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PROJECTOR OWNER'S MANUAL

Epson
BrightLink 697Ui

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BrightLink® 697Ui User's Guide

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BrightLink 697Ui User's Guide

Welcome to the BrightLink 697Ui *User's Guide*.

For a printable PDF copy of this guide, click here.

Introduction to Your Projector

Refer to these sections to learn more about your projector and this manual.

Projector Features
Notations Used in the Documentation
Where to Go for Additional Information
Additional Projector Software and Manuals
Projector Part Locations

Projector Features

The BrightLink 697Ui projector includes these special features:

Unique interactive functions

- Annotation with or without a computer
- Annotation with two pens at the same time
- Touch-based interactivity for as many as six users
- Control your computer from the projected screen
- Print, save, and send your presentations
- Scan and display content from a connected scanner
- Import content from a USB drive
- Enhanced Easy Interactive toolbar for Windows and Mac
- Remote desktop support to control a remote computer

Ultra short throw projection system

- Project a 100-inch (254-cm) WUXGA image from just 9.6 inches (244 mm) away
- Easily mounted on a wall or table (with the optional table projection mount) for fast, low-cost installations
- Reduced shadow interference and glare

Bright, high-resolution images

- Up to 4400 lumens of color brightness (color light output) and white brightness (white light output)

Note: Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.

- Native resolution of 1920 × 1200 pixels (WUXGA)

Flexible connectivity

- Two HDMI ports (including one MHL-compatible port) for computer or video device connection
- Plug-and-play 3-in-1 USB projection, audio, and mouse control for instant setup
- Control pad for USB connection and frequently used operations
- Wired network support for projection
- Screen mirroring to connect your mobile device wirelessly using Miracast technology
- Projector monitoring and control via remote network computer
- Wireless network support, including video and audio transfer
- PC Free photo slide shows via connected USB memory devices or Epson document camera
- DVI-D and VGA ports for connecting an external display
- Share projected images to connected devices using Epson iProjection
- EasyMP Multi PC Projection software for projecting up to four images from network computers or devices using Epson iProjection
- Projection from iOS or Android devices with the included wireless LAN module and free Epson iProjection app; visit epson.com/iprojection (U.S.) or epson.ca/iprojection (Canada) for more information

Innovative display and operation features

- Support for side-by-side projector mounting of multiple projectors with continuous annotation between them
- Low total cost of ownership with long-life projector lamp and high-efficiency air filter
- High digital zoom ratio for larger images in shorter projection distances
- 16000:1 contrast ratio and Auto Iris control for sharp, detailed images
- Built-in closed captioning decoder
- Powerful 16 W speaker system with audio out port for connecting external speakers
- Epson's Direct Power On and Instant Off features for quick setup and shut down

- Support for Crestron RoomView network monitoring systems
- Network message broadcast system to project timely messages to all networked projectors (Windows only)

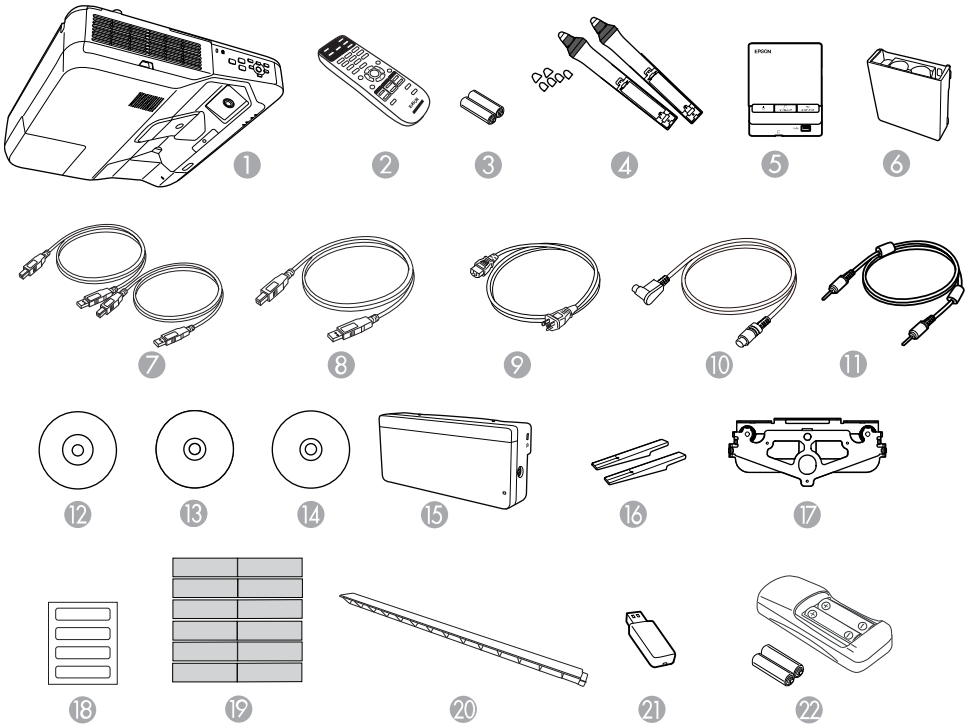
Product Box Contents
Additional Components
Optional Equipment and Replacement Parts
Warranty and Registration Information

Parent topic: Introduction to Your Projector

Product Box Contents

Save all the packaging in case you need to ship the projector. Always use the original packaging (or equivalent) when shipping.

Make sure your projector box included all of these parts:



1 Projector
2 Remote control
3 Remote control batteries (2 AA alkaline)
4 Interactive pens and replacement pen tips (4 soft tips, 2 hard tips)
5 Control Pad
6 Pen stand
7 16.4 ft (5 m) USB cables (2)

8 6 ft (1.8 m) USB cable
9 Power cord
10 Touch Unit connection cable
11 Control Pad connection cable
12 Projector manuals and software links CD
13 Projector software for Easy Interactive Function CD
14 Projector software CD
15 Touch Unit
16 Markers for Touch Unit setup
17 Touch Unit mounting bracket
18 Labels (4)
19 Tape for securing markers
20 Infrared deflectors (8)
21 Wireless LAN Module
22 Battery charger and two rechargeable batteries (for interactive pens)

Note: A box containing the projector wall mount is also included.

Parent topic: Projector Features

Additional Components

Depending on how you plan to use the projector, you may need to obtain additional components.

Note: To connect a Mac that does not include a compatible video output port, you need to obtain an adapter that allows you to connect to an input port on the projector. Contact Apple for compatible adapter options. To connect a smartphone or tablet, you may need to obtain an adapter that allows you to connect to the projector. This allows you to mirror your smartphone or tablet screens, watch movies, and more. Contact your device manufacturer for compatible adapter options.

Unless listed as available from Epson in this table, see your local computer or electronics dealer for purchase information.

Signal or connection type	Additional component necessary
Composite video	RCA-style video or A/V cable
Component video	D-sub, 15-pin, component-to-VGA video cable or adapter Available for purchase from Epson or an authorized Epson reseller.
HDMI	Compatible HDMI cable Available for purchase from Epson or an authorized Epson reseller. **Note:** Older Mac computers (2009 and earlier) may not support HDMI audio.
MHL	MHL-compatible device or device with an integrated MHL connector, MHL cable, or HDMI cable and MHL adapter compatible with your device
Audio from certain ports	Commercially available audio cable compatible with your device
VGA	To connect a computer through its VGA port to the projector's VGA video port, you need a VGA computer cable.
DVI-D	Compatible DVI-D cable
Multiple BrightLink Pro projectors	To sync additional BrightLink Pro projectors together, you need a stereo mini cable (commercially available) or the remote control cable set (ELPKC28). Available for purchase from Epson or an authorized Epson reseller.

Parent topic: Projector Features

Optional Equipment and Replacement Parts

You can purchase screens, other optional accessories, and replacement parts from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at epsonstore.com (U.S. sales) or epsonstore.ca (Canadian sales).

Epson offers the following optional accessories and replacement parts for your projector:

Option or part	Part number
Genuine Epson replacement lamp (ELPLP92)	V13H010L92
Replacement air filter (ELPAF45)	V13H134A45

Option or part	Part number
Ultra-short throw wall mount (ELPMB46)	V12H777020
Table projection mount (ELPMB29)	V12H516020
Epson DC-06 document camera (ELPDC06)	V12H321005
Epson DC-11 document camera (ELPDC11)	V12H377020
Epson DC-12 document camera (ELPDC12)	V12H594020
Epson DC-20 document camera (ELPDC20)	V12H500020
Epson DC-21 document camera (ELPDC21)	V12H758020
Active speakers (ELPSP02)	V12H467020
Additional interactive pen A (ELPPN05A) (orange)	V12H773010
Additional interactive pen B (ELPPN05B) (blue)	V12H774010
Replacement set of hard pen tips (ELPPS03)	V12H775010
Replacement set of soft pen tips (ELPPS04)	V12H776010
USB extension cable (ELPKC31)	V12H525001
Remote control cable set (ELPKC28)	V12H005C28
On Wall Cable Management Kit	ELPCK01
100 inch (254 cm) whiteboard	V12H831000
10 ft. (3.0 m) Component-to-VGA video cable	ELPKC19

In addition to the accessories listed above, 1-year and 2-year extended service plans are available.

Parent topic: Projector Features

Warranty and Registration Information

Your projector comes with a basic warranty that lets you project with confidence. For details, see the warranty that came with your projector.

In addition, Epson offers free Extra Care Road Service. In the unlikely event of an equipment failure, you won't have to wait for your unit to be repaired. Instead, Epson will ship you a replacement unit anywhere in the United States, Canada, or Puerto Rico. See the Extra Care Road Service brochure for details.

Register your product online using the projector CD or at this site: epson.com/webreg.

Registering also lets you receive special updates on new accessories, products, and services.

Parent topic: Projector Features

Notations Used in the Documentation

Follow the guidelines in these notations as you read your documentation:

- **Warnings** must be followed carefully to avoid bodily injury.
- **Cautions** must be observed to avoid damage to your equipment.
- **Notes** contain important information about your projector.
- **Tips** contain additional projection information.

Parent topic: Introduction to Your Projector

Where to Go for Additional Information

Need quick help on using your projector? Here's where to look for help:

- Built-in help system

  Press the **Home** button on the remote control or projector, select **Help**, and press **Enter** to get quick solutions to common problems.

- Help icon on the bottom whiteboard toolbar

  Select the help icon to get a quick summary of the tools and features available.

- epson.com/support (U.S) or epson.ca/support (Canada)

  View FAQs (frequently asked questions) and e-mail your questions to Epson technical support 24 hours a day.

- If you still need help after checking this manual and any other sources listed here, you can use the Epson PrivateLine Support service to get help fast. For details, see "Where to Get Help".

Parent topic: Introduction to Your Projector

Related references

Where to Get Help

Additional Projector Software and Manuals

After connecting and setting up the projector, install the projector software from the included software CD, or download the software and manuals as necessary.

You can install the projector software programs listed here and view their manuals for instructions on using them.

Note: If you still need help after checking this manual and the sources listed here, you can use the Epson PrivateLine Support service to get help fast. For details, see "Where to Get Help".

Projector software	Manual	Description
EasyMP Monitor (Windows only)	*EasyMP Monitor Operation Guide*	Lets you monitor and control your projector through the network. You can download the latest software and documentation from the Epson web site. Go to epson.com/support (U.S.) or epson.ca/support (Canada) and select your projector.
EasyMP Multi PC Projection	*EasyMP Multi PC Projection Operation Guide*	Lets you hold interactive meetings by projecting the computer screens of users over a network.
EasyMP Network Updater (Windows only)	*EasyMP Network Updater Operation Guide*	Lets you update firmware for a projector over a wired LAN. You can download the latest software and documentation from the Epson web site. Go to epson.com/support (U.S.) or epson.ca/support (Canada) and select your projector.
Epson iProjection app	Instructions are included with the app	Lets you project from an iOS device, Android device, or Chromebook if your projector is connected to a network that includes a wireless access point. Visit epson.com/iprojection (U.S.) or epson.ca/iprojection (Canada) for more information.
Easy Interactive Tools	*Easy Interactive Tools Operation Guide*	Lets you use your computer to interactively draw on projected images

Parent topic: Introduction to Your Projector

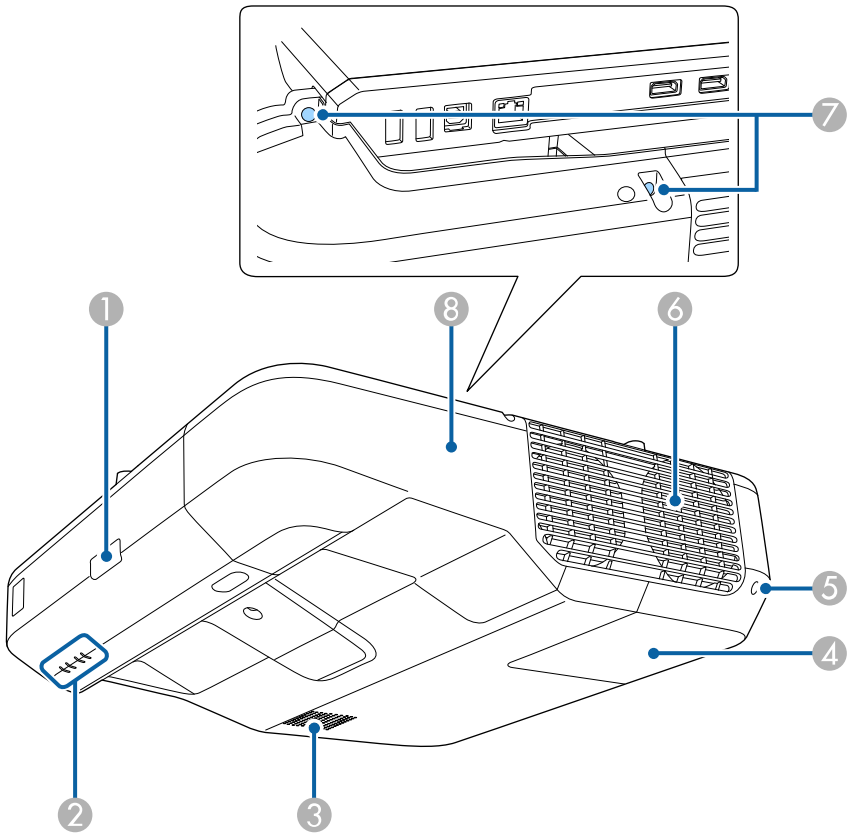
Projector Part Locations

Check the projector part illustrations to learn about the parts on your projector.

Projector Parts - Front/Side
Projector Parts - Top/Side
Projector Parts - Back Panel
Projector Parts - Base
Projector Parts - Control Panel
Projector Parts - Pen Stand
Projector Parts - Remote Control
Projector Parts - Control Pad
Projector Parts - Touch Unit

Parent topic: Introduction to Your Projector

Projector Parts - Front/Side

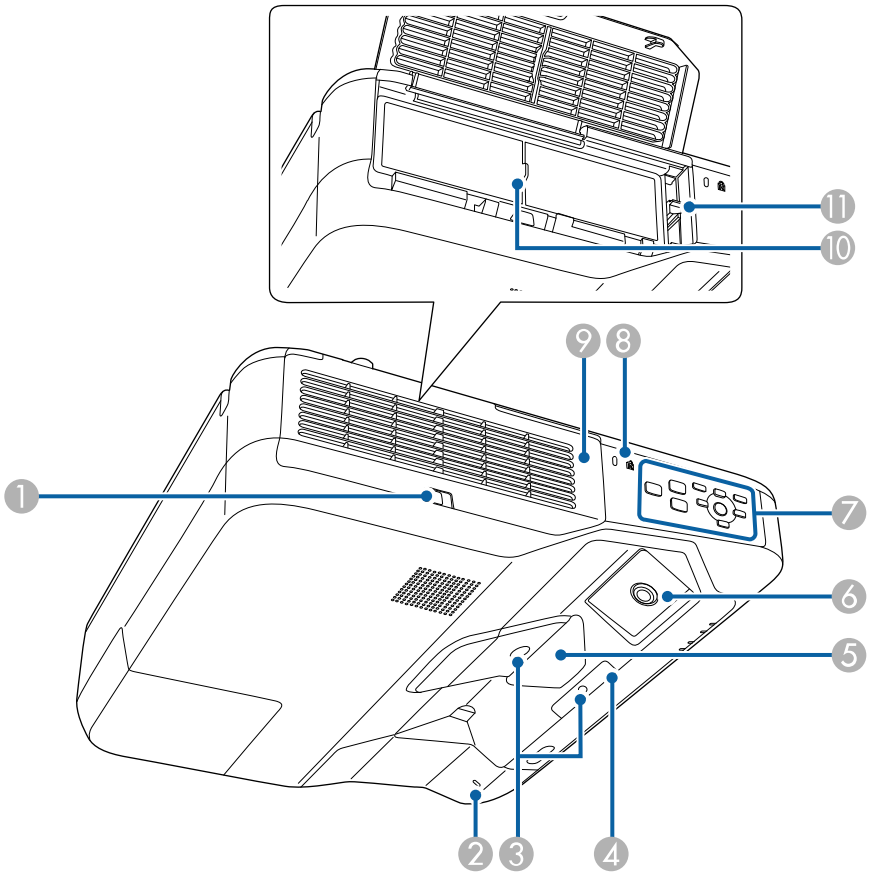


1 Remote control receiver
2 Status lights
3 Speaker
4 Lamp cover
5 Lamp cover screw
6 Exhaust vent
7 Cable cover screws

8 Cable cover

Parent topic: Projector Part Locations

Projector Parts - Top/Side



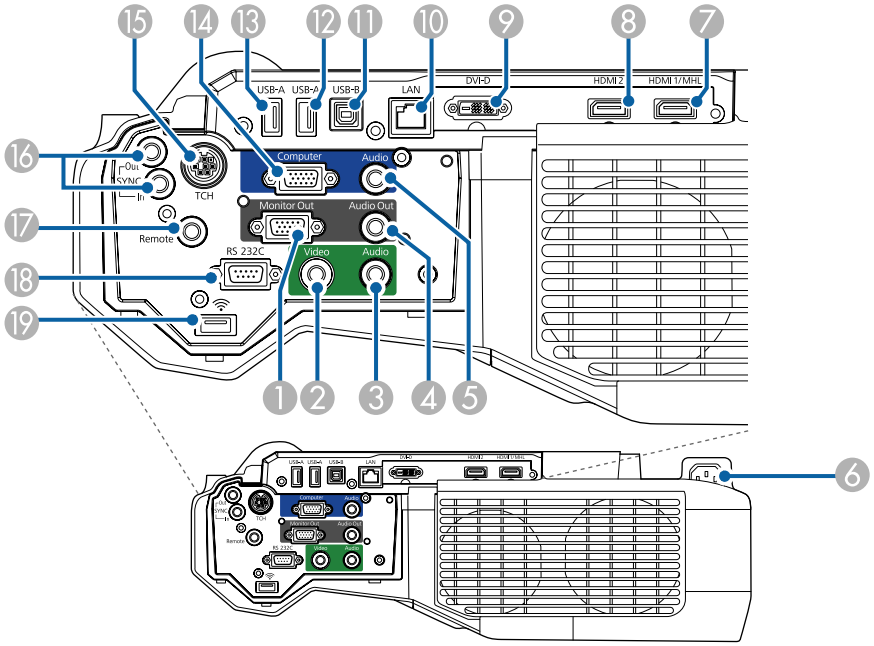
1 Air filter cover latch
2 Wireless LAN light
3 Obstacle sensors

4 Remote receiver
5 Projection window
6 Interactive pen receiver
7 Control panel
8 Security cable installation slot
9 Air filter cover
10 Air intake vent (air filter)
11 Focus lever

