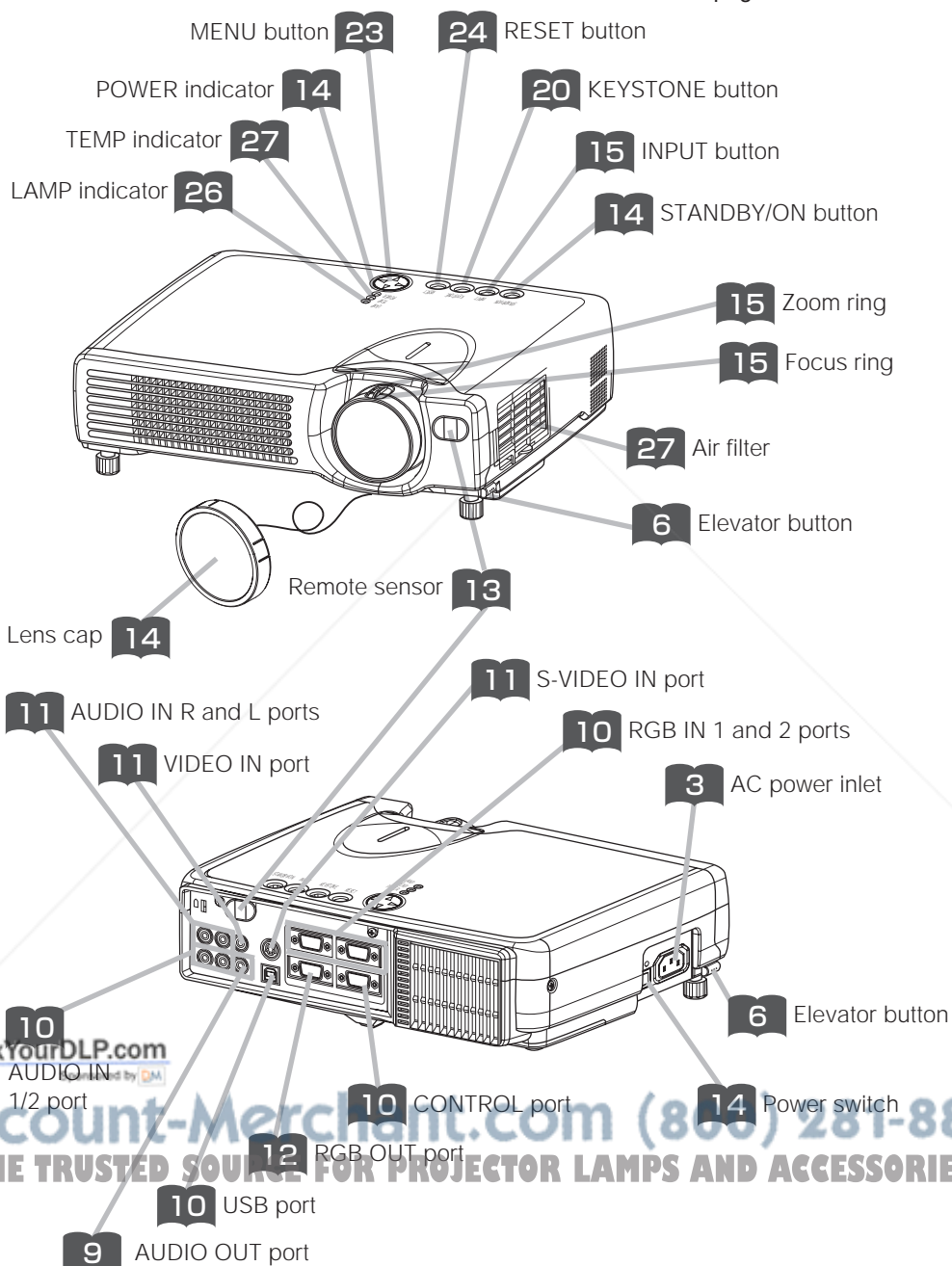
MENU button **23**

24 RESET button

POWER indicator **14**

20 KEYSTONE button

TEMP indicator **27**

15 INPUT button

LAMP indicator **26**

14 STANDBY/ON button

15 Zoom ring

15 Focus ring

27 Air filter

6 Elevator button

Remote sensor **13**

Lens cap **14**

11 S-VIDEO IN port

11 AUDIO IN R and L ports

10 RGB IN 1 and 2 ports

11 VIDEO IN port

3 AC power inlet

6 Elevator button

10 AUDIO IN 1/2 port

10 CONTROL port

14 Power switch

12 RGB OUT port

10 USB port

9 AUDIO OUT port

4

THE REMOTE CONTROL

ENGLISH

22 SEARCH button

RGB button **15**

14 STANDBY/ON button

VIDEO button **15**

19 AUTO button

ASPECT button **22**

22 BLANK button

MAGNIFY buttons **21**

17 VOLUME button

17 MUTE button

FREEZE button **21**

20 KEYSTONE button

KEYBOARD buttons **24**

POSITION button **18**

23 MENU button

◄ , ► , ▲ , ▼ **23**
Cursor buttons

ESC button **23**

24 RESET button

23 ENTER button

VIDEO RGB SEARCH STANDBY/ON
ASPECT AUTO BLANK
MAGNIFY HOME PAGE UP VOLUME
ON
END PAGE DOWN MUTE
OFF
FREEZE KEYSTONE
POSITION MENU
ENTER
ESC RESET

5

SETTING UP THE PROJECTOR

⚠ **CAUTION** • Install the projector in a suitable environment according to instructions of the accompanying manual "SAFETY INSTRUCTIONS" and this manual.
• If you press the elevator buttons without holding the projector, the projector might crash down, overturn, smash your fingers and possibly result in malfunction. To prevent damaging the projector and injuring yourself, ALWAYS HOLD THE PROJECTOR whenever using the elevator buttons to adjust the elevator feet.

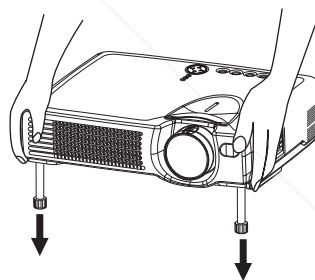## *Adjusting the Projector's Elevator Feet*

You can use the elevator feet to make adjustments if the surface on which you need to set the projector is uneven or if you otherwise need to adjust the angle of projection. The adjustment range of the elevator feet is 0 to 9 degrees.
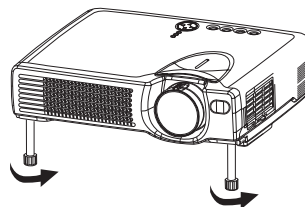
1 **Press and hold in the elevator buttons**
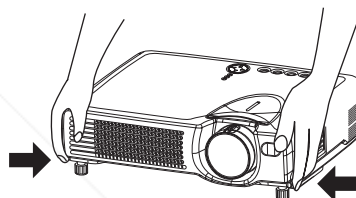
2 **Raise or lower the projector to the desired height and then release the elevator buttons**
When you release the elevator buttons, the elevator feet will lock into position.

