

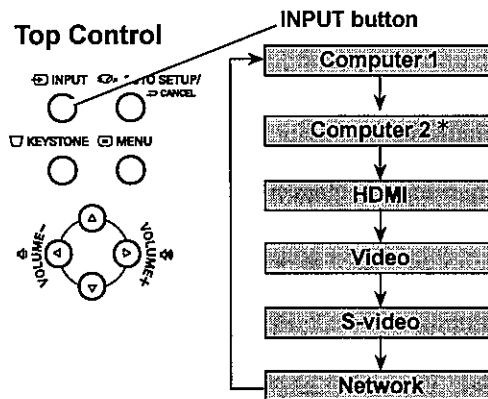
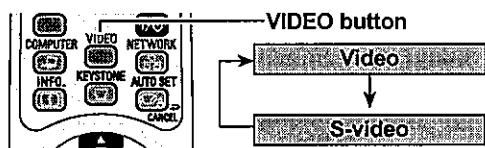
# Video Input

## 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 on the remote control. Before using these buttons, correct input source should be selected through menu operation as described below.

### Remote Control



\* **COMPUTER 2** can not be selected when using the **COMPUTER IN 2/MONITOR OUT** terminal as **MONITOR OUT** output.

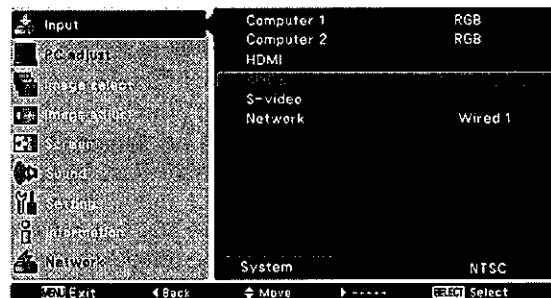
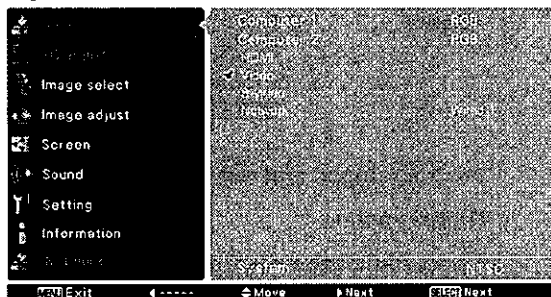
### Menu Operation

- 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:

- **Network** is for the Network function. See the owner's manual of "Network Set-up and Operation".
- When the Input Search function is set to **On1** or **On2** in the Auto setup function, the input signal will be searched automatically (p.48).

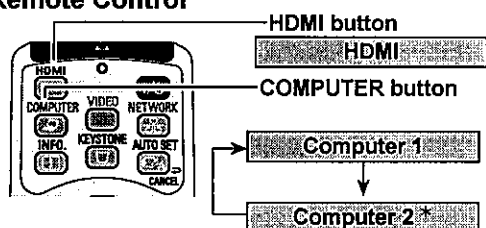
## Input Source Selection (Component, RGB Scart 21-pin, HDMI)

### Direct Operation

Choose **Computer 1** by pressing the INPUT button on the top control or press the COMPUTER button on the remote control; choose **HDMI** by pressing the INPUT button on the top control or press the HDMI button on the remote control.

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

### Remote Control



\* **COMPUTER 2** can not be selected when using the COMPUTER IN 2/ MONITOR OUT terminal as MONITOR OUT output.

### 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; use the Point ▲▼ buttons to select **HDMI**, and then press the SELECT button.
- 3** When **Computer 1** is selected, use the Point ▲▼ buttons to select **Component** or **RGB(Scart)** and then press the SELECT button.

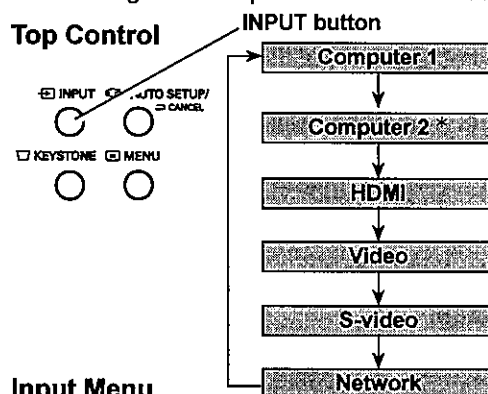
**Component** When the input source is coming from video equipment connected to the COMPUTER IN 1/COMPONENT IN terminal with a Component-VGA Cable, select **Component**.

**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)**.

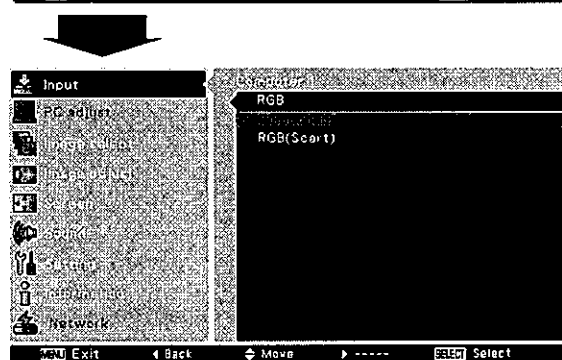
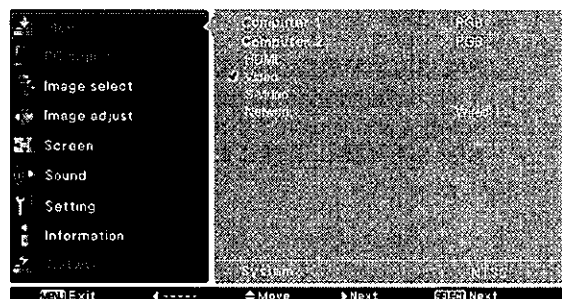
**HDMI** When the video signal is connected to the HDMI terminal, select **HDMI**.

#### ✓Note:

- **Network** is for the Network function. See the owner's manual of "Network Set-up and Operation".
- When the Input Search function is set to **On1** or **On2**, the input signal will be searched automatically (p.48).



### 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 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**.

### Component

#### Auto

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

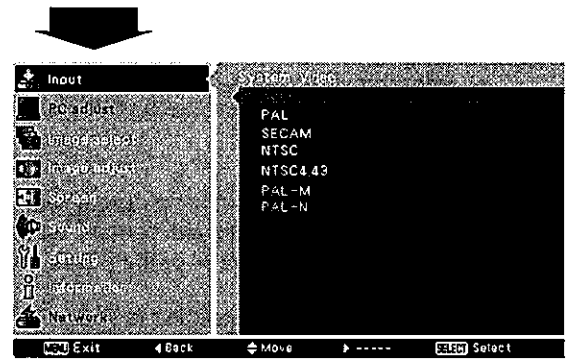
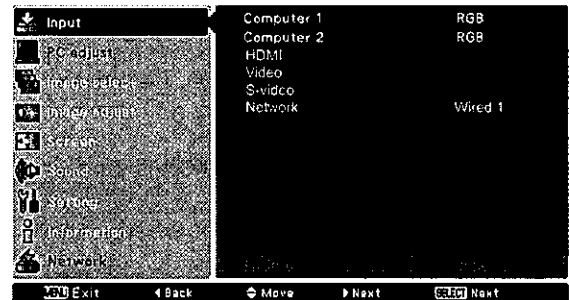
#### COMPONENT VIDEO SIGNAL FORMAT

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

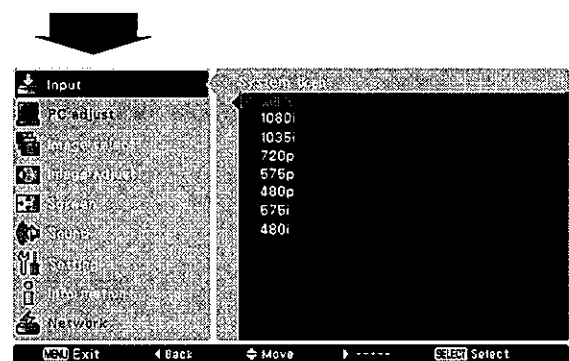
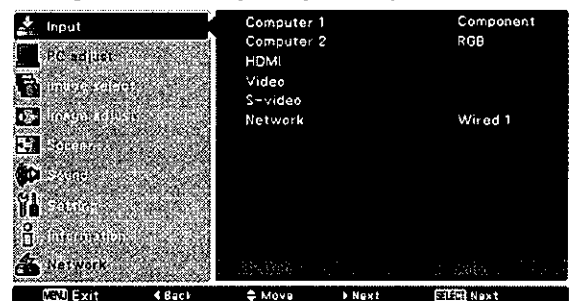
✓**Note:**

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

### AV System Menu (Video or S-video)



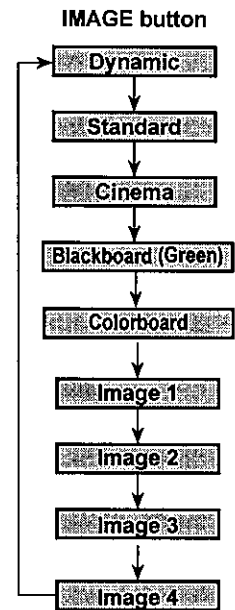
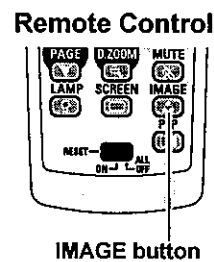
### AV System Menu (Component)



## Image Mode Selection

### Direct Operation

Select the desired image mode among **Dynamic**, **Standard**, **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.

#### Dynamic

For viewing pictures in a bright room.

#### Standard

Normal picture mode preset on the projector.

#### Cinema

Picture mode adjusted with fine tone.

#### Blackboard (Green)

For the image projected on a blackboard. This mode 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

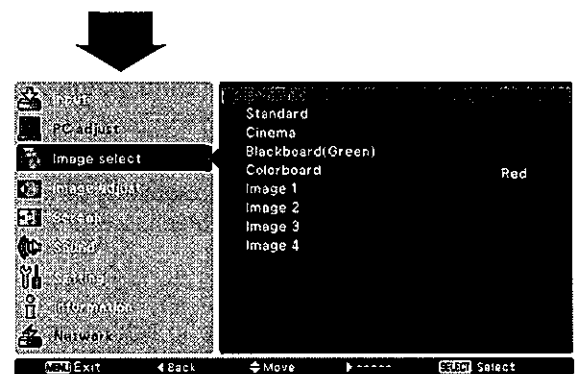
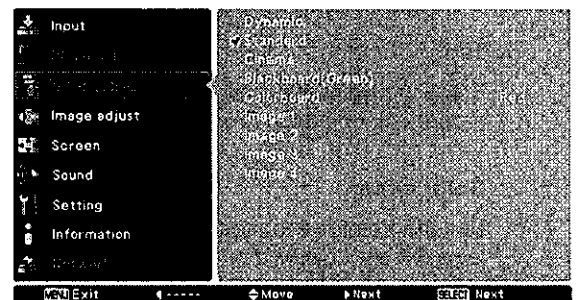
Use the Point ▲▼ buttons to select **Colorboard** and then press the Point ► or the SELECT button. Use the Point ▲▼ buttons to select the desired item and then press the SELECT button.

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 44-45). This Image memory is provided in each computer, component and video input source.

