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PROJECTOR OWNER'S MANUAL

BenQ

MX726

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Network Projector
Operation Guide

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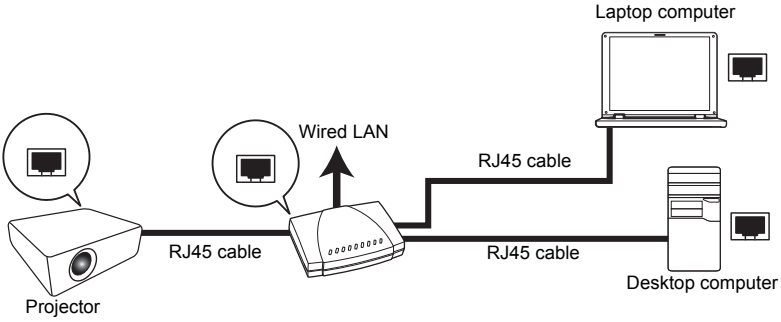
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Preparation

Your BenQ projector is equipped with the wired and/or wireless network function. You can manage and control the projector from one or more remote computers using a web browser when they are properly connected to the same local area network. You can also sent the contents of your computer to the projector for projection using the **QPresenter**.

Connecting the projector with your computer

Wired connection



If you are in a DHCP environment:

1. Take a RJ45 cable and connect one end to the RJ45 LAN input jack of the projector and the other end to the RJ45 port on your Ethernet or router.
2. Do one of the following:
   - Press **NETWORK SETTING** on the remote control. The **Network Settings** page is displayed.
   - Press **MENU/EXIT** and then press ◀/▶ until the **SYSTEM SETUP: Advanced** menu is highlighted. Press ▼ to highlight **Network Settings** and press **MODE/ENTER**. The **Network Settings** page is displayed.
3. Highlight **Wired LAN** and press **MODE/ENTER**.
4. Make sure the **Status** is **Connect**.
5. Press ▼ to highlight **DHCP** and press ◀/▶ to select **On**.
6. Press ▼ to highlight **Apply** and press **MODE/ENTER**.
7. Re-enter the **Network Settings** > **Wired LAN** page. The **IP Address**, **Subnet Mask**, **Default Gateway**, and **DNS** settings will be displayed. Note down the IP address displayed in the **IP Address** row.

If the **IP Address** still does not appear, contact your network administrator.

If you are in a non-DHCP environment:

1. Repeat steps 1-4 above.
2. Press ▼ to highlight **DHCP** and press ◀/▶ to select **Off**.
3. Contact your network administrator for information on the **IP Address**, **Subnet Mask**, **Default Gateway**, and **DNS** settings.
4. Press ▼ to select the item you want to modify and press **MODE/ENTER**.
5. Press ◀/▶ to move the cursor and the press ▲/▼ to enter the value.
6. To save the settings, press **MODE/ENTER**. If you do not want to save the settings, press **MENU/EXIT**.
7. Press ▼ to highlight **Apply** and press **MODE/ENTER**.

After the above steps, your projector is now connected to your local area network and ready to be accessed by any computer on the same local area network.



Alternatively, to check the IP address of your projector, make sure the projector is connected to the Internet, and press **SOURCE** on the projector. Select **Network Display**. The IP address is displayed on the screen.

QPresenter

QPresenter is an application running on the host PC. It helps connect your computer to an available network projector and transfer the desktop contents and/or audio signal to the network projector via local network connection.

Minimum system requirements

- Supported OS: Windows® XP, Windows® 7,Windows® 8,Windows® 8.1, and Mac OS up to 10.9.
- CPU: Intel Pentium 4, 3.0G CPU (for1:1audio output through projector's speaker), Core2 Duo 2.40GHz CPU (for broadcasting function)
- Memory: 1 GB (for1:1audio output through projector's speaker) or 2GB (for broadcasting function)
- Free HDD space: 32 MB or more

BenQ does not guarantee the compatibility in respective user environments. Different PC/notebook may have different compatibility results.

Downloading **QPresenter**

There are several ways to do it.

From the projector

The projector also provides **QPresenter** for Mac computers. If you are using a Mac computer, the projector automatically provides Mac version of the **QPresenter** for you to download.