Parent topic: Projector Part Locations

Related references
Projector Light Status

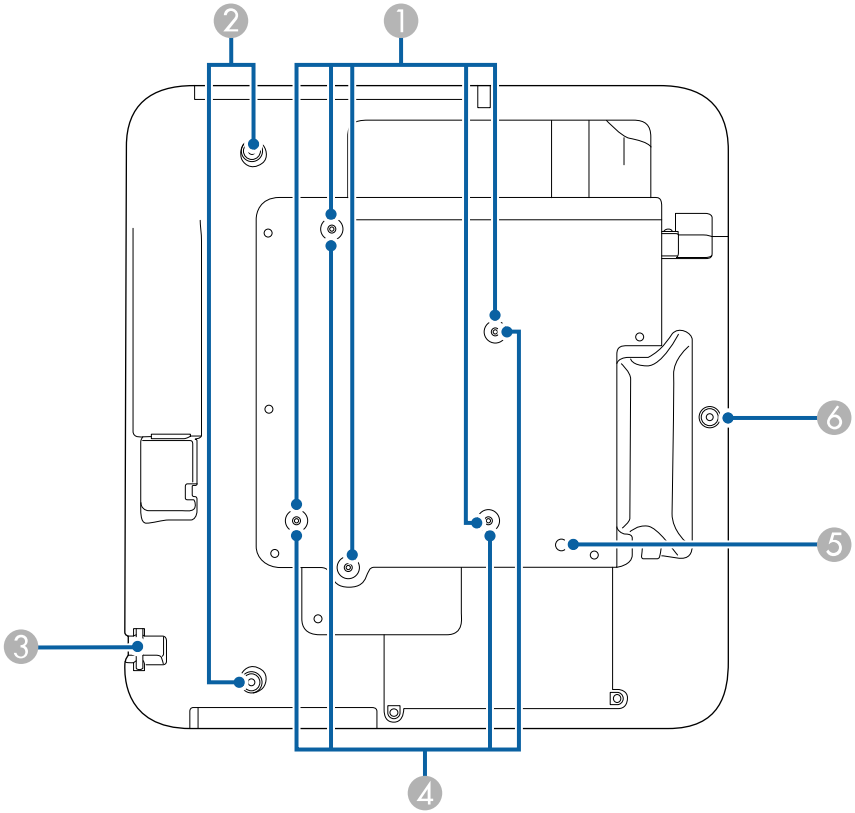
Projector Parts - Back Panel



1 **Monitor Out** port
2 **Video** port
3 **Audio** port for use with the **Video** port
4 **Audio Out** port
5 **Audio** port for use with the **Computer** port
6 Power inlet
7 **HDMI 1/MHL** port
8 **HDMI 2** port
9 **DVI-D Out** port
10 Network (**LAN**) port
11 **USB-B** port for computer connection
12 **USB-A** port for USB memory device or document camera
13 **USB-A** port for USB memory device or document camera
14 **Computer** port
15 **TCH** port for the Touch Unit connection cable
16 **SYNC In/Out** ports
17 **Remote** port for the Control Pad connection cable
18 **RS-232C** port
19 Wireless LAN module port

Parent topic: Projector Part Locations

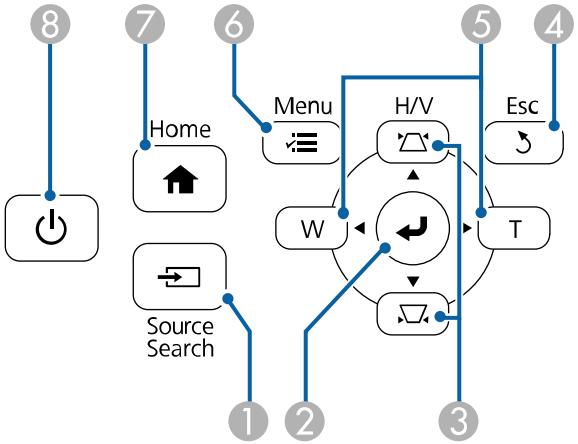
Projector Parts - Base



1 Ceiling mount holes (5)
2 Rear foot holes (2)
3 Security cable attachment point
4 Wall mounting plate holes (4)
5 Illumination sensor
6 Front foot hole

Parent topic: Projector Part Locations

Projector Parts - Control Panel



1 **Source Search** button (searches for connected video sources)

2 ↵ (Enter) button (selects options)

3 Vertical keystone adjustment buttons (display the adjustment screen and adjust screen shape) and arrow buttons

4 **Esc** button (cancels/exits functions)

5 **W**/**T** (Wide/Tele) buttons (adjust projected image size), horizontal keystone adjustment buttons (adjust screen shape), and arrow buttons

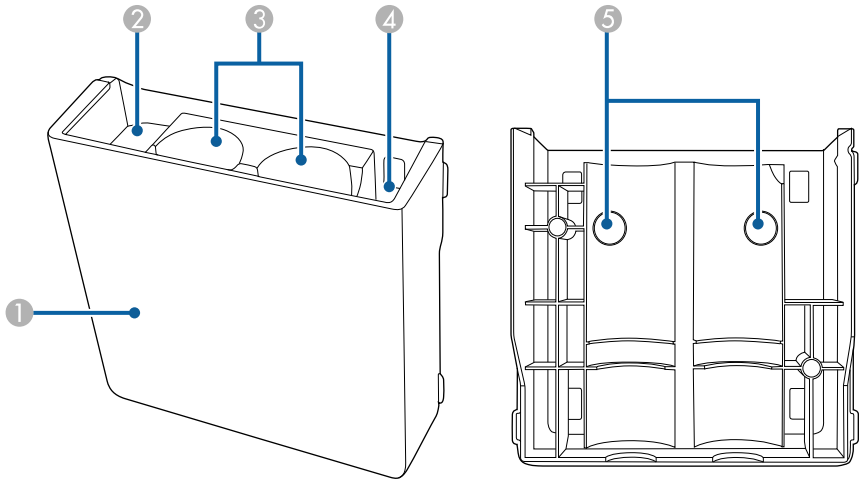
6 **Menu** button (accesses projector menu system)

7 **Home** button (accesses projector Home screen)

8 Power button

Parent topic: Projector Part Locations

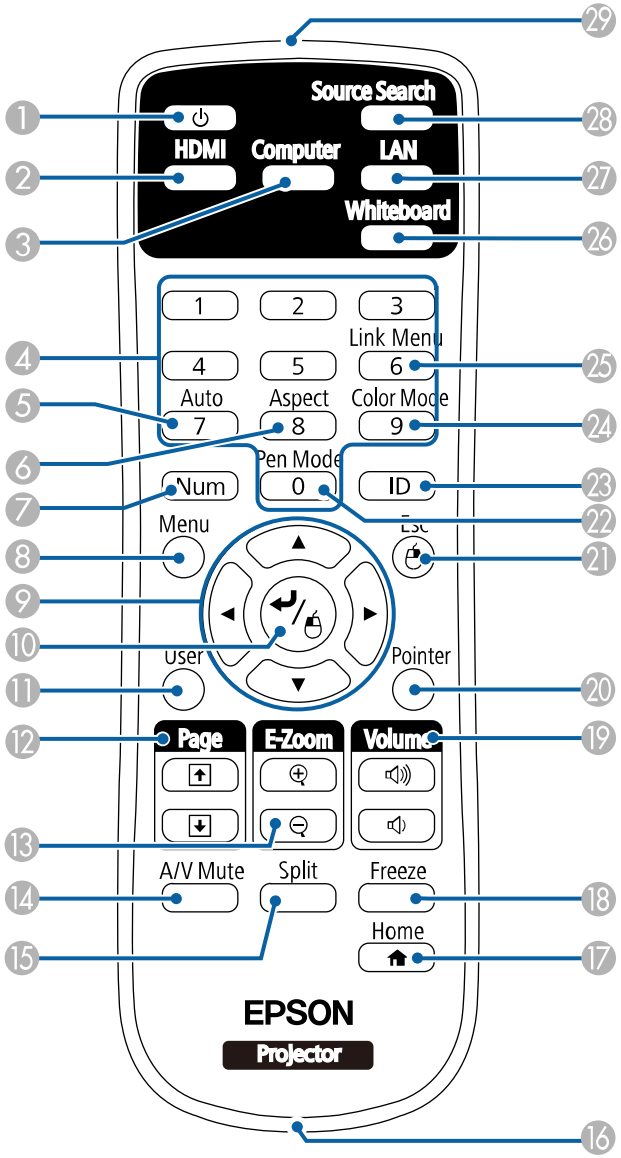
Projector Parts - Pen Stand



1 Front cover
2 Pen tip storage area
3 Pen storage area
4 Battery storage area
5 Wall mounting holes

Parent topic: Projector Part Locations

Projector Parts - Remote Control



1 Power button
2 **HDMI** button (cycles through connected HDMI sources)
3 **Computer** button
4 Numeric buttons
5 **Auto** button (automatically adjusts position, tracking, and sync settings)
6 **Aspect** button (selects the image aspect ratio)
7 **Num** button (when held down, switches numeric buttons to number function)
8 **Menu** button (accesses projector menu system)
9 Arrow buttons (move through on-screen options and control wireless mouse functions)
10 ↵ Enter button (selects options and controls wireless mouse functions)
11 **User** button (customizable for different functions)
12 **Page** up/down buttons (control presentation slides)
13 **E-Zoom +/–** buttons (zoom into and out of the image)
14 **A/V Mute** button (turns off picture and sound)
15 **Split** button (splits the screen between two image sources)
16 Strap attachment point
17 **Home** button (accesses projector Home screen)
18 **Freeze** button (stops video action)
19 **Volume** up/down buttons (adjust speaker volume)
20 **Pointer** button (activates on-screen pointer)
21 **Esc** button (cancels/exits functions and controls wireless mouse functions)
22 **Pen Mode** button (cycles between PC Interactive and PC Free Annotation modes)
23 **ID** button (selects a projector to use with the remote control)
24 **Color Mode** button (selects display modes)
25 **Link Menu** button (displays settings or performs functions for the device connected to the HDMI port)
26 **Whiteboard** button (turns the projector on and displays in whiteboard mode or switches to the previous input source)

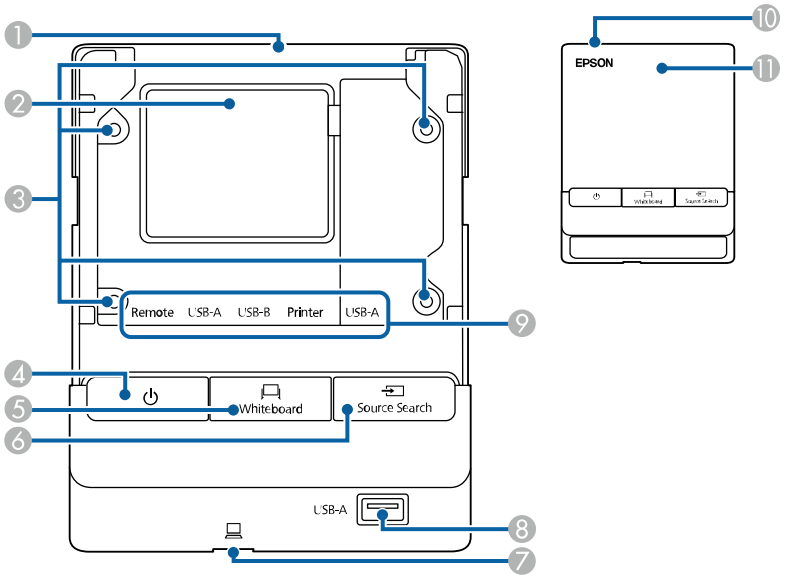
27 **LAN** button (connects to a network source)

28 **Source Search** button (searches for connected sources)

29 Remote control emitter

Parent topic: Projector Part Locations

Projector Parts - Control Pad



1 Cable path (upper)

2 Cable path (rear)

3 Installation screw holes (4)

4 Power button

5 **Whiteboard** button (switches to whiteboard mode)

6 **Source Search** button (searches for connected sources)

7 USB-B port for connecting a computer (on bottom of control pad)

8 **USB-A** port for connecting a USB memory device

9 Ports beneath the top cover

- **Remote** port for connecting the remote control cable to power the Control Pad
- **USB-A** port for connecting a computer to the projector through the Control Pad
- **USB-B** port for connecting USB devices to the projector through the Control Pad
- **Printer** port for connecting a printer
- **USB-A** port for connecting an external USB keyboard

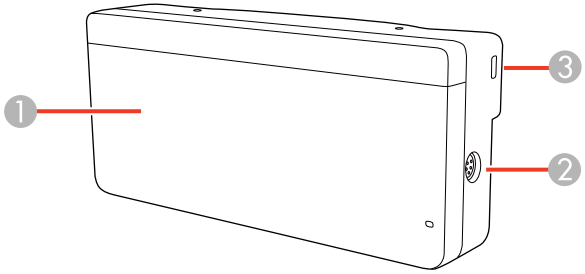
10 Cable cover (open when cables are wired along a wall)

11 Top cover (open to connect cables)

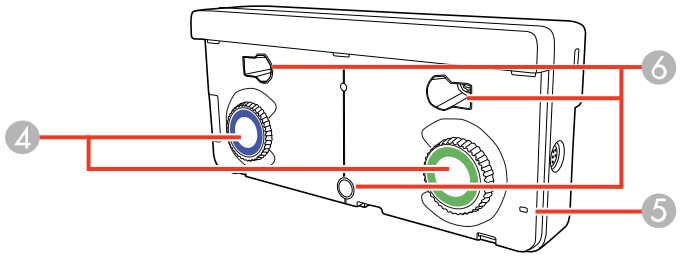
Parent topic: Projector Part Locations

Projector Parts - Touch Unit

Front (Cover On)

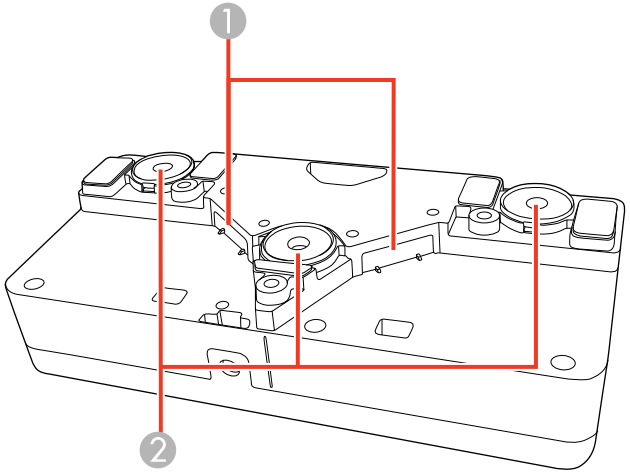


Front (Cover Off)



1 Dial cover
2 Touch unit (TCH) port
3 Security cable installation slot
4 Adjustment dials
5 Power light
6 Mounting holes

Rear



1 Laser diffusion ports
2 Installation magnets

Parent topic: Projector Part Locations

Setting Up the Projector

Follow the instructions in these sections to set up your projector for use.

Projector Placement
Removing and Attaching the Cable Cover
Projector Connections
Installing Batteries in the Remote Control
Installing Batteries in the Pens

Projector Placement

Your ultra-short throw projector is designed to be installed on a wall (with a wall mount) or vertically on a table (with a table mount) to create an interactive tabletop workspace.

You can also place the projector on a flat surface such as a desk or table to project in a portable setup.

Note: Finger touch is available only if the projector is installed on a wall (with a wall mount) or vertically on a table (with a table mount).

Keep these considerations in mind as you select a projector location:

- Follow the instructions in the *Installation Guide* provided with your mounting hardware to install the projector using the included mounting equipment.
- Leave plenty of space around and under the projector for ventilation, and do not place it on top of or next to anything that could block the vents.
- Position the projector within reach of a grounded electrical outlet or extension cord.
- If installing vertically on a table, the table projection mount (V12H516020) is required.
- If installing on a wall, the wall mount (V12H777020) is required.
- If the projector is not mounted, place it on a sturdy, level surface.
- For finger touch, make sure the projection surface is flat, smooth, and unwarped with no more than 0.2 inch (5 mm) of unevenness in any direction.

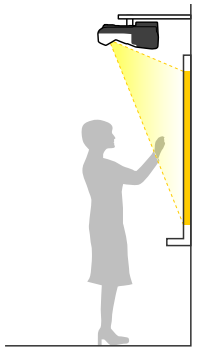
Projector Setup and Installation Options
Projection Distance

Parent topic: Setting Up the Projector

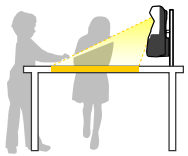
Projector Setup and Installation Options

You can set up or install your projector in the following ways:

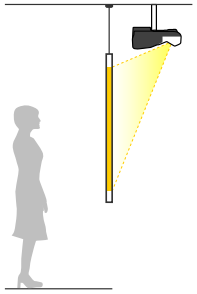
Mounted on the wall or ceiling



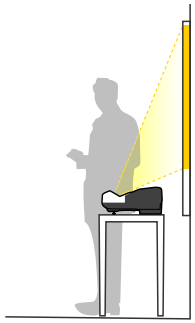
Mounted vertically on a table to create an interactive workspace



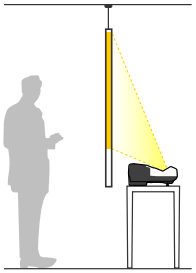
Mounted on the wall or ceiling and projecting from behind a translucent screen (interactive features not supported)



Front projection from a table or portable cart (finger touch not supported)



Rear projection from a table or portable cart behind a translucent screen (interactive features not supported)



Wherever you set up the projector, make sure to position it squarely in front of the screen, not at an angle.

If you project from a table or portable cart, or from the rear, be sure to select the correct **Projection** option in the projector's menu system.

Note: You cannot use the interactive pens or finger touch when projecting from behind a screen.

Parent topic: Projector Placement

Projection Distance

The distance at which you place the projector from the screen determines the approximate size of the image. The image size increases the farther the projector is from the screen, but can vary depending on the zoom factor, aspect ratio, and other settings.

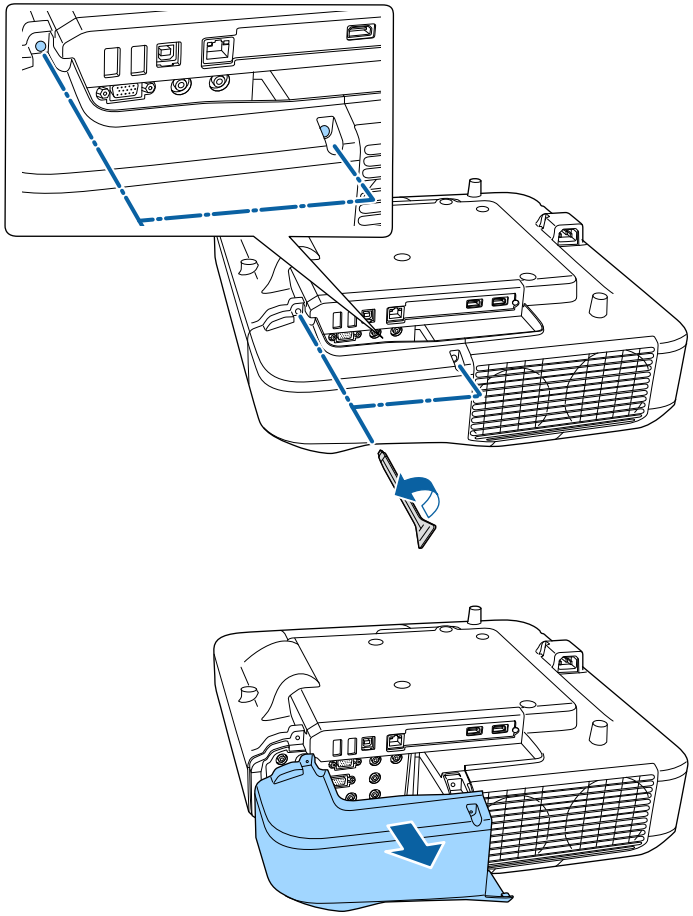
Refer to the tables in the *Installation Guide* included with your mount to determine approximately how far to place the projector from the screen based on the size of the projected image. (Conversion figures may have been rounded up or down.) You can also use the projector Throw Distance Calculator at epson.com/support (U.S.) or epson.ca/support (Canada).