### Image Select Menu



## Video Input

### 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 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)

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

#### White balance (Green)

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

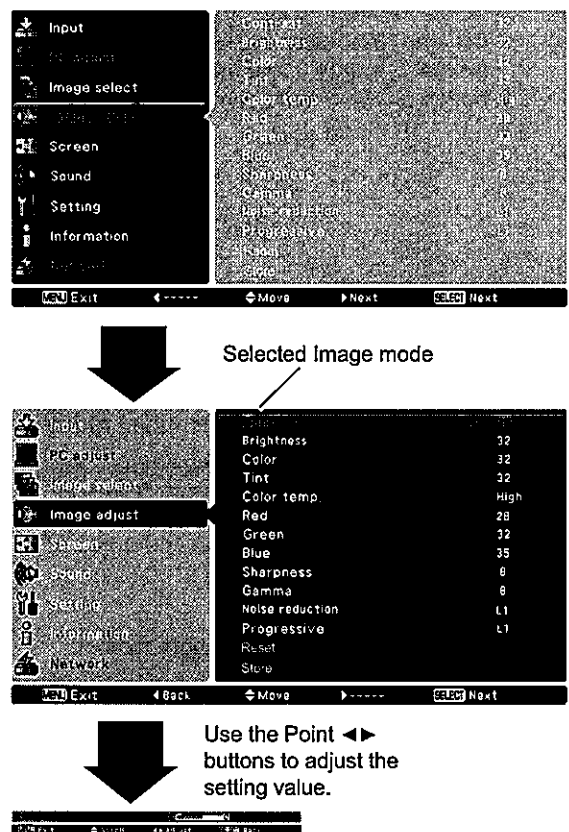
#### White balance (Blue)

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

#### ✓Note:

- When **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.42).
- When **Blackboard(Green)** or **Colorboard** is selected in Image select, **Color temp.** will change to **Blackboard or Colorboard**.

#### Image adjust Menu



### 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 Point ▶ or the SELECT button. A confirmation box appears and then select **Yes**. All adjustments will return to their previous figures.

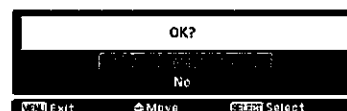
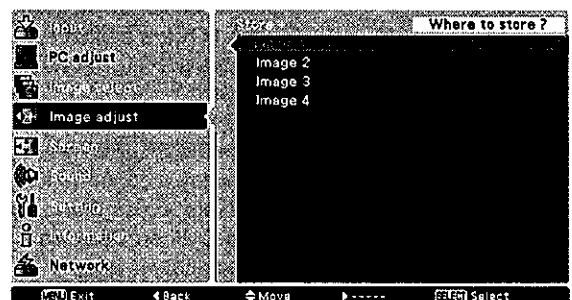
### Store

To store the adjusted data, select **Store** and press the SELECT button. Use the Point ▲▼ buttons to select one from Images 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 43.

#### ✓Note:

**Noise reduction** and **Progressive** cannot be selected when **480p**, **575p**, **720p**, **1035i** or **1080i** is selected (p.42).

### 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 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 while maintaining the aspect ratio of input signal.

### Full

Provide the full screen image.

### Zoom

Pan the horizontal direction of the image and cut the vertical direction of the image to fit the screen size (16:9). Only for 4:3 video aspect ratio signals.

### Wide

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

### Natural wide

Modify the 4:3 aspect ratio image to fit the screen size (16:9 aspect ratio) by stretching the image to make it look natural.

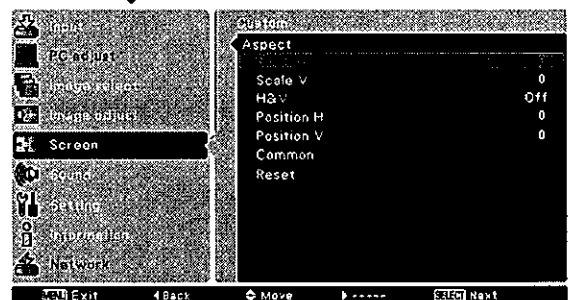
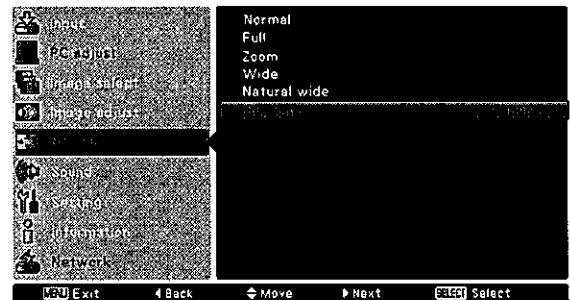
### Custom

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. **Scale V** appears dimmed and becomes unavailable. Adjust the **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 to all the inputs. Press the SELECT button at **Common** to display a confirmation box. To save the scale, press the SELECT button at **Yes**. When **Custom** is selected, the saved scale 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.
- **Wide**, **Zoom** and **Natural wide** cannot be operated when **720p**, **1035i** or **1080i** is selected in the AV System Menu (p.42).

# 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 **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 button to access the selected item.
- 3 Use the Point ▲▼ buttons to select the desired item and then press the SELECT button.

### Language

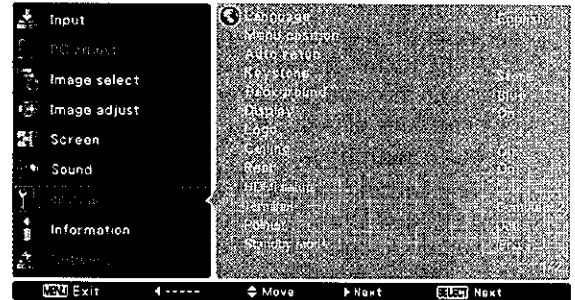
The language used in the On-Screen Menu is available in **English, German, French, Italian, Spanish, Portuguese, Dutch, Swedish, Finnish, Polish, Hungarian, Romanian, Russian, Chinese, Korean, Japanese and Thai.**

### Menu position

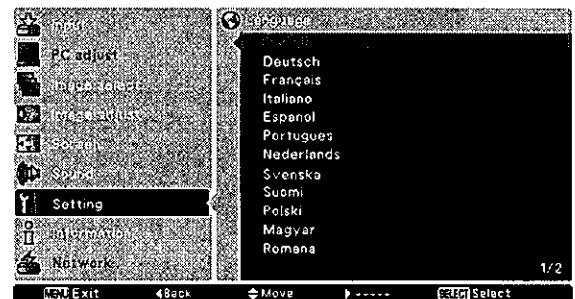
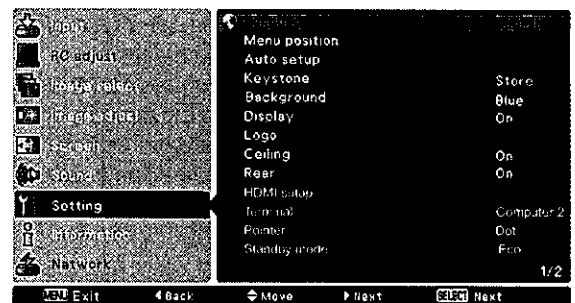
This function is used to change the position of the On-Screen Menu. Select **Menu position** and press the Point ► or the SELECT button. The Menu position screen appears.

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

### Setting Menu



### Language





## Setting

### Auto setup

This function enables Input search, Auto Keystone correction and Auto PC adjustment by pressing the AUTO SETUP/CANCEL button on the top control or the AUTO SET/CANCEL 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 under the following situation.

- When pressing the AUTO SETUP/CANCEL button on the top control.
- When pressing the AUTO SET/CANCEL 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 SET/CANCEL button on the remote control.
- When pressing the AUTO SETUP/CANCEL button on the top 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/CANCEL button on the remote control or the AUTO SETUP/CANCEL 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.

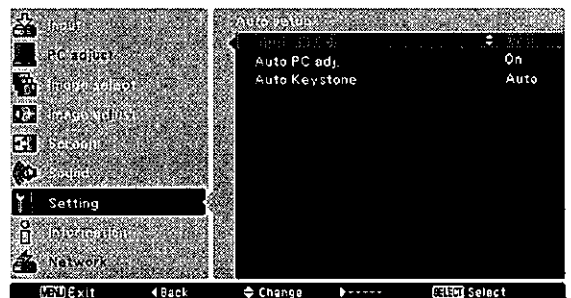
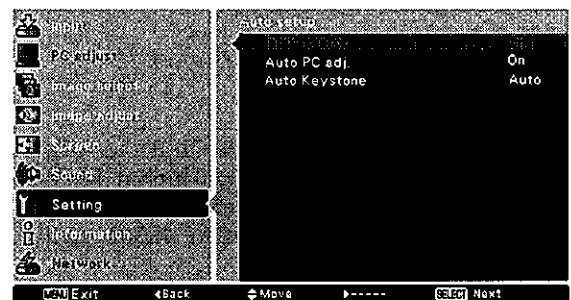
**Manual** . . Works only when pressing the AUTO SETUP/CANCEL button on the top control or the AUTO SET/CANCEL button on the remote control.

**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, VIDEO or NETWORK buttons on the remote control is pressed during Input search is in progress, Input search will stop and go back to the previous input signal.
- 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 (p.53).
- 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/CANCEL button, adjust manually by pressing the KEYSTONE button on the remote control or selecting **Keystone** in the Setting menu (pp.26,49).
- **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.34-35).

## Keystone

This function is used to store or reset the keystone correction when the AC power cord is unplugged.

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

To correct keystone distortion, press the SELECT button. **Keystone** appears on the screen. Use the Point ▲▼ buttons to correct keystone distortion (p.26).

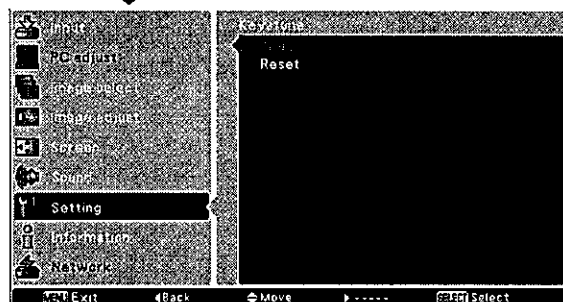
## Keystone



## Background

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

- Blue** . . . Blue colored background.
- User** . . . The image you captured.
- Black** . . Black colored 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.23)
  - **No signal** for Power management (p.56)
  - **Please wait ...**
  - Arrows for the True function in the Screen Menu (p.38)
  - P-Timer

## Setting

### 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**, **capture** and **Logo PIN code change** cannot be selected.

### Logo select

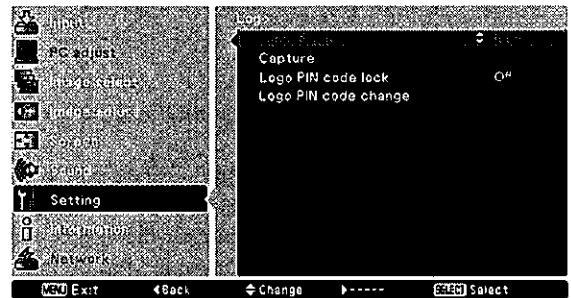
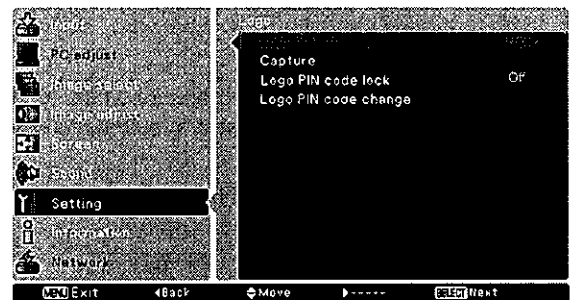
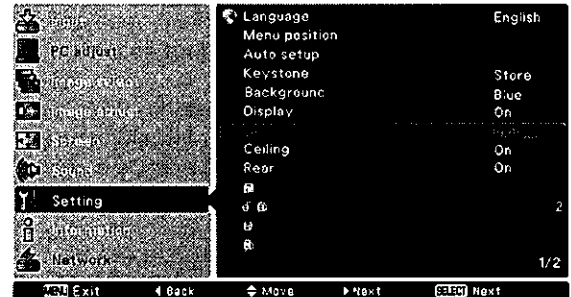
This function decides on the starting-up display from among following options.

**User** ..... Show the image you captured.

**Default** .... Show the factory-set logo.

**Off** ..... Show the countdown display only.

### 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 or when you press the NO SHOW button (see page 29).

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.36, 43).
- A signal from a computer can be captured up to WXGA (1280 x800). 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** cannot be selected, you can only switch between **Default** and **Off**.