1. Connect your projector to the Internet and your computer. See "Connecting the projector with your computer" on page 5 for details. Follow the instructions until you find the IP address of your projector.
2. Enter the IP address of the projector in the address bar of your browser and press **Enter** on your keyboard.



3. The **Projector Network Display System** is displayed.
4. Click the **Download** icon.

From the user manual CD (for selected models)

1. Insert the user manual CD that comes with your projector into your CD-ROM drive.
2. Download **QPresenter-Broadcast.setup**.

From BenQ.com

Please go to your local BenQ.com to download the latest version of **QPresenter**.

Installing **QPresenter**

For PC

1. When the download is complete, click the exe file.
2. Click **Next** to continue.
3. Click **I agree** to agree the license agreement.
4. Click **Next** to install the component.
5. Click **Next** to confirm the installation path.
6. Set user name and password of **QPresenter** and then click **Next**.
7. Click **Install** to complete the process.

For MAC

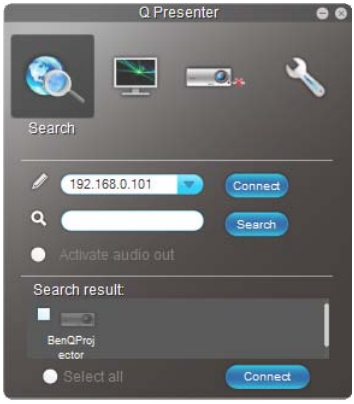
1. When the download is complete, click the dmg file.
2. Double-click the file, and this will mount the disk image called **QPresenter**.
3. Double-click the disk image **QPresenter** in order to view the contents.

Using **QPresenter**



No.	Name	Function
1	**Search**	Allows you to search and connector to a projector. See "Search" on page 9 for details.
2	**Special Feature**	Provides some advanced functions to manage the projected images. See "Special Feature" on page 9 for details.
3	**Settings**	Allows you to configure **QPresenter**. See "Settings" on page 10 for details.
4	**Disconnect**	Disconnects a projector. See "Disconnect" on page 11 for details.

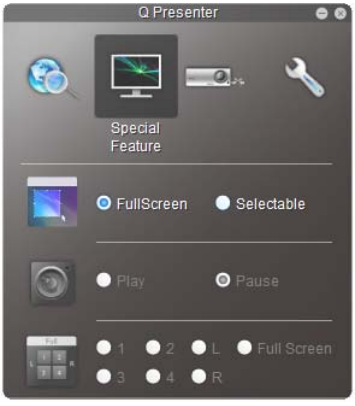
Search



- To connect to a projector, type the projector IP address and click **Connect**.
- To search for projectors, simply click **Search** to list all the projectors on the same local area network. Click the desired projectors in the **Search result** list, and click **Connect**. You can also type a desired projector name and click **Search**.
- Auto search and connect: If there is only one BenQ projector in the same subnet, then **QPresenter** can auto search then connect to this projector. That is, you only need to click **Search** icon once to complete the connection automatically.

The model cannot play sound if the input source is **Network Display** (**QPresenter**).

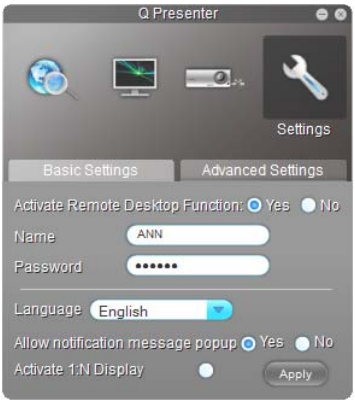
Special Feature



- To display a full screen, click **Full Screen**.
- To display a partial screen, click **Selectable**. A square appears on your screen. You can adjust its size and place it where you want to project.
- To pause projection, click **Pause**.

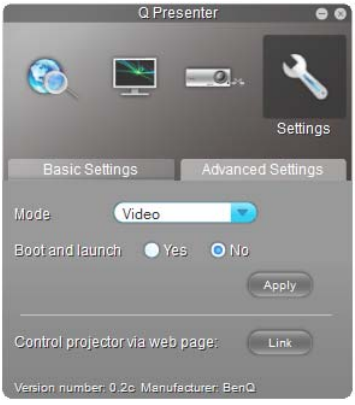
Settings

Basic Settings



- The **QPresenter** only accepts up to 8 characters consisting of English capitalized letters and digits 0-9 for the name, full 6 digits consisting of 1 to 4 for the password.
- To change the **QPresenter** interface language, click the down arrow to reveal a drop-down list and select a desired language. Click **Apply**.
- To allow notification messages to appear, click **Yes**. Click **Apply**.
- **Activate 1:N Display**: you can display this computer image to 1 projector only.