3 **As necessary, you can also finely adjust the height of the projector by twisting the elevator feet by hand**

Adjusting the Screen Size and Projection Distance

Refer to the illustrations and tables below to determine the screen size and projection distance.

The values shown in the table are calculated for a full size screen
(ED-S3170AT:800 x 600 pixels , ED-X3250AT/ED-X3280AT:1024 x 768 pixels).
a:Distance from the projector to the screen (±10%)
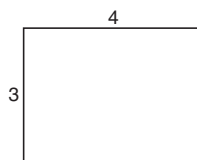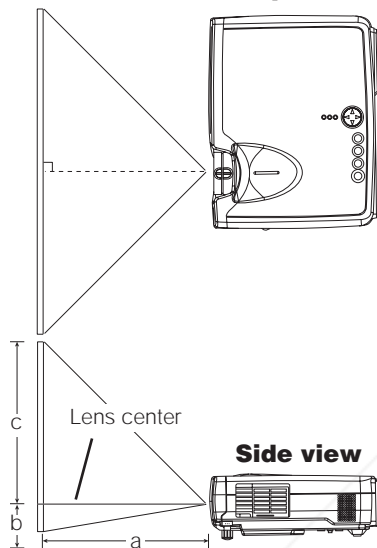b:Distance from the lens center to the bottom of the screen (±10%)
c:Distance from the lens center to the top of the screen (±10%)

ENGLISH

The screen   **Top view**

Side view

c   Lens center

b

a

If 4:3 aspect ratio

4

3

Screen Size [inch (m)]	a [inch (m)]		b [inch (cm)]	c [inch (cm)]
	Min.	Max.		
30 (0.8)	35 (0.9)	42 (1.1)	1 (2)	17 (44)
40 (1.0)	47 (1.2)	56 (1.4)	1 (3)	23 (58)
50 (1.3)	59 (1.5)	71 (1.8)	1 (4)	29 (73)
60 (1.5)	71 (1.8)	85 (2.2)	2 (4)	34 (87)
70 (1.8)	83 (2.1)	100 (2.5)	2 (5)	40 (102)
80 (2.0)	95 (2.4)	114 (2.9)	2 (6)	46 (116)
90 (2.3)	107 (2.7)	129 (3.3)	3 (7)	51 (131)
100 (2.5)	119 (3.0)	143 (3.6)	3 (7)	57 (145)
120 (3.0)	143 (3.6)	172 (4.4)	3 (9)	69 (174)
150 (3.8)	180 (4.6)	216 (5.5)	4 (11)	86 (218)
200 (5.0)	240 (6.1)	288 (7.3)	6 (15)	114 (290)
250 (6.3)	300 (7.6)	361 (9.2)	7 (18)	143 (363)
300 (7.5)	360 (9.2)	433 (11.0)	9 (22)	171 (435)

The screen   **Top view**

Side view

c   Lens center

b

a

If 16:9 aspect ratio

16

9
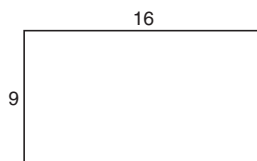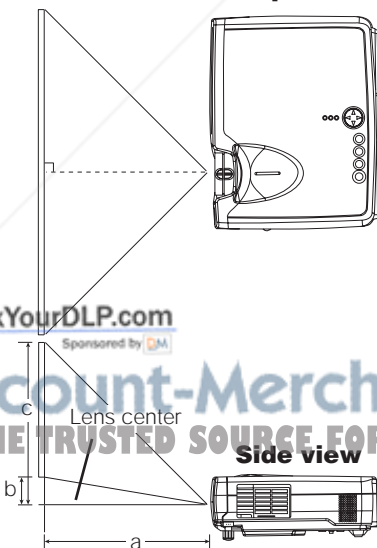
Screen Size [inch (m)]	a [inch (m)]		b [inch (cm)]	c [inch (cm)]
	Min.	Max.		
30 (0.8)	38 (1.0)	46 (1.2)	2 (4)	16 (41)
40 (1.0)	51 (1.3)	61 (1.6)	2 (5)	22 (55)
50 (1.3)	64 (1.6)	77 (2.0)	3 (6)	27 (69)
60 (1.5)	77 (2.0)	93 (2.4)	3 (8)	32 (82)
70 (1.8)	90 (2.3)	109 (2.8)	4 (9)	38 (96)
80 (2.0)	104 (2.6)	125 (3.2)	4 (10)	43 (110)
90 (2.3)	117 (3.0)	140 (3.6)	5 (12)	49 (124)
100 (2.5)	130 (3.3)	156 (4.0)	5 (13)	54 (137)
120 (3.0)	156 (4.0)	188 (4.8)	6 (15)	65 (165)
150 (3.8)	196 (5.0)	235 (6.0)	8 (19)	81 (206)
200 (5.0)	261 (6.6)	314 (8.0)	10 (26)	108 (275)
250 (6.3)	327 (8.3)	393 (10.0)	13 (32)	135 (343)
300 (7.5)	393 (10.0)	472 (12.0)	15 (39)	162 (412)

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CONNECTING YOUR DEVICES

Devices You Can Connect to the Projector (Refer to this section for planning your device configuration to use for your presentation.)

⚠ **CAUTION** • Incorrect connecting could result in fire or electrical shock. Please read this manual and the separate "SAFETY INSTRUCTIONS".

ATTENTION Precautions to observe when connecting other devices to the projector
- Whenever attempting to connect other devices to the projector, please thoroughly read the manual of each device to be connected.
- TURN OFF ALL DEVICES prior to connecting them to the projector. Attempting to connect a live device to the projector may generate extremely loud noises or other abnormalities that may result in malfunction and/or damage to the device and/or projector. Refer to the "TECHNICAL" of the USER'S MANUAL (Vol.2) for the pin assignment of connectors and RS-232C communication data.
- Make sure that you connect devices to the correct port. Incorrect connection may result in malfunction and/or damage to the device and/or projector.
- A component cable and some other cables have to be used with core set. Use the accessory cable or a designated-type cable for the connection. For cables that have a core only at one end, connect the core to the projector.
- Secure the screws on the connectors and tighten.