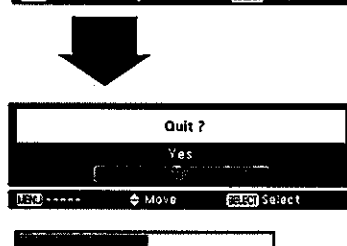
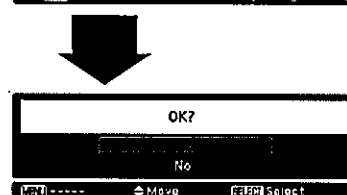
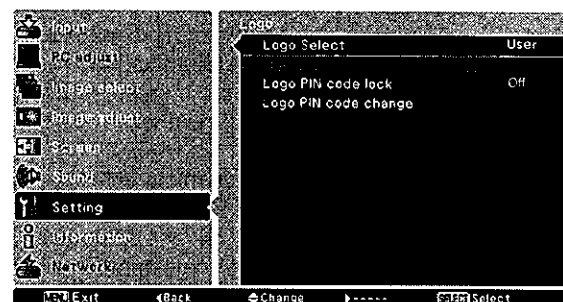
## Logo PIN code lock

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

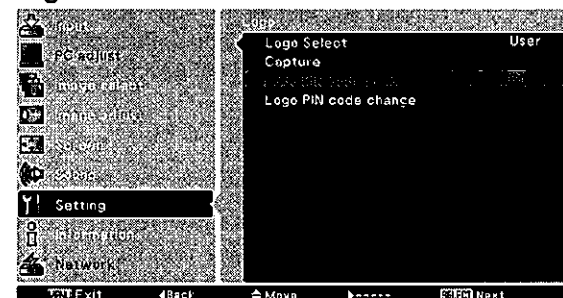
- Off** ..... The screen logo can be changed freely from the Logo Menu (p.50).
- On** ..... The screen logo cannot be changed without a Logo PIN code.

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

## Capture



## Logo PIN code lock



## Setting

### 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 close the dialog box.

### Logo PIN code change

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

Be sure to note the new Logo PIN code and keep it on hand. If you lost the number, you could no longer change the Logo PIN code setting. For details on PIN code setting, refer to "PIN code lock" on pages 59-60.

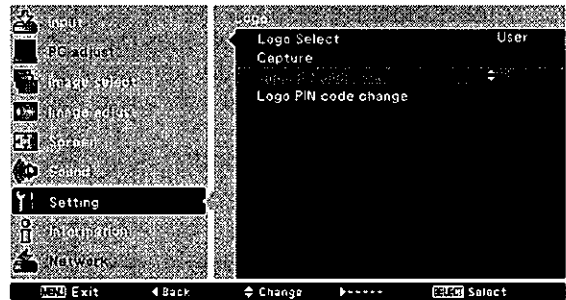
**CAUTION:**  
WHEN YOU HAVE CHANGED THE LOGO PIN CODE, WRITE DOWN THE NEW PIN CODE IN COLUMN OF THE LOGO PIN CODE NO. MEMO ON PAGE 83, AND KEEP IT SECURELY. SHOULD THE LOGO PIN CODE BE LOST OR FORGOTTEN, THE LOGO PIN CODE SETTING CAN NO LONGER BE CHANGED.

### Enter a Logo PIN code

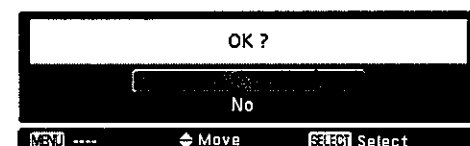
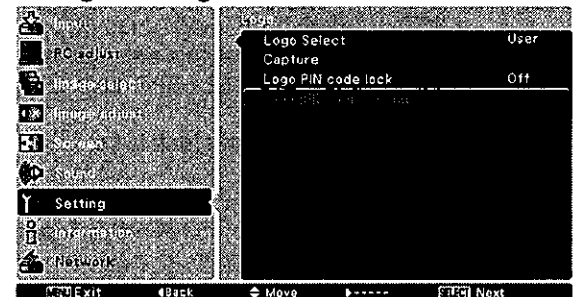


After a correct Logo PIN code is entered, the following dialog box appears.

### Change the Logo PIN code lock setting



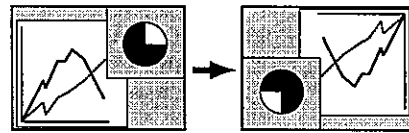
### Change the Logo PIN code



**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.

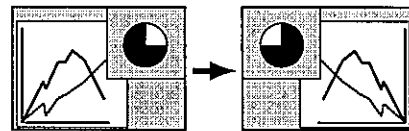
**Ceiling**



**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.

**Rear**



**HDMI setup**

This function is only used for HDMI input source.

**Image**

**Normal:** When the output of Digital R/G/B equipment is set to **Standard**.

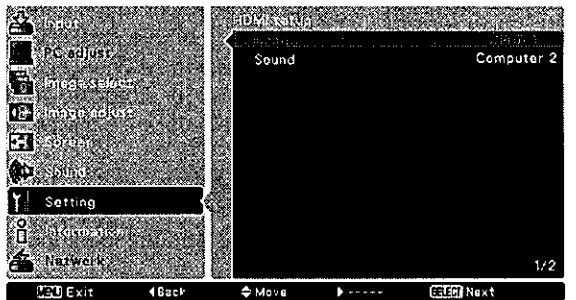
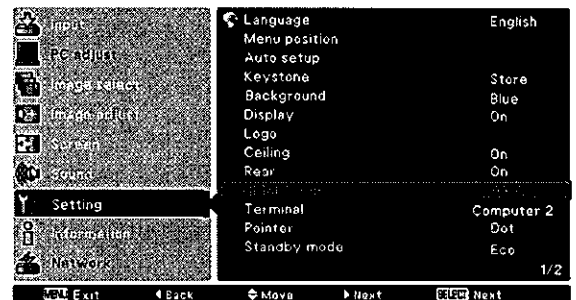
**Enhanced:** When the output of Digital R/G/B equipment is set to **Enhanced**.

**Sound**

**HDMI:** When Digital input source is input, **Sound** is set to **HDMI**.

**Computer 2:** When DVI input source is changed to HDMI input source, **Sound** is set to **Computer 2**.

**HDMI setup**



The names for the output setting of Digital R/G/B vary from equipment to equipment. For details, refer to the owner's manual of your Digital R/G/B equipment. When the black parts of the image are destroyed or stand out, please switch to **Normal** or **Enhanced**, and then switch the output type of the HDMI Digital R/G/B output equipment.

**Terminal**

The COMPUTER IN 2/MONITOR OUT terminal on the back of the projector is switchable for computer 2 input or monitor output. (See page 10)

- Computer 2 . . .** Computer input
- Monitor out . . .** Monitor out

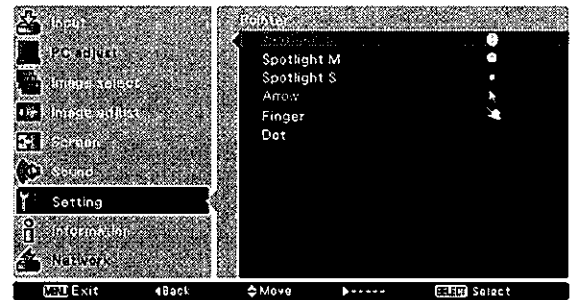
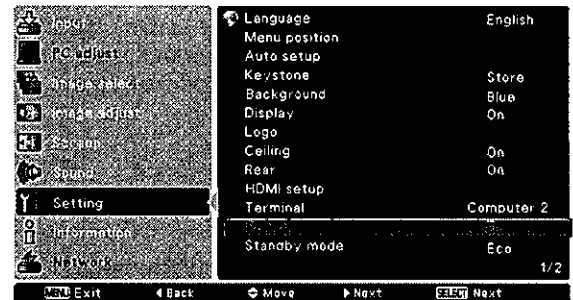
Terminal function is not available when selecting **Computer 2** to the input source. Change the input source to the others (**HDMI** or **Computer 1** or **Video**) so that the Terminal function will be available. (pp.30-31, 40-41)

## Setting

### Pointer

You can emphasize a part of the projected image with this function. Use the Point ▲ ▼ buttons to choose **Spotlight (Large, Middle or Small)**, **Arrow**, **Finger** or **Dot** and press the SELECT button. See "Pointer Function" on page 14.

### Pointer



### Standby mode

This function is available when operating the projector via network.

**Normal** ..... Supply the power to the network function even after turning off the projector. You can turn on/off the projector via network, modify network environment, and receive an e-mail about projector status while the projector is powered off.

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

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

#### ✓Note:

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

## Picture in Picture

This function is used to project two videos simultaneously by placing a separate small sub screen within the main screen. (Picture in Picture combinations provided in this projector are shown on pages 78.)

Only the sound on the main picture is heard, the sound on the sub picture cannot be heard. (In **P in P**, the big picture is main picture, and the small one is sub picture; in **P by P**, the left picture is main picture, and the right one is sub picture.)

**Mode. . . . P in P:** The sub picture in the main picture.  
**P by P:** The sub picture by the main picture.  
**Off :** Exit the Picture in Picture menu.

**Subpicture size. . .** Select the subpicture display size. Subpicture can be changed between **Large**, **Small** and **Middle**.

**Subpicture position. .** Set a position for subpicture. This function is used to set **Subpicture position** as follows:  
 the top left → the bottom left →  
 the bottom right → the top right →...

### Switching of the Main picture and Sub picture

During Picture in Picture mode, and no operation on the On Screen Menu, press the SELECT button to switch main and sub picture. (When the sub picture is selected, a red frame will be displayed.)

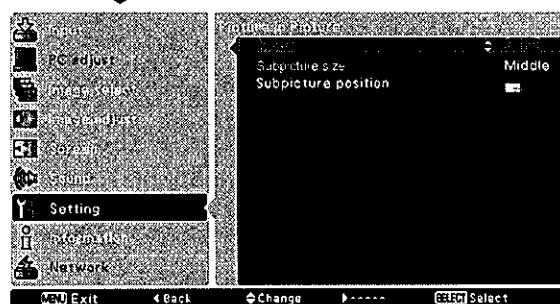
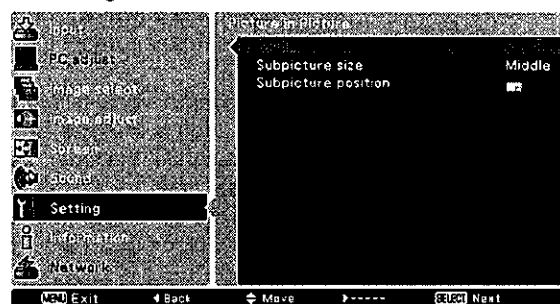
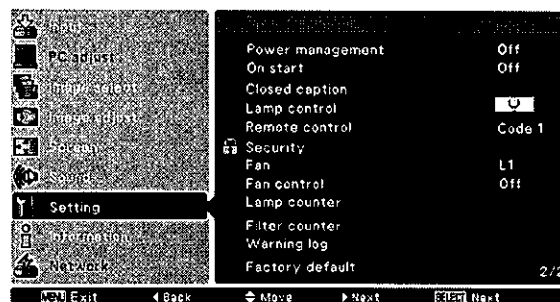
### Switching of the Input Source

In the main picture or the sub picture mode, choose input source by pressing the INPUT button on the top control or pressing the COMPUTER, VIDEO, HDMI or NETWORK button on the remote control or through Input Menu

#### ✓Note:

- When the input signal(s) is/are incompatible, X mark will be displayed on the Main/Sub picture.
- When the sub picture is set to the same signal as the main picture, X mark will be displayed.
- **Subpicture position** and **Subpicture size** are only used for **P in P**.
- When **P in P** or **P by P** is set, **Total dots** is disabled in the PC adjust menu.
- In Picture in Picture mode, the Freeze function is disabled.
- In Picture in Picture mode, use the Point ▲▼◀▶ buttons to change **Subpicture size**, swith the Main picture and the Sub picture, and move **Subpicture position**.
  - In Picture in Picture mode, press the Point ▲ button to switch the Main picture and the Sub picture.
  - In **P in P**, press the Point ▼ button to change **Subpicture size**.
  - In **P in P**, press the Point ◀▶ buttons to move **Subpicture position**.