Advanced Settings



- To display still pictures, click the down arrow to reveal a drop-down list and select **Graphic**. Click **Apply**. To display video clips, click the down arrow to reveal a drop-down list and select **Video**. Click **Apply**.
  Video mode: normal image quality but faster transmission speed.
  Graphic mode: better image quality but slower transmission speed.
  However, the actual transmission speed was determined by the network traffic at that time.
- To adjust the capture rate, move the slide bar. The network bandwidth may also affect the performance.

- To launch **QPresenter** when your computer operating system is started, click **Yes** for **Boot and launch**. Click **Apply**.
- To link to the **Projector Network Display System** web page, click **Link**.

Disconnect

To disconnect from the projector(s), click the **Disconnect** icon.

- Be sure to turn off other virtual network control programs before using **QPresenter**.
- Firewall in the PC must be switched off to allow **QPresenter** and USB Display to work.
- Wireless keyboard mouse combo is not supported by this projector currently.

Controlling the projector remotely through a web browser

Once you have the correct IP address for the projector and the projector is on or in standby mode, you can use any computer that is on the same local area network to control the projector.

Projector Network Display System has two authorities. With access to **Admin**, you can setup all functions. Otherwise, you can only setup the following functions:

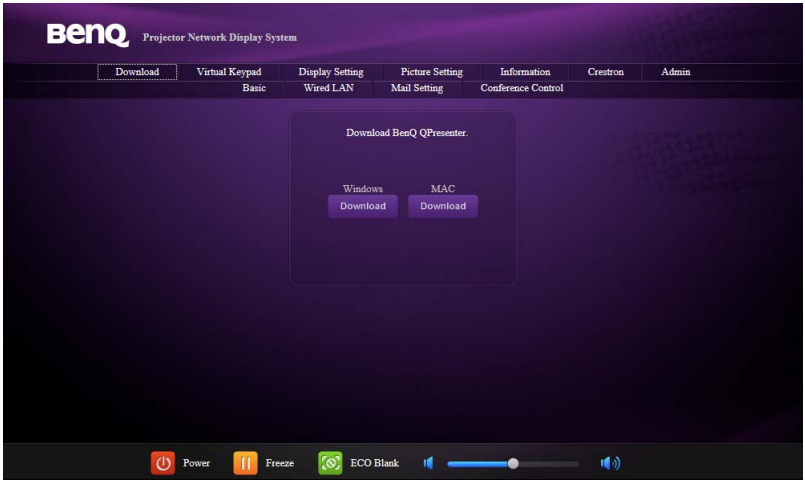
- Download
- Virtual Keypad
- Display Setting
- Picture Setting
- Information
- Crestron

- Supported web browsers are as follows:
  - Internet Explorer 7.0 / 8.0 / 9.0 / 10.0 / 11.0
  - Chrome 36.0.1985.125
  - Safari 5.1.2
  - Firefox 10.0
- The screenshots in this manual are for reference only, and may differ from the actual design.

Download

Make sure your projector is connected to a computer. See "Connecting the projector with your computer" on page 5 for instructions.

The main page of the **Projector Network Display System** appears. This web page provides access to a variety of functions with a simple click.



Click **Download** to save **QPresenter** software on your computer. See "Installing QPresenter" on page 8 for details.