Indicates the corresponding reference page
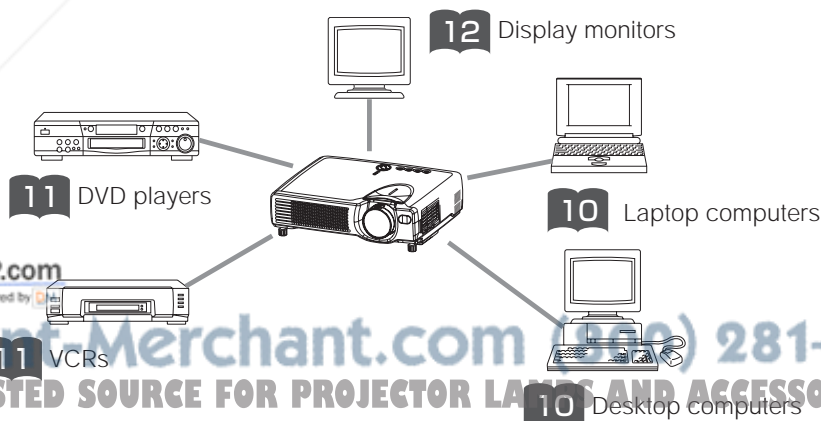
12 Display monitors

11 DVD players

10 Laptop computers

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11 VCRs

10 Desktop computers

Ports and Cables

Refer to the table below to find out which projector port and cable to use for connecting a given device. Use this table for determining which cables to prepare.

| Function	Projector Port	Connection Cables
RGB input	RGB IN 1	Accessory RGB cable or optional RGB cable with D-sub 15-pin shrink jack and inch thread screws
	RGB IN 2	
RGB output	RGB OUT	
USB mouse control	USB	Accessory USB cable
Audio input from computer	AUDIO IN 1 ・Linked to RGB IN 1	Optional audio cable with stereo mini jack
	AUDIO IN 2 ・Linked to RGB IN 2	
PS/2 mouse control	CONTROL	Optional PS/2 mouse cable
ADB mouse control		Optional ADB mouse cable
Serial mouse control		Optional serial mouse cable
RS-232C communication		Optional RS-232C cable
S-video input	S-VIDEO IN	Optional S-video cable with mini DIN 4-pin jack
Video input	VIDEO IN	Accessory audio/video cable
Audio input from video equipment	AUDIO IN L	Accessory audio/video cable or optional audio cable with RCA jack
	AUDIO IN R	
Audio output	AUDIO OUT	Optional audio cable with stereo mini jack

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NOTE *About Plug-and-Play Capability*
• This projector is compatible with VESA DDC 1/2B. Plug-and-Play can be achieved by connecting this projector to computers that are VESA DDC (display data channel) compatible. Please take advantage of this function by connecting the accessory RGB cable to the RGB IN 1 port (DDC 1/2B compatible). Plug-and-Play may not work properly if any other type of connection is attempted.
• Plug-and-Play is a system composed of the computer, its operating system and peripheral equipment (i.e. display devices).
• Please use the standard drivers as this projector is a Plug-and-Play monitor.
• Plug-and-Play may not function properly with some type of computers. Use the RGB IN 2 port if Plug-and-Play does not function correctly.

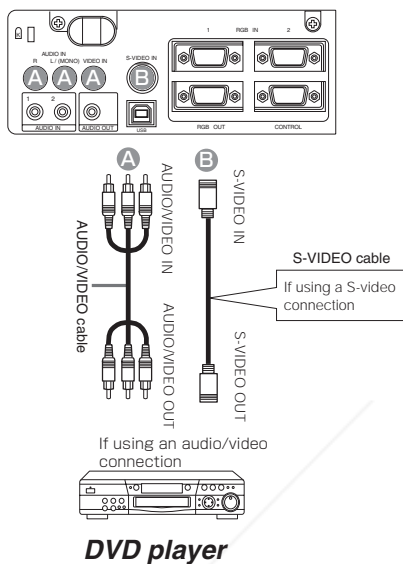# CONNECTING YOUR DEVICES (continued)

Connecting to a Computer

ATTENTION Whenever attempting to connect a laptop computer to the projector, be sure to activate the laptop's RGB external image output (set the laptop to CRT display or to simultaneous LCD and CRT display). For details on how this is done, please refer to the instruction manual of the corresponding laptop computer.
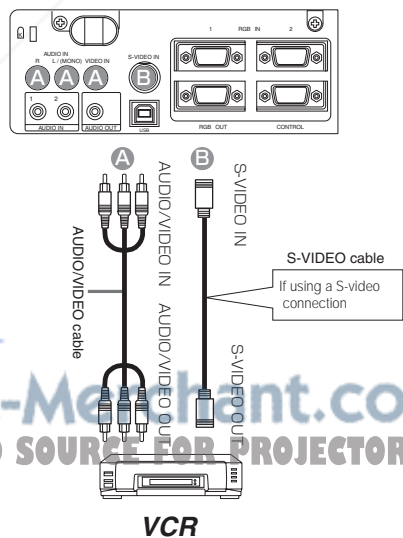
Laptop computer

Desktop computer

USB cable
If connecting to a USB port equipped computer
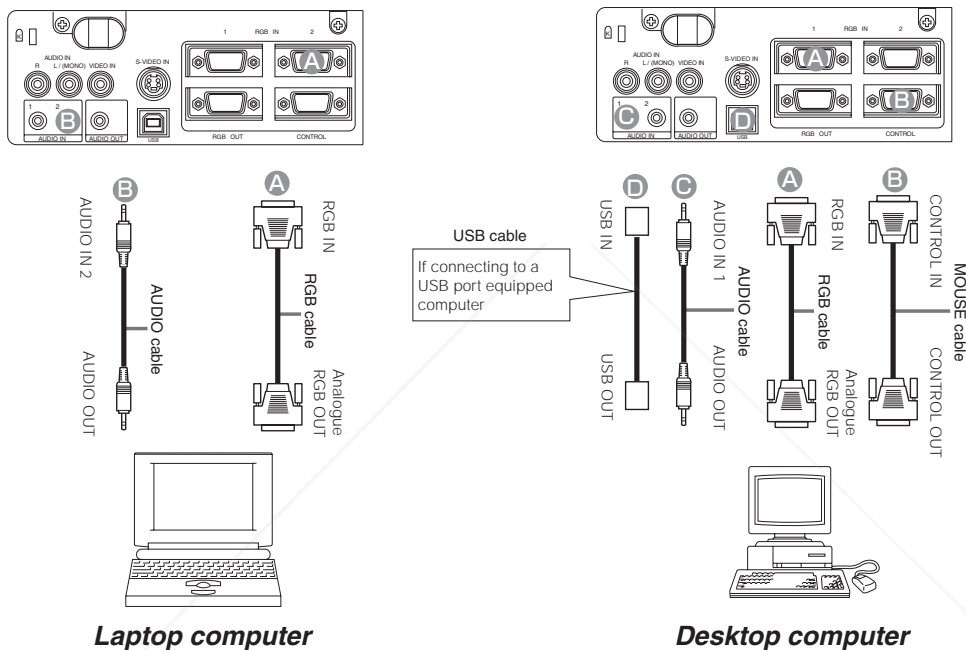
NOTE
• Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
• For some RGB input modes, the optional Mac adapter is necessary.
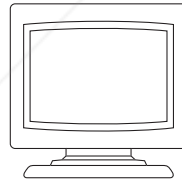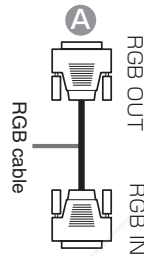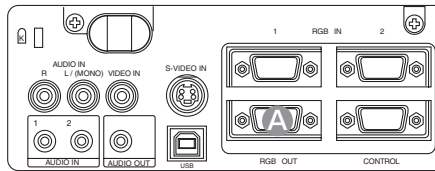
10