## Picture in Picture



#### ✓Note:

- During Picture in Picture mode and the Menu screen is displayed, via the remote control operation, these functions are disabled as below:
  - Change Subpicture size.
  - Move Subpicture position.
  - Swithcing of the Main picture and Sub picture.
  - Select the Sub picture mode by the SELECT button.

When Memory viewer source is input, these functions are also disabled via the remote control operation.



# Setting

## 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).

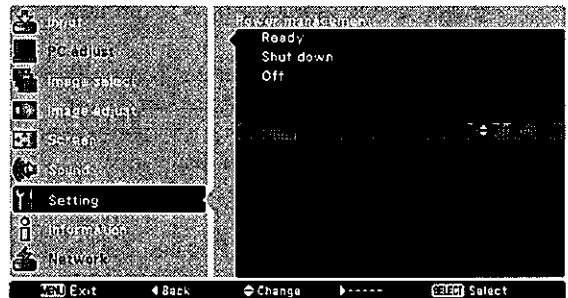
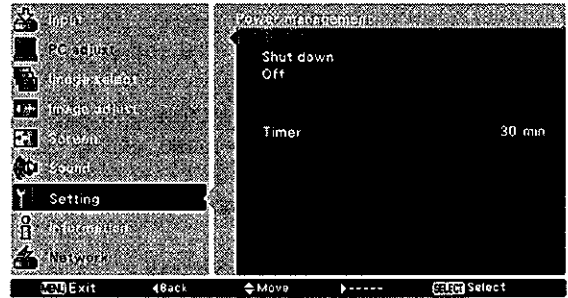
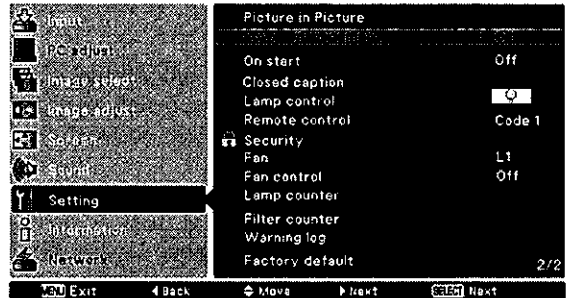
✓**Note:**

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

## Power management



Timer left before Lamp is off.



## On start

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

### ✓Note:

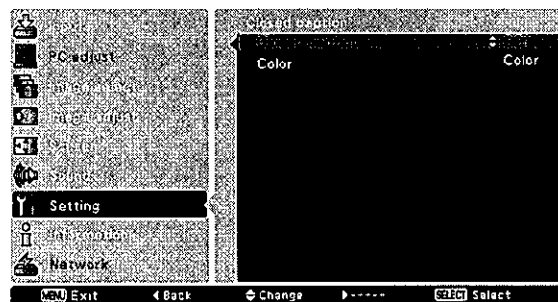
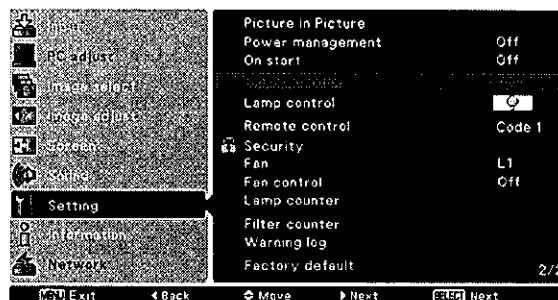
Be sure to turn off the projector properly (see "Turning Off the Projector" on page 23). If the projector is turned off in the incorrect sequence, the On start function does not work properly.

## Closed caption

Closed caption is a printed version of the program sound or other information displayed 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**.

### Closed Caption



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

### ✓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.42)
- 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.

## Setting

### Lamp control

This function allows you to change brightness of the screen.

- ☾ Auto ..... The brightness according to the input signal (between High and Eco mode).
- ☼ High ..... Brighter than the Normal mode.
- ☉ Normal ..... Normal brightness
- ☽ Eco ..... Lower brightness reduces the lamp power consumption and extends the lamp life.

✓**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.

### Remote control

The eight different remote control codes (**Code 1-Code 8**) are assigned to the projector; the factory-set, initial code (**Code 1**) and the other seven codes (**Code 2 to Code 8**). The same code should set on both the projector and the remote control. For example, operating the projector in **Code 7**, the remote control code also must be switched to **Code 7**.

**To change the code for the projector**

Select a remote control code in this Setting Menu.

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

While holding down the MENU button, press the IMAGE button the number of times corresponding to the remote control code for the projector. See "Remote Control Code" on page 13.

✓**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.

### 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.

-  ..... 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

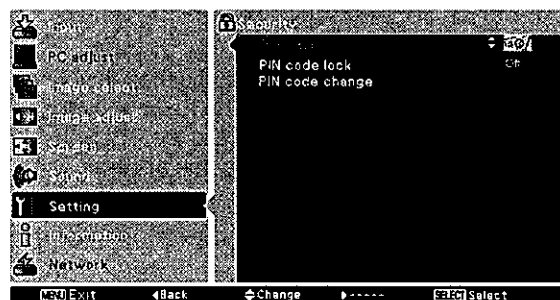
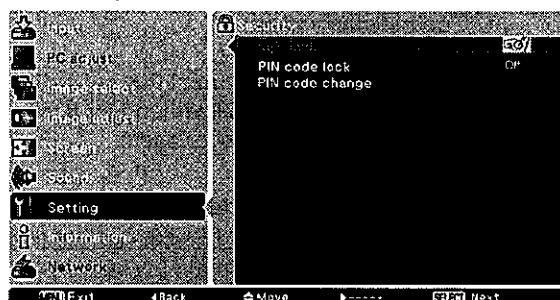
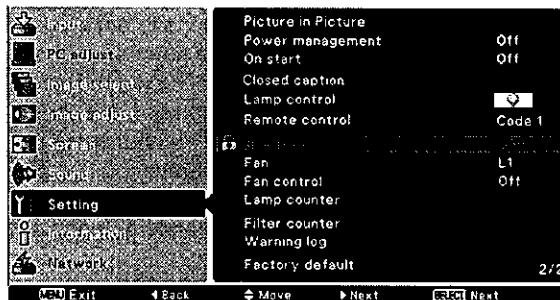
This function prevents the projector from being operated by unauthorized persons and provides the following setting options for security.

- 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.

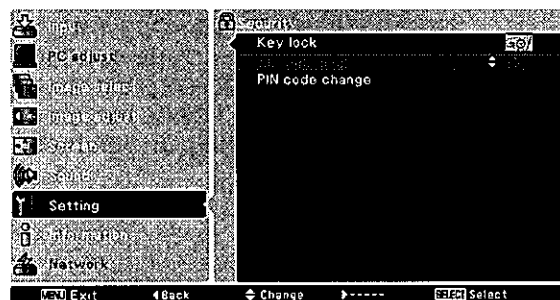
Whenever you change the PIN code lock setting or the PIN code (the four-digit number), you are required to enter the PIN code. The "1234" is set as the initial PIN code at the factory.

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

### 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 start to operate the projector.

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

## Change the PIN code lock setting

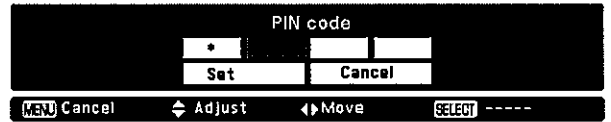
Use the Point ▲▼ buttons to select **Off**, **On1** or **On2**. Press the SELECT button to close the dialog box.

## PIN code change

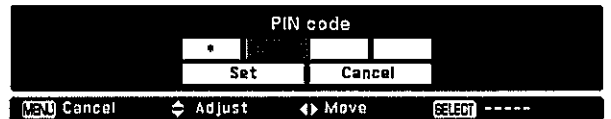
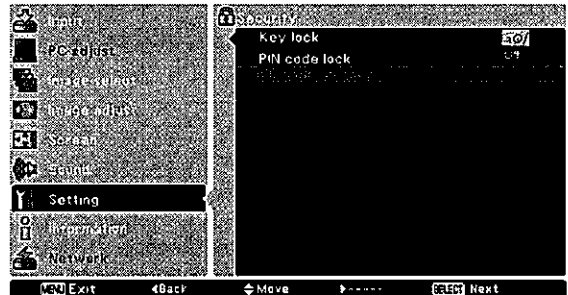
The PIN code can be changed to your desired four-digit number. Press the Point ▼ button to select **PIN code change** and press the SELECT button. The New PIN code input dialog box appears. Set a new PIN code.

**CAUTION:**  
**WHEN YOU HAVE CHANGED THE PIN CODE, WRITE DOWN THE NEW PIN CODE IN COLUMN OF THE PIN CODE NO. MEMO ON PAGE 83, AND KEEP IT SECURELY. IF YOU FORGET YOUR PIN CODE, THE PROJECTOR CAN NO LONGER BE STARTED.**

## Enter a PIN code



## Change the PIN code



## Fan

This function provides the following options in the cooling fans' operation when the projector is turned off (p.23).

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

## Fan control

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.
- On 3....Be sure to set the Lamp control in High and the Fan control in **On 3** when using the projector inclined at between +40 degrees to +140 degrees to the horizontal plane at altitudes between 0 and approximately 1,600 meters above sea level.

### ✓Note:

- The fan noise becomes louder in **On1**, **On2** and **On3**.
- Setting Fan control to **On1**, **On2** or **On3** affects L2 operation in Fan.

## Lamp counter

This function is used to reset the lamp counter.

When the lamp life is left 0 hour, the Lamp replacement icon (Fig.1) will appear on the screen, indicating that the end of lamp life is reached.

When replacing the projection lamp, reset lamp counter. See "Resetting the Lamp Counter" on page 68.

### ✓Note:

The Lamp replacement icon (Fig.1) will not appear when the Display function is set to **Off** (p.49), during "Freeze" (p.28) or "No show" (p.29).

## Fan Control Setting

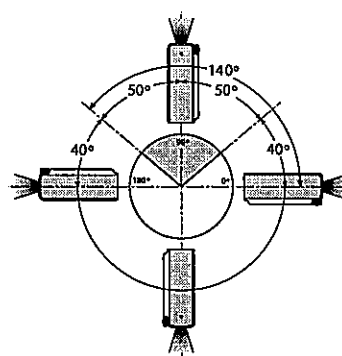
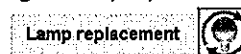


Fig.1 Lamp replacement icon



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

### ✓Note:

At turning on, the icon (Fig.1) will appear.

## Setting

### Filter counter

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

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

For details about resetting the timer, refer to "Resetting the Filter Counter" on page 65.

Fig.1 Filter warning icon



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

✓**Note:**

This icon also appears at turning on.

✓**Note:**

The Filter warning icon (Fig.1) will not appear when the Display function is set to **Off** (p.49), during "Freeze"(p.28), or "No show" (p.29).

### 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.

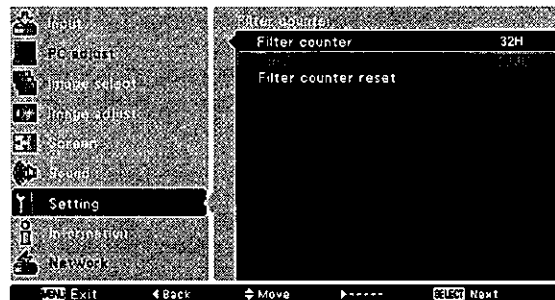
✓**Note:**

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

### Factory default

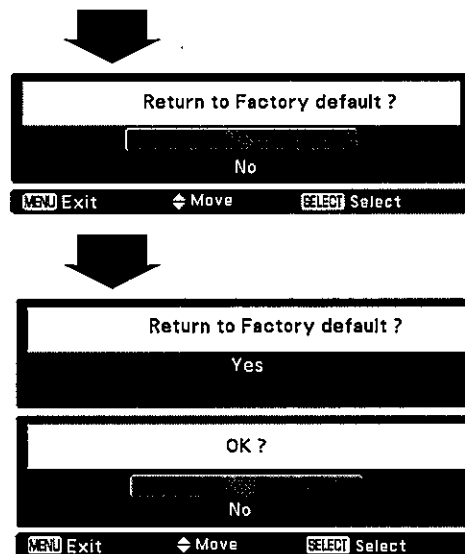
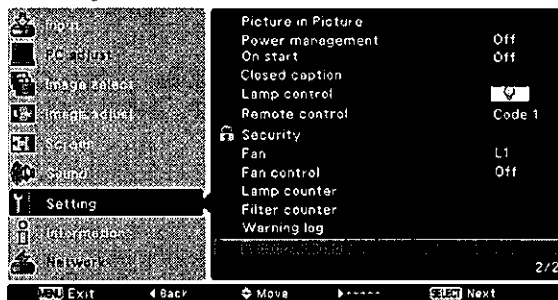
This function returns all setting values except for the **User logo**, **PIN code lock**, **Logo PIN code lock** and **Filter counter** to the factory default settings.