Parent topic: Projector Placement

Removing and Attaching the Cable Cover

Before you can connect equipment to your projector, you need to remove the cable cover.

1. Use a screwdriver to remove both of the cable cover screws.
2. Slide off the cable cover.



To attach the cable cover, slide it into position and tighten the screws with a screwdriver.

Parent topic: Setting Up the Projector

Projector Connections

See these sections to connect the projector to a variety of projection sources.

Caution: If you will use the projector at altitudes above 4921 feet (1500 m), turn on **High Altitude Mode** to ensure the projector's internal temperature is regulated properly.

Connecting to Computer Sources
Connecting to Video Sources
Connecting External Output Devices
Connecting to External USB Devices
Connecting to a Document Camera
Connecting a Printer to the Control Pad
Connecting Multiple Projectors of the Same Model

Parent topic: Setting Up the Projector

Related references

Projector Setup Settings - Extended Menu
Additional Components

Connecting to Computer Sources

Follow the instructions in these sections to connect a computer to the projector.

Connecting to a Computer for USB Video and Audio
Connecting to a Computer for VGA Video
Connecting to a Computer for HDMI Video and Audio
Connecting to a Computer for Pen Use or USB Mouse Control
Connecting a Computer to the Control Pad
Connecting to a Computer for Sound

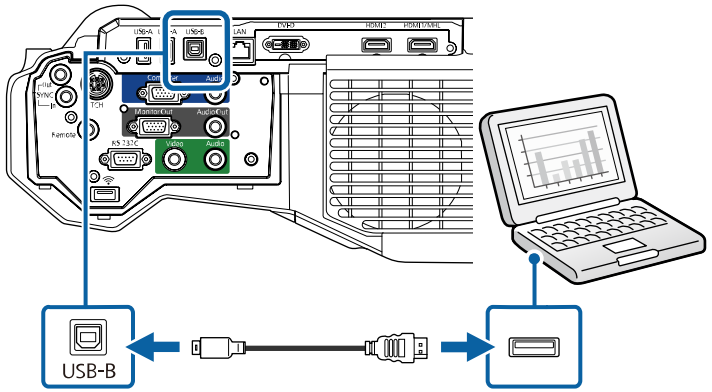
Parent topic: Projector Connections

Connecting to a Computer for USB Video and Audio

If your computer meets the system requirements, you can send video and audio output to the projector through the computer's USB port (preferably USB 2.0). Connect the projector to your computer using a USB cable. You can also connect your computer's USB cable to the control pad instead of directly to the projector.

Note: A USB connection may cause a delay for content requiring high bandwidth, such as movies. An HDMI connection is recommended for projecting movies, video games, and other home entertainment content.

1. Turn on your computer.
2. Set the **USB Type B** setting in the External menu to one of the **USB Display** options.
3. Connect the cable to your projector's **USB-B** port.



4. Connect the other end to any available USB port on your computer.
5. To use USB Display, do one of the following:
   - **Windows 10/Windows 8.x**: Click **EPSON_PJ_UD** in the upper right-corner, then select **Run EMP_UDSE.exe** in the dialog box that appears to install the Epson USB Display software.
   - **Windows 7/Windows Vista**: Select **Run EMP_UDSE.exe** in the dialog box that appears to install the Epson USB Display software.
   - **Mac**: The USB Display setup folder appears on your screen. Select **USB Display Installer** and follow the on-screen instructions to install the Epson USB Display software.

   Follow any on-screen instructions. You need to install this software only the first time you connect the projector to the computer.

The projector displays the image from your computer's desktop and outputs sound, if your presentation contains audio.

Parent topic: Connecting to Computer Sources

Related references

Projector Setup Settings - Extended Menu
Projector Setup Settings - Extended Menu

Related tasks

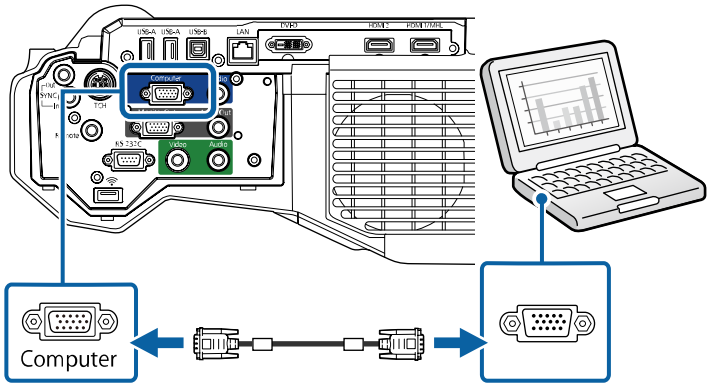
Connecting to a Computer for Pen Use or USB Mouse Control

Connecting to a Computer for VGA Video

You can connect the projector to your computer using a VGA computer cable.

Note: To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's VGA video port. Contact Apple for compatible adapter options.

1. If necessary, disconnect your computer's monitor cable.
2. Connect the VGA computer cable to your computer's monitor port.
3. Connect the other end to a **Computer** port on the projector.



4. Tighten the screws on the VGA connector.

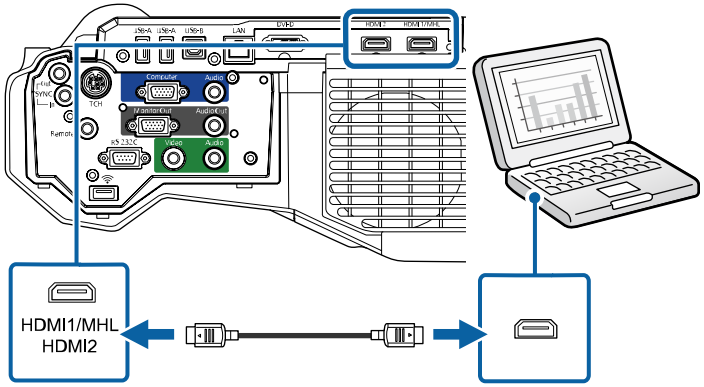
Parent topic: Connecting to Computer Sources

Connecting to a Computer for HDMI Video and Audio

If your computer has an HDMI port, you can connect it to the projector using an optional HDMI cable.

Note: To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's **HDMI** port. Contact Apple for compatible adapter options. Older Mac computers (2009 and earlier) may not support audio through the **HDMI** port.

1. Connect the HDMI cable to your computer's HDMI output port.
2. Connect the other end to one of the projector's HDMI ports.



Note: The projector converts the digital audio signal sent from your computer into a mono analog signal for the internal speaker or a stereo analog signal if you are connecting to external speakers.

Note: If you have problems hearing audio through the HDMI connection, you can use one of the projector's audio ports instead to play sound. Connect one end of an optional 3.5 mm stereo mini-jack audio cable to one of the projector's audio ports and the other end to your computer's audio out port. Then select the audio port you connected to as the **HDMI1 Audio Output** or **HDMI2 Audio Output** setting in the Extended menu.

Parent topic: Connecting to Computer Sources

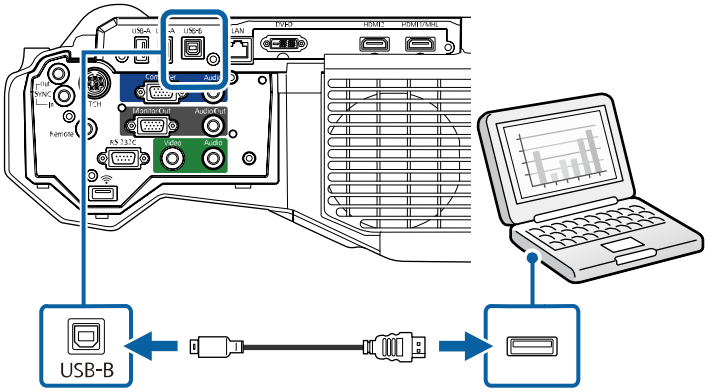
Connecting to a Computer for Pen Use or USB Mouse Control

If you connected your computer to a **Computer** or **HDMI** port on the projector, you also need to connect the USB cable so you can use the pens with your computer.

Connecting the USB cable also lets you set up the remote control to act as a wireless mouse, but you cannot use this feature at the same time you are using the pens with your computer.

Note: You can connect your computer's USB cable to the control pad instead of directly to the projector.

1. Connect the USB cable to your projector's **USB-B** port.



2. Connect the other end to any available USB port on your computer.

If you want to use the remote control as a wireless mouse, you need to change the **USB Type B** setting in the projector's Extended menu. You may also need to configure your computer to work with an external USB mouse. See your computer documentation for details.

Parent topic: Connecting to Computer Sources

Related references

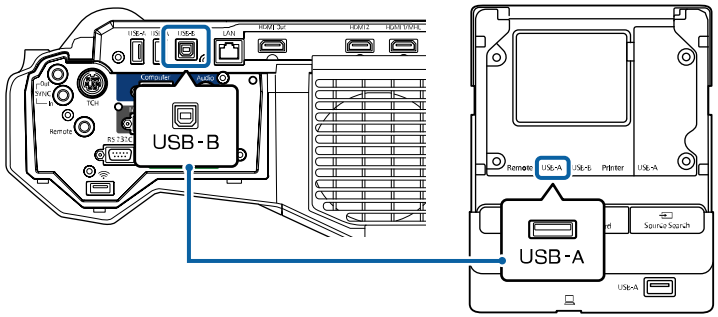
Projector Setup Settings - Extended Menu

Connecting a Computer to the Control Pad

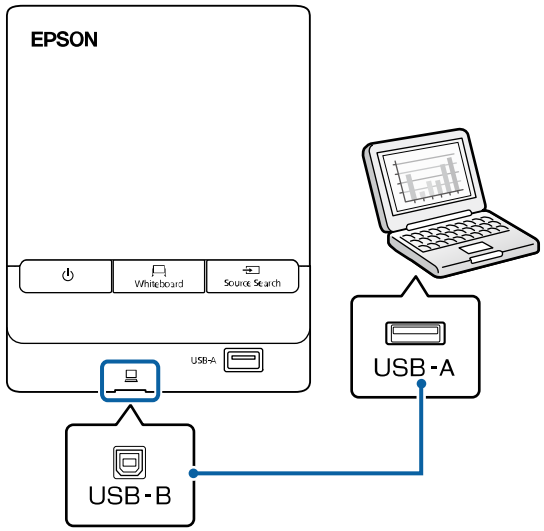
If your computer meets the system requirements, you can send video and audio output to the projector through the control pad's **USB-B** port (preferably USB 2.0). Connect the projector and your computer to the control pad using USB cables.

1. Turn on your computer.
2. Set the **USB Type B** setting in the External menu to one of the **USB Display** options.

3. Connect a USB cable to the **USB-B** port on the projector and to the **USB-A** port on the control pad.



4. Connect another USB cable to the USB port on the bottom of the control pad and any available USB port on your computer.



5. To use USB Display, do one of the following:
   - **Windows 10/Windows 8.x**: Click **EPSON_PJ_UD** in the upper right-corner, then select **Run EMP_UDSe.exe** in the dialog box that appears to install the Epson USB Display software.

- **Windows 7/Windows Vista**: Select **Run EMP_UDSE.exe** in the dialog box that appears to install the Epson USB Display software.
- **Mac**: The USB Display setup folder appears on your screen. Select **USB Display Installer** and follow the on-screen instructions to install the Epson USB Display software.

Follow any on-screen instructions. You need to install this software only the first time you connect the projector to the computer.

The projector displays the image from your computer's desktop and outputs sound, if your presentation contains audio.

Parent topic: Connecting to Computer Sources

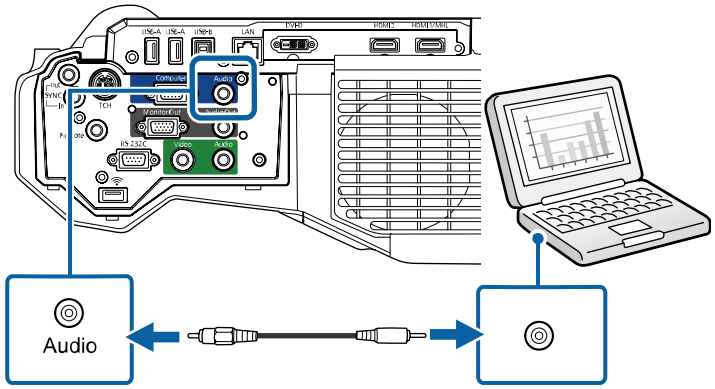
Related references

Projector Setup Settings - Extended Menu

Connecting to a Computer for Sound

If your computer presentation includes sound and you did not connect it to the projector's **USB-B** or **HDMI** port, you can still play sound through the projector's speaker system. Just connect an optional 3.5 mm stereo mini-jack audio cable as described here.

1. Connect the audio cable to your laptop's headphone or audio-out jack, or your desktop's speaker or audio-out port.
2. Connect the other end to the **Audio** port that corresponds to the **Computer** port you are using.



Parent topic: Connecting to Computer Sources

Connecting to Video Sources

Follow the instructions in these sections to connect video devices to the projector.

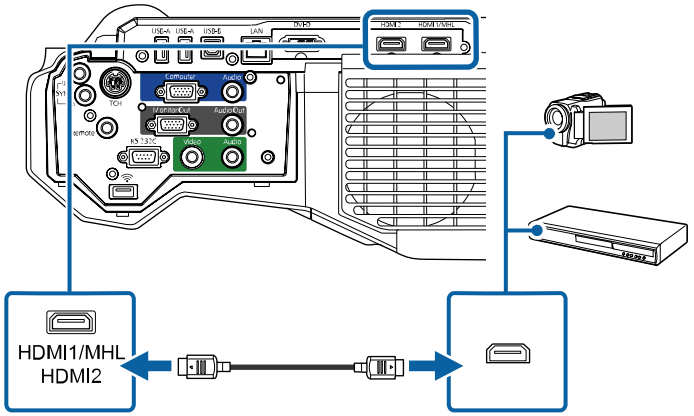
Connecting to an HDMI Video Source
Connecting to an MHL-Compatible Device
Connecting to a Component Video Source
Connecting to a Composite Video Source
Connecting to a Video Source for Sound

Parent topic: Projector Connections

Connecting to an HDMI Video Source

If your video source has an HDMI port, you can connect it to the projector using an optional HDMI cable. The HDMI connection provides the best image quality.

1. Connect the HDMI cable to your video source's HDMI output port.
2. Connect the other end to one of the projector's HDMI ports.



Note: The projector converts the digital audio signal sent from your video source into a mono analog signal for the internal speaker or a stereo analog signal if you are connecting to external speakers.

Note: If you have problems hearing audio through the HDMI connection, you can use one of the projector's audio ports instead to play sound. Connect one end of an optional 3.5 mm stereo mini-jack audio cable to one of the projector's audio ports and the other end to your video source's audio out port.

Then select the audio port you connected to as the **HDMI1 Audio Output** or **HDMI2 Audio Output** setting in the Extended menu.

Parent topic: Connecting to Video Sources

Related references

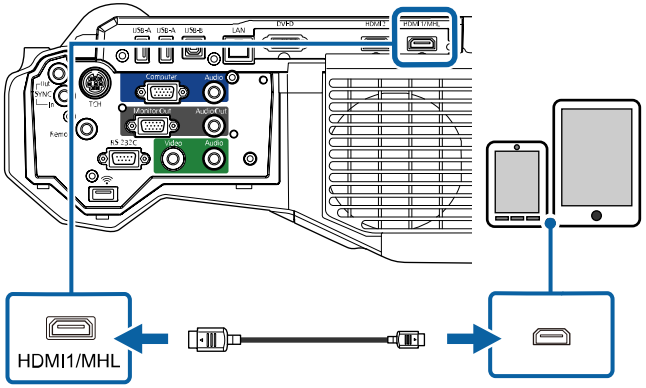
Projector Setup Settings - Extended Menu

Connecting to an MHL-Compatible Device

If you have an MHL-compatible smartphone or tablet, you can connect it to the projector using either an MHL cable or an HDMI cable with a device-compatible MHL adapter. If you have a device with a built-in MHL connector, plug it directly into the **HDMI 1/MHL** port.

Note: Some connected devices may not charge when using an MHL adapter.

1. Connect the MHL cable or adapter to your device's Micro-USB port.
2. If you are using an MHL adapter, connect it to an MHL-compatible HDMI cable.
3. Connect the other end of the cable to the projector's **HDMI 1/MHL** port.



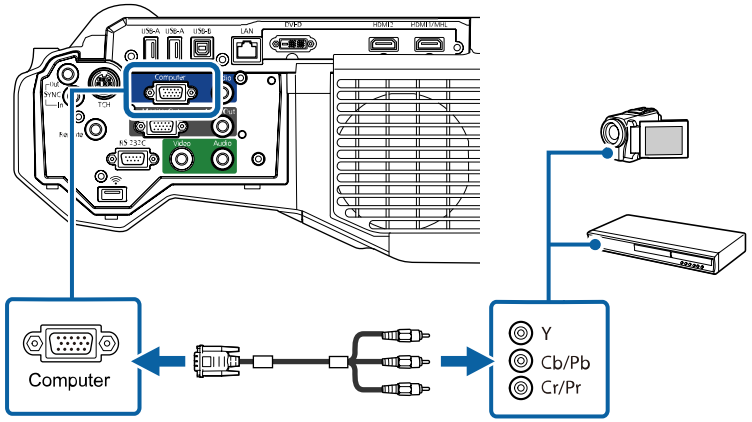
Note: The projector converts the digital audio signal sent from your video source into a mono analog signal for the internal speaker or a stereo analog signal if you are connecting to external speakers.

Parent topic: Connecting to Video Sources

Connecting to a Component Video Source

If your video source has component video ports, you can connect it to the projector using an optional component-to-VGA video cable. Depending on your component ports, you may need to use an adapter cable along with a component video cable.

1. Connect the component connectors to your video source's color-coded component video output ports, usually labeled **Y**, **Pb**, **Pr** or **Y**, **Cb**, **Cr**. If you are using an adapter, connect these connectors to your component video cable.
2. Connect the VGA connector to a **Computer** port on the projector.



3. Tighten the screws on the VGA connector.

If your image colors appear incorrect, you may need to change the **Input Signal** setting in the projector's Signal menu.

Parent topic: Connecting to Video Sources

Related references

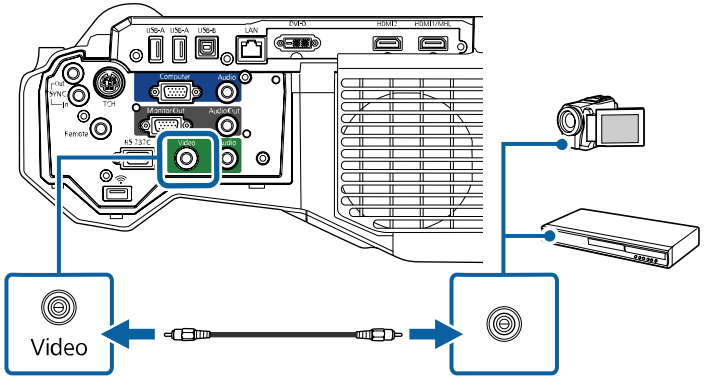
Input Signal Settings - Signal Menu

Connecting to a Composite Video Source

If your video source has a composite video port, you can connect it to the projector using an optional RCA-style video or A/V cable.