Connecting to a DVD Player

AUDIO IN
R   L / (MONO) VIDEO IN   S-VIDEO IN

1   RGB IN   2

A A A   B

1   2

AUDIO IN   AUDIO OUT   USB   RGB OUT   CONTROL

A   B

AUDIO/VIDEO IN   S-VIDEO IN

S-VIDEO cable

If using a S-video connection

AUDIO/VIDEO cable

AUDIO/VIDEO OUT   S-VIDEO OUT

If using an audio/video connection

DVD player

Connecting to a VCR

AUDIO IN
R   L / (MONO) VIDEO IN   S-VIDEO IN

1   RGB IN   2

A A A   B

1   2

AUDIO IN   AUDIO OUT   USB   RGB OUT   CONTROL

A   B

AUDIO/VIDEO IN   S-VIDEO IN

S-VIDEO cable

If using a S-video connection

AUDIO/VIDEO cable

AUDIO/VIDEO OUT   S-VIDEO OUT

VCR

CONNECTING YOUR DEVICES (continued)

Connecting to a Display Monitor

Display monitor

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USING THE REMOTE CONTROL

Putting batteries into the remote control unit

⚠ **CAUTION** Precautions to observe in regards to the batteries
Always handle the batteries with care and use them only as directed. Improper use may result in
battery cracking or leakage, which could result in fire, injury and/or pollution of the surrounding environment.
• Keep the battery away from children and pets.
• Be sure to use only the batteries specified for use with the remote control. Do not mix new batteries with used ones.
• When inserting batteries, verify that the plus and minus terminals are aligned correctly (as indicated in the remote control).
• When you dispose the battery, you should obey the law in the relative area or country.
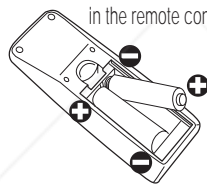
1 Remove the battery cover
Slide back and remove the battery cover in the direction of the arrow.
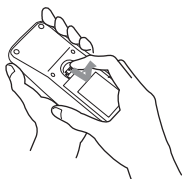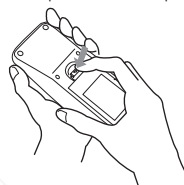
2 Insert the batteries
Align and insert the two AA batteries (that came with the projector) according to their plus and minus terminals (as indicated in the remote control).

3 Close the battery cover
Replace the battery cover in the direction of the arrow and snap it back into place.

Operating the remote control

• The remote control works with both the projector's front and rear remote sensors.
• The range of the remote sensor on the front and back is 3 meters with a 60-degree range (30 degrees to the left and right of the remote sensor).
• Since the remote control uses infrared light to send signals to the projector (Class 1 LED), be sure to use the remote control in an area free from obstacles that could block the remote control's output signal to the projector.

30 degrees   30 degrees   30 degrees   30 degrees
approximately 3 meters   approximately 3 meters
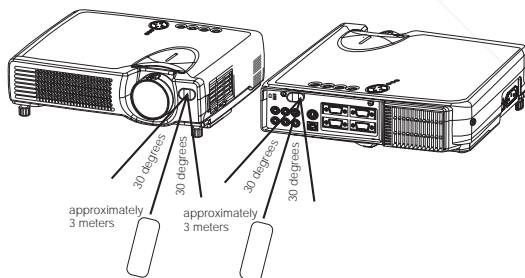
ATTENTION **Precautions to observe when using the remote control**
• Do not drop or otherwise expose the remote control to physical impact.
• Do not get the remote control wet or place it on wet objects. Doing so may result in malfunction.
• Remove the batteries from the remote control and store them in a safe place if you won't be using the remote control for an extended period.
• Replace the batteries whenever the remote control starts to malfunction
• When strong light, such as direct sunlight or light from an extremely close range (such as from an inverter fluorescent lamp), hits the projector's remote sensor, the remote control may cease to function. Adjust the direction of the projector to keep light from directly hitting the projector's remote sensor.
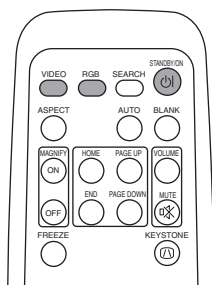
13

TURNING ON THE POWER

Precautions
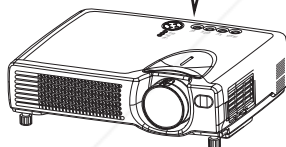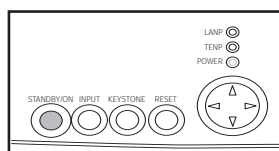Connect all devices to be used to the projector prior to turning on the power. **8** ～ **12**

⚠ **WARNING** When the power is ON, a strong light is emitted. Do not look into the lens.

Control panel

1 **Make sure that the power cord is firmly and correctly connected to the projector and outlet**
3

2 **Turn on the projector's power**
Set the power switch to [|] (ON). The projector will go to STANDBY mode and the POWER indicator will light to solid orange.

power switch

POWER indicator

3 **Press the STANDBY/ON button (control panel or remote control)**
• The projector begins warming up and the POWER indicator blinks green.
• The POWER indicator stops blinking and lights to solid green once the projector's power is completely on.
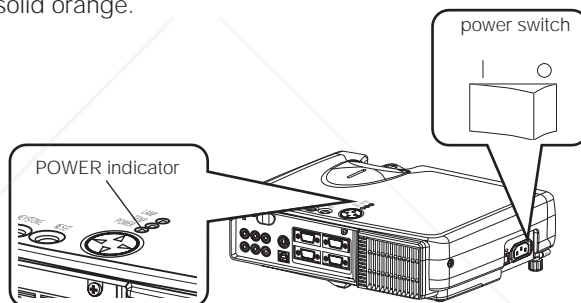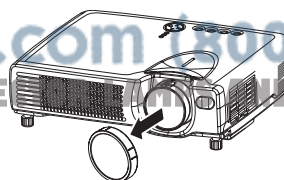
STANDBY/ON

NOTE *Turn the power on/off in right order.*
• Power on the projector before the computer or video tape recorder.
• Power off the projector after the computer or video tape recorder.

