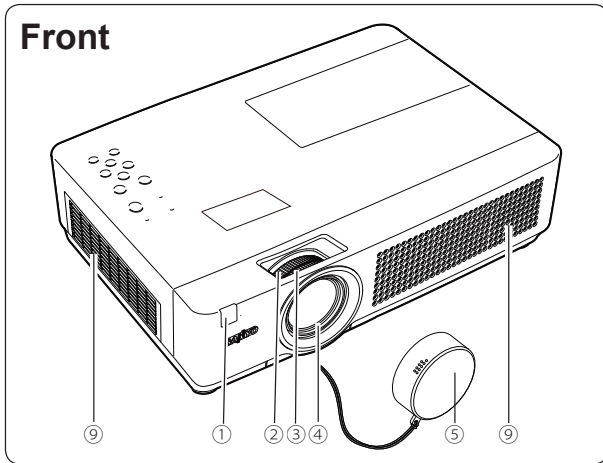


# Part Names and Functions

## Front



① Infrared Remote Receiver

② Zoom Ring

③ Focus Ring

④ Projection Lens



**CAUTION**

Do not cover the light beam in front of the lens. High temperature from light beam may damage the lens.

⑤ Lens Cap

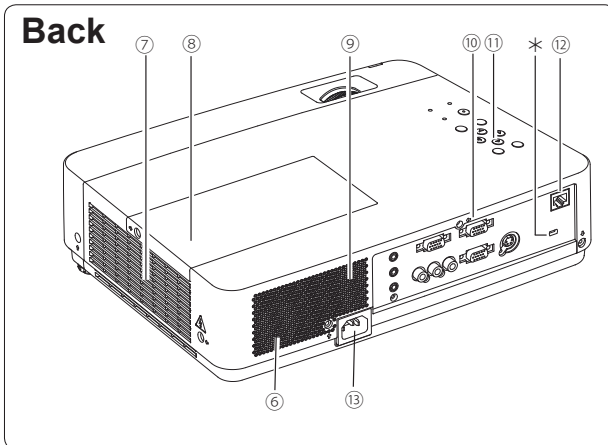
(See page 62 for attaching.)



**CAUTION**

Do not turn on a projector with lens cap attached. High temperature from light beam may damage lens cap and result in fire hazard.

## Back



⑥ Speaker

⑦ Exhaust Vents



**CAUTION**

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

⑧ Lamp Cover

⑨ Air Intake Vents

⑩ Terminals and Connectors

⑪ Top Controls and Indicators

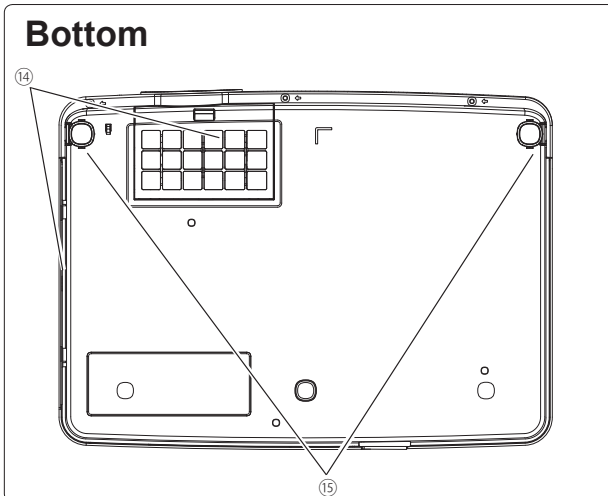
⑫ LAN Connection Terminal

⑬ Power Cord Connector

⑭ Filter Covers

⑮ Adjustable Feet

## Bottom



✓ Note:

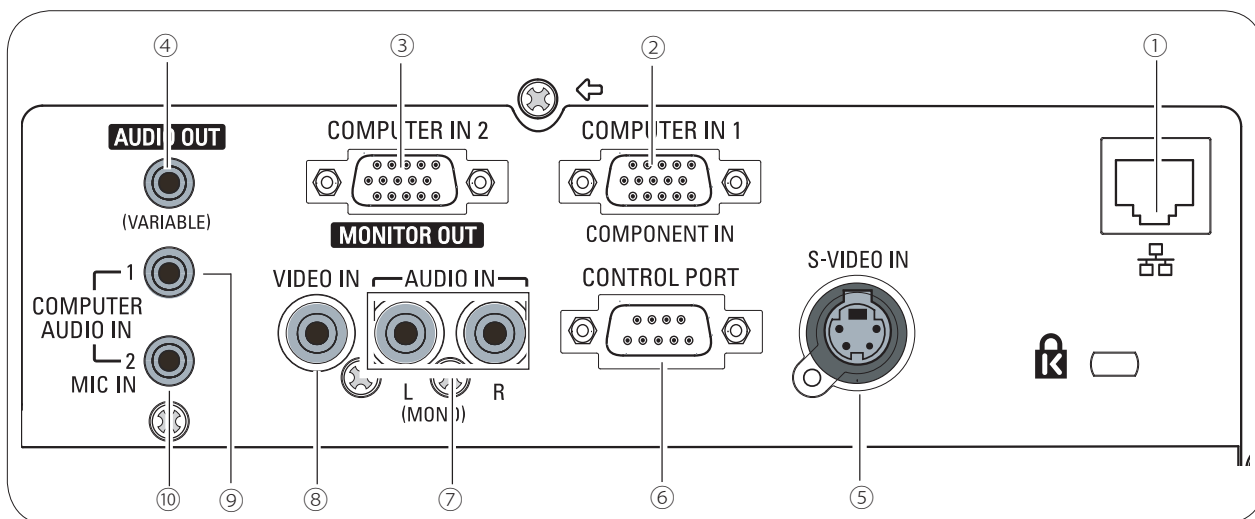
⑫ LAN Connection Terminal is for the Network function. Refer to the owner's manual of "Network Set-up and Operation".

\* **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.

## Rear Terminal



### ① LAN Connection Terminal

Connect the LAN cable (refer to the owner's manual of "Network Set-up and Operation").

### ② COMPUTER IN 1 / COMPONENT IN

Connect output signal from a computer, RGB scart 21-pin video output or component video output to this terminal(pp.14,16).

### ③ COMPUTER IN 2 / MONITOR OUT

- Connect computer output to this terminal (p.14).
- This terminal can be used to output the incoming analog RGB and Component signal from COMPUTER IN 1/COMPONENT IN terminal to the other monitor (pp.14,16).

### ④ AUDIO OUT (VARIABLE)

Connect an external audio amplifier to this jack (pp.14-16).  
This terminal outputs sound from AUDIO IN terminal (⑦ or ⑨).

### ⑤ S-VIDEO IN

Connect the S-VIDEO output signal from video equipment to this jack (p.15).

### ⑥ CONTROL PORT

When controlling the projector with RS-232 C, connect the control equipment to this connector with the serial control cable.

### ⑦ AUDIO IN

Connect the audio output signal from video equipment connected to ⑤ or ⑧ to this jack.  
For a mono audio signal (a single audio jack), connect it to the L (MONO) jack (p.15).

### ⑧ VIDEO IN

Connect the composite video output signal to this jack (p.15).

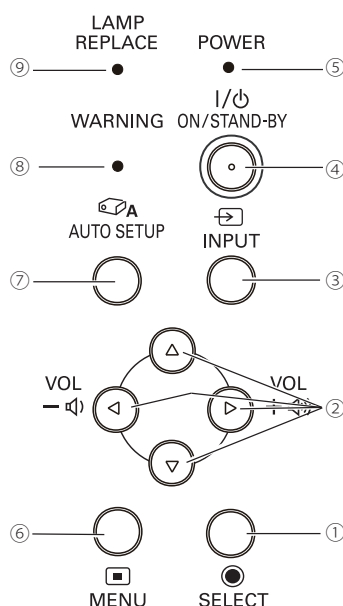
### ⑨ COMPUTER AUDIO IN 1

Connect the audio output (stereo) from a computer or video equipment connected to ② to this jack. (pp14, 16).

### ⑩ COMPUTER AUDIO IN 2 (MIC IN)

Connect the audio output (stereo) from a computer or video equipment connected to ③ to this jack. Or connect the MIC to the this jack (pp14, 16).

### Top Control



#### ① SELECT button

- Execute the selected item (p.21).
- Expand or compress the image in the Digital zoom mode (p.36).

#### ② POINT ▲ ▼ ◀ ▶ (VOLUME +/-) buttons

- Select an item or adjust the value in the On-Screen Menu (p.21).
- Pan the image in the Digital zoom +/- mode (p.36).
- Adjust the volume level (Point ◀ ▶ buttons) (p.24).

#### ③ INPUT button

Select an input source (pp.27-28, 38-39).

#### ④ ON/STAND-BY button

Turn the projector on or off (pp.18-20).

#### ⑤ POWER indicator

- Lights red when the projector is in stand-by mode.
- Lights green during operations.
- Blinks green in the Power management mode (p.51).

#### ⑥ MENU button

Open or close the On-Screen Menu (p.21).

#### ⑦ AUTO SETUP button

Execute the setting of Auto setup (includes Input search, Auto PC adj. and Auto Keystone functions) in the setting menu. (pp.23, 47).

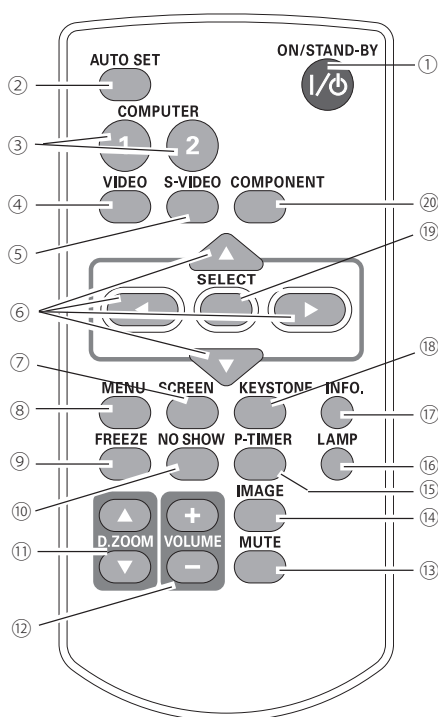
#### ⑧ WARNING indicator

- Lights red when the projector detects an abnormal condition.
- Blinks red when the internal temperature of the projector exceeds the operating range (pp.60, 70).

#### ⑨ LAMP REPLACE indicator

Lights yellow when the projection lamp reaches its end of life (pp.63, 70).

## Remote Control



- ① **ON/STAND-BY button**  
Turn the projector on or off. (pp.18-20)
- ② **AUTO SET button**  
Execute the setting of Auto setup (includes Input search, Auto PC adj. and Auto Keystone functions) in the setting menu. (pp.23, 47)
- ③ **COMPUTER 1/2 buttons**  
Select the COMPUTER 1 or COMPUTER 2 input source. (pp.27-28, 39)
- ④ **VIDEO button**  
Select the VIDEO input source. (p.38)
- ⑤ **S-VIDEO button**  
Select the S-VIDEO input source. (p.38)
- ⑥ **Point ▲▼◀▶ buttons**  
– Select an item or adjust the value in the On-Screen Menu. (p.21)  
– Pan the image in the Digital zoom +/- mode. (p.36)
- ⑦ **SCREEN button**  
Select a screen mode. (pp.26, 35, 44)
- ⑧ **MENU button**  
Open or close the On-Screen Menu. (p.21)
- ⑨ **FREEZE button**  
Freeze the picture on the screen. (p.25)
- ⑩ **NO SHOW button**  
Temporarily turn off the image on the screen. (p.26)
- ⑪ **D.ZOOM ▲▼ buttons**  
Zoom in and out the images. (pp.25, 36)
- ⑫ **VOLUME +/- buttons**  
Adjust the volume level. (p.24)
- ⑬ **MUTE button**  
Mute the sound. (p.24)
- ⑭ **IMAGE button**  
Select the image mode. (pp.26, 33, 41)
- ⑮ **P-TIMER button**  
Operate the P-timer function. (pp.26, 52)
- ⑯ **LAMP button**  
Select a lamp mode. (pp.25, 54)
- ⑰ **INFO. button**  
Operate the information function. (pp.25, 59)
- ⑱ **KEystone button**  
Correct keystone distortion. (pp.23, 37, 45)
- ⑲ **SELECT button**  
– Execute the selected item. (p.21)  
– Expand or compress the image in Digital zoom mode. (p.36)
- ⑳ **COMPONENT button**  
Select the COMPONENT input source. (p.39)

### ✓Note:

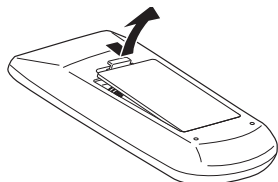
To ensure safe operation, please observe the following precautions:

- 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, spray, or any chemical material.

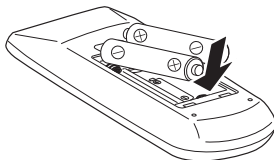
## Part Names and Functions

### Remote Control Battery Installation

- 1** Open the battery compartment lid.



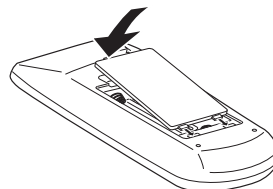
- 2** Install new batteries into the compartment.



#### Two AAA size batteries

For correct polarity (+ and -), be sure battery terminals are in contact with pins in compartment.

- 3** Replace the compartment lid.

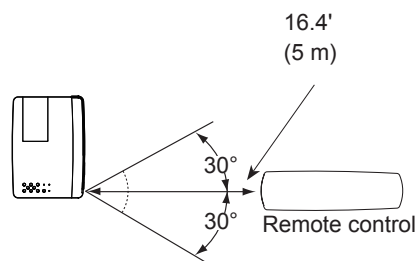


To ensure safe operation, please observe the following precautions :

- 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 or your local disposal rule or guidelines.

### Remote Control Operating Range

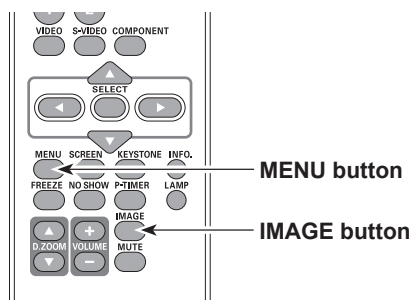
Point the remote control toward the projector (Infrared Remote Receiver) when pressing the buttons. Maximum operating range for the remote control is about 16.4'(5 m) and 60 degrees in front of the projector.



### Remote Control Code

The 2 different remote control codes (Code 1–Code 2) 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 54.

Press and hold the MENU and IMAGE buttons for more than five seconds to switch between the **Code 1** and **Code 2**. The initial code is set to **Code 1**.