1. Connect the cable with the yellow connector to your video source's yellow video output port.

2. Connect the other end to the projector's **Video** port.



Parent topic: Connecting to Video Sources

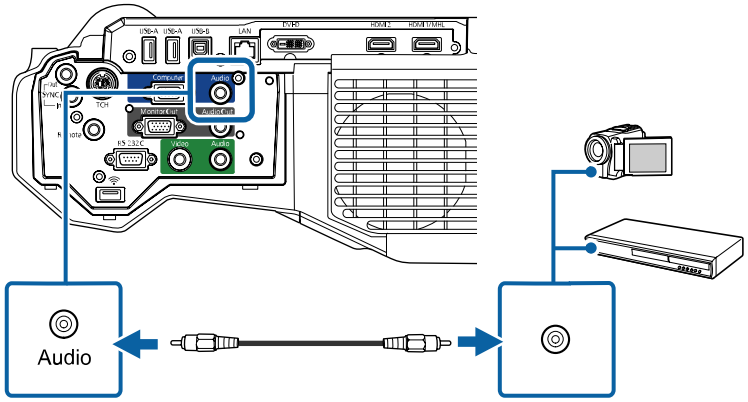
Connecting to a Video Source for Sound

You can play sound through the projector's speaker system if your video source has audio output ports. If you are projecting video using the **Video** or a **Computer** port, connect the projector to the video source using an optional stereo mini-jack audio cable.

Note: If you connected your video source to the projector using an HDMI cable, the audio signal is transferred with the video signal; you do not need an additional cable for sound.

1. Connect the audio cable to your video source's audio-out ports.

2. Connect the other end of the cable to the projector's **Audio** port that corresponds to the port you are using for video.



Parent topic: Connecting to Video Sources

Connecting External Output Devices

See these sections to connect the projector to external output devices.

Connecting to an External Computer Monitor
Connecting to an External DVI Monitor or Projector
Connecting to External Speakers

Parent topic: Projector Connections

Connecting to an External Computer Monitor

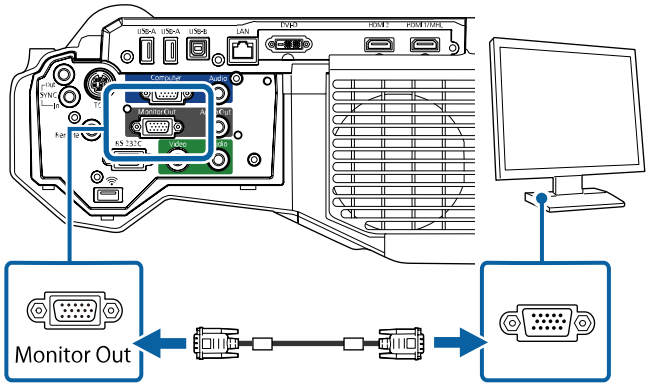
If you connected a computer to the projector's **Computer** port, you can also connect an external monitor to the projector. This lets you see your presentation on the external monitor even when the projected image is not visible.

If you want to output images to an external monitor when the projector is turned off, you need to select **Communication On** as the **Standby Mode** setting and **Always On** as the **A/V Output** setting in the projector's menu system.

Note: Monitors that use a refresh rate less than 60 Hz may not be able to display images correctly.

1. Make sure your computer is connected to the projector's **Computer** port.

2. Connect the external monitor's cable to your projector's **Monitor Out** port.



Note: Content you draw using the interactive features is not displayed on an external monitor unless you draw it using Easy Interactive Tools.

Parent topic: Connecting External Output Devices

Connecting to an External DVI Monitor or Projector

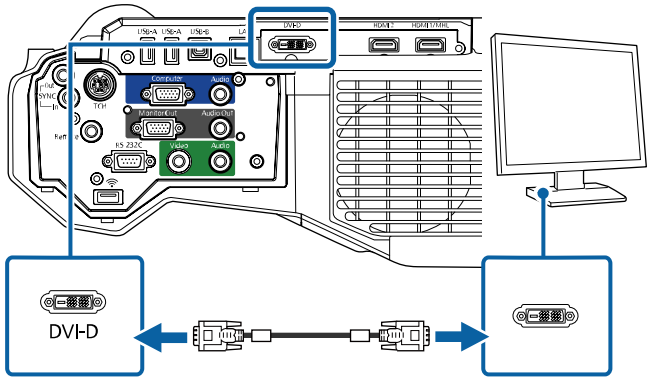
If your external monitor or projector uses a DVI-D connector, you can connect it to the projector's **DVI-D Out** port.

1. Turn off the DVI monitor or projector you plan to connect to the projector's **DVI-D Out** port.

   Caution: Connecting a device to the **DVI-D Out** port with the power on can damage your projector.

2. Connect a DVI-D cable to the projector's **DVI-D Out** port.

3. Connect the other end to your monitor or projector's DVI-D port.



4. Select the image source you want to display on the DVI monitor or projector as the **A/V Settings** > **DVI Output** setting in the projector's Extended menu.

   Note: Refresh speed may vary depending on the **DVI Output** setting.

Parent topic: Connecting External Output Devices

Connecting to External Speakers

To enhance the sound from your presentation, you can connect the projector to external self-powered speakers. You can control the volume using the projector's remote control.

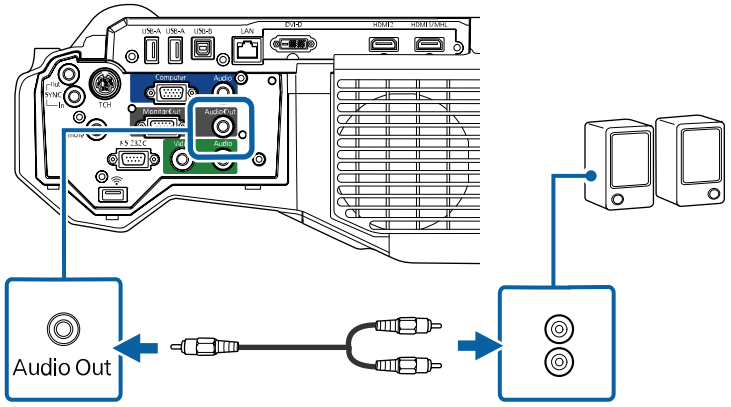
You can also connect the projector to an amplifier with speakers.

If you want to output audio from the external speakers when the projector is turned off, you need to select **Communication On** as the **Standby Mode** setting and **Always On** as the **A/V Output** setting in the projector's menu system.

Note: The projector's built-in speaker system is disabled when you connect external speakers.

1. Make sure your computer or video source is connected to the projector with both audio and video cables as necessary.
2. Locate the appropriate cable to connect your external speakers, such as a stereo mini-jack-to-pin-jack cable, or another type of cable or adapter.
3. Connect one end of the cable to your external speakers as necessary.

4. Connect the stereo mini-jack end of the cable to your projector's **Audio Out** port.



Parent topic: Connecting External Output Devices

Related references

Projector Setup Settings - Extended Menu

Connecting to External USB Devices

Follow the instructions in these sections to connect external USB devices to the projector.

USB Device Projection
Connecting a USB Device or Camera to the Projector
Connecting a USB Device to the Control Pad
Selecting the Connected USB Source
Disconnecting a USB Device or Camera From the Projector

Parent topic: Projector Connections

Related tasks

Starting a PC Free Slide Show

USB Device Projection

You can project images and other content without using a computer or video device by connecting any of these devices to your projector or to the control pad:

- USB flash drive

- Digital camera or smartphone
- USB hard drive
- Multimedia storage viewer

Note: Digital cameras or smartphones must be USB-mounted devices, not TWAIN-compliant devices, and must be USB Mass Storage Class-compliant.

Note: USB hard drives must meet these requirements:

- USB Mass Storage Class-compliant (not all USB Mass Storage Class devices are supported)
- Formatted in FAT or FAT32
- Self-powered by their own AC power supplies (bus-powered hard drives are not recommended)
- Does not have multiple partitions

You can project slide shows from image files on a connected USB device.

Parent topic: Connecting to External USB Devices

Related tasks

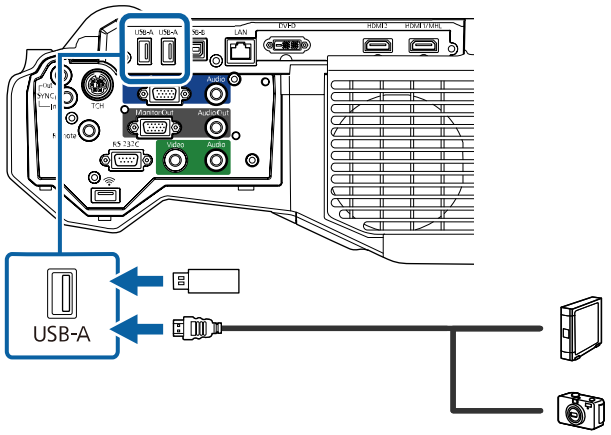
Starting a PC Free Slide Show

Connecting a USB Device or Camera to the Projector

You can connect your USB device or camera to the projector's **USB-A** port and use it to project images and other content.

1. If your USB device came with a power adapter, plug the device into an electrical outlet.

2. Connect the USB cable (or USB flash drive) to the projector's **USB-A** port.



Note: Do not connect a USB hub or a USB cable longer than 10 feet (3 m), or the device may not operate correctly.

3. Connect the other end of the cable (if applicable) to your device.

Parent topic: Connecting to External USB Devices

Related tasks

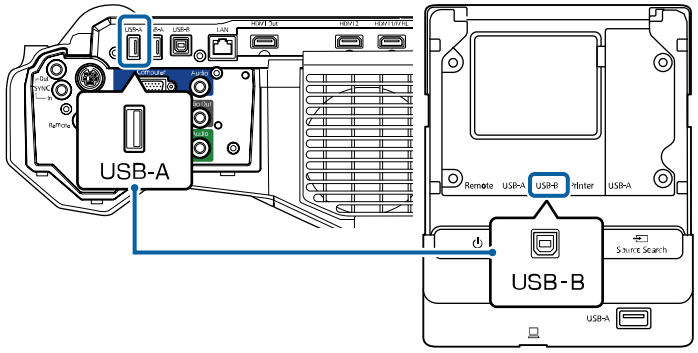
Starting a PC Free Slide Show

Connecting a USB Device to the Control Pad

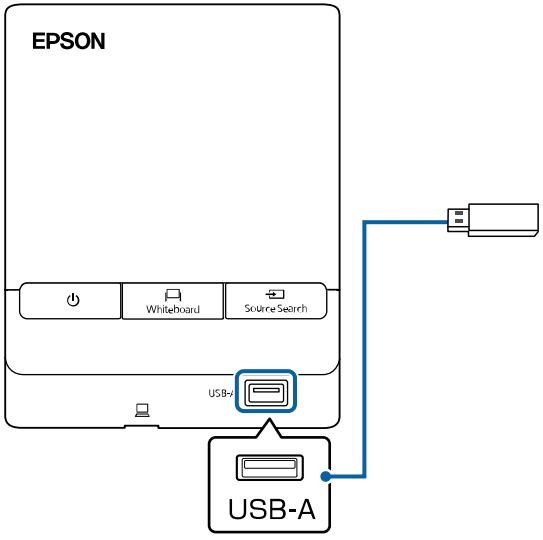
You can connect your USB device to the **USB-A** port on the control pad and use it to project images and other content.

1. If your USB device came with a power adapter, plug the device into an electrical outlet.

2. Connect a USB cable to the **USB-A** port on the projector and to the **USB-B** port on the control pad.



3. Connect the USB cable for the device (or USB flash drive) to the **USB-A** port on the bottom of the control pad.



4. Connect the other end of the cable (if applicable) to your device.

Note: You can also connect a USB device directly to the projector's **USB-A** port.

Parent topic: Connecting to External USB Devices

Related tasks

Starting a PC Free Slide Show

Selecting the Connected USB Source

You can switch the projector's display to the source you connected to the port. You can switch the projector's display to the source you connected to one of the **USB-A** ports. To display the connected USB device, select the **USB1** source.

Note: If you have connected a document camera, select the **USB2** source.

1. Make sure the connected USB source is turned on, if necessary.
2. Press the **Source Search** button on the remote control and select the **USB1** or **USB2** source.

Parent topic: Connecting to External USB Devices

Disconnecting a USB Device or Camera From the Projector

When you finish presenting with a connected USB device or camera, you must prepare to disconnect the device from the projector.

1. If the device has a power button, turn off and unplug the device.
2. Disconnect the USB device or camera from the projector.

Parent topic: Connecting to External USB Devices

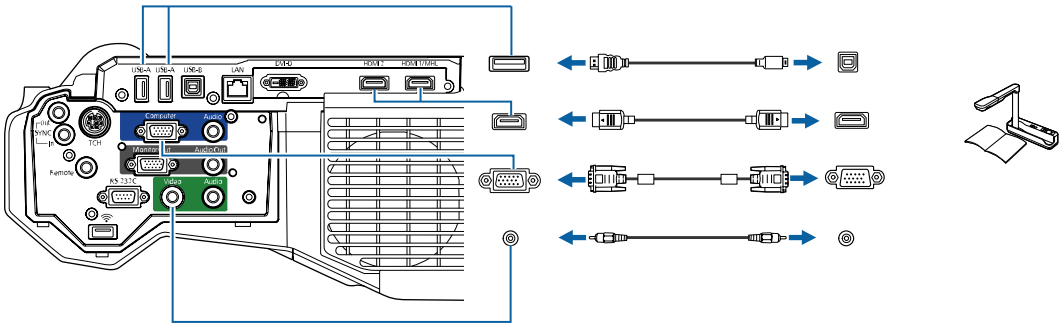
Connecting to a Document Camera

You can connect a document camera to your projector to project images viewed by the camera.

Depending on your Epson document camera model, do one of the following to connect the document camera to your projector:

- For the Epson DC-06 document camera, locate the USB cable that came with the camera and connect it to the projector's **USB-A** port and to the document camera's USB Type B port.
- For the Epson DC-11 document camera, connect it to the projector's **Computer** or **Video** port and to the corresponding port on the document camera. See the document camera manual for details.
- For the Epson DC-12 document camera, connect it to the projector's **HDMI**, **Computer**, or **Video** port and to the corresponding port on the document camera. See the document camera manual for details.
- For the Epson DC-20 document camera, connect it to the projector's **HDMI**, **Computer**, or **Video** port and to the corresponding port on the document camera. See the document camera manual for details.

- For the Epson DC-21 document camera, connect it to the projector's **HDMI**, **Computer**, or **Video** port and to the corresponding port on the document camera. See the document camera manual for details.



Note: For additional features supported by software, connect your document camera to your computer instead of the projector. See the document camera manual for details.

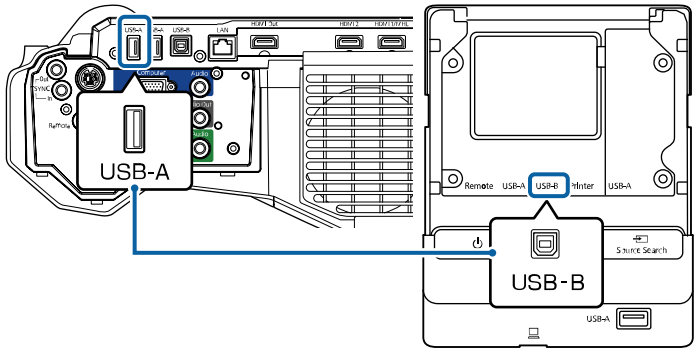
Parent topic: Projector Connections

Connecting a Printer to the Control Pad

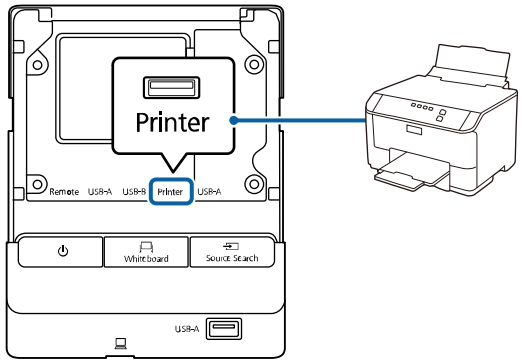
You can connect an Epson printer or all-in-one device to the **Printer** port on the control pad and use it to print your projected and annotated content from the whiteboard.

Note: Make sure the printer meets the control command requirements.

1. Connect a USB cable to the **USB-A** port on the projector and to the **USB-B** port on the control pad.



2. Connect another USB cable to the **Printer** port on the control pad. Make sure the cable is no longer than 16.4 ft (5 m).
3. Connect the other end of the cable to the USB type B port on the printer.



Note: You can connect a wireless printer by selecting **Network** as the **Whiteboard Settings** > **Print** > **Default Printer** setting in the Extended menu.

Parent topic: Projector Connections

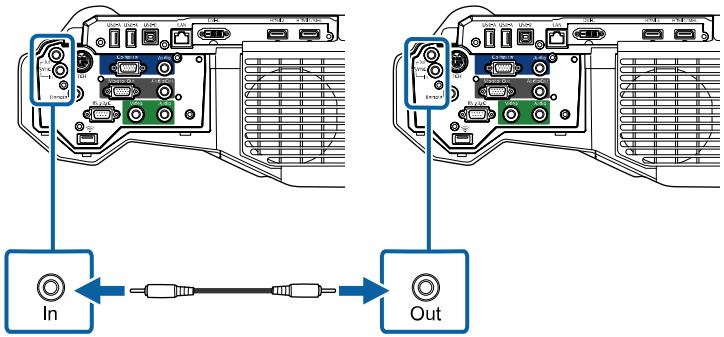
Related references

Projector Setup Settings - Extended Menu

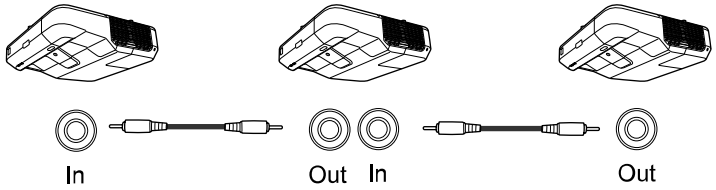
Connecting Multiple Projectors of the Same Model

If you use the interactive features of multiple projectors of the same model in the same room, you need to synchronize the projectors. To do this, connect the optional remote control cable set (V12H005C28) or a stereo mini cable to the **SYNC** port on each projector.

1. Connect one end of the cable to the **SYNC In** port on one projector, and connect the other end to the **SYNC Out** port on the other projector.



Note: If you are connecting three or more projectors, connect the projectors in a chain as shown.



2. In the Extended menu of each projector, set the **Sync of Projectors** setting to **Wired**.

Note: If you are syncing multiple projectors with a combination of wired and infrared connections, set the **Wired Sync Mode** setting to **Mode 2** in each projector's Extended menu. If you are syncing using an infrared connection and the projectors are more than 6.6 feet (2 m) apart, set the **Distance of Projectors** setting to **Mode 1** in each projector's Extended menu.

Parent topic: Projector Connections

Related concepts

Using Multiple Projectors (Duolink)

Related references

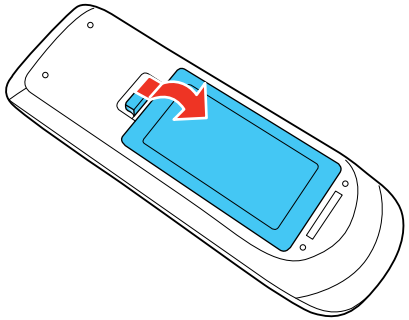
Projector Setup Settings - Extended Menu

Installing Batteries in the Remote Control

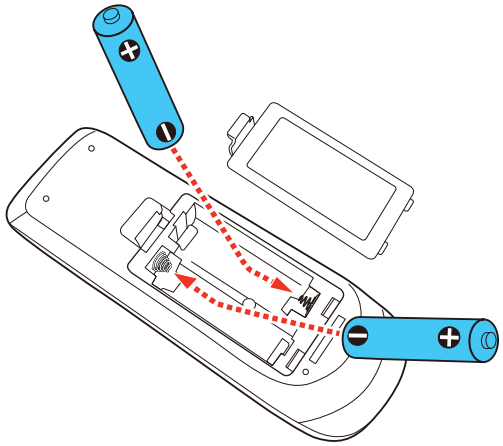
The remote control uses the two AA batteries that came with the projector.