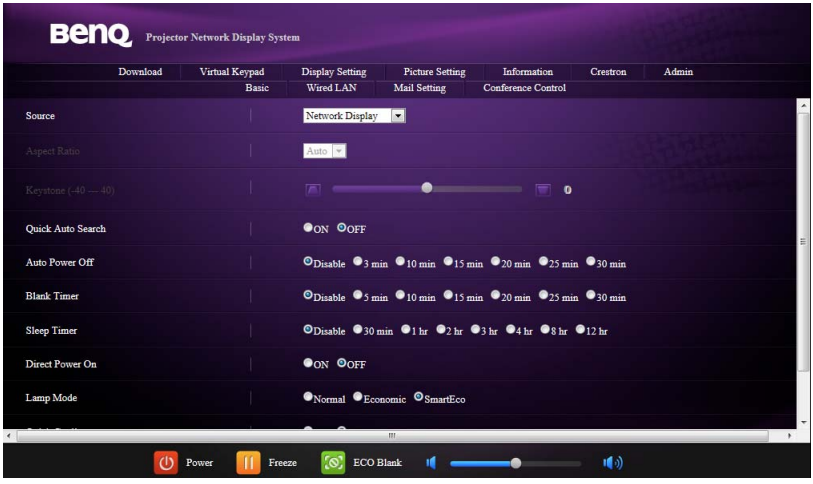
Virtual Keypad

The **Virtual Keypad** displays a virtual keypad with which you can control the projector as if using the physical keypad on the projector. See the chapter "Controls and functions" in the user manual for how to operate it.



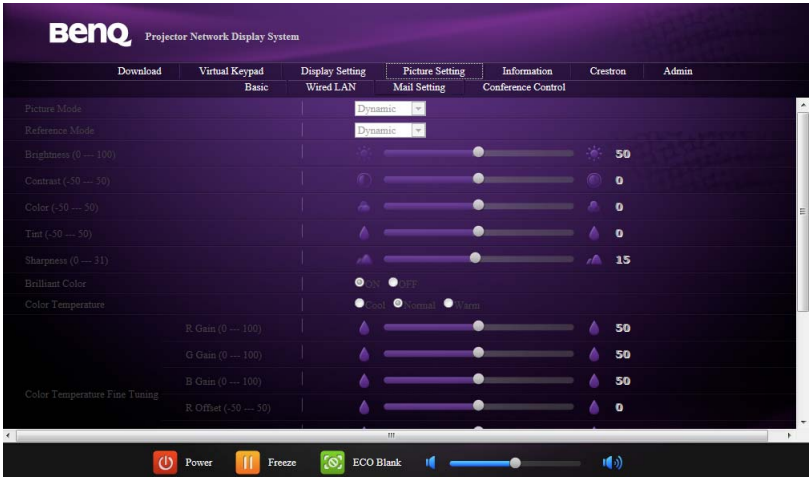
Display Setting

The **Display Setting** page provides some selective OSD menu items necessary for controlling the projector or adjusting the projected pictures. See the chapter "Menu operation" in the user manual for how to use them.



Picture Setting

The **Picture Setting** page provides all the OSD menu items in the **PICTURE** menu for adjusting the projected pictures. See the chapter "Menu Operation" in the user manual for how to use them.



Information

The **Information** page displays the information about the projector status, network status.



Crestron

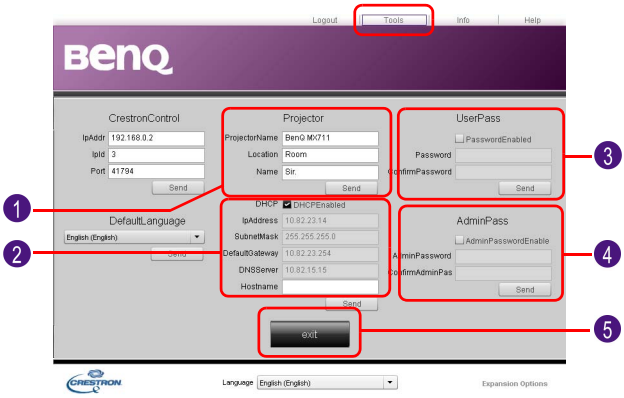
The **Crestron** (eControl) page displays the Crestron eControl user interface. The eControl page provides a variety of virtual keys to control the projector or adjust the projected pictures.



No.	Function
1	These buttons function the same as the ones on the OSD menus or remote control. See the chapter "Controls and functions" in the user manual for details.
2	To switch input source, click your desired signal.
3	The software is available in multiple languages.