### Filter counter



Press the **SELECT** button to select **Timer** and then use the **Point ▲ ▼** buttons to set the timer. Select from **(Off/100H/ 200H/ 300H)** depending on the use environment.

### Factory default



# Information

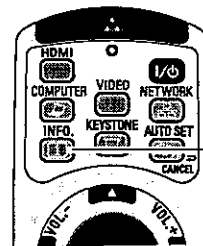
## Input Source Information Display

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.

Remote Control



INFO. button

### Menu Operation

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

See below for displayed information.

### Input

The selected input source is displayed.

### H-sync freq.

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

### V-sync freq.

The vertical frequency of the input signal is displayed in Hz or - - - - - 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.

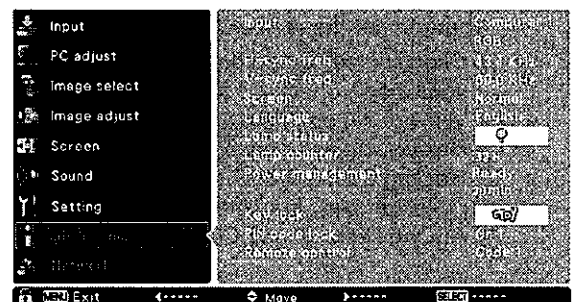
### PIN code lock

Off , On 1 or On 2 is displayed.

### Remote control

The selected remote code is 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 POWER 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.
- Are the filters clean? Clean the filters periodically.

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

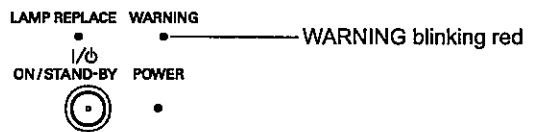
When the projector detects an abnormal condition, it is automatically shut down to protect the inside of the projector and the WARNING indicator lights red. In this case, unplug the AC power cord and reconnect it, and then turn the projector on once again to verify operation. If the projector cannot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



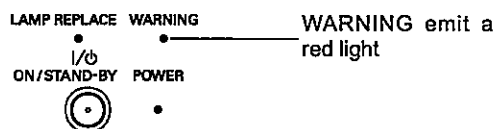
#### **CAUTION**

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

#### Top Control



#### Top Control



### Cleaning the Filters

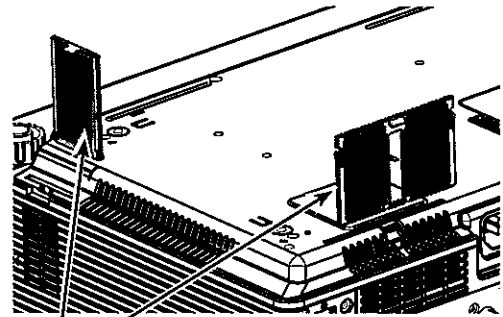
Filter prevents dust from accumulating on the optical elements inside the projector. Should the filters become clogged with dust particles, it will reduce cooling fans' effectiveness and may result in internal heat buildup and adversely affect the life of the projector. If a Filter warning icon appears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

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



#### CAUTION

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



Filters  
Pull up and remove.

#### RECOMMENDATION

**We recommend avoiding dusty/smoky environments when you operate the projector. Usage in these environments may cause poor image quality.**

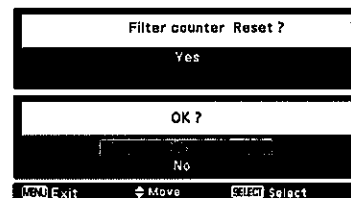
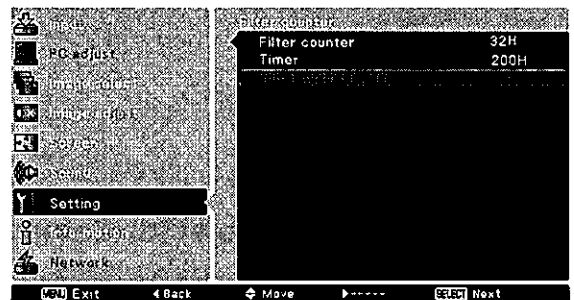
When using the projector under dusty or smoky conditions, dust may accumulate on a lens, LCD panels, or optical elements inside the projector degrading the quality of a projected image. When the symptoms above are noticed, contact your authorized dealer or service station for proper cleaning.

### Resetting the Filter Counter

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

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

#### Filter counter



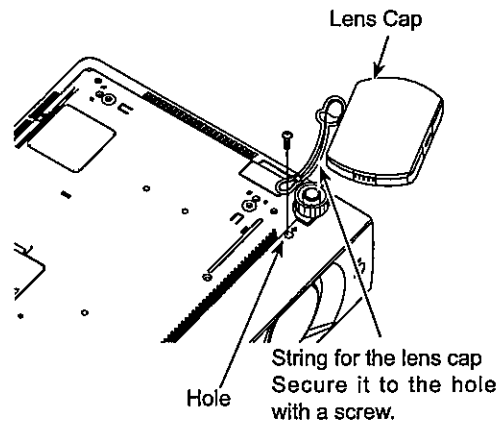
**Filter counter Reset?** appears. Select **Yes**, then another confirmation box appears. Select **Yes** again to reset the Filter counter.

## Maintenance and Cleaning

### Attaching the Lens Cap

When moving the projector or while it is not in use, replace the lens cap.

- 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.

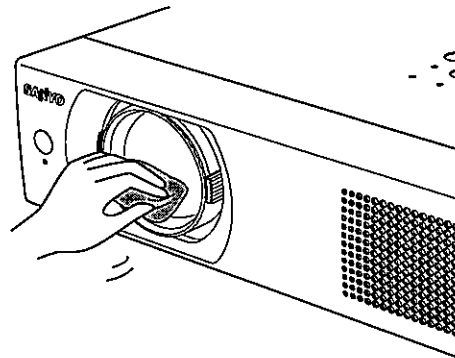


### Cleaning the Projection Lens

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.

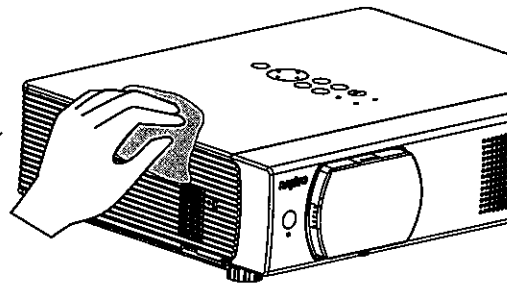


### Cleaning the Projector Cabinet

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.



### Lamp Replacement

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

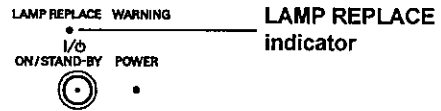


**WARNING:**  
TURN OFF THE UV LAMP BEFORE  
OPENING THE LAMP COVER

✓ **Note:**

- If the projection lamp of the projector reaches its end of life, the lampreplacement icon appears on the screen, and the projector is turned off automatically after 3 minutes.
- The Lamp replacement icon will not appear when the Display function is set to Off (p.49), during "Freeze" (p.27), or "No show" (p.28).

### Top Control



Lamp replacement icon



### CAUTION

Allow a projector to cool for at least 45 minutes before you open the Lamp Cover. The inside of the projector can become very hot.

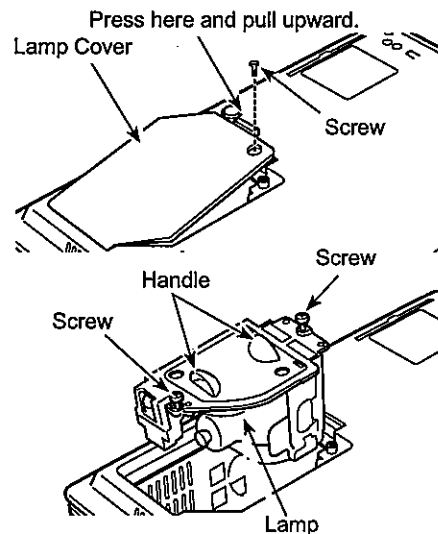


### CAUTION

For continued safety, replace with a lamp of the same type. Do not drop a lamp or touch a glass bulb! The glass can shatter and may cause injury.

Follow these steps to replace the lamp.

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



### ORDER REPLACEMENT LAMP

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

- **Model No. of your projector** : PLC-WXU700
- **Replacement Lamp Type No.** : POA-LMP111  
(Service Parts No. 610 333 9740)

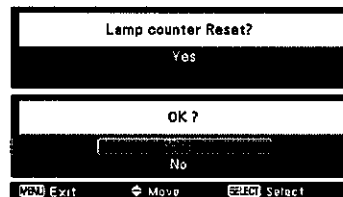
### Resetting the Lamp Counter

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

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

✓ **Note:**

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



**Lamp counter Reset?** appears. Select **Yes**, then another confirmation box appears. Select **Yes** again to reset the Filter counter.



### LAMP HANDLING PRECAUTIONS

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

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

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

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

# Appendix

## Troubleshooting

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

- Make sure you have properly connected the projector to peripheral equipment as described on pages 17-19.
- Make sure all equipment is connected to AC outlet and the power is turned on.
- When the projector does not project an image from the connected computer, restart the computer.

<b>Problem:</b>	<b>Solutions</b>
<b>No power</b>	<ul style="list-style-type: none"><li>- Plug the power cord of the projector into the AC outlet.</li><li>- See if the POWER indicator lights red.</li><li>- Wait until the POWER indicator stops blinking to turn on the projector again. The projector can be turned on after the POWER indicator turns red. See page 21.</li><li>- Check the WARNING indicator. If the WARNING indicator lights red, projector cannot be turned on. See page 64.</li><li>- Check the projection lamp. See page 67.</li><li>- Unlock the Key lock function for the projector. See page 59.</li></ul>
<b>The initial display is not shown.</b>	<ul style="list-style-type: none"><li>- Make sure <b>Off</b> or <b>Countdown off</b> is not chosen at display function. See page 49.</li></ul>
<b>The initial display is not same as the default set.</b>	<ul style="list-style-type: none"><li>- Make sure <b>User</b> or <b>Off</b> is not chosen at Logo (select) function. See page 50.</li></ul>
<b>Input signal switches automatically. (or does not switch automatically)</b>	<ul style="list-style-type: none"><li>- Make sure Input search function is adjusted properly. See page 48.</li></ul>
<b>When the projector is on and youpress the input button, an icon other than the Lamp mode icon appears.</b>	<ul style="list-style-type: none"><li>- That is the Filter warning icon. See page 62.</li></ul>
<b>An icon other than Input mode or Lamp mode icon appears.</b>	<ul style="list-style-type: none"><li>- That is the Lamp replacement icon or the Filter warning icon. See pages 61, 62.</li></ul>
<b>Image is out of focus.</b>	<ul style="list-style-type: none"><li>- Adjust focus of the projector. See page 26.</li><li>- Provide proper distance between the projector and the projection screen. See page 16.</li><li>- Check the projection lens to see if it needs cleaning. See page 66.</li><li>- Moving the projector from a cool to warm place may result in moisture condensation on the projection lens. In such cases, leave the projector off and wait until condensation evaporates.</li></ul>
<b>Image is Left/Right reversed. Image is Top/Bottom reversed.</b>	<ul style="list-style-type: none"><li>- Check the Ceiling/Rear function. See page 53.</li><li>- Check the Ceiling function. See page 53.</li></ul>
<b>Picture is not bright enough.</b>	<ul style="list-style-type: none"><li>- Check if the <b>Contrast</b> or <b>Brightness</b> are adjusted properly. See pages 37, 44.</li><li>- Check if <b>Image mode</b> is selected properly. See pages 36, 43.</li><li>- Check the lamp control function. See pages 28, 58.</li><li>- Check the LAMP REPLACE indicator. If it lights, the end of lamp life is approaching. Replace the lamp with a new one promptly. See page 67.</li></ul>