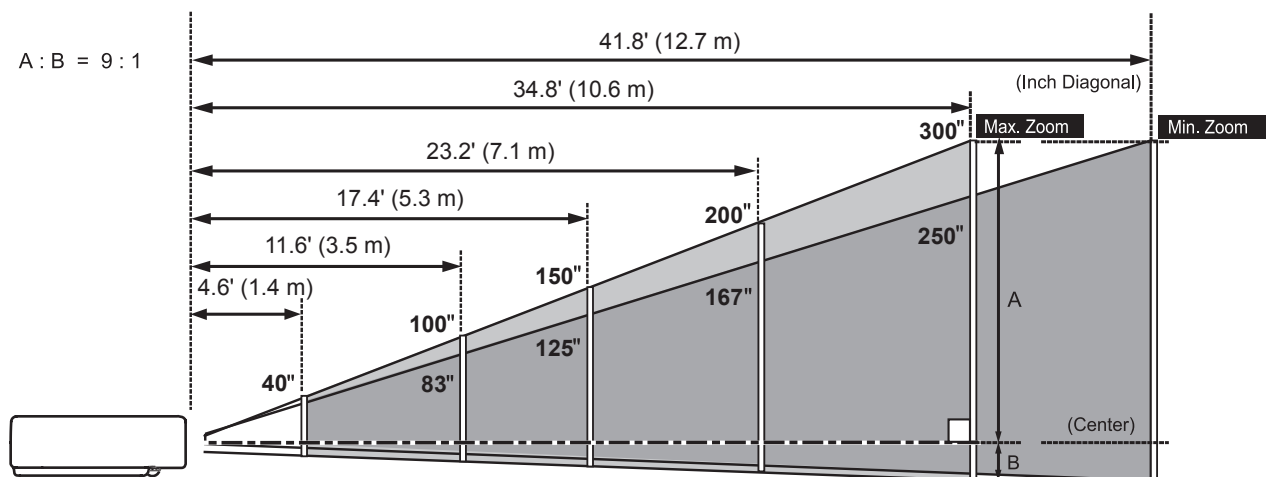
# Installation

## Positioning the Projector

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

✓ **Note:**

- 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 4 : 3 aspect ratio	40"	100"	150"	200"	300"
Zoom (max)	4.6' (1.4 m)	11.6' (3.5 m)	17.4' (5.3 m)	23.2' (7.1 m)	34.8' (10.6 m)
Zoom (min)	5.5' (1.7 m)	13.9' (4.2 m)	20.9' (6.4 m)	27.8' (8.5 m)	41.8' (12.7 m)

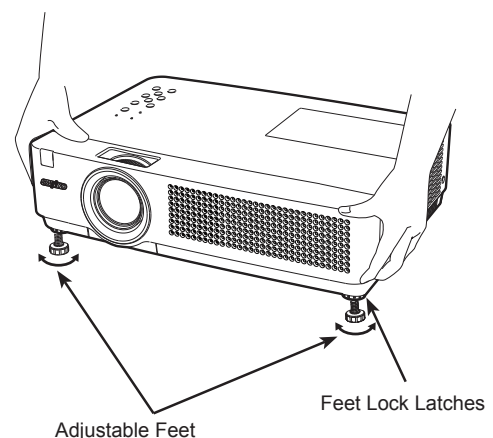
## Adjustable Feet

Projection angle can be adjusted up to 12.0 degrees with the adjustable feet.

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

Release the feet lock latches to lock the adjustable feet and rotate the adjustable feet 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 23, 37, 45).



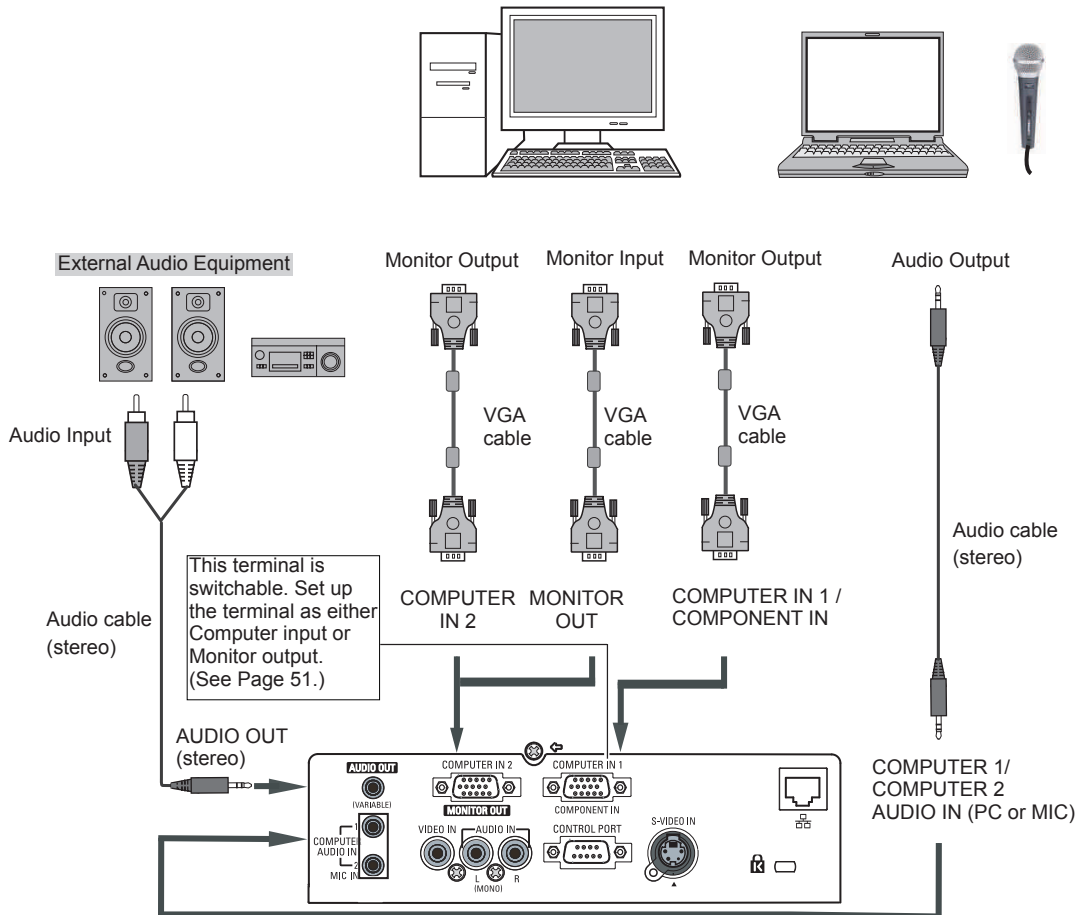
## Installation

### Connecting to a Computer

#### Cables used for connection

- VGA Cables (Mini D-sub 15 pin) \*
- Audio Cables

(\*One cable is supplied; other cables are not supplied with the projector.)



#### ✓ Note:

- When the MIC function is set to **Off** in the Sound menu, the MIC function is disabled. (p 24)
- When **MIC** is set to **On** in Sound Menu, COMPUTER AUDIO IN 1, COMPUTER AUDIO IN 2 / MIC IN and AUDIO IN(L/R) terminals can be connected at the same time. At this time, COMPUTER AUDIO IN 2 terminal as MIC input. (p 24)
- Input sound to the COMPUTER AUDIO IN 1, COMPUTER AUDIO IN 2 / MIC IN terminals when using the COMPUTER IN 2 / MONITOR OUT and the COMPUTER IN 1 / COMPONENT IN terminal as input.
- When the AUDIO OUT is plugged-in, the projector's built-in speaker is not available.
- When the cable is of the longer variety, it is advisable to use the COMPUTER IN 1 / COMPONENT IN and not the COMPUTER IN 2 / MONITOR OUT.

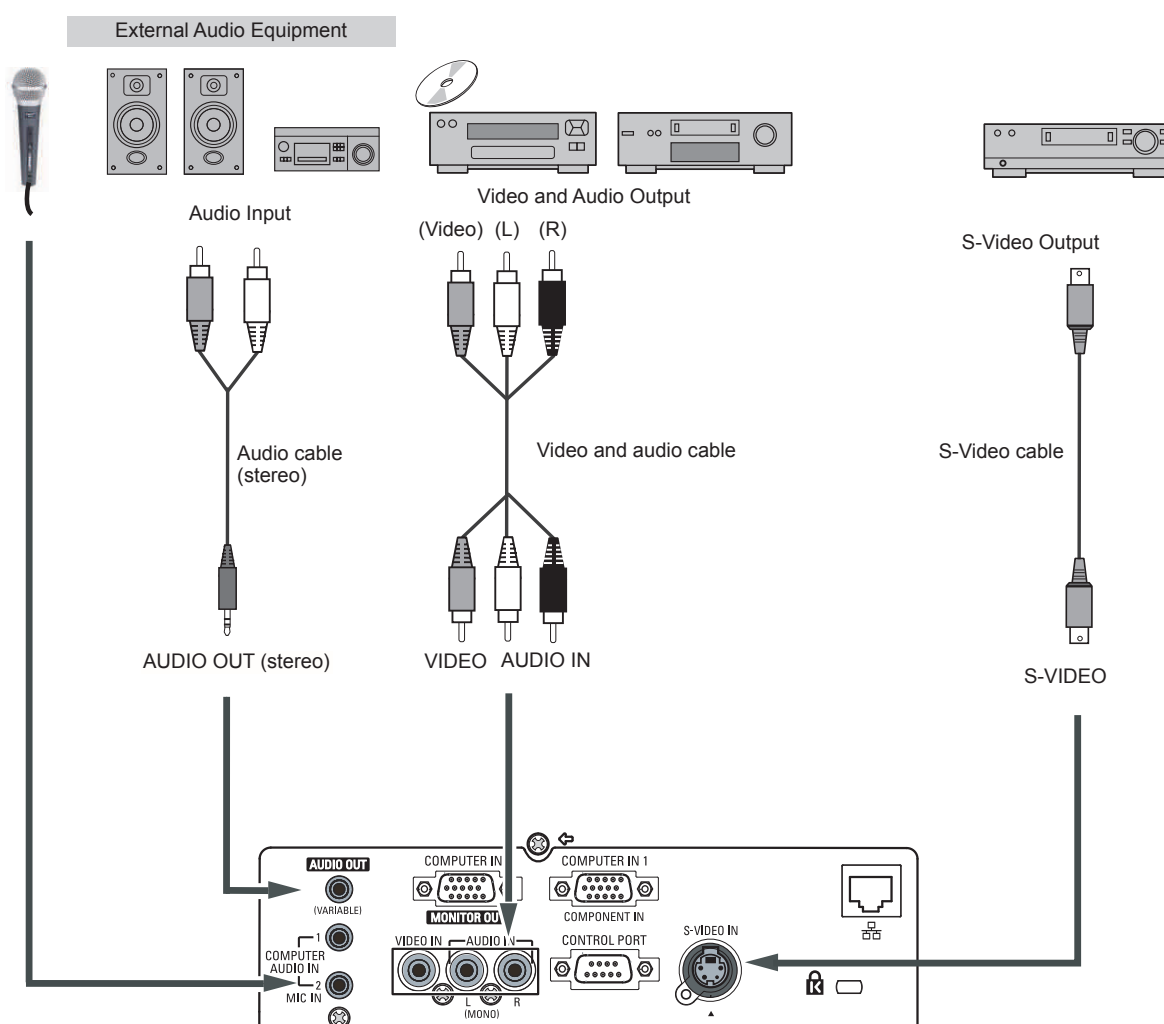


Unplug the power cords of both the projector and external equipment from the AC outlet before connecting cables.

## Connecting to Video Equipment

### Cables used for connection

- Video and Audio Cable (RCA x 3)
  - S-VIDEO Cable
  - Audio Cable
- (Cables are not supplied with the projector. )



### ✓ Note:

When the **AUDIO OUT** is plugged-in, the projector's built-in speaker is not available.



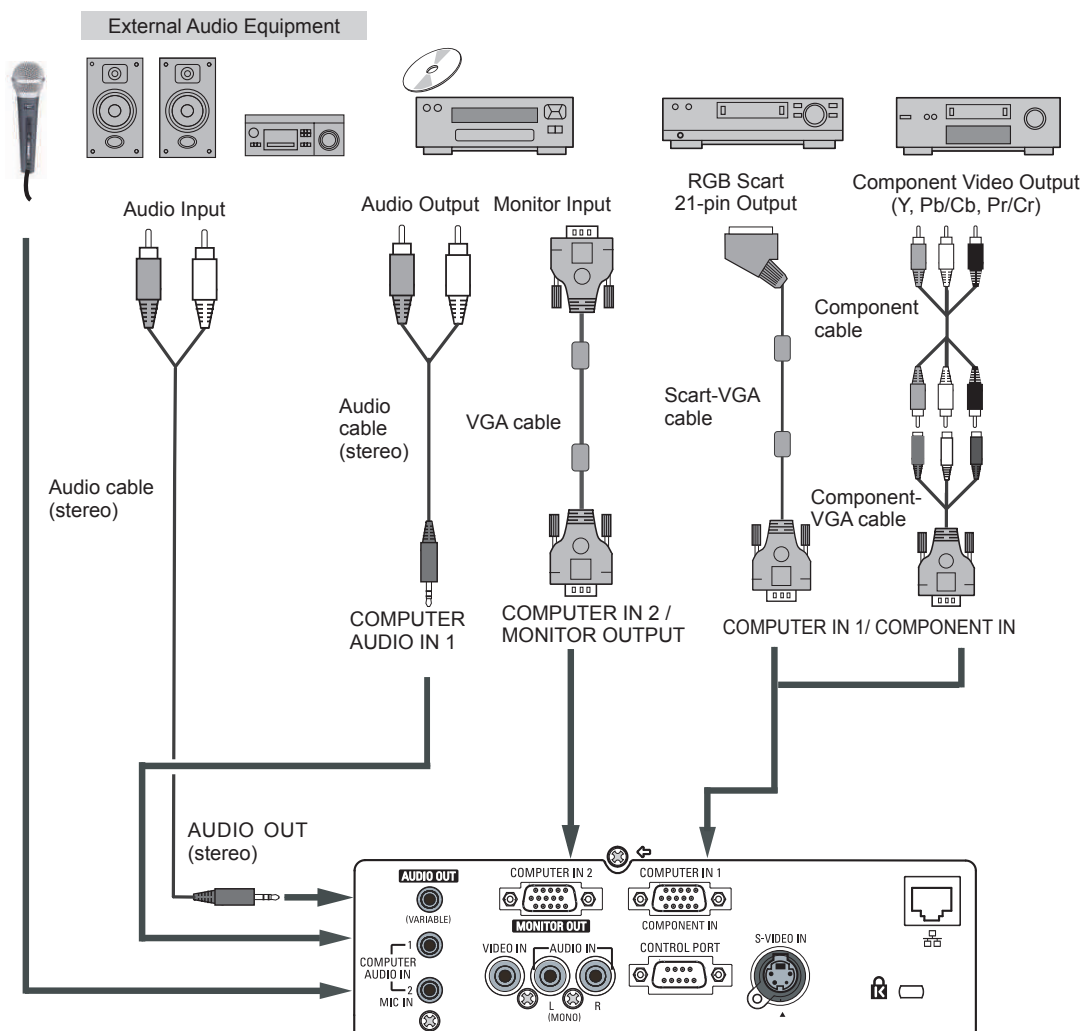
Unplug the power cords of both the projector and external equipment from the AC outlet before connecting cables.



## Connecting to Component Video Equipment

### Cables used for connection

- Audio Cables
  - Scart-VGA Cable
  - VGA Cable
  - Component Cable
  - Component-VGA Cable
- (Cables are not supplied with this projector.)



### ✓ Note:

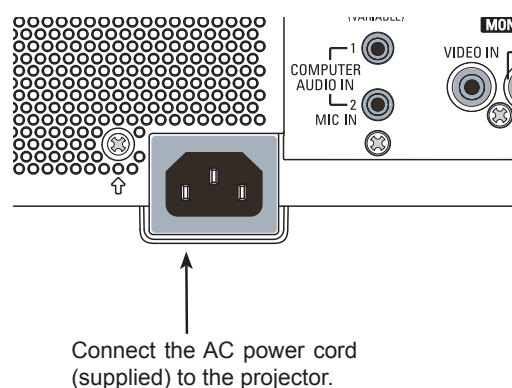
- When the AUDIO OUT is plugged-in, the projector's built-in speaker is not available.
- See page 73 for ordering optional cables.



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 100-240 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 center. Connect the projector with all peripheral equipment before turning the projector on.



### CAUTION

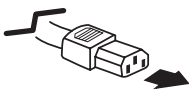

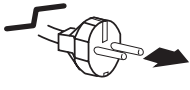
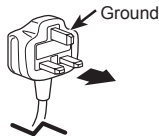
The AC outlet must be near this equipment and must be easily accessible.

#### ✓ Note:

Unplug the AC power cord when the projector is not in use. When this projector is connected to an outlet with the AC power cord, it is in Stand-by mode and consumes a little electric power.

### NOTE ON THE POWER CORD

AC power cord must meet requirement of the country where you use the projector. Confirm the AC plug type with the chart below and proper AC power cord must be used. If supplied AC power cord does not match your AC outlet, contact your sales dealer.