4 **Remove the lens cap**
The picture is projected.

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Selecting an Input Signal

ENGLISH

5

Using the remote control

If selecting RGB input
Press the RGB button
Press this button to toggle between the devices connected to RGB IN 1 and 2. As illustrated below, each time you press the RGB button, the projector switches between RGB IN 1 and 2. Select the signal you wish to project.

RGB

RGB IN 1 ⟷ RGB IN 2
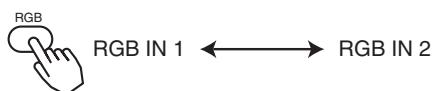
If selecting video input
### Press the VIDEO button
Press this button to toggle between the devices connected to VIDEO IN and S-VIDEO IN. As illustrated below, each time you press the VIDEO button, the projector switches between VIDEO IN and S-VIDEO IN. Select the signal you wish to project.

VIDEO

VIDEO IN ⟷ S-VIDEO IN

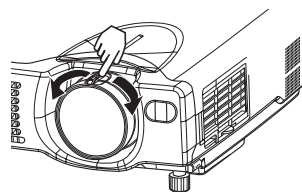| Using the projector's control panel |
|---|

Press the INPUT button
As illustrated below, each time you press the INPUT button, the projector switches between its input signal ports. Select the signal you wish to project.

INPUT

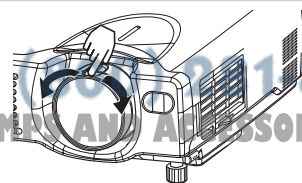RGB IN 1 ⟶ RGB IN 2

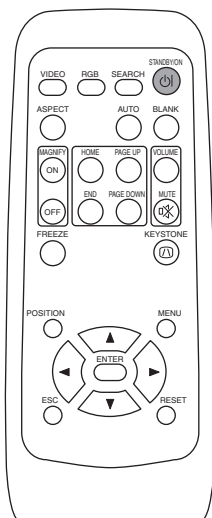S-VIDEO IN ⟵ VIDEO IN
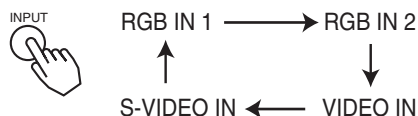
6 **Use the zoom ring to adjust the screen size**
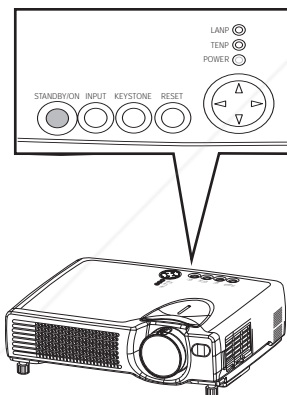
7 **Use the focus ring to focus the picture**

15

TURNING OFF THE POWER

1 **Press the STANDBY/ON button (control panel or remote control)**

The message "Power off?" will appear on the screen for approximately 5 seconds.

STANDBY/ON

2 **Press the STANDBY/ON button again (control panel or remote control)**

Press the STANDBY/ON button again while the "Power off?" message is visible. The projector lamp goes off and starts cooling down. The POWER indicator blinks orange while the lamp cools down. (Pressing the STANDBY/ON button while the POWER indicator is blinking orange has no effect.)

The system goes into the STANDBY mode after cooling down and the POWER indicator stops blinking orange and then lights to solid orange.
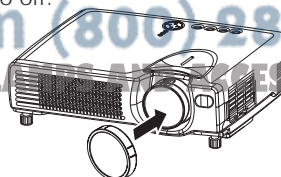
STANDBY/ON

Control panel

3 **Check that the POWER indicator stops blinking and lights to solid orange.**
Switch the power switch to [O] (OFF).

power switch
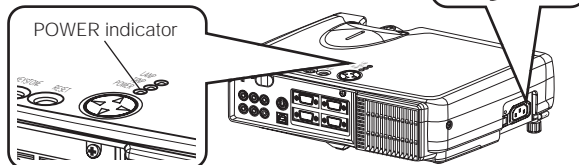
POWER indicator

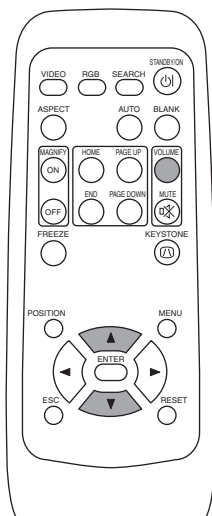**4** **Confirm that the POWER indicator has gone off and then attach the lens cap.**

When the projector has completed powering down, the POWER indicator will go off.

NOTE

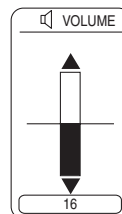• Except in emergencies, follow the above-mentioned procedure for turning power off.

16

ADJUSTING THE VOLUME

1 **Press the VOLUME button**
As illustrated on the right, a dialog will appear on the screen to aid you in adjusting the volume.

VOLUME

VOLUME

16

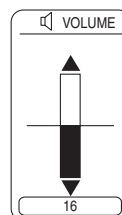**2** **Press the (▲), (▼) buttons to adjust the volume**
Press the VOLUME button again to close the dialog and complete this operation. (Even if you don't do anything, the dialog will automatically disappear after a few seconds.)

(▲) Press this to increase the volume

(▼) Press this to decrease the volume

VOLUME

16

TEMPORARILY MUTING THE SOUND
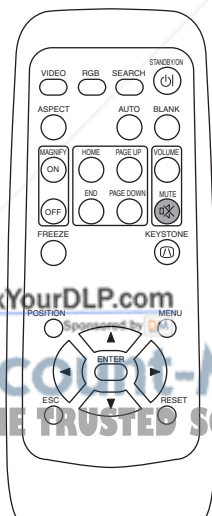
1 **Press the MUTE button**
As illustrated on the right, a dialog will appear on the screen indicating that you have muted the sound. Press the VOLUME button to close the dialog. (Even if you don't do anything, the dialog will automatically disappear after a few seconds.)
Press the MUTE button again to restore the sound.

MUTE

VOLUME

16

ADJUSTING THE POSITION

1 **Press the POSITION button**
As illustrated on the right, a dialog will appear on the screen to aid you in adjusting the position.