## Appendix

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<b>No image</b>	<ul style="list-style-type: none"><li>– Check the connection between your computer or video equipment and the projector. See pages 17-19.</li><li>– See if the input signal is correctly output from your computer. Some laptop computers may need to change the setting for monitor output when connecting to a projector. See your computer's instruction manual for the setting.</li><li>– It takes about 30 seconds to display an image after turning on the projector. See page 21.</li><li>– Check the Input signal, color system, video system or computer system mode.</li><li>– Make sure the temperature is not out of the specified Operating Temperature (41°F–95°F [5°C–35°C]).</li><li>– When No Show function is operating, the image cannot be displayed. Press the NO SHOW button or any other button on the remote control.</li></ul>
<b>No sound</b>	<ul style="list-style-type: none"><li>– Check the audio cable connection from audio input source.</li><li>– Adjust the audio source.</li><li>– Press the Volume + button. See page 27.</li><li>– Press the Mute button. See page 27.</li><li>– When the AUDIO OUT is plugged-in, the projector's built-in speaker is not available.</li><li>– Is the image projected? You will hear the sound only when the image is projected.</li></ul>
<b>The color is strange.</b>	<ul style="list-style-type: none"><li>– Check the Input signal, color system, video system or computer system mode.</li><li>– Make sure <b>Blackboard</b> is not selected on Image select menu. See pages 36, 43.</li></ul>
<b>Some displays are not seen during the operation.</b>	<ul style="list-style-type: none"><li>– Check the Display function. See page 49.</li></ul>
<b>Auto PC adjustment function does not work.</b>	<ul style="list-style-type: none"><li>– Check the Input signal. Auto PC adj.function can not work when <b>480p, 575p, 720p, 480i, 575i, 1035i or 1080i</b> is selected . See page 33.</li><li>– The icon is not available in grayout when the digital signal is input.</li></ul>
<b>The setting does not remain after turning off power.</b>	<ul style="list-style-type: none"><li>– Make sure you selected <b>Store</b> after adjusting setting. Some settings can not be stored if not registered with Store. See page 38, 45.</li></ul>
<b>Power management does not work.</b>	<ul style="list-style-type: none"><li>– Power management function can not work while Freeze or No Show function is running. See page 56.</li></ul>
<b>Capture function does not work.</b>	<ul style="list-style-type: none"><li>– Check the connection and the input signal to see if there is signal.</li></ul>
<b>Auto setup does not work properly.</b>	<ul style="list-style-type: none"><li>– Make sure <b>Off</b> is not selected at any function of "Auto setup". See page 48.</li><li>– Make sure <b>On</b> is not selected at the Ceiling function. See page 53.</li></ul>
<b>Auto keystone function does not work even when the projector is tipped.</b>	<ul style="list-style-type: none"><li>– Make sure the Auto keystone function is not set to <b>Manual</b>. Press the AUTO SETUP/CANCEL button on the top control. See pages 26,48.</li></ul>

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<b>The image is distorted or runs off.</b>	<ul style="list-style-type: none"><li>– Check PC adjustment or Screen and adjust them. See pages 34-35, 38-39 .</li></ul>
<b>PIN code dialog box appears at start-up.</b>	<ul style="list-style-type: none"><li>– PIN code lock is being set. Enter a PIN code ("1234" or numbers you have set). See pages 22, 59-60.</li></ul>
<b>Page Up/Down function does not work.</b>	<ul style="list-style-type: none"><li>– Make sure your computer is connected to the projector with USB cable. See page 17.</li><li>– Check cable connection between the projector and your computer. See page 17.</li></ul>
<b>The Remote Control does not work.</b>	<ul style="list-style-type: none"><li>– Check the batteries.</li><li>– Make sure no obstruction is between the projector and remote control.</li><li>– Make sure you are not too far from the projector when using the remote control. Maximum operating range is 16.4'(5 m).</li><li>– Make sure the code of the remote control is conformed to the projector's code. See page 58.</li><li>– Unlock the Key lock function for the remote control function. See page 59.</li><li>– Check RESET/ON/ALL-OFF switch on the remote control is set to <b>ON</b>. See page 14.</li></ul>
<b>Indicator blinks or lights.</b>	<ul style="list-style-type: none"><li>– Check the status of the projector with referring to "Indicators and projector Condition". See page 75.</li></ul>
<b>Wireless Mouse function does not work.</b>	<ul style="list-style-type: none"><li>– Check the connection between the projector and your computer.</li><li>– Check the mouse setting on you computer.</li><li>– Make sure the mouse driver is installed on your computer, otherwise, the remote control can not be used as a wireless mouse.</li><li>– Make sure the signal is from the computer, otherwise, the remote control can not be used as a wireless mouse.</li><li>– Turn on the projector before turning on the computer.</li></ul>
<b>The exclamation mark appears on the screen.</b>	<ul style="list-style-type: none"><li>– Your operation is invalid. Operate correctly.</li></ul>
<b>Top control does not work.</b>	<ul style="list-style-type: none"><li>– The top control is not available if the top control is locked at <b>Key lock</b> under <b>Security</b> of Setting section. See page 59.</li></ul>
<b>Unable to unlock the Logo PIN code lock, Security key lock or Security PIN code lock.</b>	<ul style="list-style-type: none"><li>– Contact the dealer where you purchased the projector or the service center.</li></ul>

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## Appendix

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**WARNING :**

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

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

 The CE Mark is a Directive conformity mark of the European Community (EC).



Pixelworks ICs used.

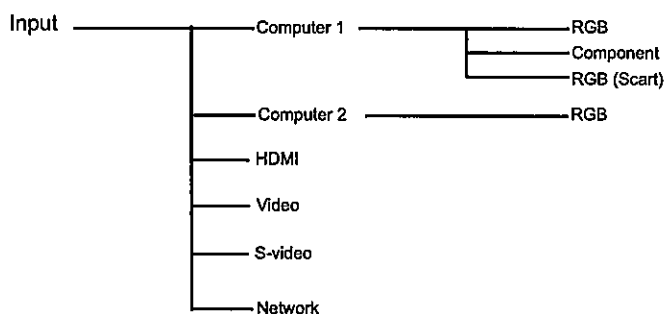


This symbol on the nameplate means the product is Listed by Underwriters Laboratories Inc. It is designed and manufactured to meet rigid U.L. safety standards against risk of fire, casualty and electrical hazards.

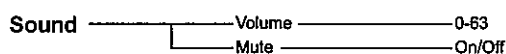
## Menu Tree

### Computer Input/HDMI Input/Video Input

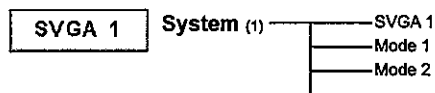
#### Input



#### Sound

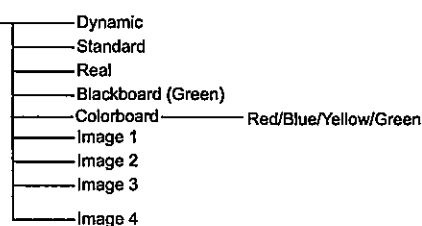


#### Computer Input

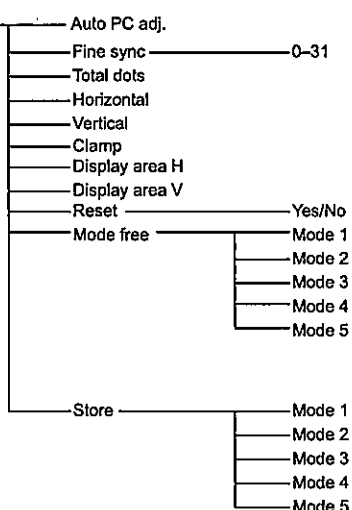


\* Systems displayed in the System Menu vary depending on an input signal.