Projector side	AC outlet side		
 <p>To power cord connector on your projector.</p>	<b>For the U.S.A. and Canada</b>	<b>For Continental Europe</b>	<b>For the U.K.</b>
			
	<p>To the AC outlet. (120 V AC)</p>	<p>To the AC outlet. (200 - 240 V AC)</p>	<p>To the AC outlet. (200 - 240 V AC)</p>

# Basic Operation

## Turning On the Projector

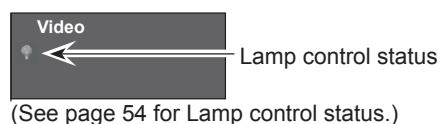
- 1 Complete peripheral connections (with a computer, VCR, etc.) before turning on the projector.
- 2 Connect the projector's AC power cord into an AC outlet. The POWER indicator lights red. Open the lens cap (see pages 8, 62).
- 3 Press the ON/STAND-BY button on the top control or on the remote control. The POWER indicator lights green and the cooling fans start to operate. The preparation display appears on the screen and the countdown starts.
- 4 After the countdown, the input source that was selected the last time and the lamp control status icon (see page 54) appear on the screen.
- 5 If there is no signal input when start on the projector, or the current signal is missed while operating the projector, the Video/PC selection window will be displayed on the screen, please move the pointer to input source desired by pressing the Point ▲▼ buttons and press the SELECT button. And then follow the input signal guidance window to correct the signal and connection.

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



The preparation display will disappear after 30 seconds.

### Selected Input Source and Lamp Control



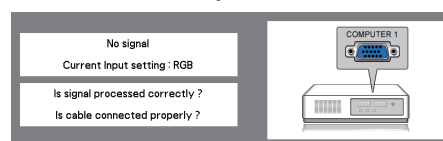
#### ✓ Note:

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

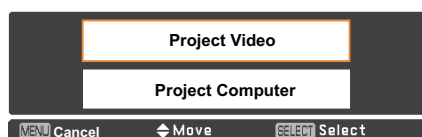
### PC Selection



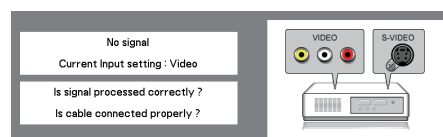
### Guidance for PC Input



### Video Selection



### Guidance for Video Input



#### ✓ Note:

- When the Logo select function is set to **Off**, the logo will not be shown on the screen (p.48).
- When **Countdown off** or **Off** is selected in the Display function, the countdown will not be shown on the screen (p.48).
- When the Input Search function is set to **On2**, the input signal will be searched automatically (p.47)
- When **Off** is selected in the Display function, the Video/PC selection window and the input signal guidance window are not shown on the screen. (p.48)

### 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.

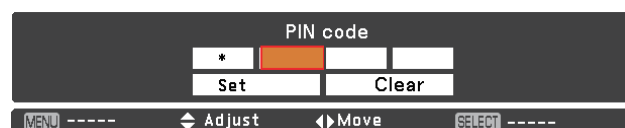
A PIN code consists of a four-digit number. Refer to the PIN code lock function in the Setting Menu on pages 55-56 for locking operation of the projector with your PIN code.



#### 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 76 of this manual and keep it on hand. Should the PIN code be missing or forgotten, consult your dealer or service center.

### PIN Code Input Dialog Box



After the OK icon disappears, you can operate the projector.



#### ✓ Note:

- If the PIN code number is not entered within three minutes after the PIN code dialog box appears, the projector will be turned off automatically.
- The “1234” is set as the initial PIN code at the factory.

### Turning Off the Projector

- 1 Press the ON/STAND-BY button on the top control or on the remote control, and **Power off?** appears on the screen.
- 2 Press the ON/STAND-BY 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 56.) 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.



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



DO NOT OPERATE THE PROJECTOR CONTINUOUSLY WITHOUT REST. CONTINUOUS USE MAY RESULT IN SHORTENING THE LAMP LIFE. TURN OFF THE PROJECTOR AND LET IT STAND FOR ABOUT AN HOUR IN EVERY 24 HOURS.

✓ **Note:**

- When the Direct on function is set to **On**, the projector will be turned on automatically by connecting the AC power cord to an AC outlet (p.51).
- 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 indicator" on page 60.
- 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.
- For assisting the cooling fans' operation, the projector is equipped with a large capacitor. While the projector is operating, the capacitor charges electricity. When disconnecting the AC plug from AC outlet, cooling fans start to run 1 minute until the capacitor is discharged.
- The projector can be turned on after the POWER indicator turns red. The waiting time to restart will be shortened when the normal power-off processing for fan cooling is completed, compared with the time the AC power cord is immediately unplugged after the power-off.

Power off ?

**Power off?** disappears after 4 seconds.

### Direct OFF Function

You can disconnect the power cord from the wall outlet or turn off the breaker even during projection without pressing the ON/STAND-BY button.

✓ **Note:**

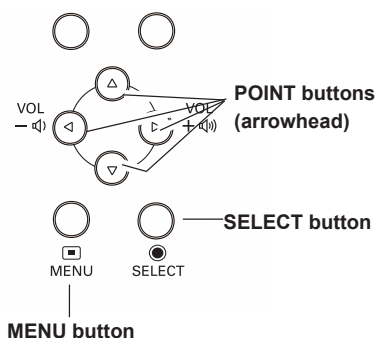
When using the Direct OFF function, you can not restart the projector immediately after the power is disconnected. If the external power supply is suddenly cut off, the fans stop immediately. The lamp remains high temperature and needs to be cooled.

## How to Operate the On-Screen Menu

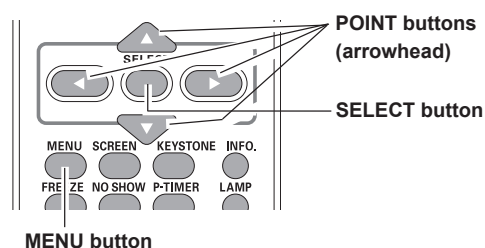
The projector can be adjusted or set via the On-Screen Menu. The menus have a hierarchical structure, with a main menu that is divided into submenus, which are further divided into other submenus. For each adjustment and setting procedure, refer to respective sections in this manual.

- 1 Press the MENU button on the top control or the remote control to display the On-Screen Menu.
- 2 Use the Point ▲▼ buttons to highlight or select a main menu item. Press the Point ► or the SELECT button to access the submenu items. (The selected item is highlighted in orange.)
- 3 Use the Point ▲▼ buttons to select the desired submenu item and press the SELECT button to set or access the selected item.
- 4 Use the Point ▲▼◀▶ buttons to adjust the setting or switch between each option and press the SELECT button to activate it and return to the submenu.
- 5 Press the Point ◀ button to return to the main menu. Press the MENU button to exit the On-Screen Menu.

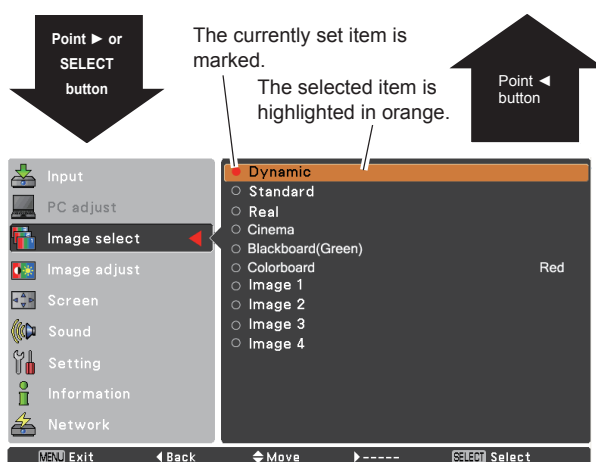
### Top Control



### Remote Control



### On-Screen Menu



## Basic Operation

### Menu Bar

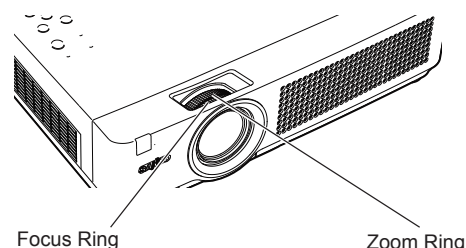
For detailed functions of each menu, see “Menu Tree” on pages 68-69.



- ① **Input**  
Used to select an input source from **Computer 1**, **Computer 2**, **Video** or **S-video**. (pp.27-28,38-39).
- ② **PC adjust**  
Select **Auto PC adj.**, **Fine sync**, **Total dots**, **Horizontal**, **Vertical**, **Current mode**, **Clamp**, **Display area H**, **Display area V**, **Reset**, **Mode free** and **Store** to adjust the parameters to match with the PC input signal format (pp.30-32).
- ③ **Image select**  
For both of computer and Video sources, used to select an image mode from among **Dynamic**, **Standard**, **Real**, **Cinema**, **Blackboard(Green)**, **Colorboard** and **Image 1 - 4** (pp.33, 41).
- ④ **Image adjust**  
For computer source, used to adjust computer image [**Contrast**, **Brightness**, **Color temp.**, **White balance (R/G/B)**, **Sharpness** and **Gamma**] (pp.34-35).  
For Video source, used to adjust picture image [**Contrast**, **Brightness**, **Color**, **Tint**, **Color temp.**, **White balance (R/G/B)**, **Sharpness**, **Gamma**, **Noise reduction** and **Progressive**] (pp.42-43).
- ⑤ **Screen**  
For computer source, used to adjust size of the image [ **Normal**, **Full**, **Wide (16:9)**, **Zoom**, **True**, **Custom**, **Custom adj.**, **Digital zoom +**, **Digital zoom -**, **Keystone**, **Ceiling**, **Rear** and **Reset**] (pp.35-37).  
For Video source, used to set size of image [**Normal**, **Full**, **Wide (16:9)**, **Zoom**, **Custom**, **Custom adj.**, **Keystone**, **Ceiling**, **Rear** and **Reset**] (pp.44-45).
- ⑥ **Sound**  
Used to adjust the volume or mute the sound or set configurations to the MIC functions (p.24).
- ⑦ **Setting**  
Used to set the projector's operating configurations (pp.46-58).
- ⑧ **Information**  
Display the input source information: **Input**, **H-sync freq.**, **V-sync freq.**, **Screen**, **Language**, **Lamp status**, **Lamp counter**, **Power management**, **Security**, **Remote control**, **SERIAL NO.** and **Total power savings** (p.59).
- ⑨ **Network**  
See owner's manual of "Network Set-up and Operation".
- ⑩ **Guide**  
The key operation is displayed.

## Zoom and Focus Adjustment

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



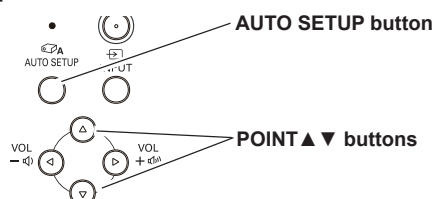
## Auto Setup Function

Auto setup function is provided to automatically execute the setting of Auto setup (includes Input search, Auto PC adj. and Auto Keystone functions) in the setting menu by just pressing the AUTO SETUP button on the top control or the AUTO SET button on the remote control. Refer to page 47 for the setting of the Auto setup function.

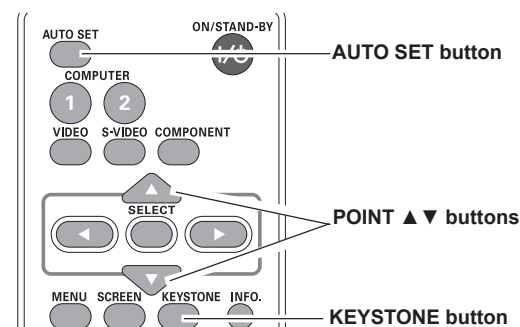
### ✓Notes:

- 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 Screen Size Adjustment menu (pp.37, 45).
- 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 or AUTO SET button, adjust manually by pressing the KEYSTONE button on the remote control or selecting Keystone in the Screen Size Adjustment menu (pp.37, 45).
- **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.31-32).

### Top Control



### Remote Control

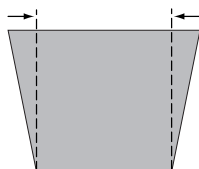


## Keystone Correction

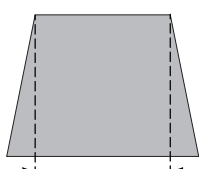
If a projected picture still has keystone distortion after pressing the AUTO SETUP button on the top control or the AUTO SET button on the remote control, correct the image manually as follows:

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 pages 37, 45).

Reduce the upper width with the Point ▲ button.



Reduce the lower width with the Point ▼ button.



## 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.
- The adjustable range is limited depending on the input signal.



Basic Operation

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 select **On** to temporarily turn off the sound. To turn the sound back on, press the MUTE button again to select **Off** or press the VOLUME +/- buttons. The Mute function is also effective for the AUDIO OUT jack.

Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Sound**. Press the Point ► button or the SELECT button to access the submenu items.
- 2 Use the Point ▲▼ buttons to select the desired submenu item and press the SELECT button to access the selected item.

**Volume**  
Press the Point ► button to turn up the volume; press the Point ◀ button to turn down the volume.

**Mute**  
Press the SELECT button to switch the mute function **On/Off**. When the sound is turned off, **On** is displayed. Press the VOLUME +/- buttons again to turn the sound back on.

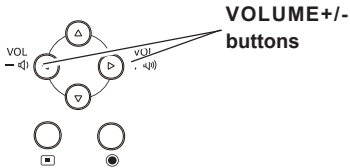
**MIC**  
Use the Point ▲▼ buttons to switch the MIC function **On/Off**, and then press the SELECT button. When **On** is selected, the synthesis volume (MIC and RCA) is output.

**MIC gain**  
Press the Point ► button to turn up the MIC mixing gain; Press the Point ◀ button to turn down the MIC mixing gain.

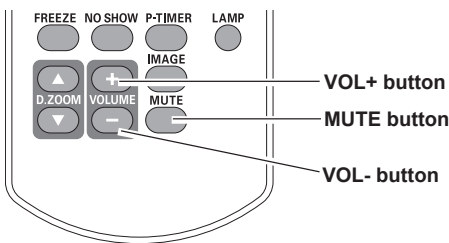
**Standby MIC out**  
When switch the Standby MIC out function **On** and in **Standby mode out** status, only MIC volume can be output.

- ✓ **Note:**
- When **Off** is selected in MIC function, the **MIC gain** and **Standby MIC out** functions are not available.
  - Only the **Standby mode** is set to **Network**, **Standby MIC out** can be selected.
  - If the MIC function is turned on when connecting PC audio to the COMPUTER AUDIO IN 2 (MIC IN), loud sound may be output suddenly depending on the setting value of MIC gain.

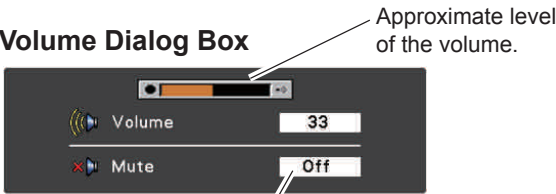
Top Control



Remote Control



Volume Dialog Box



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

Sound Menu



AUDIO INPUT SELECTION (see pages 14-16)

	AUDIO IN		
	RCA L/R terminal	COMPUTER AUDIO IN 1	COMPUTER AUDIO IN 2 (MIC IN)
MIC Setup			
MIC Off	Video audio	PC 1 audio	PC 2 audio
MIC On for Video	Video audio	---	MIC
MIC On for PC 1	---	PC 1 audio	MIC
MIC On for PC 2	---	PC 2 audio	MIC

## 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 1/2, VIDEO, S-VIDEO and COMPONENT buttons

Press the COMPUTER 1/2, VIDEO, S-VIDEO and COMPONENT buttons on the remote control to select the input source. See pages 27-28, 38-39 for details.

### FREEZE button

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

Fig.1 will appear on the Screen menu while the Freeze function is working.