POSITION
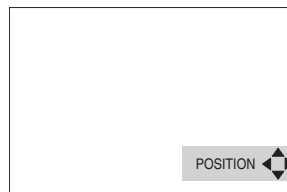
POSITION ◄►

2 **Use the ◄, ►, ▲, ▼ buttons to adjust the position**
When you want to initialize the position, press the RESET button during adjustment.
Press the POSITION button again to close the dialog and complete this operation. (Even if you don't do anything, the dialog will automatically disappear after a few seconds.)
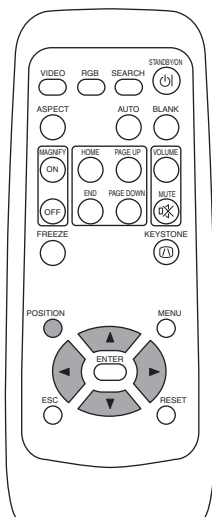This function is only available for RGB IN 1/2 input.
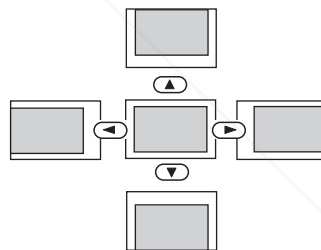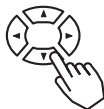
USING THE AUTOMATIC ADJUSTMENT FEATURE
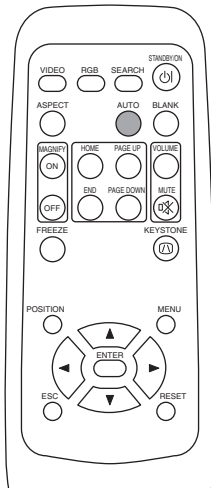
1 ## Press the AUTO button

AUTO

Automatic Adjustment for RGB Input

Horizontal position (H. POSIT), vertical position (V. POSIT), clock phase (H. PHASE) and horizontal size (H. SIZE) are automatically adjusted.
Make sure that the application window is set to its maximum size prior to attempting to use this feature.
Dark pictures may still be incorrectly adjusted. Use a bright screen when adjusting.

Automatic Adjustment for Video Input

The signal type best suited for the respective input signal is selected automatically.
This feature is available only if VIDEO is set to AUTO in the INPUT menu.

NOTE

The automatic adjustment operation requires approximately 10 seconds. Also, please note that it may not function correctly with some input signals.

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CORRECTING KEYSTONE DISTORTIONS
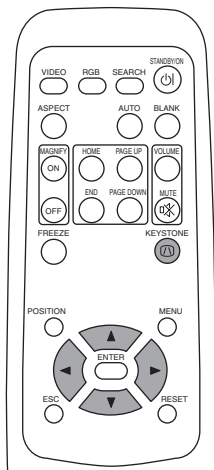
1 **Press the KEYSTONE button**
As illustrated on the right, a dialog will appear on the screen to aid you in correcting the distortion.

KEYSTONE
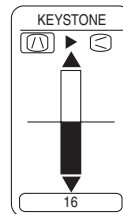
2 **Use the ◄,► buttons to select the direction of distortion to correct (▱/◁)**

3 **Use the ▲,▼ buttons to correct the distortion**
Press the KEYSTONE button again to close the dialog and complete this operation. (Even if you don't do anything, the dialog will automatically disappear after a few seconds.)

NOTE
• This function may not be work well with some types of input signals.
• The adjustable range for correcting keystone distortions will vary with the type of input signal.

USING THE MAGNIFY FEATURE

1 **Press the MAGNIFY (ON) button**
The projector enters MAGNIFY mode.

MAGNIFY
ON

2 **Press the POSITION button, then use the ◄,►,▲ ,▼ buttons to select the area to enlarge and then press the POSITION button again to confirm your selection**

POSITION

POSITION

3 **Press the ▲,▼ buttons to zoom in and out of the selected area.**
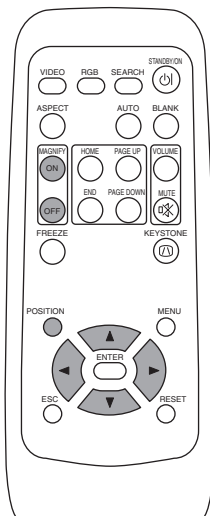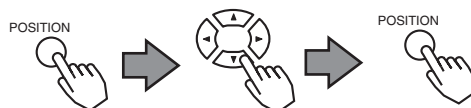Press the MAGNIFY (OFF) button to exit MAGNIFY mode and restore the screen to normal. (The projector will also automatically exit MAGNIFY mode if there is a change in the input signal's state.)

Remote control buttons: VIDEO, RGB, SEARCH, STANDBY/ON, ASPECT, AUTO, BLANK, MAGNIFY ON, HOME, PAGE UP, VOLUME, OFF, END, PAGE DOWN, MUTE, FREEZE, KEYSTONE, POSITION, MENU, ENTER, ESC, RESET

NOTE

The projector will automatically exit from MAGNIFY mode if either the INPUT SELECT, AUTO, ASPECT or VIDEO feature is used, or, if there is a change in the input signal's state.

FREEZING THE SCREEN
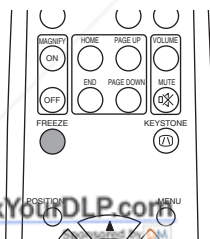
1 **Press the FREEZE button**
The [II] icon appears and the screen will freeze at the current image. Press the FREEZE button again and the [▶] appears as the projector exits FREEZE mode.

FREEZE

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NOTE
• The projector will automatically exit from FREEZE mode if either the POSITION, VOLUME, MUTE, AUTO, BLANK ON/OFF or MENU ON/OFF feature is used, or, if there is a change in the input signal's state.
• If the projector continues projecting the same image for a long time (i.e. you forget to exit FREEZE mode), the image might possibly remain as an afterimage. Do not leave the projector in FREEZE mode for too long.

SIGNAL SEARCHING
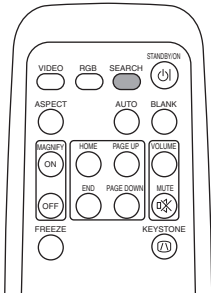
1 Press the SEARCH button
When you press the SEARCH button, the projector begins searching for input signals. If it detects an input signal, the search will cease and the projector will project the detected signal. If the projector is unable to find an input signal at any of its ports, it will return to the state it was in prior to the search.

SEARCH

RGB IN 1 ⟶ RGB IN 2
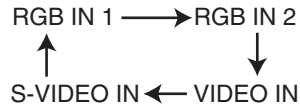
S-VIDEO IN ⟵ VIDEO IN

SELECTING THE ASPECT RATIO
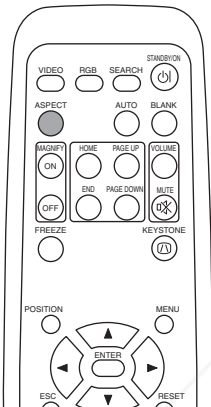
1 Press the ASPECT button

ASPECT

RGB IN 1, RGB IN 2,

4:3 ⟷ 16:9

VIDEO IN, S-VIDEO IN,

4:3 ⟶ 16:9 ⟶ SMALL

TEMPORARILY BLANKING THE SCREEN

1 Press the BLANK button
The input signal screen is shut off, and a blank screen appears. You can set the blank screen using the menu (from the SCREEN menu, select BLANK). Press the BLANK button again to remove the blank screen, and return to the input signal screen.