Caution: Use only the type of batteries specified in this manual. Do not install batteries of different types, or mix new and old batteries.

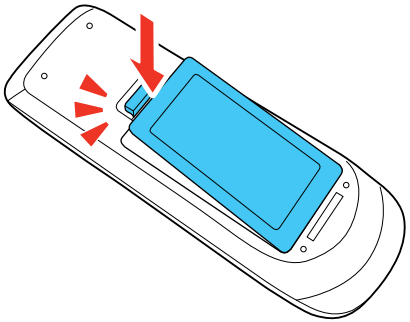
1. Remove the battery cover.



2. Insert the batteries with the **+** and **–** ends facing as shown.



3. Replace the battery cover and press it down until it clicks into place.



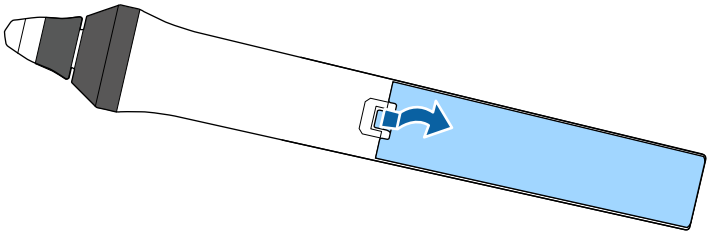
Warning: Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

Parent topic: Setting Up the Projector

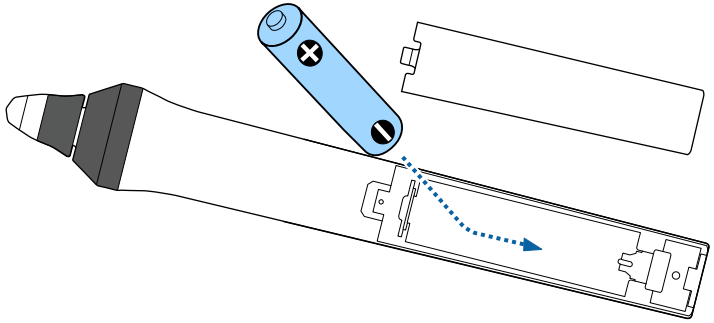
Installing Batteries in the Pens

Each pen uses one AA battery.

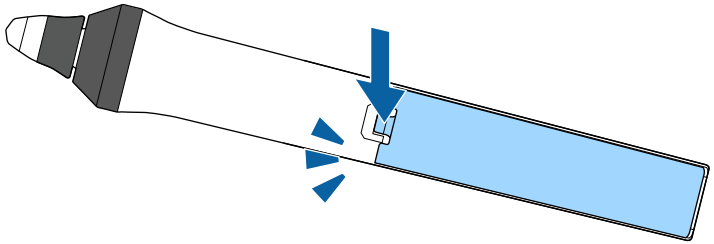
1. Remove the battery cover as shown.



2. Insert the battery with the **+** and **–** ends facing as shown.



3. Replace the battery cover and press it down until it clicks into place.



Warning: Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

Parent topic: Setting Up the Projector

Using the Projector on a Network

Follow the instructions in these sections to set up your projector for use on a network.

Note: The interactive features may be slower over a network connection than over a USB connection.

Wired Network Projection
Wireless Network Projection
Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)
Setting Up Projector Network E-Mail Alerts
Setting Up Monitoring Using SNMP
Controlling a Networked Projector Using a Web Browser
Creating an Address Book
Crestron RoomView Support
Registering a Digital Certificate on the Projector

Wired Network Projection

You can project through a wired network. To do this, you connect the projector to your network, and then set up your projector and computer for network projection.

After connecting and setting up the projector as described here, install the network software from the included CD or download the software and manuals as necessary.

Note: If your projector is connected via a LAN cable to a network that includes a wireless access point, you can connect to the projector wirelessly through the access point using the Epson network software.

Connecting to a Wired Network
Selecting Wired Network Settings

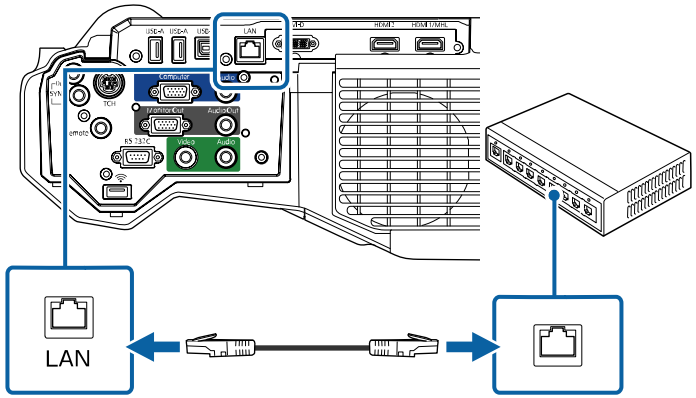
Parent topic: Using the Projector on a Network

Related references
Additional Projector Software and Manuals

Connecting to a Wired Network

To connect the projector to a wired local area network (LAN), use a 100Base-TX or 10Base-T network cable. To ensure proper data transmission, use a Category 5 shielded cable or better.

1. Connect one end of the network cable to your network hub, switch, or router.
2. Connect the other end of the cable to the projector's **LAN** port.



Parent topic: Wired Network Projection

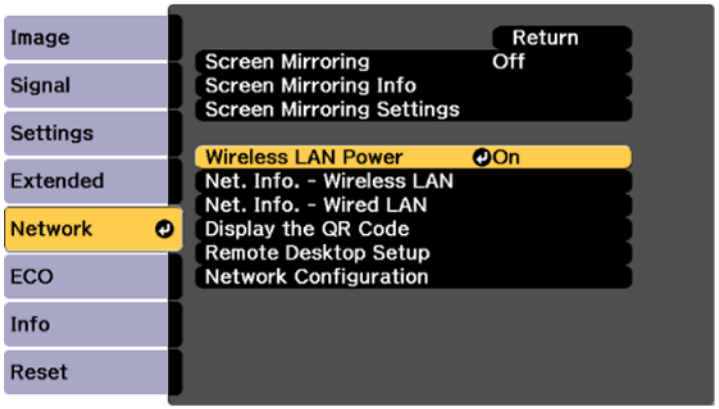
Selecting Wired Network Settings

Before you can project from computers on your network, you must select the network settings for the projector using its menu system.

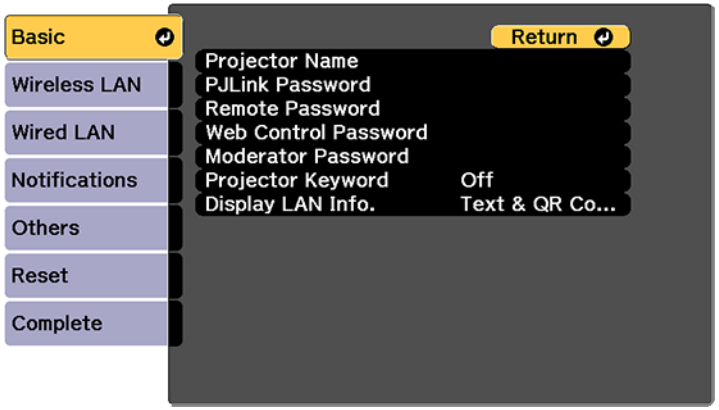
Note: Make sure you already connected the projector to your wired network using the **LAN** port.

1. Turn on the projector.
2. Press the **Menu** button.

3. Select the **Network** menu and press **Enter**.



4. Select **Network Configuration** and press **Enter**.
5. Select the **Basic** menu and press **Enter**.

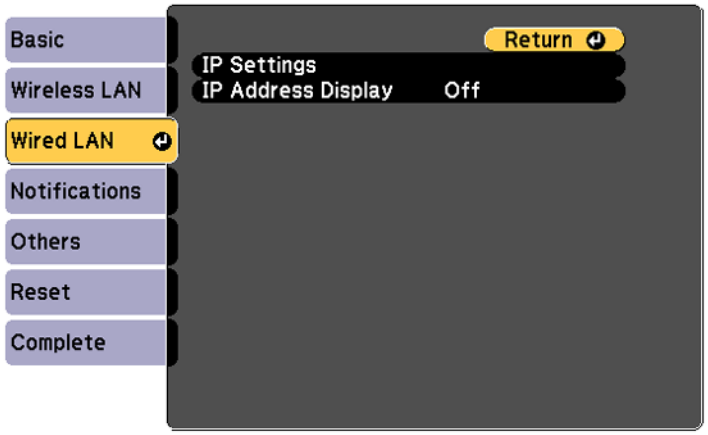


6. Select the following basic options as necessary:
   - **Projector Name** lets you enter a name up to 16 alphanumeric characters long to identify the projector over the network.
   - **PJLink Password** lets you enter a password up to 32 alphanumeric characters long for using the PJLink protocol for projector control.

- **Remote Password** lets you enter a password up to 8 alphanumeric characters long for accessing the Remote or Basic Control screen in Epson Web Control. (Default user name is **EPSONREMOTE**; default password is **guest**.)
- **Web Control Password** lets you enter a password up to 8 alphanumeric characters long for accessing the projector over the web. (Default user name is **EPSONWEB**; default password is **admin**.)
- **Moderator Password** lets you enter a password up to 4 numbers long for accessing the projector as a moderator using EasyMP Multi PC Projection or the Epson iProjection app. (No default password.)
- **Projector Keyword** lets you turn on a security password to prevent access to the projector by anyone not in the room with it. You must enter a displayed, randomized keyword from a computer using the EasyMP Multi PC Projection software to access the projector.
- **Display LAN Info** lets you select how the projector displays network information. You can select an option to display a QR code that lets you quickly connect your iOS or Android devices using the Epson iProjection app.

Note: Use the displayed keyboard to enter the name, passwords, and keyword. Press the arrow buttons on the remote control to highlight characters and press **Enter** to select them.

7. Select the **Wired LAN** menu and press **Enter**.



8. If necessary, select **IP Settings** and press **Enter**.

9. Select your IP Settings as necessary:
   - If your network assigns addresses automatically, turn on the **DHCP** setting.
   - If you must set addresses manually, turn off **DHCP** and enter the projector's **IP Address**, **Subnet Mask**, and **Gateway Address** as needed.

   Note: To highlight the numbers you want from the displayed keyboard, press the arrow buttons on the remote control. To select a highlighted number, press **Enter**. Or, press and hold the **Num** button on the remote control while entering the desired numbers.

10. To prevent display of the IP address on the standby screen, turn off **IP Address Display**.
11. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

Parent topic: Wired Network Projection

Wireless Network Projection

You can project over a wireless network. To do this, you must set up your projector and computer for wireless projection.

There are two ways to connect to your projector wirelessly:

- Creating a Quick Wireless Connection USB Key (Windows only) using the Easy MP Multi PC Projection software
- Configuring the connection manually using the projector's Network menus

After setting up the projector as described here, install the network software from the included CD or download the software and manuals as necessary.

Note: If your projector is connected via a LAN cable to a network that includes a wireless access point, you can connect to the projector wirelessly through the access point using the Epson network software.

Installing the Wireless LAN Module
Connecting Directly to a Smartphone or Tablet
Using Quick Wireless Connection (Windows)
Selecting Wireless Network Settings Manually
Selecting Wireless Network Settings in Windows
Selecting Wireless Network Settings on Mac
Setting Up Wireless Network Security

Parent topic: Using the Projector on a Network

Related references

Additional Projector Software and Manuals

Optional Equipment and Replacement Parts

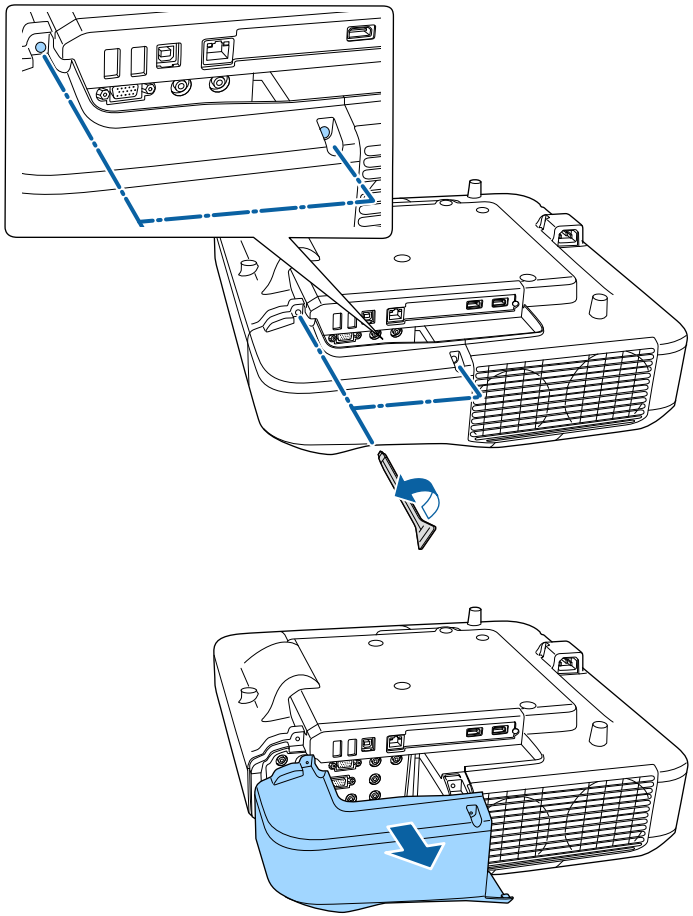
Installing the Wireless LAN Module

To use the projector over a wireless network, install the Epson 802.11b/g/n wireless module in the projector. Do not install any other type of wireless module.

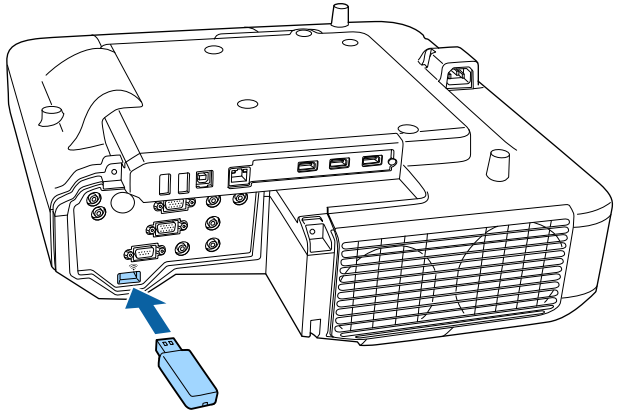
Caution: Never remove the module while its indicator light is blue or flashing, or while you are projecting wirelessly. You may damage the module or lose data.

1. Turn off the projector and unplug the power cord.

2. Unscrew and remove the cable cover if it is attached (screwdriver not included).



3. Insert the wireless LAN module into the port shown here.



4. Replace the cable cover and tighten the screws.
5. Plug in and turn on the projector.

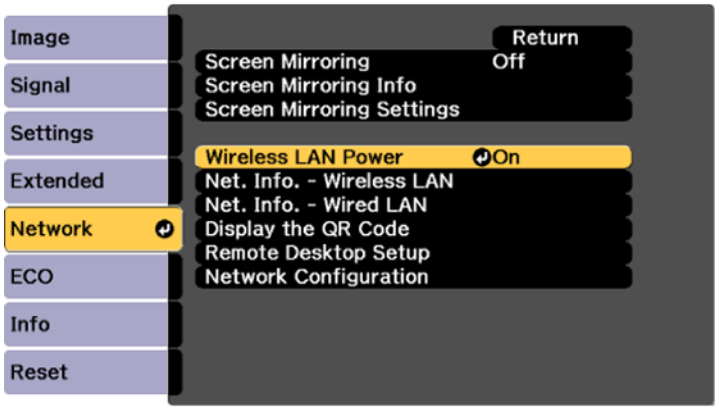
Parent topic: Wireless Network Projection

Connecting Directly to a Smartphone or Tablet

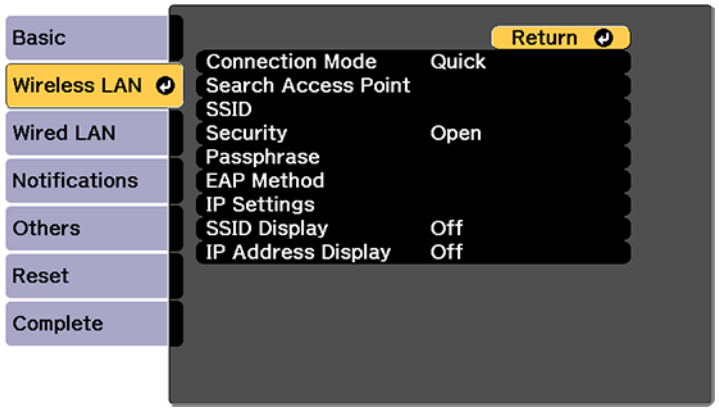
You can display a QR code on the screen and use it to connect a single smartphone or tablet to your projector with the Epson iProjection app.

1. Download the latest version of Epson iProjection from the App Store or Google Play and install it on your smartphone or tablet.
2. Press the **Menu** button on the projector or the remote control.

3. Select the **Network** menu and press **Enter**.

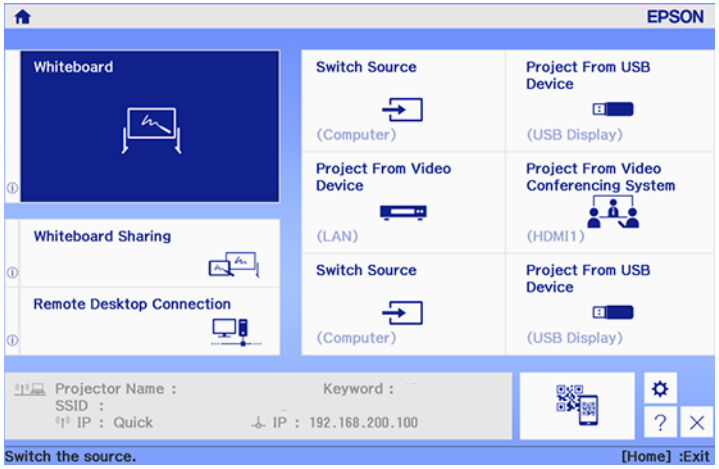


4. Select **Network Configuration** and press **Enter**.
5. Select the **Wireless LAN** menu and press **Enter**.



6. Select **Connection Mode** and press **Enter**.
7. Select **Quick** and press **Enter**, then press **Enter** again.
8. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

9. Press the **Home** button on the projector or the remote control.



10. Select the QR code icon  and press **Enter**.

    Your projector displays a QR code on the projection surface.

11. Open Epson iProjection on your smartphone or tablet.
12. Use the QR code reader feature to read the QR code and connect your device to the projector.

Your smartphone or tablet is now connected to your projector. Visit epson.com/iprojection (U.S.) or epson.ca/iprojection (Canada) for information on controlling your projector with the Epson iProjection app.

Parent topic: Wireless Network Projection

Using Quick Wireless Connection (Windows)

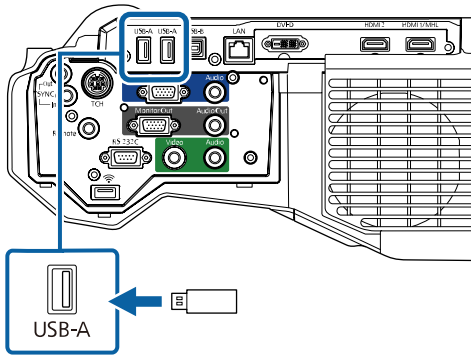
You can create a Quick Wireless Connection USB Key to quickly connect the projector to a Windows computer wirelessly. Then you can project your presentation and remove the key when you are done.

Note: A USB flash drive is not included with your projector.