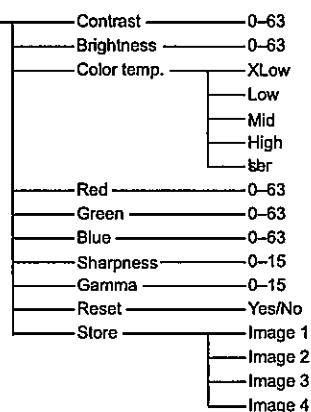
#### Image Select



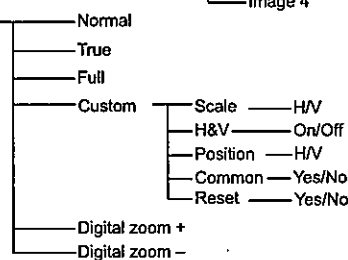
#### PC adjust



#### Image Adjust

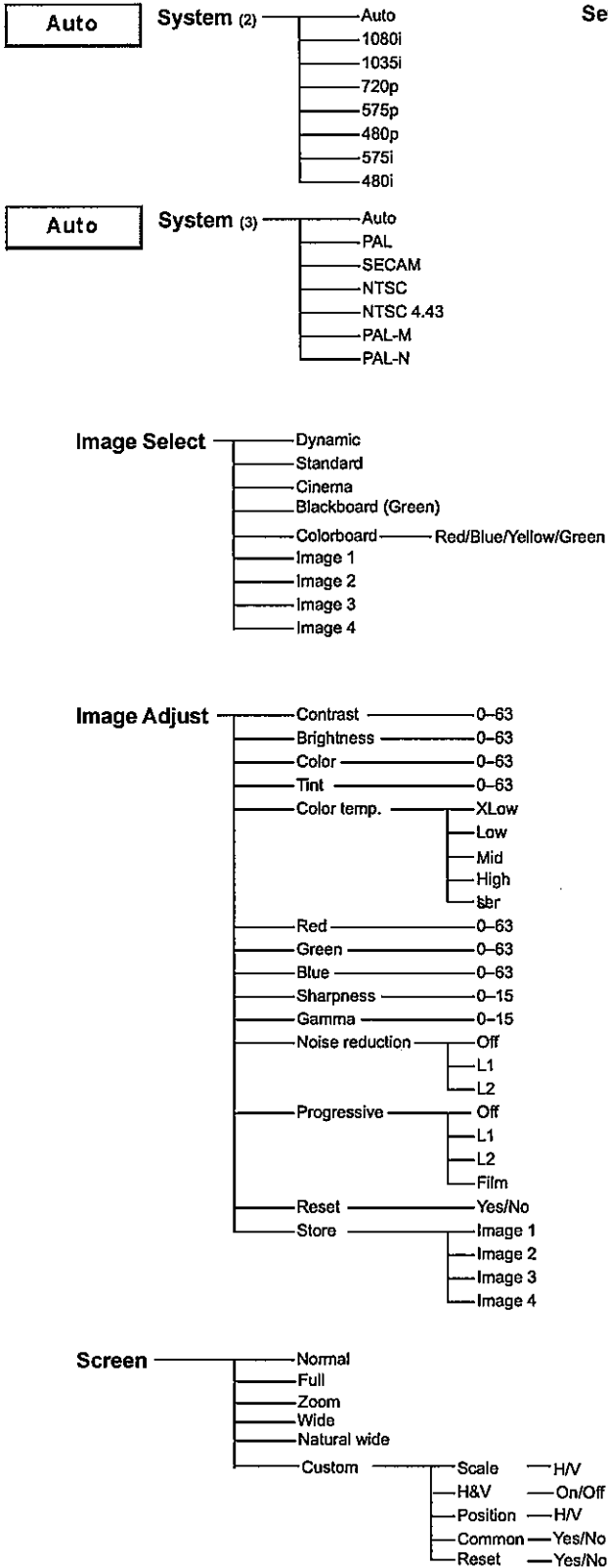


#### Screen

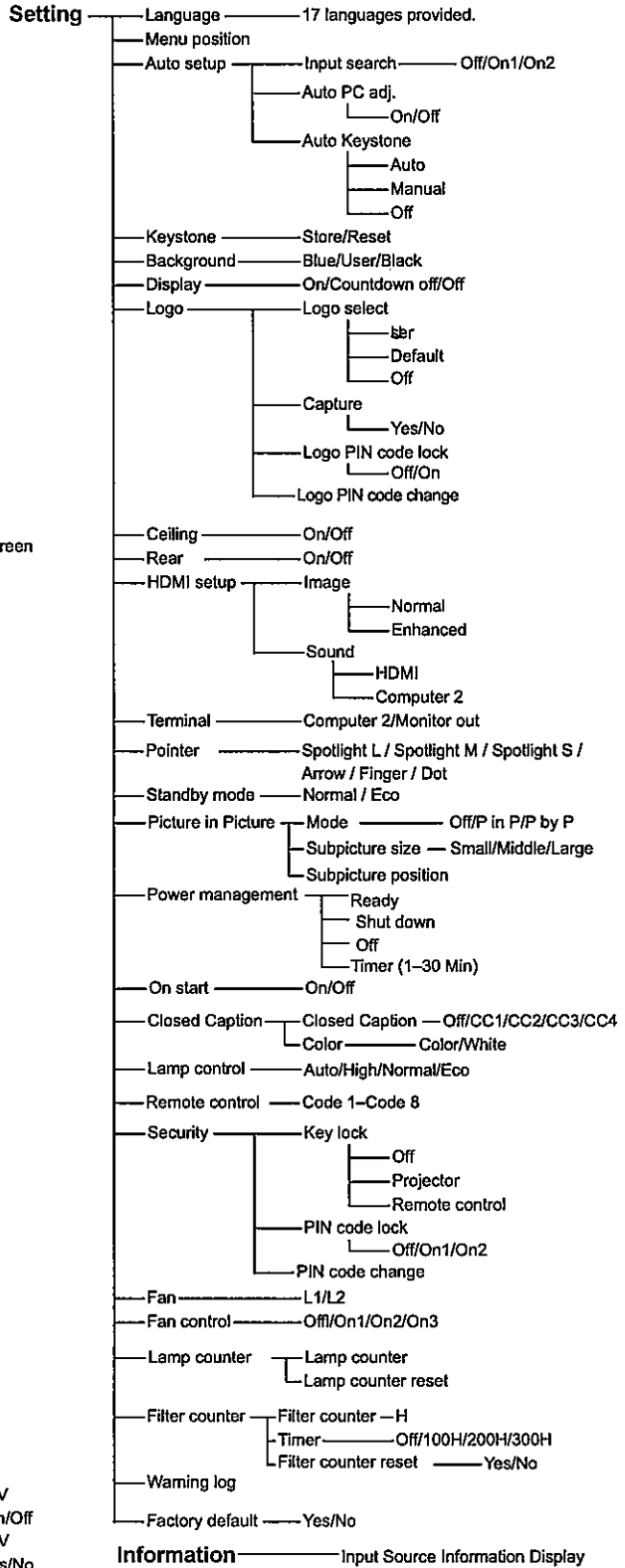


# Appendix

## HDMI Input / Video Input



## Setting



## Indicators and Projector Condition

Check the indicators for projector condition.

Indicators			Projector Condition
POWER red/green	WARNING red	LAMP REPLACE yellow	
●	●	●	The projector is off. (The AC power cord is unplugged.)
◐	●	*	The projector is in stand-by mode. Press the ON/STAND-BY button to turn on the projector.
○	●	*	The projector is operating normally.
◐	●	*	The projector is preparing for stand-by or the projection lamp is being cooled down. The projector cannot be turned on until cooling is completed and the POWER indicator stops blinking.
◐	●	*	The projector is in the Power management mode.
◐	◐	*	The temperature inside the projector is abnormally high. The projector cannot be turned on. When the projector is cooled down enough and the temperature returns to normal, the POWER indicator stops blinking and the projector can be turned on. (The WARNING indicator keeps blinking.)
◐	◐	*	The projector has been cooled down enough and the temperature returns to normal. When turning on the projector, the WARNING indicator stops blinking. Check and clean the filters.
●	◐	*	The projector detects an abnormal condition and cannot be turned on. Unplug the AC power cord and plug it again to turn on the projector. If the projector is turned off again, unplug the AC power cord and contact the dealer or the service center for service and checkup. Do not leave the projector on. It may cause an electric shock or a fire hazard.

○ ... green

◐ ... red

● ... off

◐ ... blinks green

◐ ... blinks red

When the projection lamp reaches its end of life, the LAMP REPLACE indicator lights yellow. When this indicator lights yellow, replace the projection lamp with a new one promptly.

## Appendix

### Compatible Computer Specifications

Basically this projector can accept the signal from all computers with the V-, H-Frequency mentioned below and less than 140 MHz of Dot Clock for analog signal and 110 MHz of Dot Clock for digital signal.

 When selecting these modes, PC adjustment can be limited.

When the input signal is Analog , refer to the chart below.

ON-SCREEN DISPLAY	RESOLUTION	H-Freq (KHz)	V-Freq (Hz)	ON-SCREEN DISPLAY	RESOLUTION	H-Freq (KHz)	V-Freq (Hz)
VGA 1	640 x 480	31.47	59.88	SXGA 1	1152 x 864	64.20	70.40
VGA 2	720 x 400	31.47	70.09	SXGA 2	1280 x 1024	62.50	58.60
VGA 3	640 x 400	31.47	70.09	SXGA 3	1280 x 1024	63.90	60.00
VGA 4	640 x 480	37.86	74.38	SXGA 4	1280 x 1024	63.34	59.98
VGA 5	640 x 480	37.86	72.81	SXGA 5	1280 x 1024	63.74	60.01
VGA 6	640 x 480	37.50	75.00	SXGA 6	1280 x 1024	71.69	67.19
VGA 7	640 x 480	43.269	85.00	SXGA 7	1280 x 1024	81.13	76.107
MAC LC13	640 x 480	34.97	66.60	SXGA 8	1280 x 1024	63.98	60.02
MAC 13	640 x 480	35.00	66.67	SXGA 9	1280 x 1024	79.976	75.025
480p	640 x 480	31.47	59.88	SXGA 10	1280 x 960	60.00	60.00
575p	768 x 575	31.25	50.00	SXGA 11	1152 x 900	61.20	65.20
480i	640 x 480	15.734	60.00 (Interface)	SXGA 12	1152 x 900	71.40	75.60
575i	768 x 576	15.625	50.00 (Interface)	SXGA 13	1280 x 1024	50.00	86.00 (Interface)
720p	1280 x 720	37.50	50.00	SXGA 14	1280 x 1024	50.00	94.00 (Interface)
720p	1280 x 720	45.00	60.00	SXGA 15	1280 x 1024	63.37	60.01
SVGA 1	800 x 600	35.156	56.25	SXGA 16	1280 x 1024	76.97	72.00
SVGA 2	800 x 600	37.88	60.32	SXGA 17	1152 x 900	61.85	66.00
SVGA 3	800 x 600	46.875	75.00	SXGA 18	1280 x 1024	46.43	86.70 (Interface)
SVGA 4	800 x 600	53.674	85.06	SXGA 19	1280 x 1024	63.79	60.18
SVGA 5	800 x 600	48.08	72.19	SXGA 20	1280 x 1024	91.146	85.024
SVGA 6	800 x 600	37.90	61.03	SXGA+ 1	1400 x 1050	63.97	60.19
SVGA 7	800 x 600	34.50	55.38	SXGA+ 2	1400 x 1050	65.35	60.12
SVGA 8	800 x 600	38.00	60.51	SXGA+ 3	1400 x 1050	65.12	59.90
SVGA 9	800 x 600	38.60	60.31	MAC21	1152 x 870	68.68	75.06
SVGA 10	800 x 600	32.70	51.09	MAC	1280 x 960	75.00	75.08
SVGA 11	800 x 600	38.00	60.51	MAC	1280 x 1024	80.00	75.08
MAC 16	832 x 624	49.72	74.55	WXGA 1	1366 x 768	48.36	60.00
MAC 19	1024 x 768	60.24	75.08	WXGA 2	1366 x 768	47.70	60.00
XGA 1	1024 x 768	48.36	60.00	WXGA 3	1376 x 768	48.36	60.00
XGA 2	1024 x 768	68.677	84.997	WXGA 4	1360 x 768	56.16	72.00
XGA 3	1024 x 768	60.023	75.03	WXGA 6	1280 x 768	47.776	59.87
XGA 4	1024 x 768	56.476	70.07	WXGA 7	1280 x 768	60.289	74.893
XGA 5	1024 x 768	60.31	74.92	WXGA 8	1280 x 768	68.633	84.837
XGA 6	1024 x 768	48.50	60.02	WXGA 9	1280 x 800	49.600	60.050
XGA 7	1024 x 768	44.00	54.58	WXGA 10	1280 x 800	41.200	50.000
XGA 8	1024 x 768	63.48	79.35	WXGA 11	1280 x 800	49.702	59.810
XGA 9	1024 x 768	36.00	87.17 (Interface)	WSXGA +1	1680 x 1050	65.290	59.954
XGA 10	1024 x 768	62.04	77.07	WXGA +1	1440 x 900	55.935	59.887
XGA 11	1024 x 768	61.00	75.70	WXGA +2	1440 x 900	74.918	60.000
XGA 12	1024 x 768	35.522	86.86 (Interface)	UXGA 1	1600 x 1200	75.00	60.00
XGA 13	1024 x 768	46.90	58.20	UXGA 2	1600 x 1200	81.25	65.00
XGA 14	1024 x 768	47.00	58.30	UXGA 3	1600 x 1200	87.5	70.00
XGA 15	1024 x 768	58.03	72.00	UXGA 4	1600 x 1200	93.75	75.00
1035i	1920 x 1035	33.75	60.00 (Interface)				
1080i	1920 x 1080	33.75	60.00 (Interface)				
1080i	1920 x 1080	28.125	50.00 (Interface)				

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

ON-SCREEN DISPLAY	RESOLUTION	H-Freq (KHz)	V-Freq (Hz)	ON-SCREEN DISPLAY	RESOLUTION	H-Freq (KHz)	V-Freq (Hz)
D-VGA	640 x 480	31.47	59.94	D-SXGA1	1280 x 1024	63.98	60.02
D-480p	640 x 480	31.47	59.88	D-SXGA2	1280 x 1024	60.276	58.069
D-575p	768 x 575	31.25	50.00	D-SXGA3	1280 x 1024	31.65	29.80
D-SVGA	800 x 600	37.879	60.32	D-720p	1280 x 720	37.50	50.00
D-XGA	1024 x 768	43.363	60.00	D-720p	1280 x 720	45.00	60.00
D-WXGA 1	1366 x 768	48.36	60.00	D-1035i	1920 x 1035	33.75	60.00 (Interface)
D-WXGA 2	1360 x 768	47.7	60.00	D-1080i	1920 x 1080	33.75	60.00 (Interface)
D-WXGA 3	1376 x 768	48.36	60.00	D-1080i	1920 x 1080	28.125	50.00 (Interface)
D-WXGA 4	1360 x 768	56.160	72.000	D-SXGA+ 1	1400 x 1050	63.97	60.19
D-WXGA 5	1366 x 768	46.500	50.000	D-SXGA+ 2	1400 x 1050	65.350	60.120
D-WXGA 6	1280 x 768	47.776	59.870	D-SXGA+ 3	1400 x 1050	65.120	59.900
D-WXGA 7	1280 x 768	60.289	74.893	D-WSXGA+1	1680 x 1050	65.290	59.954
D-WXGA 8	1280 x 768	68.633	84.837	D-UXGA	1600 x 1200	75.000	60.000
D-WXGA 9	1280 x 800	49.572	59.870	D-WUXGA 2	1920 x 1200	74.038	59.95
D-WXGA 10	1280 x 800	41.200	50.000	D-WXGA +1	1440 x 900	55.935	59.887
D-WXGA 11	1280 x 800	49.702	59.810				

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

ON-SCREEN DISPLAY	RESOLUTION	H-Freq (KHz)	V-Freq (Hz)	ON-SCREEN DISPLAY	RESOLUTION	H-Freq (KHz)	V-Freq (Hz)
D-VGA	640 x 480	---	59.94/60	D-480p	720 x 480	---	59.94/60
D-WXGA 6	1280 x 768	47.776	59.870	D-575p	720 x 575	---	50.00
D-WXGA 7	1280 x 768	60.289	74.893	D-720p	1280 x 720	---	50.00
D-WXGA 8	1280 x 768	68.633	84.837	D-720p	1280 x 720	---	59.94/60
D-WXGA 9	1280 x 800	49.572	59.870	D-1080i	1920 x 1080	---	59.94/60
D-WXGA 10	1280 x 800	41.200	50.000	D-1080i	1920 x 1080	---	50.00
D-480i	720 x 480	---	59.94/60	D-1080p	1920 x 1080	---	59.94/60
D-575i	720 x 575	---	50.00	D-1080p	1920 x 1080	---	50.00

✓ **Note:**

- When the input signal is D-SXGA 1, D-SXGA 2 or D-SXGA 3, images may not be displayed properly depending on computers.
- The specifications are subject to change without notice.