BLANK

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USING THE MENU FUNCTIONS

1 **Press the MENU button**

MENU

The menu display appears on the screen. The projector has the following menus: MAIN, PICTURE-1, PICTURE-2, INPUT, SCREEN, and OPTION. Select a menu using the ▲/▼ buttons. The current settings of the items that can be manipulated via the selected menu appear.
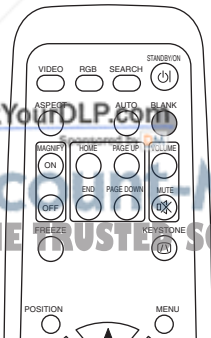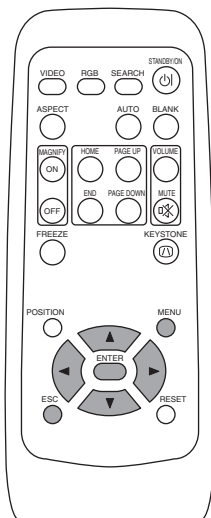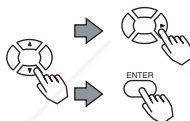
2 **Select a menu using the ▲/▼ buttons, then press the ► or ENTER button.**

The display of the selected menu appears.
[ex. Adjusting SHARPNESS]
Use the ▲/▼ buttons to select PICTURE-1, then press the ► or ENTER button.

ENTER

MENU		
MAIN	COLOR BAL R	–1
PICTURE-1	COLOR BAL B	+1
PICTURE-2	SHARPNESS	–1
INPUT	COLOR	+1
SCREEN	TINT	–1
OPTION		

⊙ : SELECT

3 **Select an item using the ▲/▼ buttons, then press the ► or ENTER button.**

The operation display of the selected item appears. To adjust a numerical value, press the ► or ENTER button again to switch to the single menu (small display showing only the operation display area).
[ex. Adjusting SHARPNESS]
Use the ▲/▼ buttons to select SHARPNESS, then press the ► or ENTER button.

ENTER
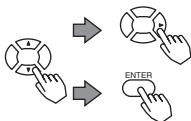
MENU		
MAIN	COLOR BAL R	
PICTURE-1	COLOR BAL B	
PICTURE-2	SHARPNESS	
INPUT	COLOR	
SCREEN	TINT	
OPTION		
		0

⊙ : SELECT

4 **Press the ▲/▼ buttons to adjust the level.**

Press the MENU button to hide the menu and finish your operation. Alternatively, press the ◄ or ESC button to return to the previous display.
[ex. Adjusting SHARPNESS]
Use the ▲/▼ buttons to adjust the SHARPNESS.

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OPERATING THE PC SCREEN

You can use the remote control as a simplified mouse or keyboard.

⚠ **CAUTION** Caution: Mistaken use of the mouse/keyboard control could damage your equipment.
• Only connect to a PC.
• Before connecting, read the manuals of the device you will connect.
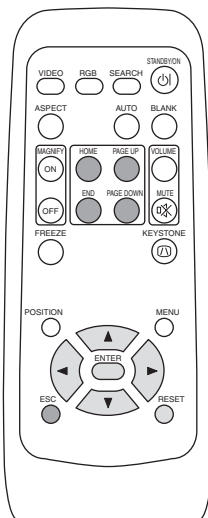• Do not unplug the connector cables while the computer is operating.

PS/2, ADB, Serial Mouse Control

1. Turn off the projector and PC power, and connect the projector's CONTROL terminal to the computer via the mouse cable.
2. If a USB cable is connected, disconnect it. If a USB cable is connected, the USB control function is given priority, and mouse control from the CONTROL terminal will not function.
3. Turn on the projector power, then the computer.
   The functions in the table below can be controlled. If you have difficulty with control, restart the computer (either from the software or by pressing the restart button).

Available Functions	Remote Control Operation
Move Pointer	Use ◀ ▶ ▲ ▼ buttons
Left click with mouse	Press ENTER button
Right click with mouse	Press RESET button

USB Mouse/Keyboard Control

1. Connect the projector's USB terminal to the computer using a USB cable.
   The functions in the table below can be controlled.

Available Functions	Remote Control Operation
Move Pointer	Use ◀ ▶ ▲ ▼ buttons
Left click with mouse	Press ENTER button
Right click with mouse	Press RESET button
Press keyboard's HOME key	Press HOME button
Press keyboard's END key	Press END button
Press keyboard's PAGE UP key	Press PAGE UP button
Press keyboard's PAGE DOWN key	Press PAGE DOWN button
Press keyboard's ESC key	Press ESC button

NOTES
• It may not be possible to control notebook PCs, and other computers with built-in pointing devices (e.g. track balls), using this remote control. In this case, before connecting go into BIOS (system setup) and select external mouse, and disable the pointing devices. In addition, the mouse may not function if the computer does not have the needed utility program. See your computer's hardware manual for details.
• The USB control can be used with Windows 95 OSR 2.1 or higher. It may not be possible to use the remote control, depending on the computer's configurations and mouse drivers.
• The USB control can only be used for the functions listed above. You cannot do things like press two buttons at once (for instance, pressing two buttons at the same time to move the mouse pointer diagonally).
• This function is not available while the lamp is warming up (the POWER indicator flashes green), while adjusting the volume and display, correcting for trapezoidal distortion, zooming in on the screen, using the BLANK function, or displaying the menu screen.

24

THE LAMP

⚠ ⚡ 🔥 💥   **HIGH VOLTAGE**
HIGH TEMPERATURE
HIGH PRESSURE

Before replacing the lamp, check the serial number of the replacement lamp bulb (sold separately: DT00511 for ED-S3170AT/ED-X3280AT, DT00521 for ED-X3250AT), then contact
your local dealer. Before replacing the lamp, turn off the power, and unplug the power cord,
then wait at least 45 minutes, in order to ensure that the lamp is properly cooled. Removing the lamp bulb while it is still hot could cause burns, or cause the lamp bulb to burst.