Fig.1



### INFO. button

Display the input source information: **Input, H-sync freq., V-sync freq., Screen, Language, Lamp status, Lamp counter, Power management, Keylock, PIN code lock Remote control, SERIAL NO.** and **Total power savings** (p.59).

### D.ZOOM buttons

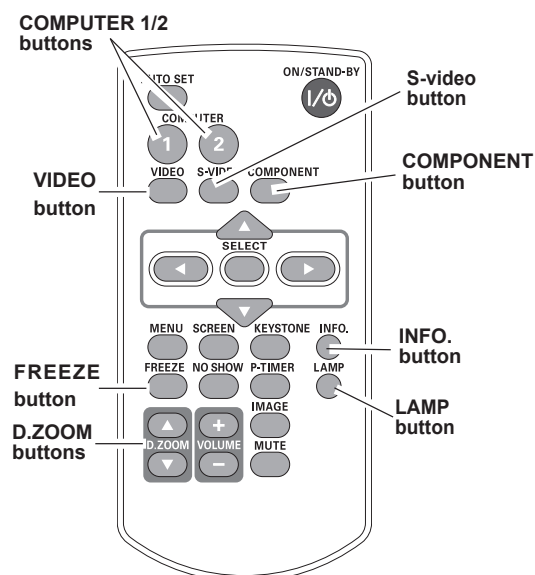
Press the D.ZOOM buttons on the remote control to enter to the Digital zoom +/- mode. See page 36 for details.

### LAMP button

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

- Auto** ..... Brightness according to the input signal.
- Normal** ..... Normal brightness
- Eco 1** ..... 70%-80% of the normal brightness.
- Eco 2** ..... 50% of the normal brightness.

### Remote Control



#### ✓ Note:

See the next page for the description of other buttons.

# Basic Operation

## 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 the projected image is captured and is set as User in the Logo selection (p. 48), the screen changes each time you press the NO SHOW button as follows.

black out → the captured image → normal → .....

## P-TIMER button

Press the P-TIMER button on the remote control to operate the Count up/Count down function. See page 52 for details of Setting for the P-timer function.  
To stop the countdown, press the P-TIMER button. To cancel the P-Timer function, press and hold the P-TIMER button for a few seconds.

## IMAGE button

Press the IMAGE button on the remote control to select a desired image mode of the screen. See pages 33, 41 for details.

## SCREEN button

Select the screen size (See pages 35-37, 44-45 for details).

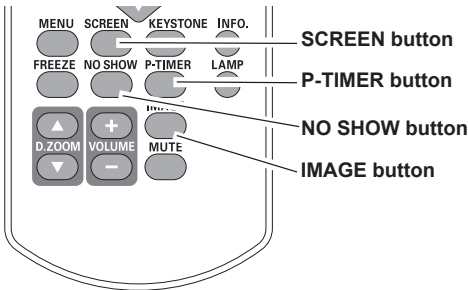


No show disappears after 4 seconds.

## P-timer



P-Timer display



✓ **Note:**  
See the previous page for the description of other buttons.

# Computer Input

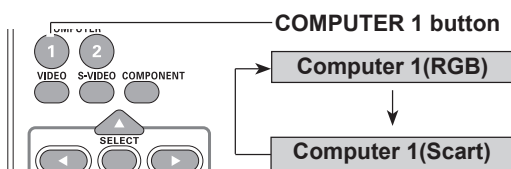
## Input Source Selection (Computer 1: RGB )

### Direct Operation

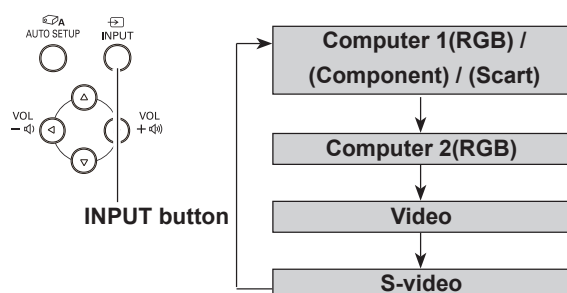
Choose **Computer 1(RGB)** or **Computer 1(Scart)** by pressing the INPUT button on the top control or press the COMPUTER 1 button on the remote control.

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

### Remote Control



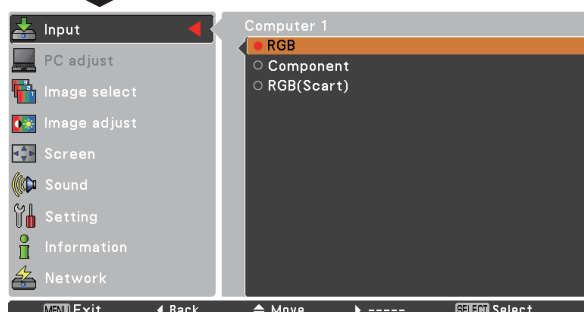
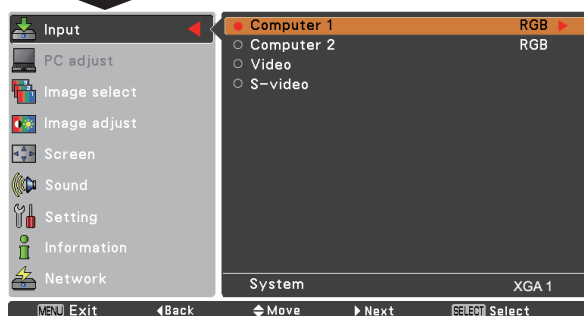
### Top Control



### Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Input** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select **Computer 1** and then press the Point ► button.
- 3 Use the Point ▲▼ buttons to select **RGB** and then press the SELECT button.

### Input Menu



- ✓ **Note:**  
When the Input Search function is set to **On1** or **On2** in the Auto setup function, the input signal will be searched automatically (p.47).

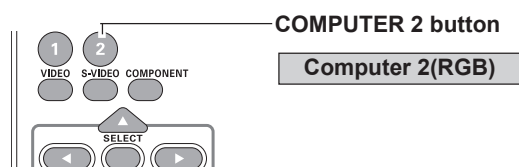
## Computer Input

### Input Source Selection (Computer 2: RGB)

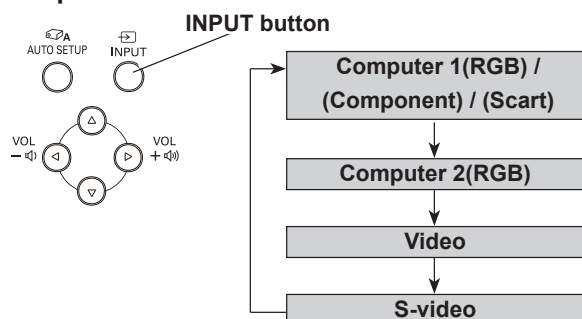
#### Direct Operation

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

#### Remote Control



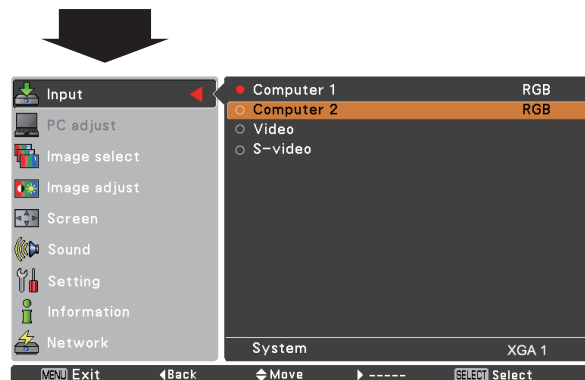
#### Top Control



#### Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Input** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select **Computer 2** and then press the SELECT button.
- 3 When **Computer 2** is selected, analog RGB input source will be selected directly.

#### Input Menu



#### ✓ Note:

- When the Input Search function is set to **On1** or **On2**, the input signal will be searched automatically (p.47).
- COMPUTER 2 can not be selected when using the COMPUTER IN 2/ MONITOR OUT terminal as MONITOR OUT output.

## Computer System Selection

This projector automatically tunes to various types of computers 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 page 71.)

One of the following messages may appear when:

**Auto** The projector cannot recognize the connected signal conforming to the provided PC Systems. **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.31-32).

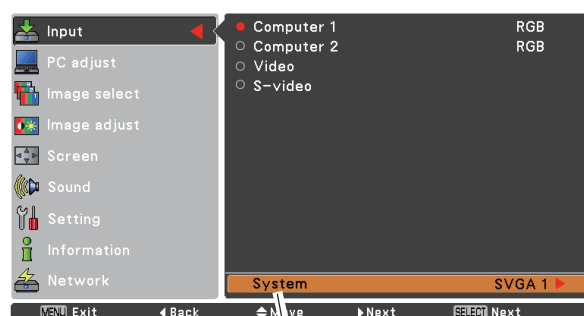
**-----** There is no signal input from the computer. Check the connection between your computer and the projector. (See "Troubleshooting" on pages 65-66.)

**Mode 1** The preset system is manually adjusted in the PC Adjust Menu. The adjusted data can be stored in **Mode 1–10** (pp.31-32).

**SVGA 1** PC Systems provided in this projector is chosen. The projector chooses a proper system provided in the projector and displays it.

\*Mode 1 and SVGA 1 are examples.

### PC System Menu



The PC System Menu Selected system is displayed.

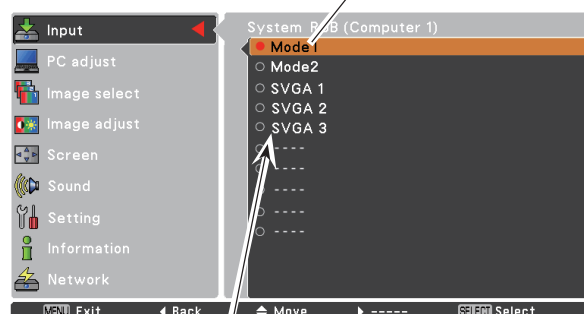
## Selecting Computer System Manually

### Selecting Computer System Manually

PC system can also be selected manually.

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Input** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select **System** and then press the Point ► or the SELECT button.
- 3 Use the Point ▲▼ buttons to select the desired system and then press the SELECT button.

### PC System Menu



Customized **Mode (1–10)** set in the PC Adjust Menu (pp.31-32).

Systems in this dialog box can be selected.

Auto PC Adjustment

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

Menu Operation

Auto PC adj.

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **PC adjust** and then press the Point ► button.
- 2 Use the Point ▲▼ buttons to select **Auto PC adj.** and then press the SELECT button.

To store adjustment parameters

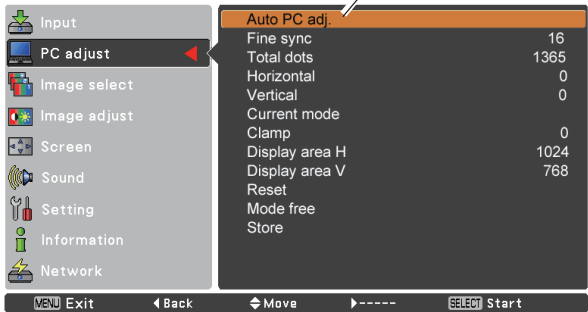
The adjusted parameters from the Auto PC Adjustment can be stored in the projector. Once the parameters are stored, the setting can be done just by selecting a **Mode (1–10)** in the PC System Menu (see page 29). See also “Store” on page 32.

- ✓ **Note:**
  - **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.31-32).
  - The Auto PC Adjustment cannot be operated when **480i**, **575i**, **480p**, **575p**, **720p**, **1035i** or **1080i** is selected in the PC System Menu (p.29).

PC adjust Menu



Use Point ▲▼ buttons to select **Auto PC adj.** and press the SELECT button. **Please wait...** appears while the Auto PC adjustment is in process.



## 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 10 independent memory areas to store those parameters manually adjusted. It allows you to recall the setting for a specific computer.

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **PC adjust** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select 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 ◀▶ buttons to adjust the horizontal picture position.

### Vertical

Use the Point ◀▶ 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.

### Clamp

Use the Point ◀▶ buttons to adjust the clamp level. When the image has dark bars, try this adjustment.

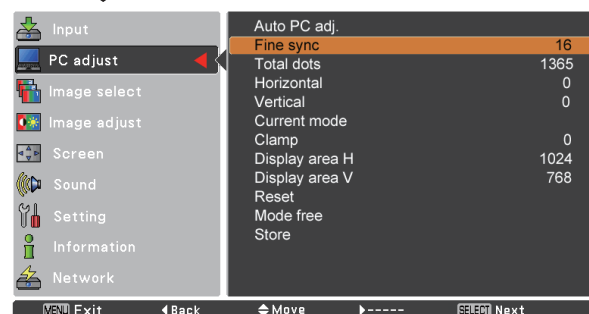
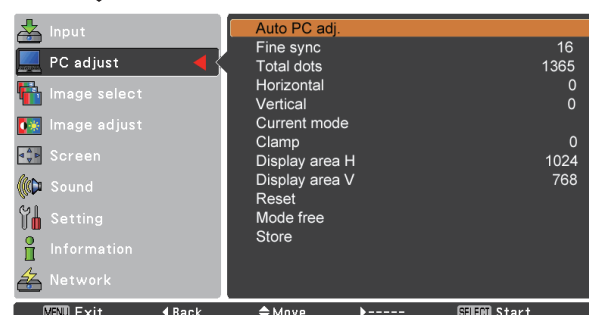
### Display area H

Use the Point ◀▶ 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.

### PC adjust Menu





# Computer Input

### 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.

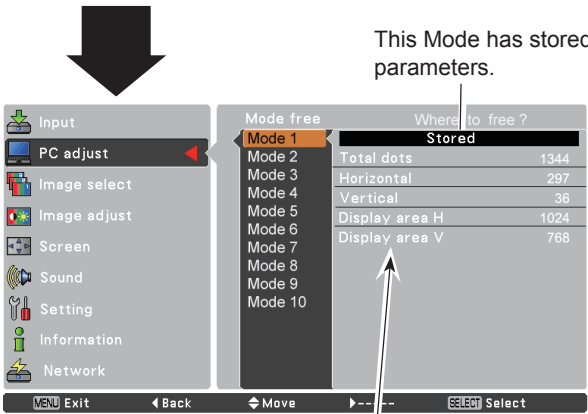
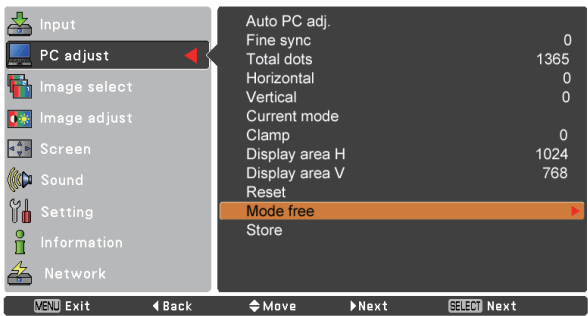
### Mode free

To clear the stored data, select **Mode free** and then press the Point ► button or the SELECT button. Move the highlight 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 Point ► button or the SELECT button. Move the highlight to one of the Modes 1 to 10 in which you want to store, and then press the SELECT button.

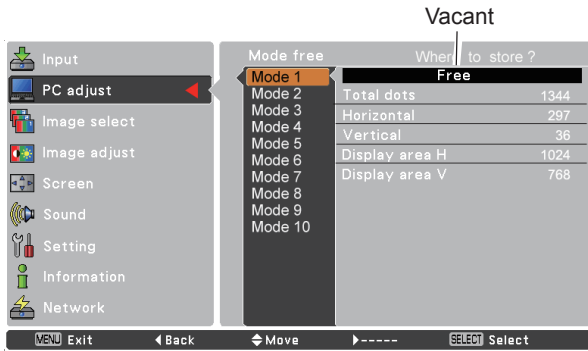
### Mode free



This Mode has stored parameters.

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

### Store



Press MENU button to close this dialog box.

Press SELECT button to store adjusted data

- ✓ **Note:**
- **Display area (H/V)** cannot be selected when **480i**, **575i**, **480p**, **575p**, **720p**, **1035i** or **1080i** is selected in the PC System Menu (p.29).
  - When input computer signal to the projector, **PC adjust** will become available.