## Appendix

### List of Picture in Picture

Main Window \ Sub Window		Computer1			Computer2	HDMI	Video	S-video	Netwo
		01)	02)	03)	04)	05)	06)	07)	08)
Computer1	01) RGB (PC Analog)	-			o	o	o	o	o
	02) YCbCr (Component)				o	o	o	o	o
	03) RGB (Scart)				o	o	-	-	o
Computer	04) RGB (PC Analog)	o	o	o	-	o	o	o	o
HDMI	05) HDMI	o	o	o	o	-	o	o	-
Video	06) Video	o	o	-	o	o	-	-	o
S-Video	07) S-video	o	o	-	o	o	-	-	o
Network	08) Network	o	o	o	o	-	o	o	-

o : Picture in Picture combinations are enabled  
 - : Picture in Picture combinations are disabled

#### ✓ Note:

- When the input signal(s) is/are incompatible, X mark will be displayed on the Main/Sub picture.
- Depending on the frequency or signal type of PC/AV input, the display resolution may be lowered or images may not be displayed on the Main/Sub picture.

<Display resolution is lowered when;>

- Inputting PC analog signals: Between 100-140 MHz

<Images are not displayed and X mark appears when;>

- Inputting PC analog signals: More than 140MHz
- Inputting PC digital signals: More than 100MHz
- Inputting AV digital signals: 1080p

<Picture in Picture is disabled when;>

- Inputting signal formats: SXGA20, WUXGA 1, WUXGA 2, WSXGA+ 1, WXGA+2, UXGA 1, UXGA 2, UXGA 3, UXGA4, D-1080p

## Technical Specifications

### Mechanical Information

Projector Type	Multi-media Projector
Dimensions (W x H x D)	13.15" x 3.10" x 10.2" (334 mm x 78 mm x 257.5mm) (Not including adjustable feet)
Net Weight	7.94 lbs (3.6 kg)
Feet Adjustment	0" to 8.9"

### Panel Resolution

LCD Panel System	0.74" TFT Active Matrix type, 3 panels
Panel Resolution	1,280 x 800 dots
	Number of Pixels 3,072,000 (1,280 x 800 x 3 panels)

### Signal Compatibility

Color System	PAL, SECAM, NTSC, NTSC4.43, PAL-M, and PAL-N
High Definition TV Signal	480i, 480p, 575i, 575p, 720p, 1035i, and 1080i
Scanning Frequency	H-sync. 15 kHz–100 kHz, V-sync. 50–100 Hz

### Optical Information

Projection Image Size (Diagonal)	Adjustable from 40" to 300"
Throw Distance	3.1' (0.93m) - 37.6' (11.47m)
Projection Lens	F1.7–2.5 lens with f=19.2 mm–30.2 mm with manual zoom and focus
Projection Lamp	275 W

### Interface

Video Input Jack	RCA Type x 1
S-video Input Jack	Mini DIN 4 pin x 1
Audio Input Jacks	RCA Type x 2
Computer 1 /Computer2 Audio Input Jacks	Mini Jack x 2
Computer In 1/ Component Input Terminal	Mini D-sub 15 pin x 1
Computer In 2/MONITOR OUT Terminal	Mini D-sub 15 pin x 1
Control port	D-sub 9 pin x 1
USB Connectors	USB connector (Series A x1, Series B x 1)
Audio Output Jack	Mini Jack (stereo) x 1 (variable)
LAN Connection Terminal	100 Base-TX (100Mbps)/10 Base-T (10Mbps), RJ45
HDMI	x 1

### Audio

Internal Audio Amp	1.0 W RMS
Built-in Speaker	1 speaker, ø28 mm

### Power

Voltage and Power Consumption	AC 100–120 V (4.0A Max. Ampere), 50/60 Hz (The U.S.A and Canada) AC 200–240 V (2.0A Max. Ampere), 50/60 Hz (Continental Europe and The U.K.)
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### Operating Environment

Operating Temperature	41°F–95°F (5 °C–35 °C)
Storage Temperature	14°F–140°F (-10°C–60 °C)

### Remote Control

Battery	AAA or LR03 Type x 2
Operating Range	5 m±30'
Dimensions	45 mm (W) x 23 mm (H) x 145 mm (D)
Net Weight	3.5 oz 99 g (including batteries)
Laser Pointer	Class II Laser (Max. Output: 1 mW/Wave length: 640–660 nm)



## Appendix

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### Accessories

Owner's Manual (CD-ROM)  
Quick Reference Guide  
Safety Manual  
AC Power Cord  
Remote Control and Batteries  
VGA Cable  
Lens Cap with String  
PIN Code Label  
Network Application (CD-ROM)  
Soft Carrying Case  
USB thumb drive for Auto Capture  
Case (for USB thumb drive)  
Hook and Loop Fastener

- The specifications are subject to change without notice.
- LCD panels are manufactured to the highest possible standards. Even though 99.99% of the pixels are effective, a tiny fraction of the pixels (0.01% or less) may be ineffective by the characteristics of the LCD panels.

### Optional Parts

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

	Model No.
<b>COMPONENT~VGA Cable</b>	: POA-CA-COMPVGA
<b>SCART~VGA Cable</b>	: POA-CA-SCART
<b>VGA-Cable (10 m)</b>	: KA-MC-DB10

## PJ Link Notice

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

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

Projector Input		PJLink Input	Parameter
Computer 2 (Analog)		RGB 1	11
HDMI(Digital)		DIGITAL 1	31
Computer 1	RGB	RGB 2	12
	Component	RGB 3	13
	RGB (Scart)	RGB 4	14
Video	Video	VIDEO 2	22
	S-video	VIDEO 3	23
NETWORK		NETWORK 1	51

PJLink is a registered trademark of JBMIA and pending trademark in some countries.

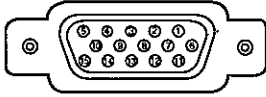


## Appendix

### Configurations of Terminals

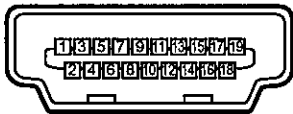
#### COMPUTER IN 1 /COMPONENT IN /MONITOR OUT (ANALOG)

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



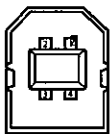
1	Red (R/Cr) Input/Output	9	+5V Power/---
2	Green (G/Y) Input/Output	10	Ground (Vert.sync.)
3	Blue (B/Cb) Input/Output	11	Ground/---
4	---	12	DDC Data/---
5	Ground (Horiz.sync.)	13	Horiz. sync. Input/Output (Composite H/V sync.)
6	Ground (Red)	14	Vert. sync.
7	Ground (Green)	15	DDC Clock/---
8	Ground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

#### HDMI (19 Pin Type A)



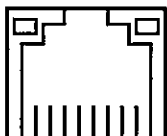
1	TMDS Data 2+ Input	11	Ground (TMDS Clock)
2	Ground (TMDS Data 2)	12	TMDS Clock- Input
3	TMDS Data 2- Input	13	---
4	TMDS Data 1+ Input	14	---
5	Ground (TMDS Data 1)	15	SCL
6	TMDS Data 1- Input	16	SDA
7	TMDS Data 0+ Input	17	Ground (DDC/CEC)
8	Ground (TMDS Data 0)	18	+5V Power
9	TMDS Data 0- Input	19	Plug insert detection
10	TMDS Clock+ Input		

#### USB CONNECTOR (Series B)



1	Vcc
2	- Data
3	+ Data
4	Ground

#### LAN TERMINAL



87654321

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

### PIN Code Number Memo

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

**PIN Code Lock No.**

--	--	--	--

Factory default set No: 1 2 3 4\*

**Logo PIN Code Lock No.**

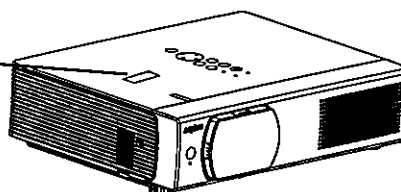
--	--	--	--

Factory default set No: 4 3 2 1\*

\*Should the four-digit number be changed, the factory set number will be invalid.

While the projector is locked with the PIN code.

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

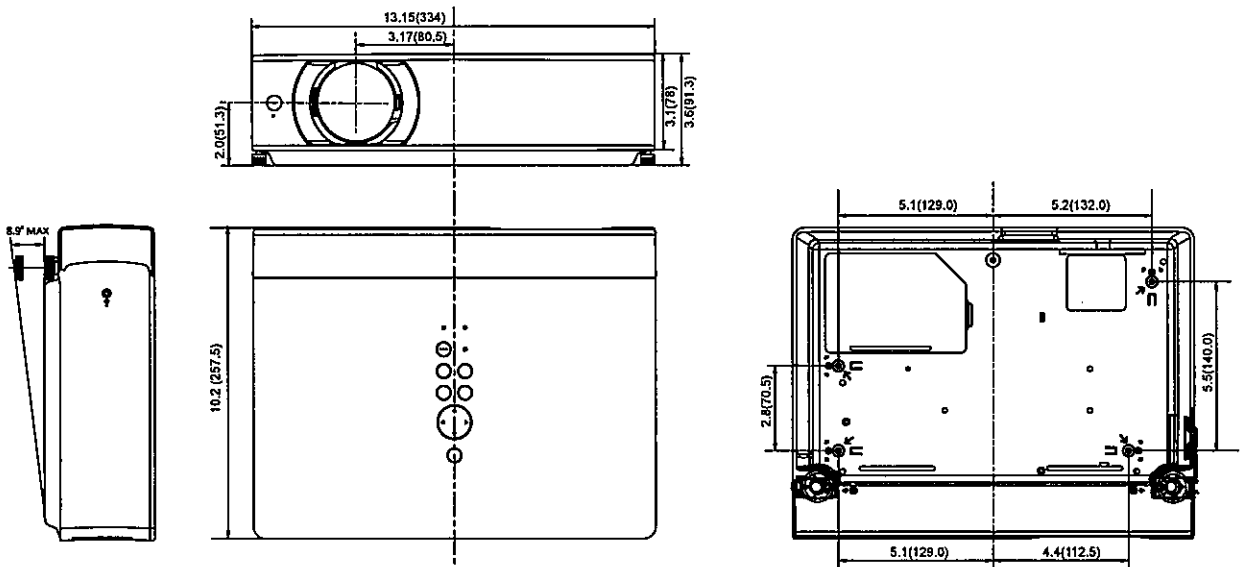


# Appendix

## Dimensions

Unit: mm(inch)

↘ Screw Holes for Ceiling Mount  
Screw: M4  
Depth: 12.0(0.472)



KY7AC

**SANYO**

SANYO Electric Co., Ltd.