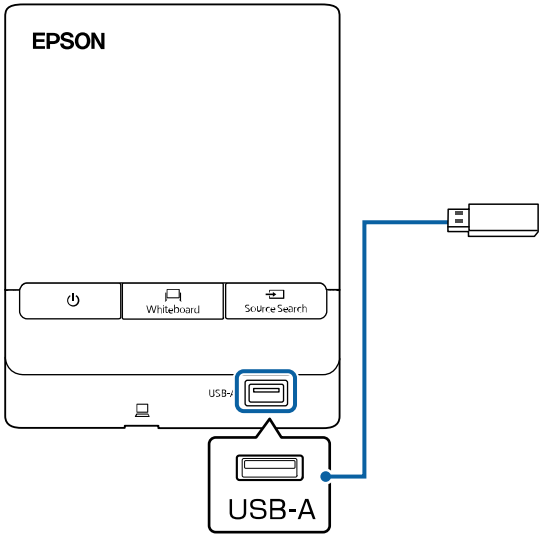
1. Create a Quick Wireless Connection USB Key with a USB flash drive and the EasyMP Multi PC Projection software.

   Note: See the *EasyMP Multi PC Projection Operation Guide* for instructions.

2. Turn on the projector.
3. Insert the USB key into the projector's **USB-A** port.



Note: If the control pad is connected to the projector, you can connect the USB key to the **USB-A** port on the control pad instead.



You see a projected message that the network information update is complete.

4. Remove the USB key.
5. Insert the USB key into a USB port on your computer.

   Note: In Windows Vista, if you see the AutoPlay window, select **Run MPPLaunch.exe**, then select **Allow** on the next screen.

6. Follow the on-screen instructions to install the EasyMP Multi PC Projection software.

   Note: If you see a Windows Firewall message, click **Yes** to disable the firewall. You need administrator authority to install the software. If it is not installed automatically, double-click **MPPLaunch.exe** in the USB key.

   After a few minutes, your computer image is displayed by the projector. If it does not appear, press the **LAN** or **Source Search** button on your remote control or restart your computer.
7. Run your presentation as necessary.

8. When you finish projecting wirelessly, select the **Safely Remove Hardware** option in the Windows taskbar, then remove the USB key from your computer.

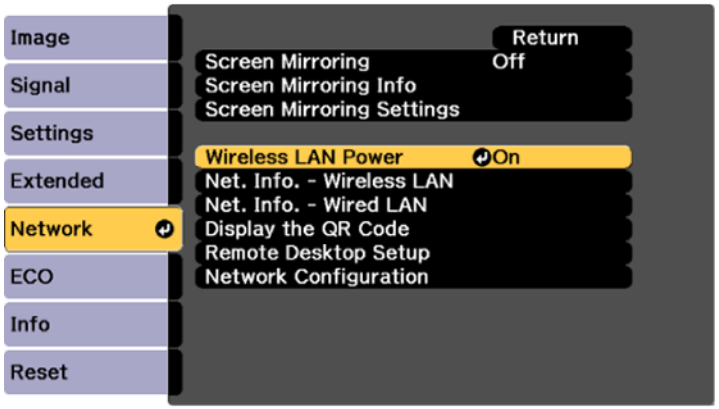
   Note: You can share the USB key with other computers without disconnecting your computer. You may need to restart your computer to reactivate your wireless LAN connection.

Parent topic: Wireless Network Projection

Selecting Wireless Network Settings Manually

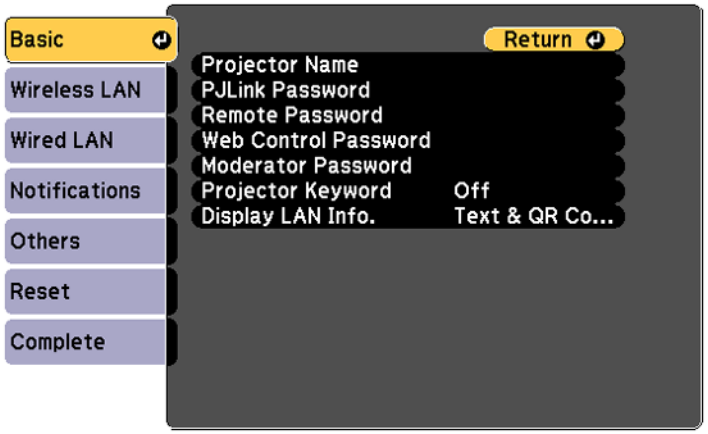
Before you can project from your wireless network, you must select the network settings for the projector using its menu system.

1. Turn on the projector.
2. Press the **Menu** button.
3. Select the **Network** menu and press **Enter**.



4. Make sure the **Wireless LAN Power** setting is set to **On**.
5. Select **Network Configuration** and press **Enter**.

6. Select the **Basic** menu and press **Enter**.

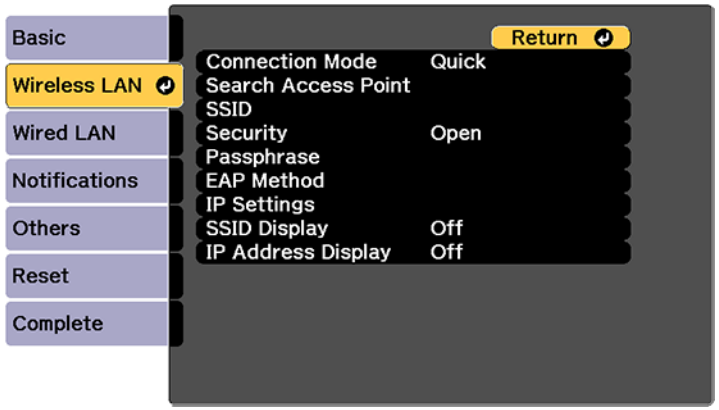


7. Select the following basic options as necessary:
   - **Projector Name** lets you enter a name up to 16 alphanumeric characters long to identify the projector over the network.
   - **PJLink Password** lets you enter a password up to 32 alphanumeric characters long for using the PJLink protocol for projector control.
   - **Remote Password** lets you enter a password up to 8 alphanumeric characters long for accessing the Remote or Basic Control screen in the Epson Web Control. (Default user name is **EPSONREMOTE**; default password is **guest**.)
   - **Web Control Password** lets you enter a password up to 8 alphanumeric characters long for accessing the projector over the web. (Default user name is **EPSONWEB**; default password is **admin**.)
   - **Moderator Password** lets you enter a password up to 4 numbers long for accessing the projector as a moderator with EasyMP Multi PC Projection or the Epson iProjection app.
   - **Projector Keyword** lets you turn on a security password to prevent access to the projector by anyone not in the room with it. The projector displays a random keyword that you must enter from a computer using the EasyMP Multi PC Projection software or an iOS or Android device using iProjection.

- **Display LAN Info** lets you select how the projector displays network information. You can select an option to display a QR code that lets you quickly connect your iOS or Android devices using the Epson iProjection app.

Note: Use the displayed keyboard to enter the name, passwords and keyword. Press the arrow buttons on the remote control to highlight characters and press **Enter** to select them.

8. Select the **Wireless LAN** menu and press **Enter**.



9. Select the settings on the menu as necessary for your network.
10. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

After you complete the wireless settings for your projector, you need to select the wireless network on your computer, or iOS or Android device.

Wireless LAN Menu Settings

Parent topic: Wireless Network Projection

Wireless LAN Menu Settings

Setting	Options	Description
Connection Mode	**Quick** **Advanced**	Selects the type of wireless connection: **Quick**: lets you directly connect to multiple devices and computers using the projector's wireless network. For computers, use Easy MP Multi PC Projection to use this mode. **Advanced**: lets you connect to multiple devices and computers via a wireless network access point
Search Access Point	**To Search View**	Search for available wireless network access points in **Advanced** connection mode
SSID	Up 32 alphanumeric characters	Sets the SSID (network name) of the wireless LAN system the projector is connecting to

Setting	Options	Description
Security	**Open** **WPA2-PSK** **WPA/WPA2-PSK** **WPA2-EAP** **WPA/WPA2-EAP**	Selects the type of security used on the wireless network **WPA2-PSK**: uses WPA2 security with AES for encryption. Use the **Passphrase** value to establish a connection from a computer **WPA/WPA2-PSK**: uses WPA personal mode; encryption is dependent on the access point settings; **Passphrase** must be the same as the access point **WPA2-EAP**: uses WPA2 security and AES for encryption **WPA/WPA2-EAP**: uses WPA enterprise mode; encryption is dependent on the access point settings
Passphrase	Various passphrases from 8 to 32 characters (from a web browser, the maximum is 63 characters)	Selects the pre-shared key used on the network; passphrases are case-sensitive. If the network settings are reset after the passphrase has been changed more than once, the first passphrase is restored.
EAP Method	**EAP Type** **User name** **Password** **Client Certificate** **Verify Server Cert.** **CA Certificate** **RADIUS Server Name**	Sets the EAP settings for WPA2-EAP and WPA/WPA2-EAP security

Setting	Options	Description
Channel	**1ch** **6ch** **11ch**	In **Quick** connection mode, selects the frequency band (channel) used by the wireless LAN
IP Settings	**DHCP** (**On** or **Off**) **IP Address** **Subnet Mask** **Gateway Address**	Selects DHCP if your network assigns IP addresses automatically, or turns off DHCP so you can enter the network's IP address, subnet mask, and gateway address as needed
SSID Display	**On** **Off**	Selects whether to display the SSID on the network standby screen and Home screen
IP Address Display	**On** **Off**	Selects whether to display the IP address on the network standby screen and Home screen

Parent topic: Selecting Wireless Network Settings Manually

Selecting Wireless Network Settings in Windows

Before connecting to the projector, select the correct wireless network on your computer.

1. To access your wireless utility software, access the Desktop and double-click the network icon on the Windows taskbar.
2. Do one of the following:
   - If your projector is set up on an existing network (Advanced mode), select the network name (SSID).
   - If your projector is configured for Quick mode, select the projector's SSID.
3. Click **Connect**.

Parent topic: Wireless Network Projection

Selecting Wireless Network Settings on Mac

Before connecting to the projector, select the correct wireless network on your Mac.

1. Click the AirPort icon on the menu bar at the top of the screen.

2. Make sure AirPort is turned on, then do one of the following:
   - If your projector is set up on an existing network (Advanced mode), select the network name (SSID).
   - If your projector is configured for Quick mode, select the projector's SSID.

Parent topic: Wireless Network Projection

Setting Up Wireless Network Security

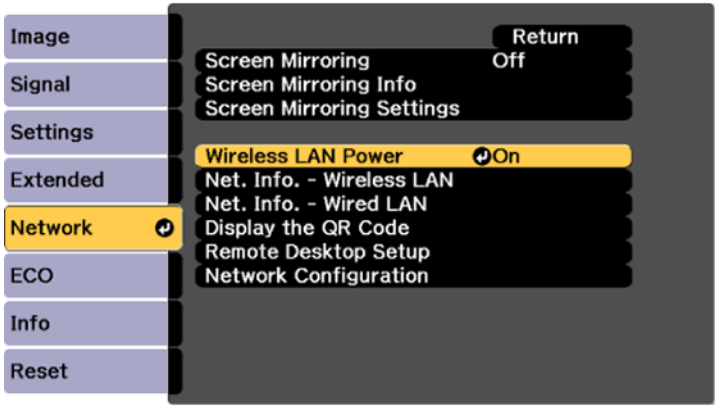
You can set up security for your projector to use on a wireless network. Set up one of the following security options to match the settings used on your network:

- WPA2-PSK
- WPA2-EAP*
- WPA/WPA2-PSK*
- WPA/WPA2-EAP*

* Only available for the **Advanced** connection mode.

Note: Contact your network administrator for guidance on entering the correct information.

1. If you want to set up WPA2-EAP or WAP/WAP2-EAP security, make sure your digital certificate file is compatible with projector registration and placed directly on the USB storage device.
2. Press the **Menu** button.
3. Select the **Network** menu and press **Enter**.



4. Select **Network Configuration** and press **Enter**.
5. Select the **Wireless LAN** menu and press **Enter**.
6. Select the **Security** setting and press **Enter**.
7. Select the security settings for your network.
8. When you finished, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

Parent topic: Wireless Network Projection

Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

You can send images to your projector from mobile devices such as laptops, smartphones, and tablets using Miracast technology or from a Windows computer. If your device supports Miracast, you do not need to install any additional software.

Screen Mirroring Restrictions
Selecting Screen Mirroring Settings
Connecting for Screen Mirroring with a Windows 8.x/Windows 10 Computer
Connecting for Screen Mirroring with Miracast

Parent topic: Using the Projector on a Network

Screen Mirroring Restrictions

Note the following when using Screen Mirroring features:

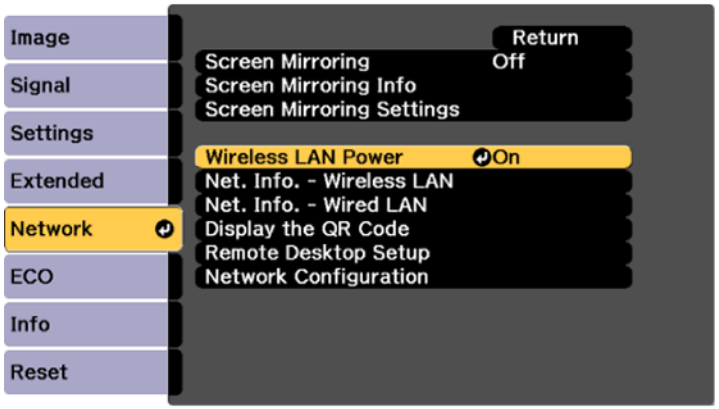
- You cannot play audio with more than 3 channels.
- You cannot project images with a resolution above 1920 × 1080 and a frame rate above 50 fps.
- You cannot project 3D video.
- You cannot use extended Miracast features on Windows 8.1.
- You may not be able to view contents with copyright protection using a Miracast connection.

Parent topic: Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

Selecting Screen Mirroring Settings

You can select Screen Mirroring settings for your projector and then project images from your mobile device.

1. Press the **Menu** button.
2. Select the **Network** menu and press **Enter**.



3. Select **On** as the **Screen Mirroring** setting.
4. Select **Screen Mirroring Settings** and press **Enter**.
5. To enter a name for the projector, select **Display Name**. You can enter up to 32 alphanumeric characters.
6. Select **Basic** or **Extended** as the **Operation Mode** setting.
7. Select **Basic** and select these settings as necessary:
   - **Wireless LAN Sys.** lets you select the type of wireless LAN system the projector is connected to.
   - **Adjust Image Quality** lets you adjust the screen mirroring speed/quality. Select a small number to improve the quality and select a large number to increase the speed.
   - **Connection Mode** lets you select the type of WPS (Wi-Fi Protected Setup) you are using.
8. Select **Extended** and select these settings as necessary (The **Extended** setting is only available if you select **Extended** as the **Operation Mode** setting.):
   - **Meeting Mode** lets you select whether to allow other devices to connect while using Screen Mirroring. Select **No Interruptions** to prevent other devices from connecting while Screen Mirroring is active, or select **Interruptions OK** to allow another device to connect.
   - **Channel** lets you select the wireless channel for the Screen Mirroring connection.

9. Select **Display** and select these settings as necessary
   - **Display PIN Code** selects whether the PIN code is displayed on the projected image while projecting from sources other than the Screen Mirroring source or not.
   - **Display Device Name** selects whether the connected device name is displayed on the projected image while projecting from sources other than the Screen Mirroring source or not.
10. When you finish selecting settings, select **Set** and press **Enter**.

Parent topic: Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

Connecting for Screen Mirroring with a Windows 8.x/Windows 10 Computer

You can set up your computer to wirelessly project images and play sound using Screen Mirroring.

1. Select the **Screen Mirroring** settings on your projector as necessary.
2. Press the **LAN** button on the remote control to switch to the Screen Mirroring source.

   You see the Screen Mirroring standby screen.
3. Do one of the following:
   - **Windows 10**: Open **Action Center** and select **Connect**.
   - **Windows 8.x**: Select **Devices** > **Project** > **Add a wireless display**.
4. Select your projector's Display Name from the list.
5. If you see the PIN entry screen on your computer, enter the PIN code displayed on the Screen Mirroring standby screen or at the bottom right of the projected image.

   The projector displays the image from your computer or mobile device.

   Note: It may take some time to establish the connection. Do not disconnect the projector's power cord while it is connecting to your device. This may cause your device to freeze or malfunction.

Parent topic: Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

Related references

Projector Network Settings - Network Menu

Related tasks

Selecting Screen Mirroring Settings

Connecting for Screen Mirroring with Miracast

If your mobile device supports Miracast, you can connect it to the projector wirelessly and project images and sound.

1. Select the **Screen Mirroring** settings on your projector as necessary.
2. Press the **LAN** button on the remote control to switch to the Screen Mirroring source.

   You see the Screen Mirroring standby screen.
3. On your mobile device, use the Miracast function to search for the projector.

   Note: See your mobile device's documentation for information on accessing the Miracast function.

   You see a list of available devices.
4. Select your projector from the list.
5. If you see the PIN entry screen on your mobile device, enter the PIN code displayed on the Screen Mirroring standby screen or at the bottom right of the projected image.

   The projector displays the image from your mobile device.

   Caution: It may take some time to establish the connection. Do not disconnect the projector's power cord while it is connecting to your device. Doing so may cause your device to freeze or malfunction.

   Note: Depending on the mobile device, you may need to delete a device when connecting. Follow the on-screen instructions on your device.

Parent topic: Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

Related references

Projector Network Settings - Network Menu

Related tasks

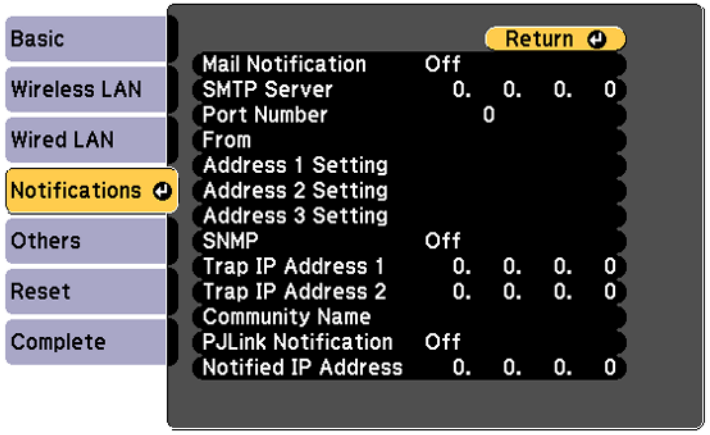
Selecting Screen Mirroring Settings

Setting Up Projector Network E-Mail Alerts

You can set up the projector to send you an e-mail alert over the network if there is a problem with the projector.

1. Press the **Menu** button.

2. Select the **Network** menu and press **Enter**.
3. Select **Network Configuration** and press **Enter**.
4. Select the **Notifications** menu and press **Enter**.



5. Turn on **Mail Notification**.
6. Enter the IP address for the **SMTP Server** setting.

   Note: To enter the IP address using the numeric keys on the remote control, press and hold the **Num** button. Do not use these addresses: 127.x.x.x or 224.0.0.0 through 255.255.255.255 (where x is a number from 0 to 255).

7. Select a number for the SMTP server **Port Number** setting, from 1 to 65535 (default is 25).
8. Enter the sender's email address as the **From** setting.
9. Choose an **Address** field, enter the e-mail address, and select the alerts you want to receive there. Repeat for up to three addresses. Your e-mail address can be up to 32 alphanumeric characters long.
10. If you are using the PJLink protocol for projector control, turn on the **PJLink Notification** setting and enter the IP address where you want to receive PJLink notifications as the **Notified IP Address** setting.
11. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

Note: If a critical problem causes a projector to shut down, you may not receive an e-mail alert.

Network Projector E-mail Alert Messages

Parent topic: Using the Projector on a Network

Network Projector E-mail Alert Messages

When a problem occurs with a networked projector, and you selected to receive e-mail alerts, you receive an e-mail containing the following information:

- The email address entered as the **From** setting
- **Epson Projector** on the subject line
- The name of the projector experiencing a problem
- The IP address of the affected projector
- Detailed information about the problem

Note: If a critical problem causes a projector to shut down, you may not receive an e-mail alert.