## Image Mode Selection

### Direct Operation

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

### Remote Control

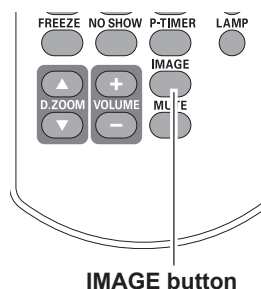
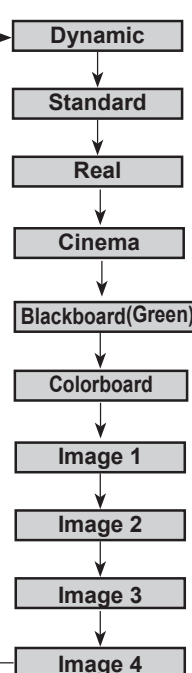


IMAGE button

### IMAGE button



### Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Image select** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select the desired item and then press the SELECT button.

#### Dynamic

For viewing pictures in a bright room.

#### Standard

Normal picture mode preset on the projector.

#### Real

Picture mode with improved halftone for graphics.

#### Cinema

Picture mode adjusted with fine tone.

#### Blackboard (Green)

For the image projected on a blackboard.

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

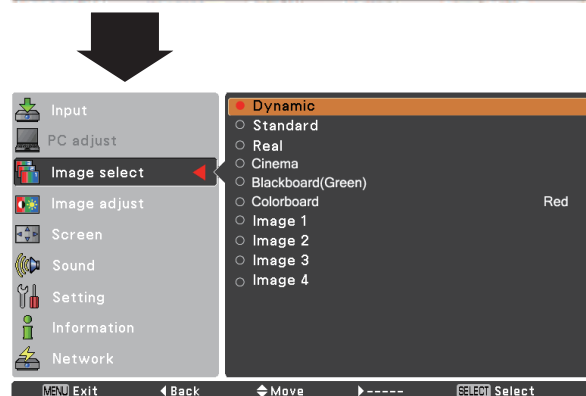
#### Colorboard

At the time of simple projection on the colored wall, you can get the close color image to the color image projected on a white screen by selecting the similar color to the wall color from the preset four colors.

#### Image 1–4

For viewing with the user preset image mode in the Image Adjust Menu (see pages 34-35). This Image memory is provided in each computer, component, S-video and video input source.

### Image select Menu



### Image Adjustment

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Image adjust** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select 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 ◀ button to decrease the brightness; press the Point ► button to increase the brightness (from 0 to 63).

#### Color temp.

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

#### White balance (Red/Green/Blue)

Press the Point ◀ button to lighten R/G/B tone; press the Point ► button to deepen R/G/B tone (from 0 to 63).

#### Sharpness

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

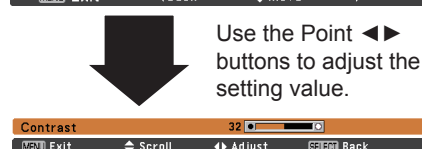
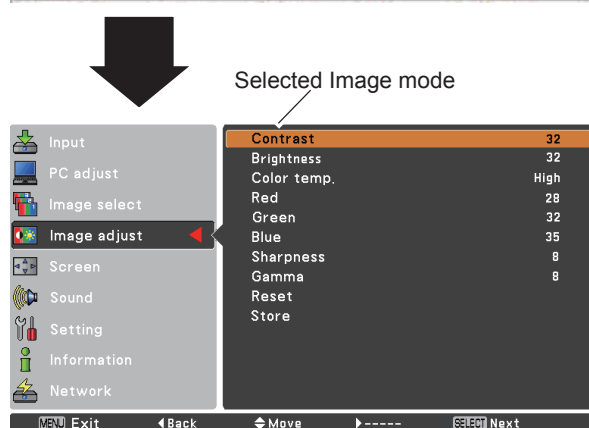
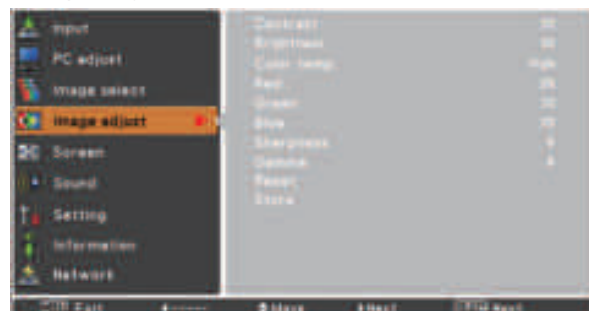
#### Gamma

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

#### 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.

#### Image adjust Menu



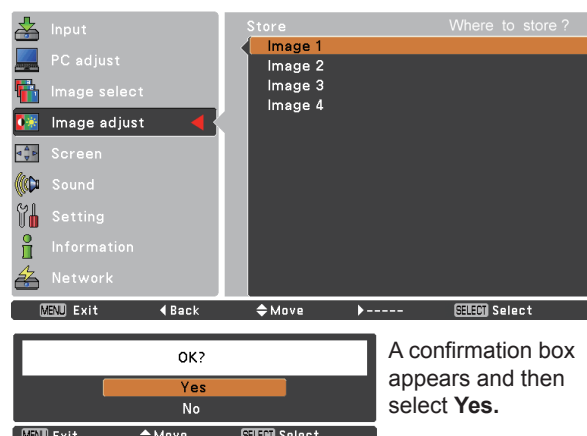
#### ✓ Note:

- When White balance **Red**, **Green** or **Blue** is adjusted, **Color temp.** will change to **User**.
- When **Blackboard(Green)** or **Colorboard** is selected in Image select, **Color temp.** will change to **Blackboard** or **Colorboard**.

## Store

To store the adjusted data, select **Store** and press the Point ► button or 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 33.



## Screen Size Adjustment

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

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Screen** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select the desired item and then press the SELECT button.

### Normal

Provide the image to fit the screen size.

### Full

Provide the full screen image.

### Wide (16:9)

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

### Zoom

Scale the image proportionally to fit the entire screen. Either side of image may go over the screen.

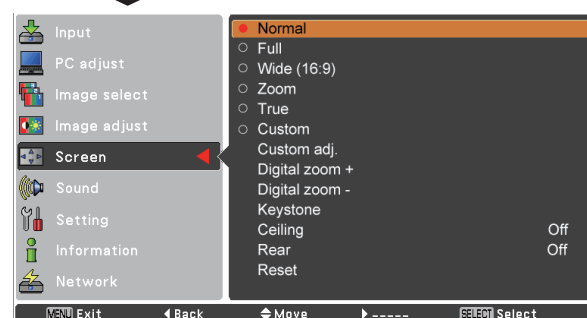
### True

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 ▲▼◀▶ buttons to pan the image. When adjusted, the arrows will turn red. When reached to the correction limits, the arrows will disappear.

### Custom

Provide the last stored aspect screen image.

### Screen Menu



### ✓ Note:

- This projector cannot display any resolution higher than 1920 x 1200. If your computer's screen resolution is higher than it, reset the resolution 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** and **Digital zoom +/-** cannot be selected when **480i**, **575i**, **480p**, **575p**, **720p**, **1035i** or **1080i** is selected in the PC System Menu (p.29).

## Computer Input

### Custom adj.

Adjust the screen scale and position manually with this function.

Press the Point ► button at **Custom** and the **Custom** is displayed on the screen, you can use the Point ▲▼ buttons to choose the item you want to adjust.

**Scale H/V** ..... Adjust the Horizontal/Vertical screen scale.

**H&V** ..... When set to **On**, the aspect ratio is fixed. The **Scale V** appears dimmed and becomes unavailable. Adjust **Scale H**, then the screen scale is automatically modified based on the aspect ratio.

**Position H/V** ..... Adjust the Horizontal/Vertical screen position.

**Common** ..... Save the adjusted scale or position to all the inputs. Press the SELECT button at **Common** to display a confirmation box. To save the scale or position, press the SELECT button at **Yes**. When **Custom** is selected, the saved scale or position is used.

**Reset** ..... Reset all the adjusted values. Press the SELECT button at **Reset** to display a confirmation box. To reset, press the SELECT button at **Yes**.

### 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 ▲▼◀▶ 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 ▲ or the SELECT button on the remote control.

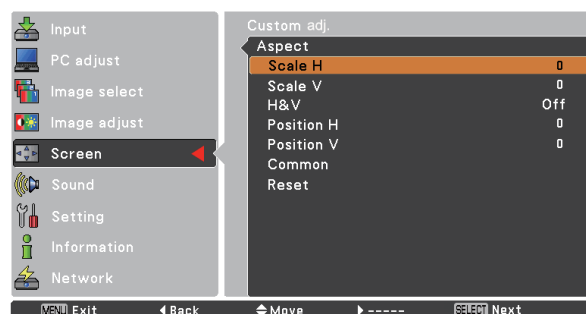
### Digital zoom –

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 ▼ or the SELECT button on the remote control.

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

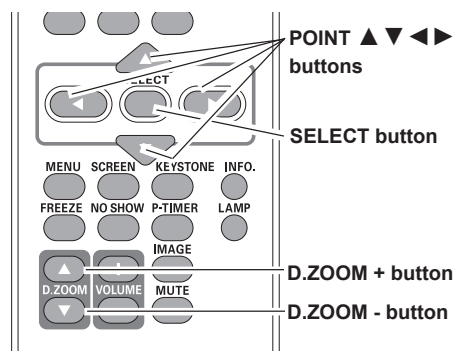
To return to the previous screen size, select a screen size from the Screen Size Adjustment Menu or select an input source from the Input Source Selection Menu (see pages 27-28) again, or adjust the screen size with the D.ZOOM ▲▼ buttons.



#### ✓ Note:

- When no signal is detected, **Normal** is set automatically and the Aspect dialog box disappears.
- The adjustable range for **Scale H/V** and **Position H/V** is limited depending on the input signal.

## Remote Control



#### ✓ Note:

- The minimum compression ratio is limited depending on the input signal, when the Keystone function is working or when the custom is selected for the screen size.
- **True** and **Digital zoom +/-** are disabled and cannot be displayed when **480i**, **575i**, **480p 575p**, **720p**, **1035i** or **1080i** is selected in the PC System Menu (p.29).
- **Digital zoom +/-** cannot be selected when **True** is selected.
- The minimum compression ratio is limited at Normal screen size.

## Keystone

This function is used to adjust keystone distortion of the projected image. Use the Point ▲▼ buttons to choose the item you want to adjust.

### Keystone

To correct keystone distortion, press the SELECT button. Keystone appears on the screen. Use the Point ▲▼ buttons to correct keystone distortion (p.23).

### Store

To store or reset the keystone correction, press the SELECT button.

**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.

## Ceiling

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.

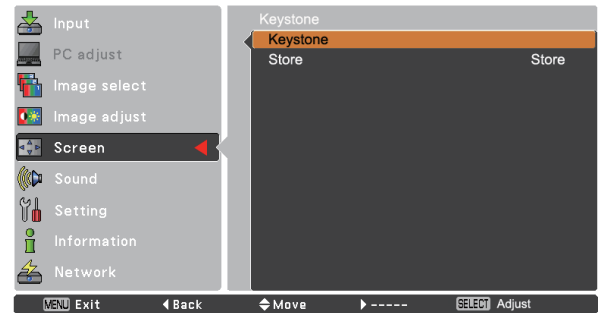
## Rear

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.

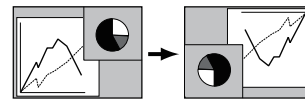
## Reset

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.

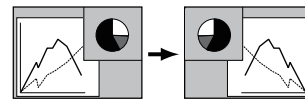
## Keystone



## Ceiling



## Rear



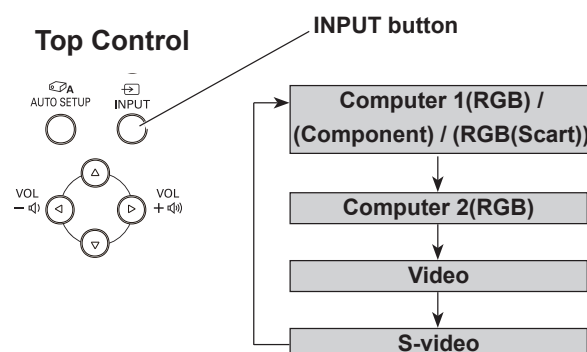
# Video Input

## Input Source Selection (Video, S-video)

### Direct Operation

Choose **Video** or **S-video** by pressing the INPUT button on the top control, or the VIDEO button or the S-VIDEO button on the remote control.

Before using INPUT button, correct input source should be selected through menu operation as described below.



### Remote Control



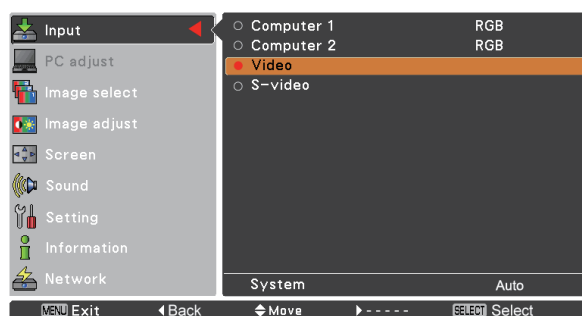
### Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Input** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select either **Video** or **S-video** and then press the SELECT button.

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

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

### Input Menu



✓ **Note:**  
When the Input Search function is set to **On1** or **On2** in the Auto setup function, the input signal will be searched automatically (p.47).

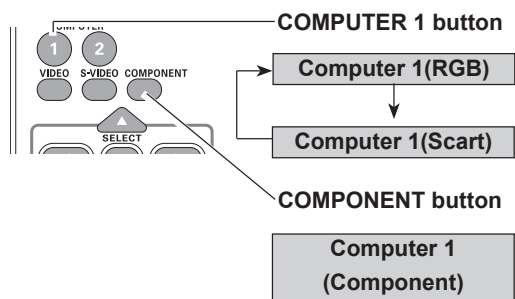
## Input Source Selection (Component, RGB Scart)

### Direct Operation

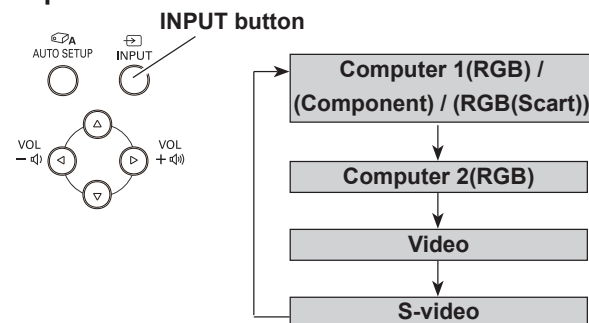
Choose **Computer 1(Component)** or **Computer 1(Scart)** by pressing the INPUT button on the top control or press the COMPUTER 1 or the COMPONENT button on the remote control.

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

#### Remote Control



#### Top Control



### Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Input** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select **Computer 1** and then press the Point ► button.
- 3 Use the Point ▲▼ buttons to select **Component** or **RGB(Scart)** and then press the SELECT button.