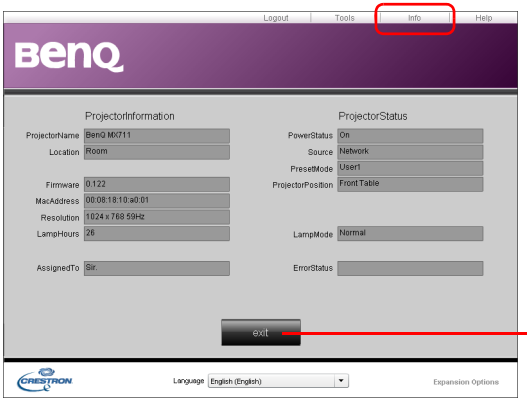
The Menu button can also be used to go back to previous OSD menu, exit and save menu settings.

The **Tools** page allows you to manage the projector, configure the LAN control settings and secure access of remote network operation on this projector.



No.	Function
1	You can name the projector, keep track of its location and the person in charge of it.
2	You can adjust the **Network Settings**.
3	Once set, access to the remote network operation on this projector has been password-protected.
4	Once set, access to the tools page has been password-protected. After making the adjustments, press the **Send** button and the data will be saved in the projector.
5	Press **exit** to go back to the remote network operation page.

The **Info** page displays the information and status of this projector.



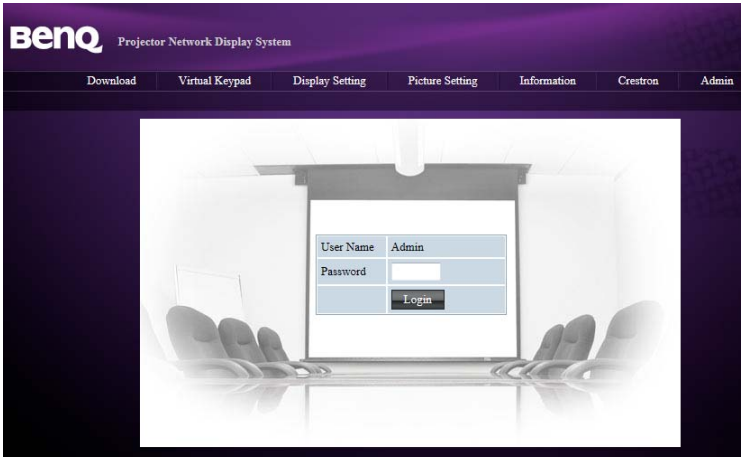
Press **exit** to go back to the remote network operation page.

For more information, visit http://www.crestron.com & www.crestron.com/getroomview.

Admin

To have access to the **Admin** page, you need to enter a password. The page provides more network settings. The default password is "0000".

If you want to change the password, enter the **Basic** page.



Basic

The **Basic** page allows you to change the password and set the maximum number of connected computers. The number of connected computer may affect the network display performance.You can also adjust the **Projection Login Code**, and **AMX Device Discovery** settings here.



- **Projector name**: Name your projector here and click **Apply**.
- **Web Control Lock**: This function is designed to prevent unauthorized people from maliciously changing the projector settings through the **Projector Network Display System**. See "Using the web control lock" on page 22 for more information.
- **Password Change**: You can change the **Admin** password.
- **Projection Login Code**: If activated, you are not allowed to use the projector until the code is entered.
  If **Projection Login Code** is set to **ON** and **User Defined Projection Login Code** is set to **OFF**, the system will generate a random 4-digit code.
  If **Projection Login Code** is set to **ON** and **User Defined Projection Login Code** is set to **ON**, you can decide a 4-digit code in Login (4 Digits). See "Using the Projection Login Code" on page 23 for more information.
- **AMX Device Discovery**: If activated, the projector can be found by the AMX control system.
- **Reset to Default**: The settings of **Basic**, **Wired LAN**, and **Mail Setting** will be restored to factory default values.

Wired LAN

The **Wired LAN** page allows you to adjust the Wired LAN settings.

DHCP Get Auto: If activated, you can get an IP address provided by DHCP server. If set to **OFF**, you can setup the IP address by yourself.



Conference Control

The **Conference Control** page allows you (with **Admin** authority) to control which computer to project the screen when there are multiple users connecting to the projector.



Computers within the same subnet can connect to the projector in the same network. Once the connection is established, your computer (which works as **Admin**) will list all the users on the **Conference Control** page. Click the icons next to a user's name to authorize to project the computer screen.