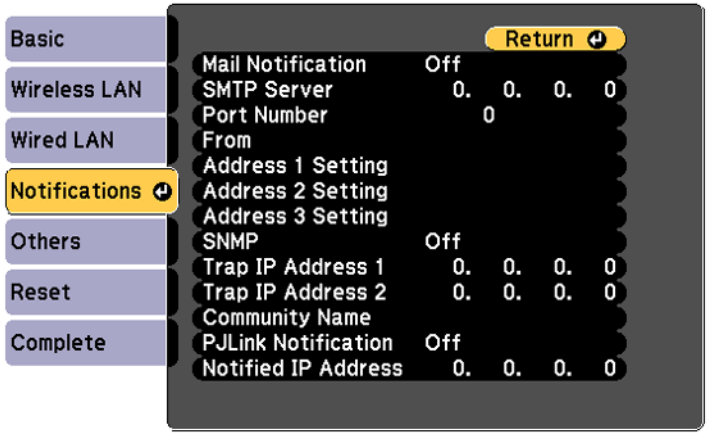
Parent topic: Setting Up Projector Network E-Mail Alerts

Setting Up Monitoring Using SNMP

Network administrators can install SNMP (Simple Network Management Protocol) software on network computers so they can monitor projectors. If your network uses this software, you can set up the projector for SNMP monitoring.

1. Press the **Menu** button.
2. Select the **Network** menu and press **Enter**.
3. Select **Network Configuration** and press **Enter**.

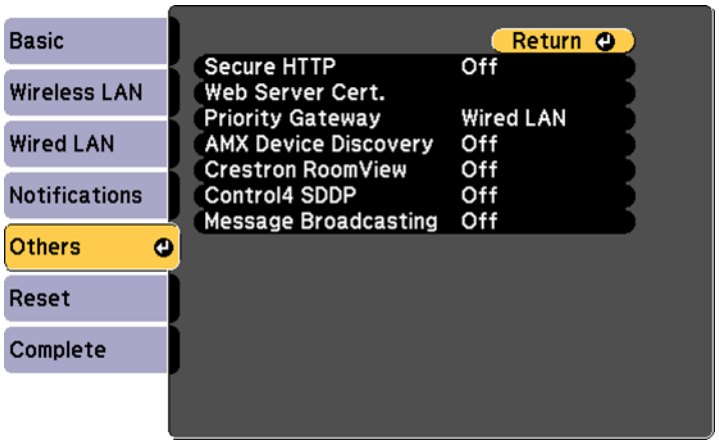
4. Select the **Notifications** menu and press **Enter**.



5. Turn on the **SNMP** setting.
6. Enter up to two IP addresses to receive SNMP notifications as the **Trap IP Address** setting, using 0 to 255 for each address field.

   Note: To enter the IP address using the numeric keys on the remote control, press and hold the **Num** button. Do not use these addresses: 127.x.x.x or 224.0.0.0 through 255.255.255.255 (where x is a number from 0 to 255).

7. Select the **Others** menu and press **Enter**.



8. If you want to use the Secure HTTP protocol to encrypt communication when using Web Control, turn on the **Secure HTTP** setting and import the web server certificate using the **Web Server Cert.** setting.
9. If available, select the **Priority Gateway** setting for your network.
10. If your network environment uses an AMX controller, turn on the **AMX Device Discovery** setting to allow the projector to be detected.
11. If your network environment uses a Crestron RoomView controller, turn on the **Crestron RoomView** setting to allow the projector to be detected.
12. If you are using the projector with a Control 4 Simple Device Discovery Protocol (SDDP) automation system, turn on the **Control4 SDDP** setting.
13. If you want this projector to receive broadcast messages over the network, turn on the **Message Broadcasting** setting. Administrators can broadcast messages over the network using the Message Broadcasting plug-in for EasyMP Monitor (Windows only).
14. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

Parent topic: Using the Projector on a Network

Controlling a Networked Projector Using a Web Browser

Once you have connected your projector to your network, you can select projector settings and control projection using a compatible web browser. This lets you access the projector remotely.

Note: The web setup and control features support Microsoft Internet Explorer 9.0 or later, and Safari on networks that do not use a proxy server for connection. You cannot select all of the projector menu settings or control all projector functions using a web browser.

Note: If you set Standby Mode to **Communication On** in the ECO menu, you can use a web browser to select settings and control projection even if the projector is in standby mode.

1. Make sure the projector is turned on.
2. Start your web browser on a computer or device connected to the network.
3. Type the projector's IP address into the browser's address box and press the computer's **Enter** key.

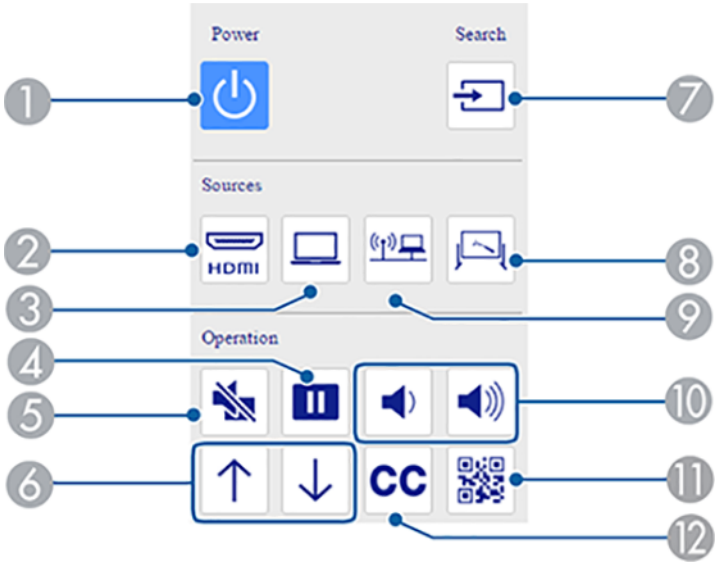
   Note: If you attempt to connect to the Web Control screen via a proxy server, the screen will not be displayed. Make a direct connection to the Web Control screen.

4. Select the  icon.

   Note: You may need to log in before you see the Web Control screen. If you see a log in window, enter your user name and password. (The default user name is **EPSONWEB** and the default password is **admin**.)

   You see the Web Control screen.
5. To select projector menu settings, select the name of the menu and follow the on-screen instructions.
6. To control projection remotely, select the **Web Remote** option from the **Projector Control** menu.

You see a screen like this:



1 Power button control
2 Selects **HDMI** port sources
3 Selects the **Computer** port source
4 **Freeze** button control
5 **A/V Mute** button control
6 **Page** up and **Page** down button controls
7 Searches for sources
8 Selects the **Whiteboard** source
9 Selects the network source
10 **Volume** button controls
11 Displays a QR code for connecting with iOS or Android devices using the Epson iProjection app
12 Displays closed captions

7. Select the icon corresponding to the projector function you want to control.

Parent topic: Using the Projector on a Network

Creating an Address Book

When sending e-mails from whiteboard mode, you can choose e-mail addresses from an address book . You can create the address book by loading a text file of up to 999 addresses through the web control page.

Note: Addresses are displayed in the order they appear in the text file.

1. Create the text file containing the list of addresses you want to add to the address book. The file must have the following characteristics:
   - Tab-delimited
   - Each line must contain a pair of strings separated by a tab: <name> <tab> <email_address>
   - Filename with a .txt extension
   - Character code must be Unicode

   The text file should look something like this:

   ```
   Joe Smith       fictional@address.com
   Mary Jones-Smith        another@example.com
   John Q. Public  yet@anotherexample.com
   ```

2. Open a web browser on a computer connected to the network and connect to the projector by entering the IP address of the projector.

   Note: You can find the projector's IP address in the projector's Network menu.

   Note: You may need to log in before you see the Web Control screen. If you see a log in window, enter your user name and password. (The default user name is **EPSONWEB** and the default password is **admin**.)

3. Enter the user name and password at the prompts.

4. Select the  icon.

   Note: If you attempt to connect to the Web Control screen via a proxy server, the screen will not be displayed. Make a direct connection to the Web Control screen.

   You see the Web Control page.

5. Select **Whiteboard Settings** > **Mail** > **Address Book Settings** > **Address Book File** and select the **Browse** button.
6. Select the address book file and select **Set**.

   The address book file is uploaded to the projector.

Note: If you need to delete the address book, select **Whiteboard Settings** > **Mail** > **Address Book Settings** > **Delete Address Book** and select **Set**.

Parent topic: Using the Projector on a Network

Crestron RoomView Support

If you are using the Crestron RoomView network monitoring and control system, you can set up your projector for use on the system. Crestron RoomView lets you control and monitor your projector using a web browser.

Note: You cannot use the Epson Web Control feature or the Message Broadcasting plug-in for EasyMP Monitor when you use Crestron RoomView.

For additional information on Crestron RoomView, contact Crestron.

Setting Up Crestron RoomView Support
Controlling a Networked Projector Using Crestron RoomView

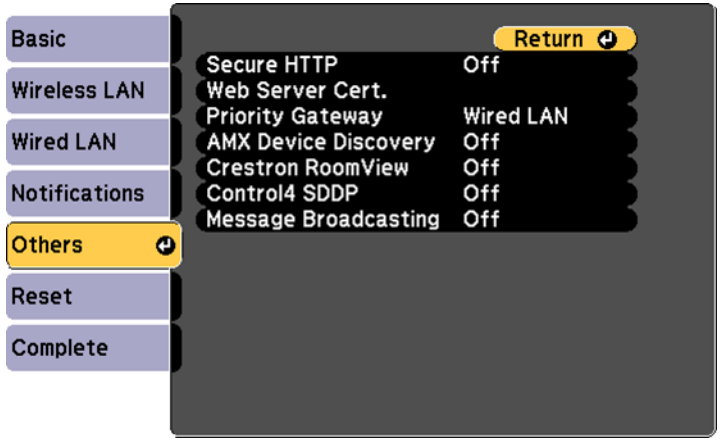
Parent topic: Using the Projector on a Network

Setting Up Crestron RoomView Support

To set up your projector for monitoring and control using a Crestron RoomView system, make sure your computer and projector are connected to the network. If you are connecting wirelessly, set up the projector using the Advanced network connection mode.

Note: If you want to use the Crestron RoomView system when the projector is turned off, you need to adjust the **Standby Mode** setting in the ECO menu.

1. Press the **Menu** button.
2. Select the **Network** menu and press **Enter**.
3. Select **Network Configuration** and press **Enter**.
4. Select the **Others** menu and press **Enter**.



5. Set the **Crestron RoomView** setting to **On** to allow the projector to be detected.

   Note: Enabling Crestron RoomView disables the Epson Message Broadcasting feature in the EasyMP Monitor software.

6. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.
7. Turn off the projector, then turn it on again to enable the setting.

Parent topic: Crestron RoomView Support

Related references

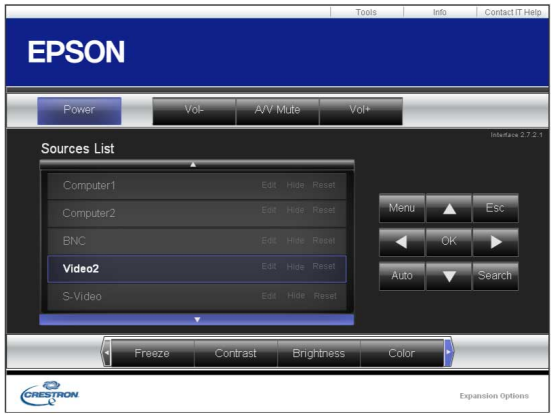
Projector Setup Settings - ECO Menu

Controlling a Networked Projector Using Crestron RoomView

Once you have set up your projector to use Crestron RoomView, you can control and monitor projection using a compatible web browser.

1. Start your web browser on a computer connected to the network.
2. Type the projector's IP address into the browser's address box and press the computer's **Enter** key.

   You see this screen:



3. Select the input source that you want to control in the Sources List box. You can scroll through available sources using the up and down arrows in the box.
4. To control projection remotely, click the on-screen buttons that correspond to the projector's remote control buttons. You can scroll through button options at the bottom of the screen.

   Note: These on-screen buttons do not directly correspond to the projector's remote control buttons:

   - **OK** acts as the **Enter** button
   - **Menu** displays the projector's menu

5. To view information about the projector, click the **Info** tab.
6. To change projector, Crestron, and password settings, click the **Tools** tab, select settings on the displayed screen, and click **Send**.
7. When you finish selecting settings, click **Exit** to exit the program.

Parent topic: Crestron RoomView Support

Registering a Digital Certificate on the Projector

Follow the instructions here if you need to install a digital certificate on the projector to provide security for your presentation files.

Importing a Web Server Certificate Using the Projector Menus

Registering Digital Certificates from a Web Browser

Digital Certificate Types

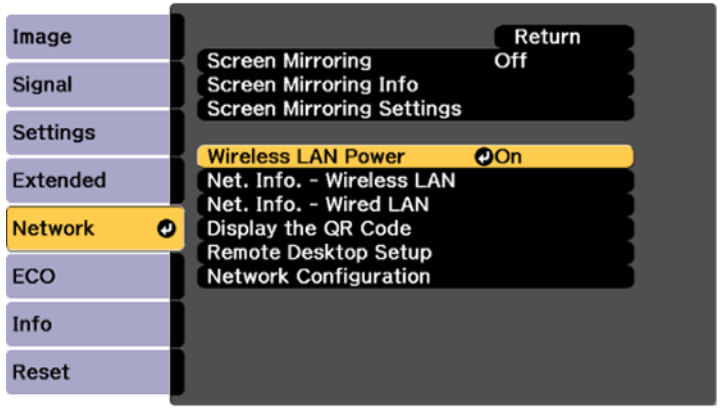
Parent topic: Using the Projector on a Network

Importing a Web Server Certificate Using the Projector Menus

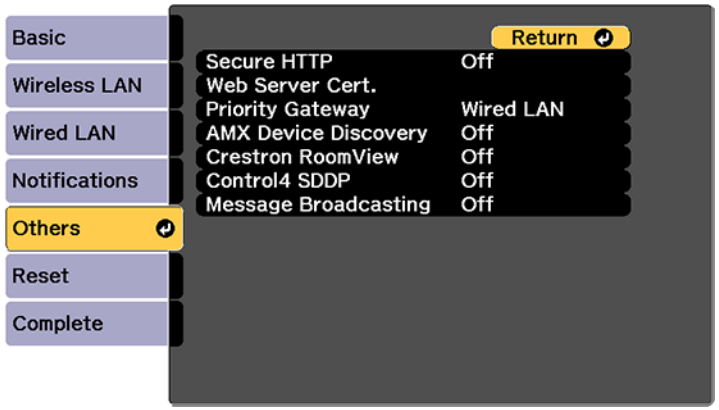
You can create your web server certificate and import it using the projector menus and a USB flash drive.

Note: You can also register digital certificates from your web browser. Make sure to only register once, or the certificate may not install correctly.

1. Make sure your digital certificate file is compatible with projector registration and saved in the root directory of the USB flash drive.
2. Press the **Menu** button on the projector or remote control.
3. Select the **Network** menu and press **Enter**.



4. Select the **Network Configuration** setting and press **Enter**.
5. Select the **Others** menu and press **Enter**.



6. Select **On** as the **Secure HTTP** setting.
7. Select the **Web Server Cert.** setting and press **Enter**.
8. Select **Register** and press **Enter**.
9. Follow the on-screen instructions to connect a USB flash drive to the projector's **USB-A** port.
10. Press **Enter** to display the certificate list.
11. Select the certificate you want to import from the displayed list.

    A message is displayed prompting you to enter the password for the certificate.
12. Enter the password and press **Enter**.

The certificate is imported and a completion message appears.

Parent topic: Registering a Digital Certificate on the Projector

Registering Digital Certificates from a Web Browser

You can register the digital certificates on the projector for wireless LAN authentication.

1. Make sure your digital certificate file is compatible with projector registration.
2. Make sure the projector is turned on.
3. Start your web browser on a computer connected to the network.

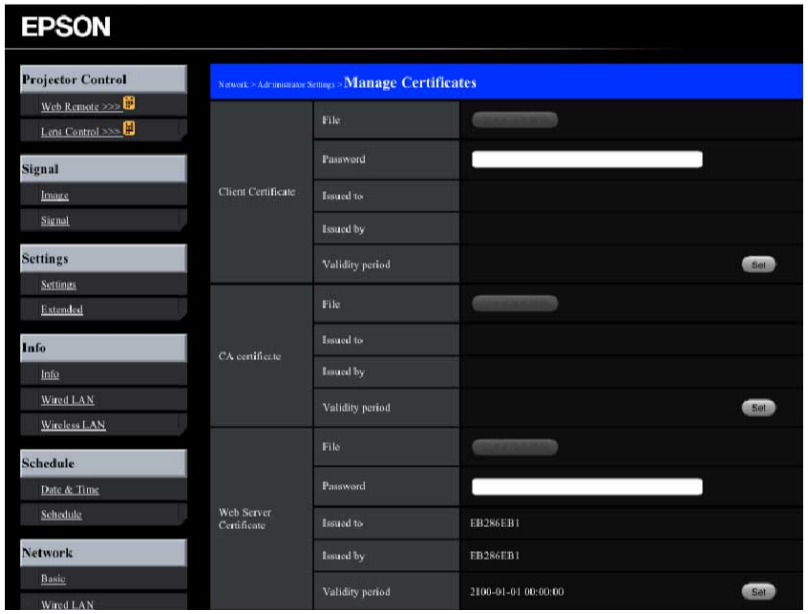
4. Type the projector's IP address into the browser's address box and press the computer's **Enter** key.

   You see the Web Control screen and a prompt to enter a user ID and password.

5. Enter the following information in uppercase or lowercase letters, exactly as shown:
   - For the user ID, enter **EPSONWEB**. (You cannot change the user ID.)
   - For the password, enter the default password **admin**. (You can change the Web Control password using the projector's Network menu.)

6. Under **Network**, select the **Administrator Settings** option and select **Manage Certificates**.

   You see a screen like this:



7. Click the **Browse** button, select the certificate file, and click **Open**.
8. Enter a password in the **Password** box.
9. Click **Set** to adjust the certificate validity period.
10. When you finish registering the certificate, click **Apply** to finalize your changes and complete the registration.

Parent topic: Registering a Digital Certificate on the Projector

Digital Certificate Types

You can register these types of digital certificates.

Client Certificate (PEAP-TLS/EAP-TLS)

Specification	Description
Format	PKCS#12
Extension	PFX/P12
Encryption	RSA
Hashes	MD5/SHA-1/SHA-256/SHA-384/SHA-512
Key length	512/1024/2048/4096 bit
Password	Up to 32 alphanumeric characters; required

Server Certificate (PEAP/PEAP-TLS/EAP-TLS/EAP-Fast)

Specification	Description
Format	X509v3
Extension	DER/CER/PEM
Encryption	RSA
Hashes	MD5/SHA-1/SHA-256/SHA-384/SHA-512
Key length	512/1024/2048/4096 bit
Encoding	BASE64/Binary

Web Server Certificate (Secure HTTP)

Specification	Description
Format	PKCS#12
Extension	PFX/P12
Encryption	RSA
Hashes	MD5/SHA-1/SHA-256/SHA-384/SHA-512
Key length	512/1024/2048/4096 bit

Specification	Description
Common name	Network host name
Organization	Optional
Password	Up to 32 alphanumeric characters; required

Parent topic: Registering a Digital Certificate on the Projector

Using Basic Projector Features

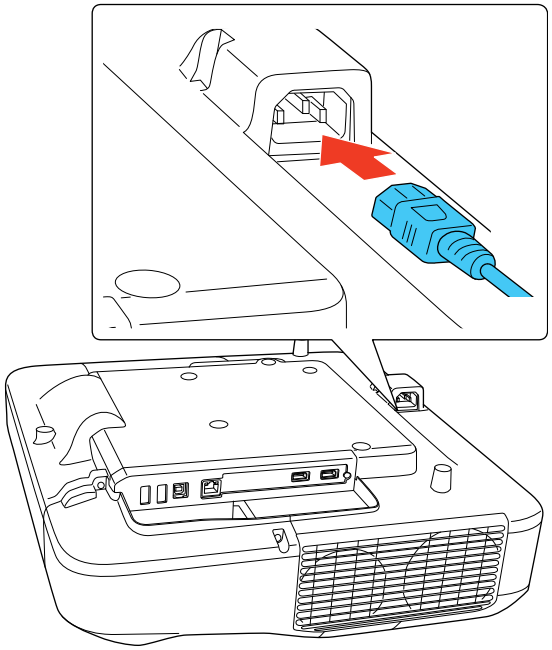
Follow the instructions in these sections to use your projector's basic features.