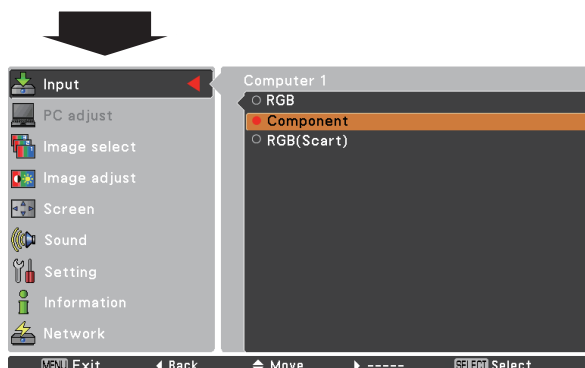
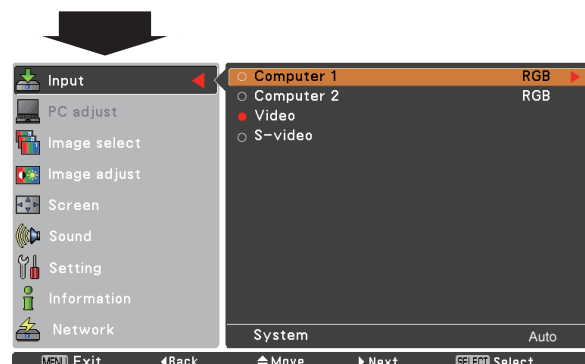
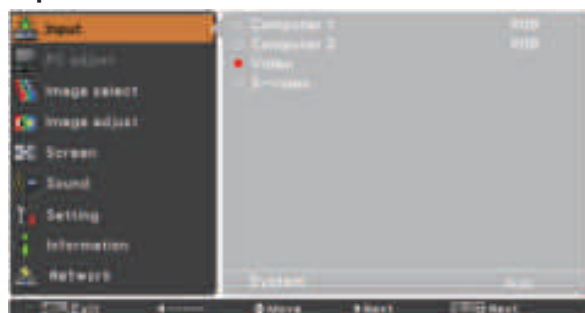
**Component** When the input source is coming from video equipment connected to the COMPUTER IN 1/COMPONENT IN terminal with a Component-VGA Cable, select **Component**.

**RGB (Scart)** When the input source is coming from video equipment connected to the COMPUTER IN 1/COMPONENT IN terminal with a Scart-VGA Cable, select **RGB (Scart)**.

#### ✓ Note:

When the Input Search function is set to **On1** or **On2**, the input signal will be searched automatically (p.47).

#### Input Menu





## Video Input

### Video System Selection

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Input** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select **Video**, **S-video** or **Computer 1(Component)** and then press the SELECT button.
- 3 Use the Point ▲▼ buttons to select **System** and then press the Point ► or SELECT button. Use the Point ▲▼ buttons to select the desired system and then press the SELECT button.

#### Video or S-video

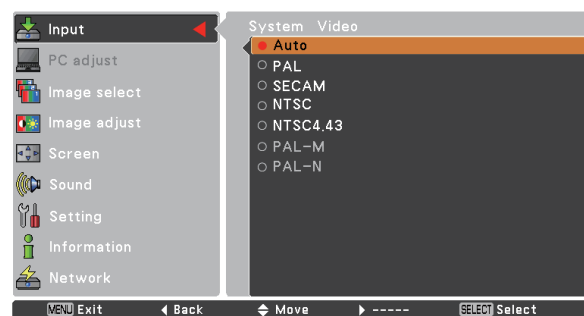
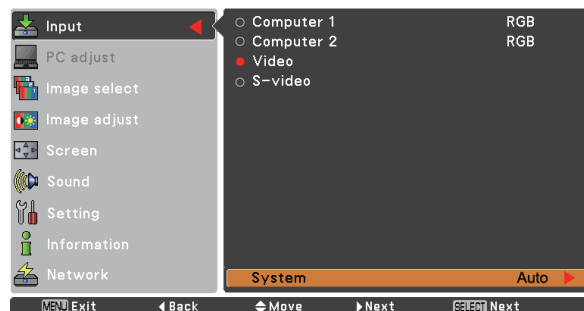
##### Auto

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

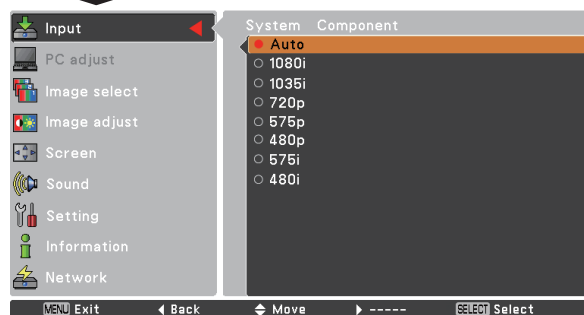
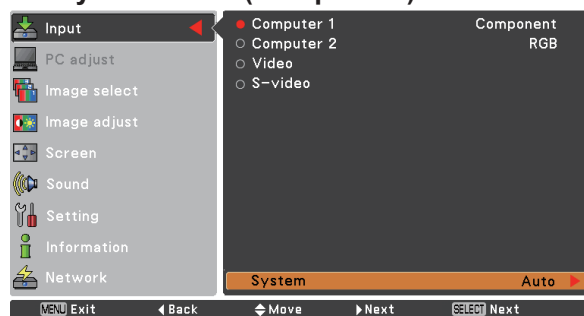
##### Auto

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)



#### ✓ Note:

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

## Image Mode Selection

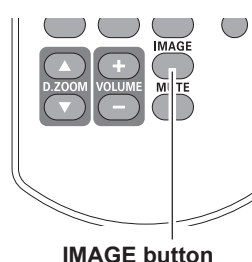
### Direct Operation

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

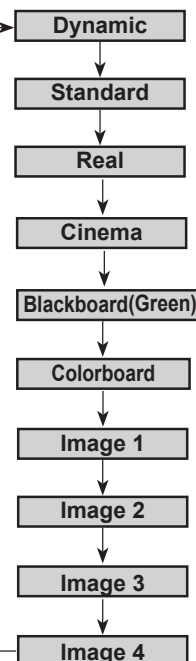
### Menu Operation

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Image select** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select the desired item and then press the SELECT button.

### Remote Control



### IMAGE button



### Dynamic

For viewing pictures in a bright room.

### Standard

Normal picture mode preset on the projector.

### Real

Picture mode with improved halftone for graphics.

### Cinema

Picture mode adjusted with fine tone.

### Blackboard (Green)

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

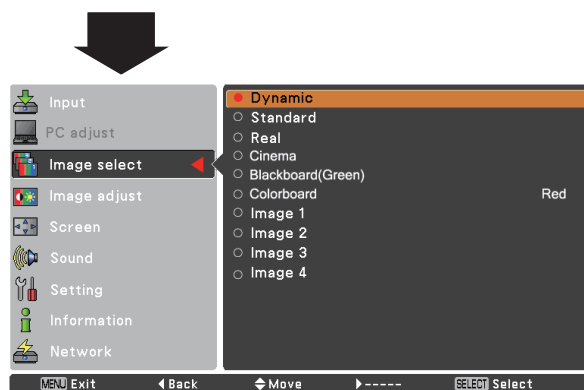
### Colorboard

At the time of simple projection on the colored wall, you can get the close color image to the color image projected on a white screen by selecting the similar color to the wall color from the preset four colors.

### 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, S-video and video input source.

### Image select Menu



### Image Adjustment

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select the **Image adjust** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons to select 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 ◀ button to decrease the brightness; press the Point ► button to increase the brightness (from 0 to 63).

#### Color

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

#### Tint

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

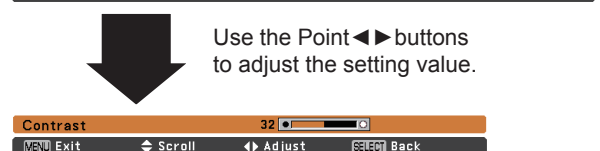
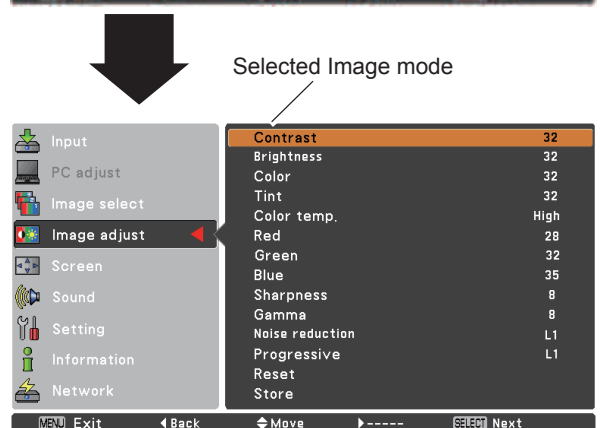
#### Color temp.

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

#### White balance (Red/Green/Blue)

Press the Point ◀ button to lighten R/G/B tone; press the Point ► button to deepen R/G/B tone (from 0 to 63).

#### Image adjust Menu



#### ✓ Note:

- When the **White balance Red, Green or Blue** is adjusted, the **Color temp.** level will change to **User**.
- **Tint** cannot be selected when the video system is **PAL, SECAM, PAL-M or PAL-N** (p.40).
- When **Blackboard(Green)** or **Colorboard** is selected in Image select, **Color temp.** will change to **Blackboard** or **Colorboard**.

## Sharpness

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

## Gamma

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.

## 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.

## Store

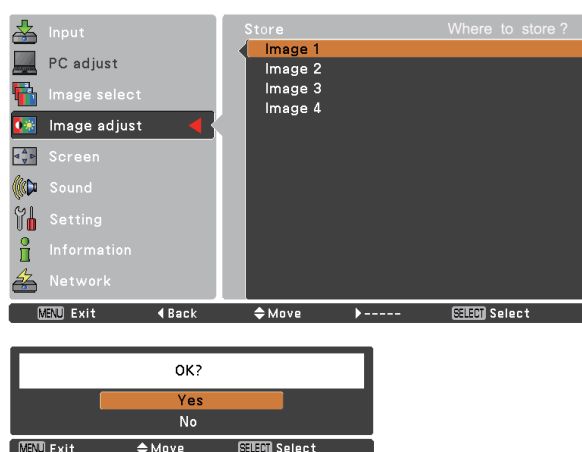
To store the adjusted data, select **Store** and press the Point ▶ button or the SELECT button. Use the Point ▲▼ buttons to select one from **Image 1** to **4** and press the SELECT button.

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 41.

### ✓ Note:

**Noise reduction** and **Progressive** cannot be selected when **480p**, **575p**, **720p**, **1035i** or **1080i** is selected (p.40).

## Store Menu



A confirmation box appears and then select **Yes**.

### Screen Size Adjustment

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

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲▼ buttons to select **Screen** and then press the Point ► or the SELECT button.
- 2 Use the Point ▲▼ buttons select the desired item and then press the SELECT button.

#### Normal

Provide the image to fit the screen size.

#### Full

Provide the full screen image.

#### Wide (16:9)

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

#### Zoom

Scale the image proportionally to fit the entire screen. Either side of image may go over the screen.

#### Custom

Provide the last stored aspect screen image.

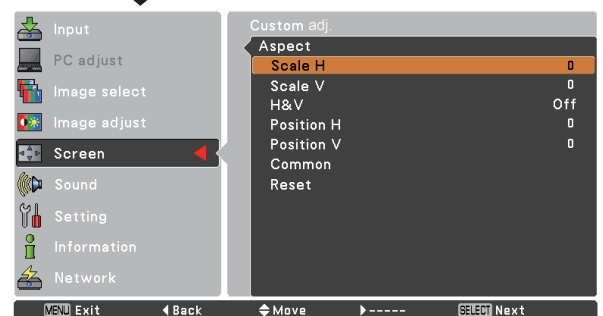
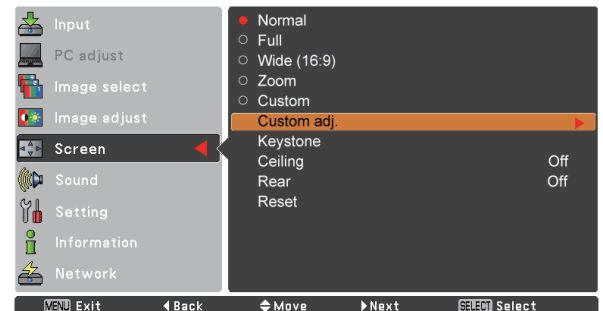
#### Custom adj.

Adjust the screen scale and position manually with this function.

Press the Point ► button at **Custom** and the **Custom** is displayed on the screen, you can use the Point ▲▼ buttons to choose the item you want to adjust.

- Scale H/V** ..... Adjust the Horizontal/Vertical screen scale.
- H&V** ..... When set to **On**, the aspect ratio is fixed. The **Scale V** appears dimmed and becomes unavailable. Adjust **Scale H**, then the screen scale is automatically modified based on the aspect ratio.
- Position H/V** ..... Adjust the Horizontal/Vertical screen position.
- Common** ..... Save the adjusted scale or position to all the inputs. Press the SELECT button at **Common** to display a confirmation box. To save the scale or position, press the SELECT button at **Yes**. When **Custom** is selected, the saved scale or position is used.
- Reset** ..... Reset the all adjusted values. Press the SELECT button at **Reset** to display a confirmation box. To reset, press the SELECT button at **Yes**.

#### Screen Menu



#### ✓ Note:

- When no signal is detected, **Normal** is set automatically and the Aspect dialog box disappears.
- The adjustable range for **Scale H/V** and **Position H/V** is limited depending on the input signal.

## Keystone

This function is used to adjust keystone distortion of the projected image. Use the Point ▲▼ buttons to choose the item you want to adjust.

### Keystone

To correct keystone distortion, press the SELECT button. Keystone appears on the screen. Use the Point ▲▼ buttons to correct keystone distortion (p.23).

### Store

To store or reset the keystone correction, press the SELECT button.

**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.

## Ceiling

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.

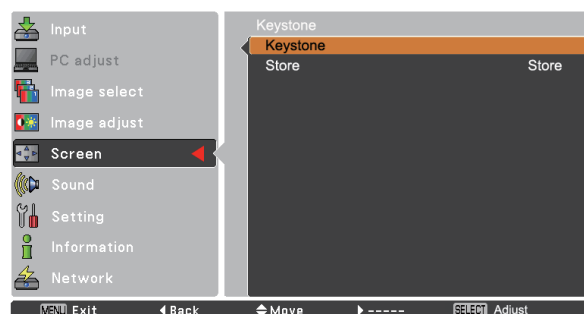
## Rear

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.

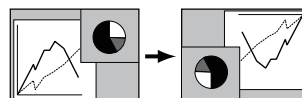
## Reset

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.

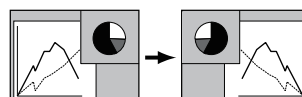
## Keystone



## Ceiling



## Rear



# Setting

## Setting

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

- 1 Press the MENU button to display the On-Screen Menu. Press the Point ▲▼ buttons to select the **Setting** and press the Point ► or the SELECT button to access the submenu items.
- 2 Use the Point ▲▼ buttons to select the desired item and then press the Point ► or the SELECT buttons to access the selected item.
- 3 Use the Point ▲▼ buttons select the desired item and then press the SELECT button.

### Setting Menu



### Language

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

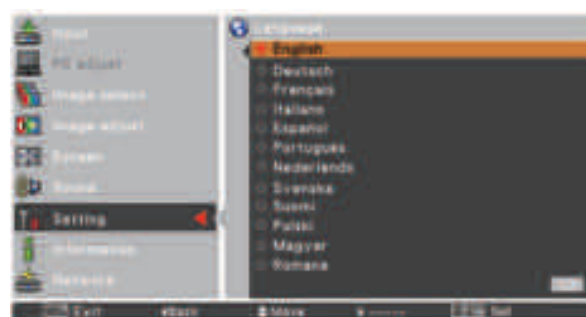
### Language



### Menu position

This function is used to change the position of the On-Screen Menu. Select **Menu position** and press the SELECT button.

The Menu position changes each time you press the SELECT button as follows.  
the center → the bottom left → the bottom right → the top left → the top right → the center →.....





## Auto setup

This function enables Input search, 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:

### 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 when.

- Pressing the AUTO SETUP button on the top control or the AUTO SET button on the remote control.

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

- When turning on the projector by pressing the ON/STAND-BY button on the top control or the remote control.
- When pressing the AUTO SETUP button on the top control or the AUTO SET button on the remote control.
- When the current input signal is cut off.\*

\* 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.