⚠**WARNING** The LCD projector uses a glass lamp bulb. It is a mercury lamp with high internal pressure. High-pressure mercury lamps can break with a loud bang, or burn out, if jolted or scratched, or through wear over time. Each lamp has a different lifetime, and some may burst or burn out soon after you start using them. In addition, when the bulb bursts, it is possible for shards of glass to fly into the lamp housing, and for gas containing mercury to escape from the projector's vent holes.
• Handle with care: jolting or scratching could cause the lamp bulb to burst during use.
• If the replace lamp indicator (see "Related Messages" (Vol.2 ▨7) and "Regarding the
  indicator Lamps" (Vol.2 ▨8)) comes on, replace the lamp as soon as possible. Using the
  lamp for long periods of time, or past the replacement date, could cause it to burst. Do
  not use old (used) lamps; this is a cause of breakage.
• If the lamp breaks soon after the first time it is used, it is possible that there are electrical problems
  elsewhere besides the lamp. If this happens, contact your local dealer.
• If the lamp should break (it will make a loud bang when it does), ventilate the room well, and make
  sure not to breathe the gas that comes out of the projector vents, or get it in your eyes or mouth.
• If the lamp should break (it will make a loud bang when it does), unplug the power cord from
  the outlet, and make sure to request a replacement lamp from your local dealer. Note that
  shards of glass could damage the projector's internals, or cause injury during handling, so
  please do not try to clean the projector or replace the lamp yourself.
• Obey local ordinances when disposing of used lamps. In most cases, it is possible to dispose of used
  bulbs in the same manner as used glass bottles, but in some cases, bulbs are sorted separately.
• Do not use the projector with the lamp cover removed.

**ENGLISH**

THE LAMP (continued)

Replacing the lamp

All projector lamps will wear out eventually. If used for long periods of time, the image could become darkened, and the color contrast could be impacted as well. We recommend that you replace your lamps early. If the LAMP indicator turns red, or a message prompts you to replace the lamp when you power up the projector, the lamp needs to be replaced. (See "Related Messages" (Vol.2 7) and "Regarding the Indicator Lamps" (Vol.2 8) for details.)

1 Turn off the projector, and unplug the power cord. Allow the lamp bulb to cool for at least 45 minutes, and prepare a new lamp.

2 After making sure that the projector has cooled adequately, slowly flip over the projector, so that the bottom is facing up

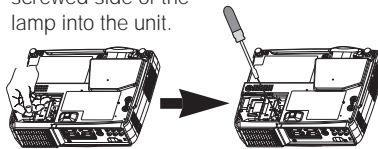**3** Unscrew the 2 screws, and remove the lamp cover
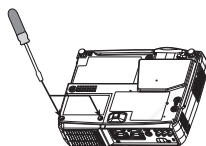
4 Unscrew the 1 screw, and slowly pull out the lamp by the handle
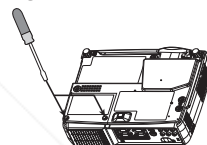• Be careful not to touch the inside of the lamp case.
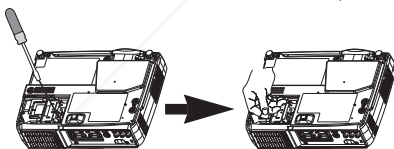
5 Insert the new lamp, and tighten the 1 screw firmly to lock it in place
• Also steadily push the opposite side of the screwed side of the lamp into the unit.

6 Replace the lamp cover, and tighten the 2 screws firmly to lock it in place

7 Slowly turn the projector so that the top is facing up

8 Turn on the projector power, and using the menu, reset the lamp timer
• To reset the lamp timer, from the OPTION menu, select LAMP TIME.

ATTENTION • Make sure that the screws are screwed in firmly. Loose screws could result in damage or injury.
• Do not use with lamp cover removed.
• Do not reset the lamp timer without replacing the lamp. Reset the lamp timer always when replacing the lamp. The message functions will not operate properly if the lamp timer is not reset correctly.
• When the lamp has been replaced after the message of "CHANGE THE LAMP ...THE POWER WILL TURN OFF AFTER 0 hr." is displayed, or the LAMP indicator is red, complete the following operation within 10 minutes of switching power ON.

NOTE • The LAMP indicator is also red when the lamp unit reaches high temperature. Before replacing the lamp, switch power OFF, wait approximately 20 minutes, and switch power ON again. If the LAMP indicator is still red, replace the lamp.
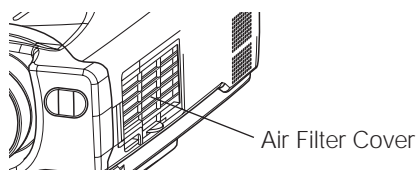
THE AIR FILTER

Caring for the air filter

The air filter should be cleaned about every 100 hours. If the LAMP indicator and TEMP indicator blink red simultaneously, or a message prompts you to clean the air filter when you turn on the unit, the filter needs to be cleaned. (See "Related Messages" (Vol.2 **7**) and "Regarding the Indicator Lamps" (Vol.2 **8**) for details.)

ENGLISH

1 Turn off the projector, and unplug the power cord

2 Apply a vacuum cleaner to the top of the air filter cover to clean the air filter

Air Filter Cover

3 Turn on the projector, and use the menu to reset the filter timer
• To reset the air filter timer, from the OPTION menu, select FILTER TIME.

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THE AIR FILTER (continued)

Replacing the air filter

If the soiling will not come off the air filter, or it becomes damaged, then it needs to be replaced. Please contact your local dealer, after confirming the model of your separately sold replacement air filter. (See "Optional Parts" on Vol.2 **10** .)

1 **Turn off the projector, and unplug the power cord. Prepare a new air filter (one specified for your projector)**

2 **Remove the air filter cover and air filter**

3 **Insert the new filter, and replace the filter cover**

4 **Turn on the projector power, and using the menu, reset the filter timer**
• To reset the lamp timer, from the OPTION menu, select FILTER TIME.

ATTENTION • Make sure to turn off the power and unplug the power cord before caring for the unit. Please carefully read "Safety Instructions", in order to care for your projector correctly.
• Do not use with air filter cover removed.
• If the air filter becomes clogged by dust or the like, internal temperature rises and could cause malfunction. The power is automatically turned off in order to prevent the unit from overheating internally.

OTHER CARE

Caring for the inside of the projector :
In order to ensure the safe use of your projector, please have it cleaned and inspected by your local dealer about once every 2 years. Never try to care for the inside of the unit yourself. Doing so is dangerous.

Caring for the lens :
Lightly wipe the lens with a commercially available lens-cleaning wipe. Do not touch the lens directly with your hand.

Caring for the cabinet and remote control transmitter :
Wipe lightly with gauze or a soft cloth. If soiling is severe, dip a soft cloth in water or a neutral cleanser diluted in water, and wipe lightly after wringing well. Then, wipe lightly with a soft, dry cloth.

ENGLISH

ATTENTION • Make sure to turn off the power and unplug the power cord before caring for the unit. Please carefully read "Safety Instructions" in this manual, in order to care for your projector correctly.
• Do not use cleaners or chemicals other than those listed above, including benzene and paint thinner.
• Do not use aerosols or sprays.
• Do not polish or wipe with hard objects.

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