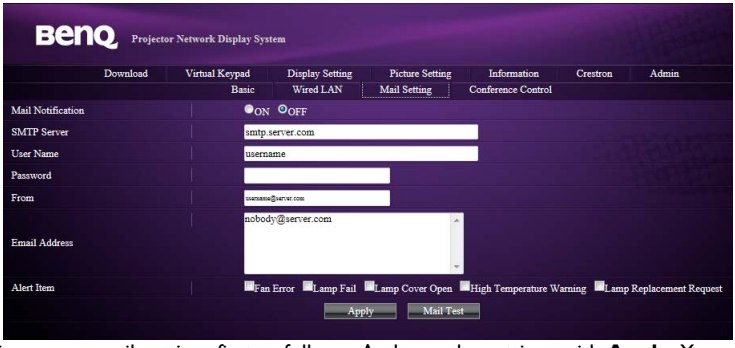
Task	Icons
To authorize a specific user to project the computer screen, click the second icon.	
To pause the projection, click the third icon. The projection screen becomes blank but the computer is still connected to the projector.	
To resume the projection, click the second icon.	
To disconnect the computer and the projector, click the first icon.	

Mail Setting

This function is available when network connection is made to ensure a successful e-mail delivery.

The **Mail Setting** page allows you to send an e-mail alert to your network administrator once a projector system error is detected. The e-mail alert function is triggered by the pre-defined projector system errors (see "Problems that trigger e-mail alert function" on page 21). With appropriate e-mail configuration, your projector system works as an e-mail client (such as SMTP-client*) that sends e-mail alert automatically to a delegated person once a projector system error is detected.

*: The SMTP protocol supports default TCP port number 25.



Configure your mail settings first as follows. And save the settings with **Apply**. You can first try the **Mail Test** function to check if the e-mail alert function works. Fill out the fields carefully the messages could be sent successfully and the receiver could recognize the e-mail alert easily. See "Example of an e-mail alert" on page 21 for an example.

- **Mail Notification**: Enable e-mail alert function by setting it to **ON**.
- **SMTP Server**: Input the server that provides SMTP mail service.
- **User Name**: Input the user account name of the specified SMTP server.
- **Password**: Input the password of the user account of the specified SMTP server.
- **From**: Input your e-mail address (which will be the sender of the e-mail alert) that uses the specified SMTP server.
- **Email Address**: Input the e-mail address of the receiver of the e-mail alert.
- **Alert Item**: Select the problems that would trigger the e-mail alert function.

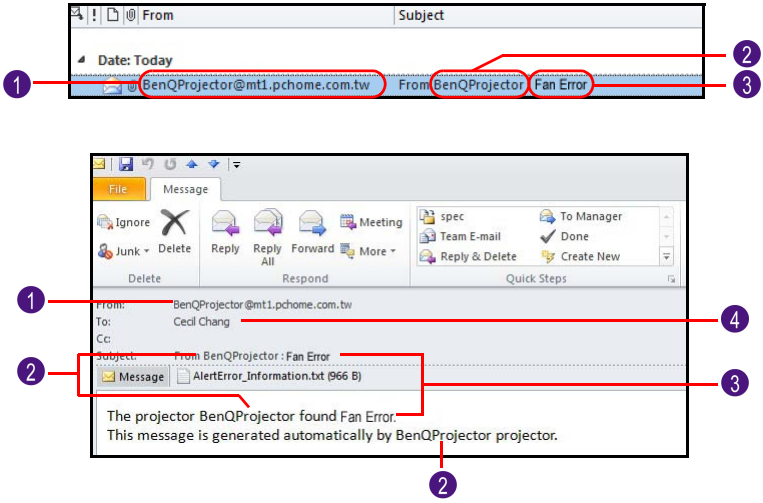
You can first try the **Mail Test** function to check if the Alert Mail works.

Problems that trigger e-mail alert function

- **Fan Error**: The fan stops or with abnormal speed in the assigned operation mode.
- **Lamp Fail**: The lamp fails to light up while the projector is powered on, or it fails suddenly during operation.
- **Lamp Cover Open**: The projector lamp cover has been opened.
- **High Temperature Warning**: The projector temperature is higher than the specified temperature.
- **Lamp Replacement Request**: The projector sends notification to the pre-defined e-mail receiver if the projector meets the lamp life specified.