### 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.

**Off** ..... Disables Auto PC Adjustment.

### Auto Keystone

**Auto** ..... Always works and corrects keystone distortion according to the projector's tilt.

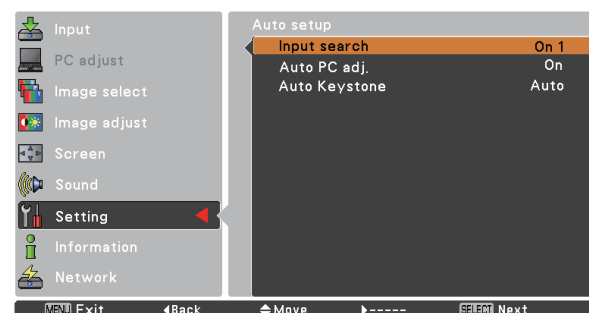
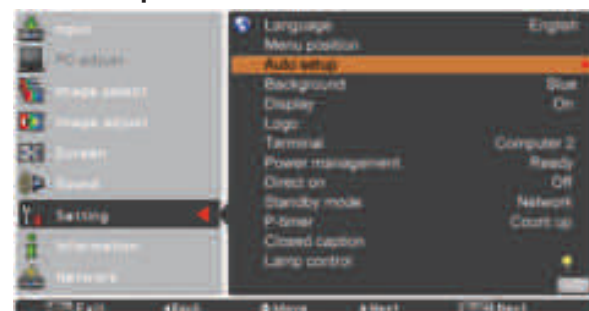
**Manual** ... Works only when pressing the AUTO SETUP button on the top control or the AUTO SET button on the remote control.

**Off** ..... Disables Auto Keystone.

#### ✓ Note:

- While **Input search** is set to **On1** or **On2**, 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 the COMPUTER 1/2 buttons, VIDEO or S-VIDEO or COMPONENT button on the remote control is pressed during Input search is in progress, Input search will stop and go back to the previous input signal.
- **Input search**, **Auto PC adj.** and **Auto Keystone** cannot be set **Off** at the same time.

## Auto setup



#### ✓ Note:

- **Auto Keystone** corrects vertical distortion only, not correct horizontal distortion.
- The **Auto Keystone** function cannot work when the **Ceiling** feature is set **On** in the Setting menu (pp.37, 45).
- 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 SETUP or AUTO SET button, adjust manually by pressing the KEYSTONE button on the remote control or selecting **Keystone** in the Setting menu (pp.23, 37, 45).
- **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.31-32).



# Setting

## Background

Select the background screen when no input signal is detected. Press the Point ▲▼ buttons to switch between each option.

- Blue** . . . Project a blue background
- User** . . . Project an image captured in the Logo setting.
- Black** . . Project a black background

## 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.20)
  - **No signal** for Power management (p.51)
  - **Please wait** ...
  - Arrows for the True function in the Screen Menu (p.35)
  - P-Timer

## Logo (Logo and Logo PIN code lock settings)

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

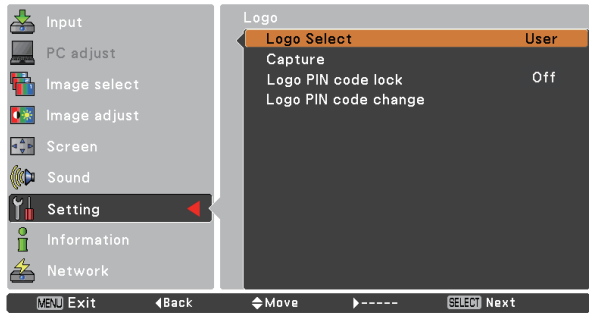
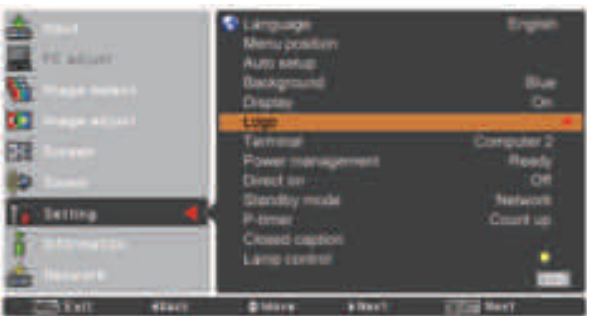
- ✓ **Note:**  
When **On** is selected in the Logo PIN code lock function, **Logo select** and **Capture** functions cannot be selected.

### Logo select

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

- Off** ..... Show the countdown display only.
- Default** .... Show the factory-set logo.
- User** ..... Show the image you captured.

### Logo select



## 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.

To cancel the capture function, select **Yes** in the "Quit?" confirmation box.

### ✓ Note:

- Before capturing an image, select **Standard** in the Image select Menu to capture a proper image (pp.33, 41).
- A signal from a computer can be captured up to XGA (1024 x 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 **Logo PIN code lock** is set to **On**, **capture** cannot be selected.
- When starting to capture a new image, the previously stored image is cleared even if you cancel the capturing.
- When there is no captured image or it is interrupted while capturing an image, **User** can not be selected, you can only switch between **Default** and **Off**.

## Logo PIN code lock

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

- On** ..... The screen logo cannot be changed without a Logo PIN code.
- Off** ..... The screen logo can be changed freely from the Logo Menu (p.48).

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.

## Capture



## Logo PIN code lock



Enter a Logo 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 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** or **Off**, and then press the SELECT button to make a choice.

Logo PIN code change

Logo PIN code can be changed to your desired four-digit number. Press the SELECT button to select **Logo PIN code change**. **Current logo PIN code** dialog box appears, use the Point ▲▼ buttons to enter the current code. The New Logo PIN code input dialog box appears. Set a new Logo PIN code, confirmation box appears, choose **Yes** to set the new Logo PIN code.

Be sure to note the new Logo PIN code and keep it on hand. If you lost the number, you could no longer change the Logo PIN code setting.

**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 76, AND KEEP IT SECURELY. SHOULD THE LOGO PIN CODE BE LOST OR FORGOTTEN, THE LOGO PIN CODE SETTING CAN NO LONGER BE CHANGED.

Enter a Logo PIN code



Logo PIN code change



## Terminal

The COMPUTER IN 2/MONITOR OUT terminal on the back of the projector is switchable for computer input or monitor output. (See page 9) Select **Computer 2** or **Monitor Out** with the Point ▲▼ buttons.

**Computer 2** . . . computer input  
**Monitor Out** . . . monitor out

Terminal function is not available when **Computer 2** is selected to the input source. Change the input source to the others (**Computer 1**, **Video** or **S-video**) so that the Terminal function will be available. (pp.25, 27, 38, 39)

## 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.

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.
- Shut down** ..... When the lamp has been fully cooled down, the power will be turned off.
- Off** ..... Power management function is off.
- Timer**..... 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 Timer(1~30min.).

✓ **Note:**

Factory default is **Ready: 5 Min.**

## Direct on

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.

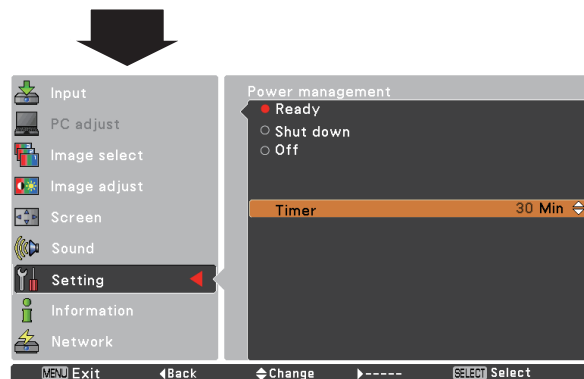
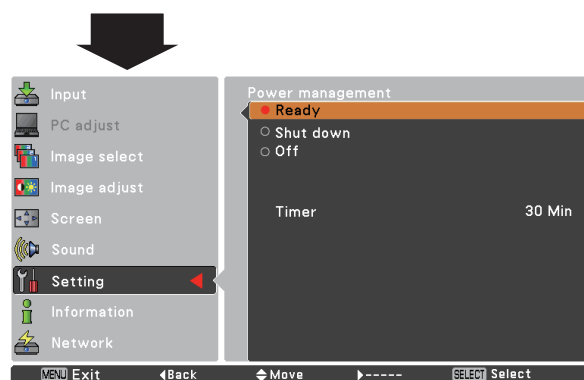
✓ **Note:**

Be sure to turn off the projector properly (see “Turning Off the Projector” on page 20). If the projector is turned off in the incorrect sequence, the Direct on function does not work properly.

## Power management



Time left before Lamp is off.



## Setting

### Standby mode

This function is available when operating the projector via network.

**Eco** ..... Select **Eco** when you do not use the projector via network. The projector's network function will stop when turning off the projector.

**Network** .... 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.

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

#### ✓ Note:

- Factory default is **Network**.
- When selecting **Network**, the cooling fans may be running depending on the temperature inside the projector even if the projector is turned off.

### P-timer

This function allows you to change the setting of the P-timer and execute it.

Select one of the following options:

**Count up...** The P-timer display **000:00** appears on the screen and the count starts (**000:00–180:00**)

**Count down...** The time set in the Timer setting appears on the screen and the countdown starts.

**Timer** ..... Use the Point ▲▼ buttons to set the Timer (**1–180 Min**). **Timer** is available in Count down only. Factory default value is **10 Min**.

**Start** ..... It executes the count up or count down function. Press the SELECT button at **Start** and the indication changes into **Stop**. To stop **Count up** or **Count down**, press the SELECT button at **Stop** on the screen menu, then the indication changes into **Restart**. Press the SELECT button at **Restart** to resume **Count up** or **Count down**.

**Reset** ..... Reset the P-timer values.  
Press the SELECT button at **Reset** to return to the following value;

**Count up** ... "000:00"

**Count down** ... Timer that you set

**Exit** ..... To exit the P-timer operation.

X: disabled O: enabled

	Eco	Network
Serial command	x *1	O
Network	x	O
Monitor Out	x	O
Audio Out	x	x *2
Direct on	O	O

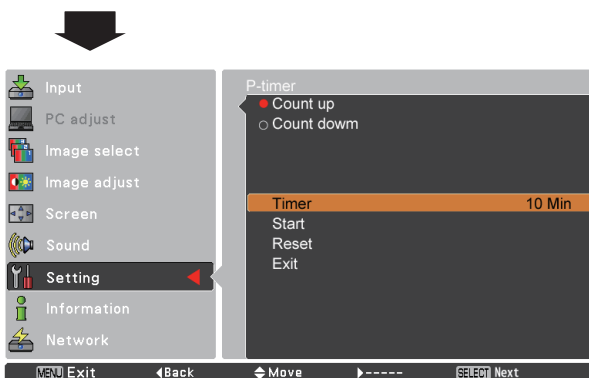
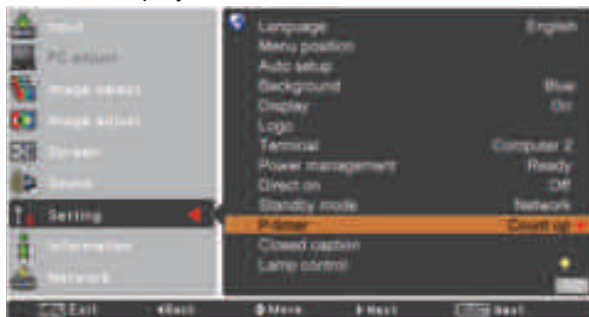
\*1 When Eco is selected, it is only possible to turn on the projector while using the RS-232C serial port.

\*2 When switch the Standby MIC out function On and in Standby mode status, only MIC volume can be output.

### P-timer



P-timer display



### Stop or Cancel the P-timer via Remote Control

To stop the P-timer function, press the P-TIMER button.

To cancel the P-timer, press and hold the P-TIMER button for a few seconds.

## Closed caption

Closed caption is a function that displays the audio portion of a TV program as text on the screen. If the input signal contains closed captions, you can turn on the feature and switch the channels. Press the Point ▲▼ buttons to select **Off**, **CC1**, **CC2**, **CC3** or **CC4**.

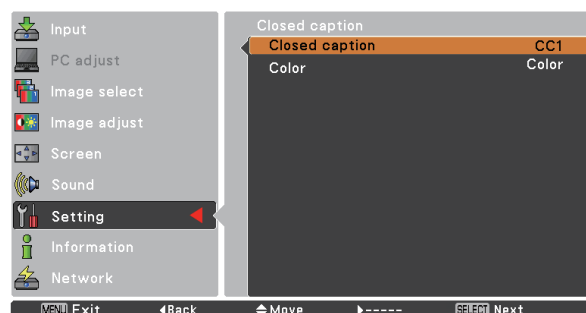
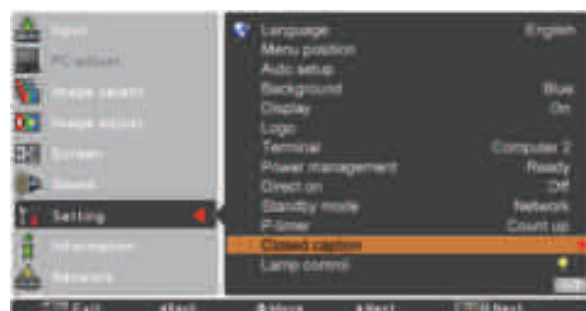
If the closed caption is not clear, you can change the text from **Color** to **White**.

### ✓ Note:

The Closed caption is available only under the situation below.

- When the input signal is NTSC of composite and S-video, and the system is set according to the signal or set on **Auto**.
- The system must be set on **NTSC** or **Auto** in Video System Selection. (p.40)
- The icon of Closed caption is displayed in gray while it is not available.
- The Closed caption is unavailable when On-Screen menu and P-Timer are displayed.

## Closed Caption



Press the Point ▲▼ buttons to select **Off**, **CC1**, **CC2**, **CC3** or **CC4**, and then Press SELECT button.



## Setting

### Lamp control

#### Lamp control

This function allows you to change brightness of the screen.

- 💡 **Auto** ..... Brightness according to the input signal.
- 💡 **Normal** ..... Normal brightness
- 💡 **Eco 1** ..... 70%-80% of the normal brightness.
- 💡 **Eco 2** ..... 50% of the normal brightness.

#### Lamp life control

Select the lamp operation when the total lighting time of a lamp exceeds the recommended total hours of use.

**Mode 1** ..... The lamp can be turned on even after exceeding the recommended total hours of use.

**Mode 2** ..... The lamp can be turned on even after exceeding the recommended total hours of use. But the projector turns off automatically after 3 minutes.

#### ✓ Note:

- Lamp mode cannot be changed for a while after turning on the projector. Lamp needs some time to stabilize after the power is turned on. Stored lamp mode will be active after the lamp is stabilized.
- If **Mode 2** has been selected and the projection lamp exceeds the recommended total hours of use, the replacement icon will be displayed at the time of power-on. Then the projector will turn off after 3 minutes.

#### Lamp replacement icon



- The Lamp replacement icon will not appear when the Display function is set to **Off** (p.48), during **Freeze** (p.25) or **No show** (p.26).

### Remote control

This projector provides two different remote control codes: the factory-set initial code (Code 1) and the secondary code (Code 2). This switching function prevents remote control interference when operating several projectors or video equipment at the same time.

When operating the projector in "Code 2", both the projector and the remote control must be switched to "Code 2".

#### To change the code for the projector:

Select either "Code 1" or "Code 2" in this Setting Menu.

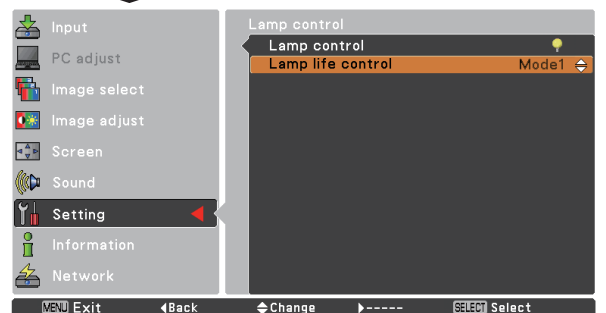
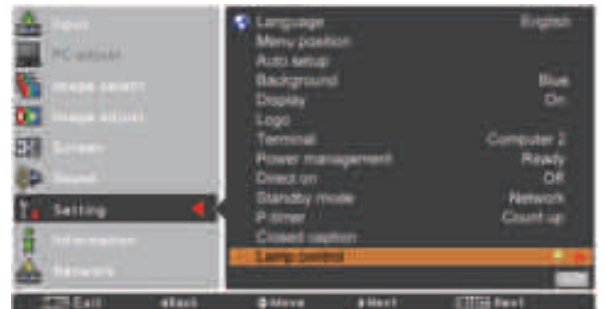
#### To change the code for the remote control:

Press and hold both the MENU and IMAGE buttons together for 5 seconds or more. After changing the code, make sure the remote control operates properly.

#### ✓ Note:

- When different codes are set on the projector and on the remote control, any operation cannot be made. In that case, switch the code on the remote control to fit the code on the projector.
- If the batteries are removed from the remote control for a long period of time, the remote control code will be reset.

### Lamp life control



### Remote control





## Security (Key lock and PIN code lock)

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.

Select **Key lock** and then press the SELECT button, and select the desired item by pressing the Point ▲ ▼ buttons.



..... 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.

### PIN code lock

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.

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

When the projector is locked with the PIN code, the Security icon appears on the guide.

### Key lock



### PIN code lock





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 change the following PIN code lock setting.  
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 press the SELECT button to make a choice.

PIN code change

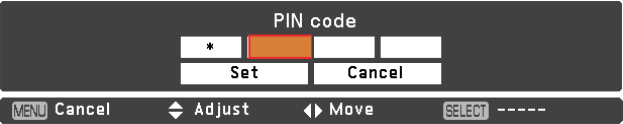
The PIN code can be changed to your desired four-digit number. Press the SELECT button to select **PIN code change**. The **Current PIN code** input dialog box appears, use the Point ▲▼ buttons to enter the current code. The **New PIN code** input dialog box appears. Set a new PIN code.

**CAUTION:**  
**WHEN YOU HAVE CHANGED THE PIN CODE, WRITE DOWN THE NEW PIN CODE IN COLUMN OF THE PIN CODE NO. MEMO ON PAGE 76, AND KEEP IT SECURELY. IF YOU FORGET YOUR PIN CODE, THE PROJECTOR CAN NO LONGER BE STARTED.**

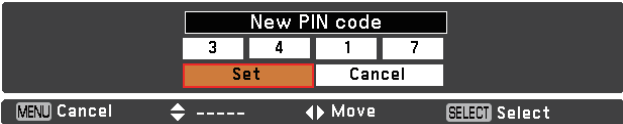
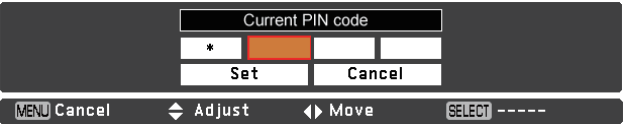
Fan

This function provides the following options in the cooling fans' operation when the projector is turned off (p.20).  
**L1** ..... Normal operation  
**L2** ..... Slower and lower-sound than the normal operation (**L1**), but it takes more time to cool the projector down.

Enter a PIN code



Change the PIN code



## Fan control

Choose the running speed of cooling fans from the following options according to the ground elevation under which you use the projector.

- Off**..... Normal speed. Set this function to **Off** when using the projector in non-high altitude environment.
- On 1**..... Faster than Off mode. Select this mode when using the projector in high altitudes (about 1,200 meters or more above the sea level) where the fans have less cooling effect.
- On 2**..... Faster than On 1 mode. Select this mode when using the projector in higher altitudes than above where the fans have lesser cooling effect.

### ✓ Note:

- The fan noise becomes louder in **On 1** and **On2**.
- Failure to set the running speed of cooling fans properly may affect the projector life.

## Video delay control

When you want to make a digital processing of a projected image faster, set this function.

Use the Point ▲▼ buttons, select an item of Off or On.

### ✓ Note:

**Noise reduction** and **Progressive** can not be selected when Video delay control function is set to **On**.

## Filter counter

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

Use the Point ▲▼ buttons to select Filter counter and then press the Point ► or the SELECT button to access the submenu items.

- Filter counter**..... Show the total accumulated time of the filter use timer setting.
- Timer**..... To set a timer, when the projector reaches the time, the Filter warning icon (Fig.1) appears on the screen and the total accumulated time turns red, indicating that the filter replacement is necessary.
- Filter counter reset**... After replacing the filters, be sure to reset 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 61.

**Fig.1** Filter warning icon

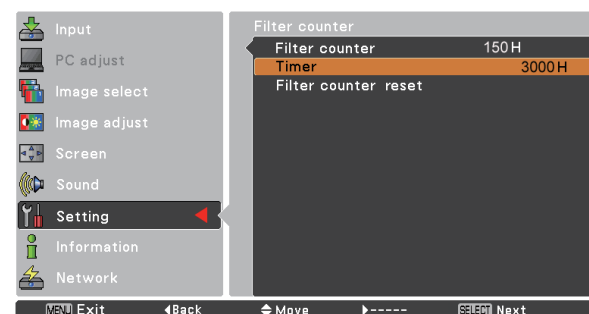


Filter warning icon appears on the screen at a set time. (**Off/1000H/2000H/3000H/4000H/5000H/6000H**).

### ✓ Note:

- This icon also appears at turning on.
- The Filter warning icon (Fig.1) will not appear when the Display function is set to **Off** (p.48), during **Freeze**(p.25), or **No show** (p.26).

## Filter counter



Press the SELECT button to select Timer, and then use the Point ▲▼ buttons to set the timer. Select from (**Off/1000H/ 2000H/ 3000H/4000H/5000H/6000H**) depending on the use environment.

# Setting

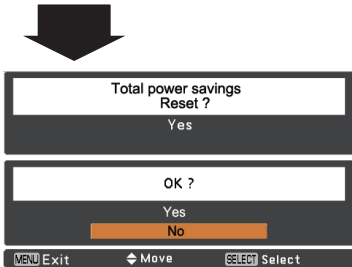
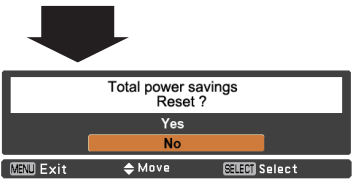
## Total power savings

This function displays the saved amount of power and the exhausted CO2 of the projector.

Use the Point ▲▼ buttons to select Total power savings and then press the Point ► or the SELECT button to access the submenu items.

- Total power savings**.....Show the total accumulated power savings of the projector and display the total amount of CO2 exhausted from the projector.
- Reset**.....Reset the figures of the total power savings and the exhausted CO2.

## Total power savings



## Warning log

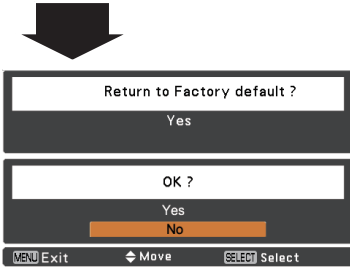
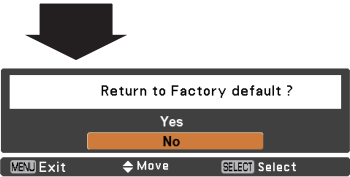
This function records anomalous operations while the projector is in operation and use it when diagnosing faults. Up to 10 warning logs are displayed with the latest warning message at the top of the list, followed by previous warning messages in chronological order.

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

## Factory default

This function returns all setting values except for the **PIN code lock**, **Logo PIN code lock**, **User logo**, **Filter counter** and **Total power savings** to the factory default settings.

## Factory default



# Information

## Input Source Information Display

The Information Menu is used for checking the status of the image signal being projected and the operation of the projector.

### Direct Operation

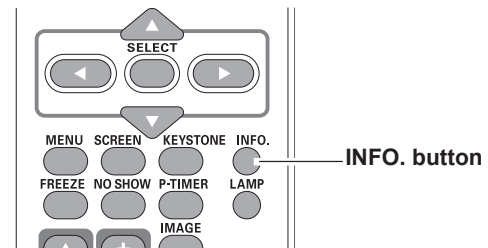
Press the INFO. button on the remote control to display the Information Menu.

### Menu Operation

Press the Point ▲▼ buttons to select the Information. The Information Menu is displayed.

See below for displayed information.

### Remote Control



### Input

The selected input source is displayed.

### H-sync freq.

The horizontal frequency of the input signal is displayed in **KHz**, or - - - - **KHz** when no signal.

### V-sync freq.

The vertical frequency of the input signal is displayed in **Hz**, or - - - - **Hz** when no signal. Numbers of Hz doubles when during Interlace.

### Screen

The selected screen size is displayed.

### Language

The selected language is displayed.

### Lamp status

The selected lamp mode is displayed.

### Lamp counter

The cumulative lamp operating time is displayed.

### Power management

**Off**, **Ready**, **Shut down** or **Timer** is displayed.

### Key lock

The selected Key lock icon is displayed.

### PIN code lock

**Off** or **On 1** or **On 2** is displayed.

### Remote control

The selected remote code is displayed.

### SERIAL NO.

The serial number of the projector is displayed. The serial number is used to service the projector.

### Total power savings

The saved amount of power and the exhausted CO2 are displayed.

### Information Menu



# Maintenance and Cleaning

## 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.

### 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 ON/STAND-BY button.

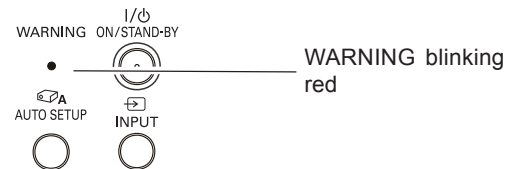
#### ✓ **Note:**

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:**

- 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? Replace the filters with new ones.

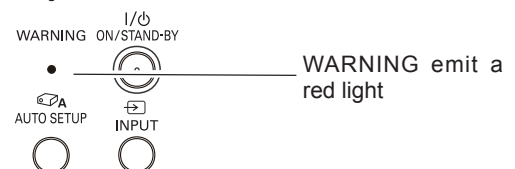
#### Top Control



### 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 center.

#### Top Control



#### **CAUTION**

DO NOT LEAVE THE PROJECTOR WITH THE AC POWER CORD CONNECTED UNDER AN ABNORMAL CONDITION. IT MAY RESULT IN FIRE OR ELECTRIC SHOCK.

## Replacing the Filters

Filter prevents dust from accumulating on the optical elements inside the projector. Should the filter 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, replace the filters immediately. Replace the filters by following the steps below.

- 1 Turn off the projector and unplug the AC power cord from the AC outlet.
- 2 Turn over the projector and pull out the filter cover (bottom); pull up the handle and take out the whole filter (bottom).  
Press up the latches and pull out the filter cover (side); pull out the handle and take out the side filter.
- 3 Put new filters back into the position. Make sure that the filters are fully inserted to the projector.
- 4 Connect the AC power cord to the projector and turn on the projector.



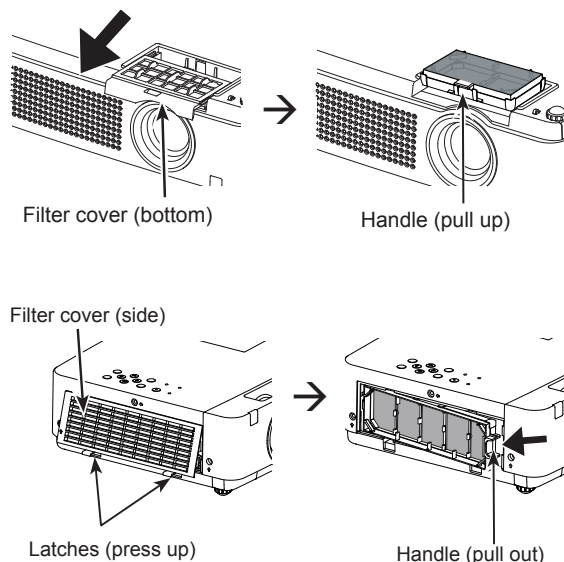
### CAUTION

- 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.
- Do not wash the filters with water or any other liquid matter. Otherwise the filters may be damaged.

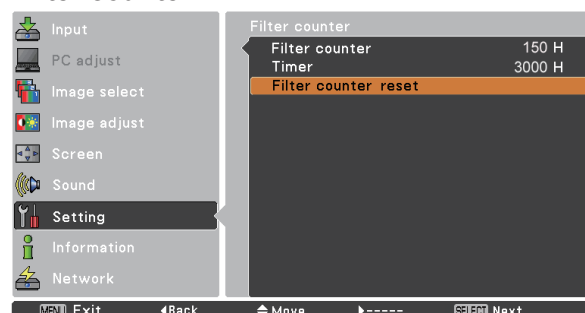
### RECOMMENDATION

**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 center for proper cleaning.



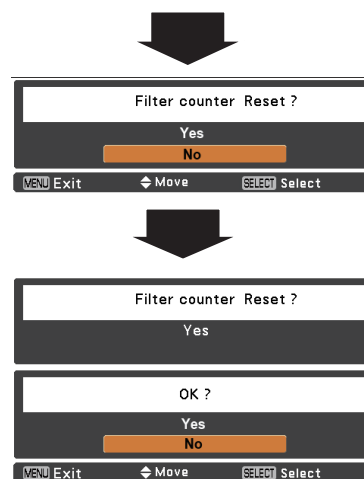
### Filter counter



## Resetting the Filter Counter

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

- 1 Press the MENU button to display the On-Screen Menu. Use the Point ▲ ▼ buttons to select the **Setting** Menu and then press the Point ► or the SELECT button.
- 2 Use the Point ▲ ▼ buttons select Filter counter and then press the Point ► or the SELECT button. Use the Point ▲ ▼ buttons to select **Filter counter reset** and then press the SELECT button. The **Filter counter Reset?** appears. Select **Yes** to continue.
- 3 Another confirmation dialog box appears, select **Yes** to reset the Filter counter.



The **Filter counter Reset?** appears.

Select **Yes**, then another confirmation box appears.

Select **Yes** again to reset the Filter counter.

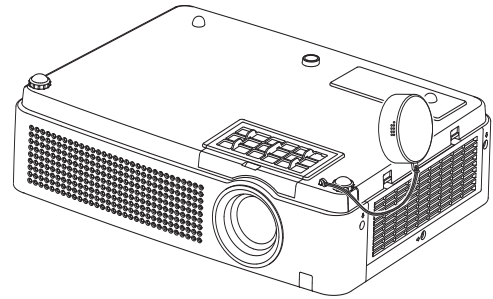
## Maintenance and Cleaning

### Attaching the Lens Cap

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

Attach the lens cap according to the following procedures.

- 1 Thread the string through the hole on the lens cap and then tie a knot in the string to secure it in place.
- 2 To pass the other end of the string into the hole on the top of the projector and pull at it.

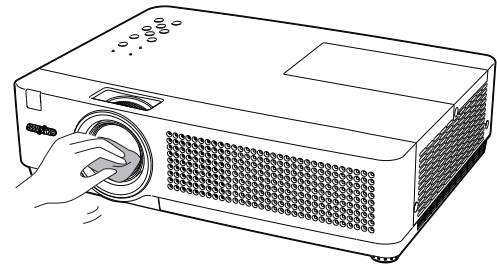


### Cleaning the Projection Lens

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.

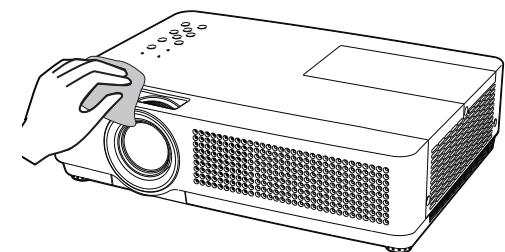


### Cleaning the Projector Cabinet

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 appropriate carrying case to protect it from dust and scratches.



### CAUTION

Do not use any flammable solvents or air sprays on the projector and in its vicinity. The explosion or fire hazard may occur even after the AC power cord is unplugged because the temperature inside the projector is extremely high due to the lamps. In addition, there is a risk that the internal parts may be damaged not only by the flammable air spray but also by the cold air.