Example of an e-mail alert

An e-mail alert includes the information you input in **Mail Setting** and **Basic**.



No.	Menu option	Reference page	No.	Menu option	Reference page
1	**From**	20	3	**Alert Item**	20
2	**Projector name**	18	4	**Email Address**	20

Quick buttons

These quick buttons are always provided on the web page for you to operate the projector.



Using the web control lock

This function is designed to prevent unauthorized people from maliciously changing the projector settings through the **Projector Network Display System**.

To enable the function:

1. After your computer is connected to the projector, enter the address of the projector in the address bar of your browser and press **Enter**.
2. Go to the **Admin** page of the **Projector Network Display System**.
3. Enter the current password.
4. Click **ON** in the **Web Control Lock** row.

The next time someone connects to this projector, the **Projector Network Display System** page provides download and information only.

To disable the function:

1. Go to the **Admin** page of the **Projector Network Display System**.
2. Enter the current password.
3. Click **OFF** in the **Web Control Lock** row.

You can also use the OSD menu to toggle this function:

1. Go to the **SYSTEM SETUP: Advanced** > **Security Settings** > **Change Security Settings** menu after opening the OSD menu system. Press **MODE/ ENTER**. The message "INPUT PASSWORD" appears. Enter the current password.
2. If the password is correct, the OSD menu returns to the **Security Settings** page. Press ▼ to highlight **Web Control Lock** and press ◀ / ▶ to select **On** or **Off**.

Projecting computer screen contents

One projector displaying one computer screen

1. Connect the computer to the projector. See "Connecting the projector with your computer" on page 5 for detail.
2. Make sure **QPresenter** is downloaded and installed. See "Downloading QPresenter" on page 7 and "Installing QPresenter" on page 8 for detail.
3. Open **QPresenter** by clicking the icon.
4. Type the projector IP address and click **Connect**. Or you can search for projectors, simply click **Search** to list all the projectors on the same local area network. Click the desired projector in the **Search result** list, and click **Connect**. You can also type a desired projector name and click **Search**.

Supported Resolutions

The projected computer screen will be automatically rescaled to 1024 x 768.

Using the Projection Login Code

This function is designed to ensure network display through the correct projector. To toggle this function:

1. Go to the **SYSTEM SETUP: Advanced** > **Network Settings** menu after opening the OSD menu system. Press **MODE/ENTER**.
2. Press ▼ to highlight **Projection Log In Code** and press ◀ / ▶ to select **On** or **Off**.

When this function is on, the projector generates a random 4-digit code in the upper right corner when you switch the source to **Network Display**. You need to key in this 4-digit code in the **QPresenter** when connecting to the projector.

PJLink Commands

This projector supports standard protocol PJLink for projector control. Supported commands are as below.



The below supported commands may vary depending on different models.

Command	Description	Parameter
POWER OFF	Power control.	0 = Power Off
POWER ON	Power control.	1 = Power On
Power?	Query the power status.	0 = Power Off 1 = Power On 2 = Cooling down 3 = Warm up
INPT	Input switch command.	11 = VGA1 12 = VGA2 21 = SVideo 22 = CVBS 31 = HDMI 51 = CARD_READER 52 = LAN DISPLAY 53 = USB DISPLAY
INPT?	Query the current input switch status.	
AVMT	Mute control.	10 = Video mute off 11 = Video mute on 20 = Audio mute off 21 = Audio mute on 30 = Video & Audio mute off 31 = Video & Audio mute on
AVMT?	Query the current mute status.	
LAMP?	Query the number of lamp hours.	Lamp hour
INST?	Query the list which enables input switch.	Return "11 12 21 22 31 51 52 53"
NAME?	Query the projector name.	Return "Digital Projector"
INF0?	Query resolution information.	Return "Education Series"
INF1?	Query the maker name.	Return "BenQ"
INF2?	Query the model name.	Return model name as below, "BenQ Projector"
CLSS?	Query class information.	Return "Version"
ERST?	Query the error status	Error Status
GET ALL	Query all status	Return all "?" items