Turning On the Projector
Turning Off the Projector
Selecting the Language for the Projector Menus
Image Shape
Resizing the Image with the Wide and Tele Buttons
Adjusting the Image Position
Focusing the Image
Remote Control Operation
Selecting an Image Source
Projection Modes
Image Aspect Ratio
Color Mode
Controlling the Volume with the Volume Buttons
Projecting a PC Free Presentation

Turning On the Projector

Turn on the computer or video equipment you want to use before you turn on the projector so it can display the image source.

1. Connect the power cord to the projector's power inlet.



2. Plug the power cord into an electrical outlet.

   Note: With **Direct Power On** turned on, the projector turns on as soon as you plug it in.

   The projector's On/Standby light turns blue. This indicates that the projector is receiving power.
3. Press the power button on the projector or the remote control to turn on the projector.

   The projector beeps and the Status light flashes blue as the projector warms up. Once the projector is warmed up, the Status light stops flashing and turns blue.

   Warning: Never look into the projector lens when the lamp is on. This can damage your eyes and is especially dangerous for children.

If you do not see a projected image right away, try the following:

- Turn on the connected computer or video device.

- Insert a DVD or other video media and press the play button, if necessary.
- Press the **Source Search** button on the projector or remote control to detect the video source.
- Press the button for the video source on the remote control.
- If the Home screen is displayed, select the source you want to project.

Using the Home Screen

Parent topic: Using Basic Projector Features

Related references

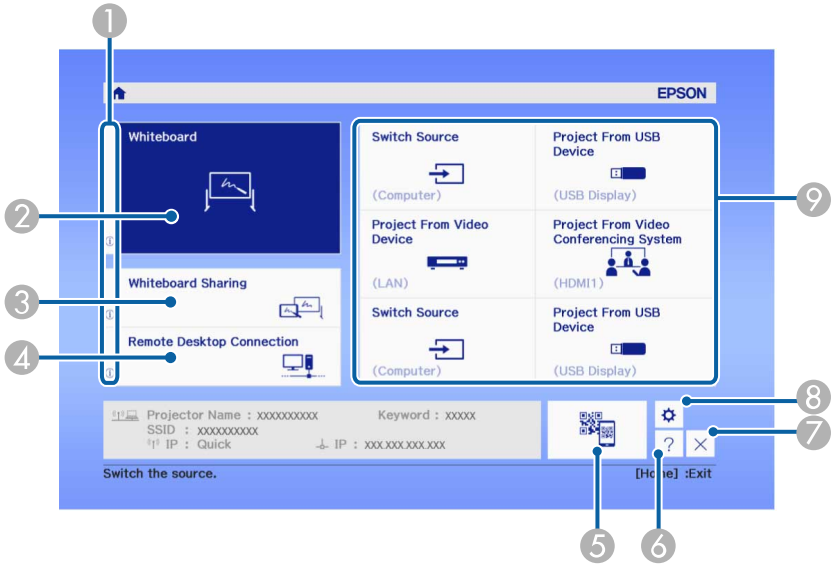
Projector Setup Settings - Extended Menu

Using the Home Screen

You can select input sources and other frequently used options from the Home screen.

1. To display the Home screen, do one of the following:
   - Press the **Home** button on the remote control.
   - Turn on the projector with the **Home Screen Auto Disp** setting enabled.
   - Turn on the projector when no signal is received from the selected input source.

2. Press the arrow buttons on the remote control or control panel to navigate the screen, and press **Enter** to select an option.



1 Describes the function of the selection
2 Displays the whiteboard source
3 Shares the whiteboard
4 Starts a remote desktop connection
5 Displays a QR code for device connection
6 Displays the on-screen help
7 Hides the Home screen
8 Displays the interactive settings
9 Select customizable menu options

Note: You can select the customizable menu options using the **Custom Setting L1** through **Custom Setting R3** settings in the Extended menu.

3. Press the **Home** button or press the icon to hide the Home screen.

Parent topic: Turning On the Projector

Related references

Projector Setup Settings - Extended Menu

Turning Off the Projector

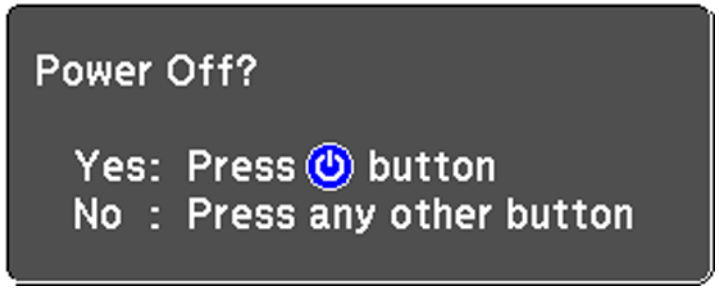
Before turning off the projector, shut down any computer connected to it so you can see the computer display during shutdown.

Note: Turn off this product when not in use to prolong the life of the projector. Lamp life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

Note: When using the A/V Mute feature, the projector lamp is still on. To turn off the lamp, turn off the projector.

1. Press the power button on the projector or the remote control.

   The projector displays a shutdown confirmation screen.



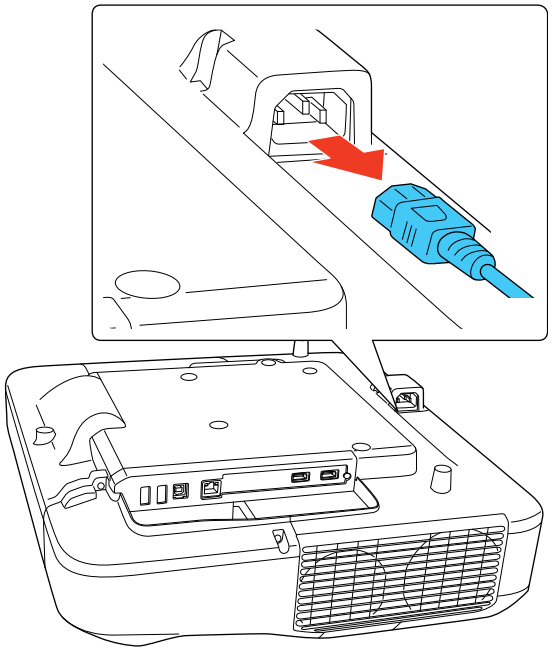
2. Press the power button again. (To leave it on, press any other button.)

   The projector beeps twice, the lamp turns off, and the Status light turns off.

   Note: With Epson's Instant Off technology, there is no cool-down period so you can pack up the projector for transport right away (if necessary).

Caution: Do not turn the projector on immediately after turning it off. Turning the projector on and off frequently may shorten the life of the lamp.

3. To transport or store the projector, make sure the Status light is off, then unplug the power cord.



Caution: To avoid damaging the projector or lamp, never unplug the power cord when the Status light is on or flashing.

Note: Do not unplug the power cord while projecting or data on the whiteboard may be lost. If the **Auto Delete Saved Data** setting is set to **Retain** in the Extended menu, you can select whether or not to clear the data on the whiteboard when you turn off the projector.

Parent topic: Using Basic Projector Features

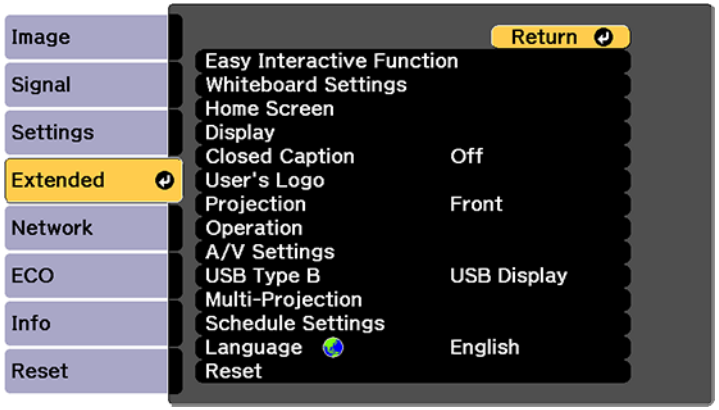
Related references

Projector Setup Settings - Extended Menu

Selecting the Language for the Projector Menus

If you want to view the projector's menus and messages in another language, you can change the Language setting.

1. Turn on the projector.
2. Press the **Menu** button.
3. Select the **Extended** menu and press **Enter**.



4. Select the **Language** setting and press **Enter**.
5. Select the language you want to use and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

Parent topic: Using Basic Projector Features

Image Shape

You can project an evenly rectangular image by placing the projector directly in front of the center of the screen and keeping it level. If you place the projector at an angle to the screen, or tilted up or down, or off to the side, you may need to correct the image shape for the best display quality.

Note: For interactive use, the image must be evenly rectangular, without distortion.

Correcting Image Shape with the Keystone Buttons
Correcting Image Shape with Quick Corner

Correcting Image Shape with Arc Correction

Parent topic: Using Basic Projector Features

Correcting Image Shape with the Keystone Buttons

You can use the projector's keystone correction buttons to correct the shape of an image that is unevenly rectangular on the sides.

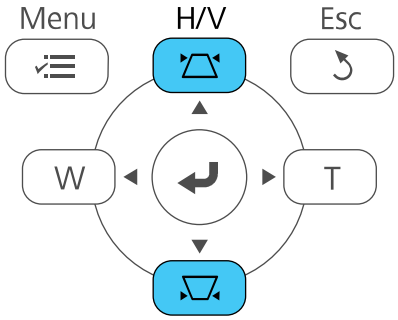
Note: You can use the keystone buttons to correct the image up to ± 3° horizontally or vertically.

Note: Using the keystone correction buttons may affect interactive pen and finger touch calibration.

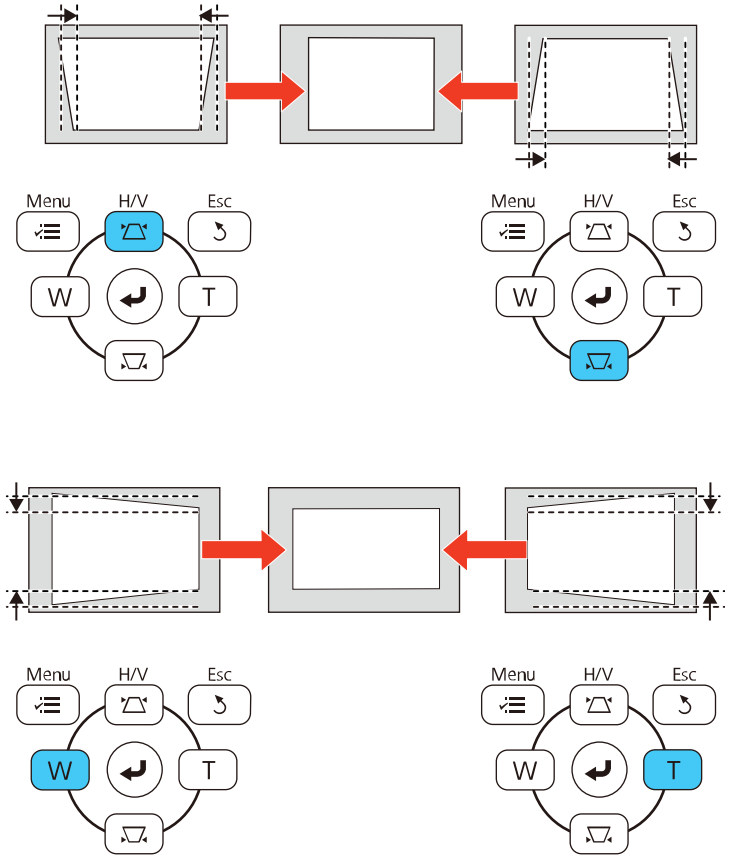
1. Turn on the projector and display an image.

   Note: You can display a pattern to aid in adjusting the projected image using the Settings menu.

2. Press one of these keystone buttons on the control panel to display the Keystone adjustment screen.



3. Press a keystone button on the projector's control panel to adjust the image shape.



Note: The horizontal keystone adjustment buttons are labeled **W** and **T**.

After correction, your image is slightly smaller.

Note: If the projector is installed out of reach, you can also correct the image shape with the remote control using the **H/V-Keystone** settings in the projector menus.

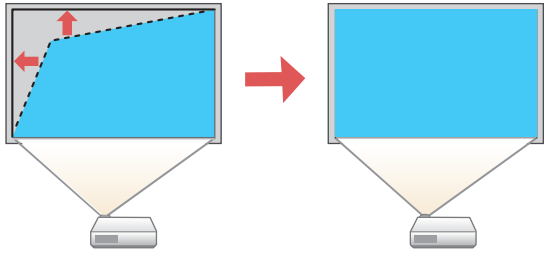
Parent topic: Image Shape

Related references

Projector Feature Settings - Settings Menu

Correcting Image Shape with Quick Corner

You can use the projector's Quick Corner setting to correct the shape and size of an image that is unevenly rectangular on all sides.

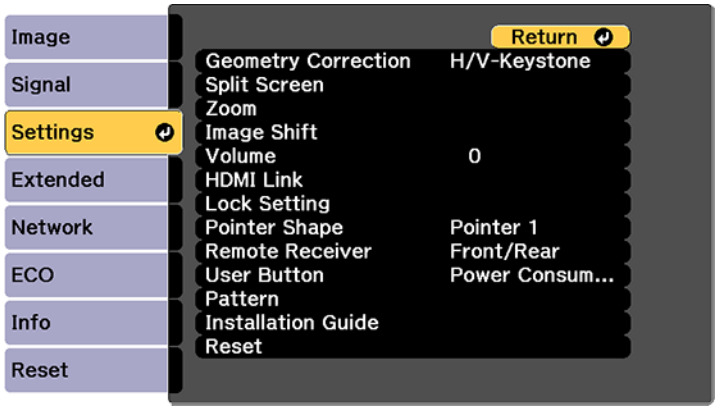


Note: Adjusting the Quick Corner setting may affect interactive pen and finger touch calibration.

1. Turn on the projector and display an image.

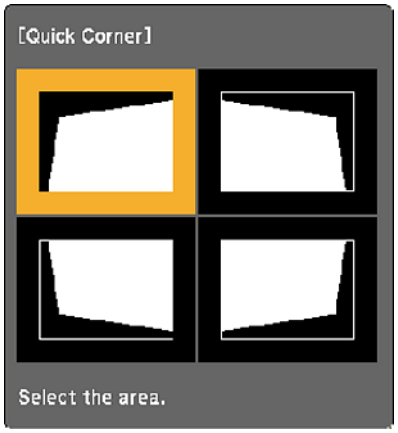
   Note: You can display a pattern to aid in adjusting the projected image using the Settings menu.

2. Press the **Menu** button.
3. Select the **Settings** menu and press **Enter**.



4. Select the **Geometry Correction** setting and press **Enter**.
5. Select the **Quick Corner** setting and press **Enter**. Then press **Enter** again.

   You see the Quick Corner adjustment screen:



   Note: To reset your adjustments, press and hold the **Esc** button for at least 2 seconds to display a reset screen. Then select **Yes**.

6. Use the arrow buttons on the projector or the remote control to select the corner of the image you want to adjust. Then press **Enter**.
7. Press the arrow buttons to adjust the image shape as necessary. Press **Enter** to return to the area selection screen.
8. When you are finished, press **Esc**.

Parent topic: Image Shape

Related references

Projector Feature Settings - Settings Menu

Correcting Image Shape with Arc Correction

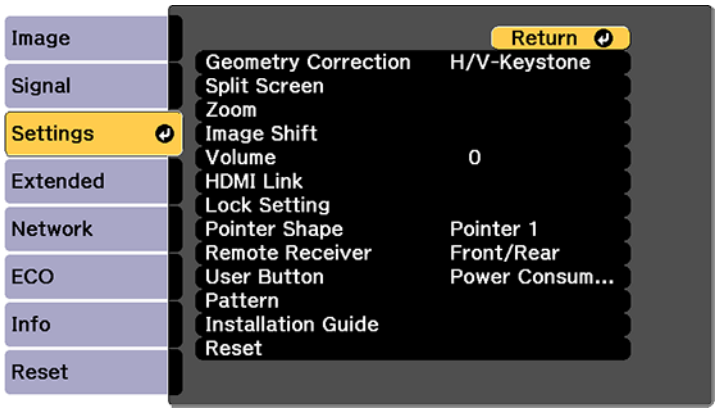
You can use the projector's Arc Correction setting to adjust the curve or arc of the sides of your image.

Note: Adjusting the Arc Correction setting may affect interactive pen and finger touch calibration.

1. Turn on the projector and display an image.

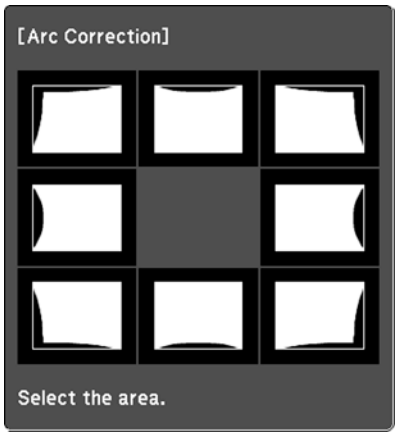
   Note: You can display a pattern to aid in adjusting the projected image using the Settings menu.

2. Press the **Menu** button.
3. Select the **Settings** menu and press **Enter**.



4. Select the **Geometry Correction** setting and press **Enter**.
5. Select the **Arc Correction** setting and press **Enter**. Then select the **Arc Correction** setting and press **Enter** again.

You see the Arc Correction adjustment screen:



Note: To reset your adjustments, press the **Esc** button for at least 2 seconds to display a reset screen, and select **Yes**.

6. Use the arrow buttons on the projector or the remote control to select the corner or side of the image you want to adjust. Then press **Enter**.
7. Press the arrow buttons to adjust the image shape as necessary.
8. When you are finished, press **Esc**.
9. To save your adjusted image position, select **Save Memory** and select an entry. You can save up to three image positions.

Parent topic: Image Shape

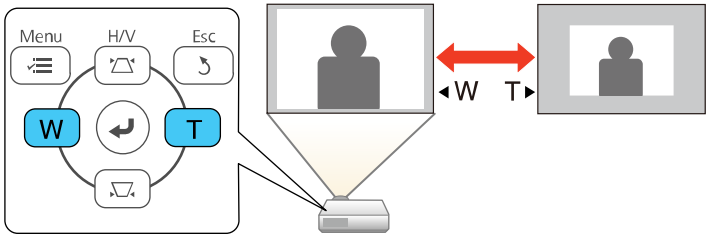
Related references

Projector Feature Settings - Settings Menu

Resizing the Image with the Wide and Tele Buttons

1. Turn on the projector and display an image.
2. To enlarge the image size, press the **W** (Wide) button on the projector's control panel.

3. To reduce the image size, press the **T** (Tele) button.



After you adjust the image size, the Image Shift screen is displayed automatically for adjusting the image position.

Note: If the projector is installed out of reach, you can also adjust the image size with the remote control using the **Zoom** setting in the projector menus.

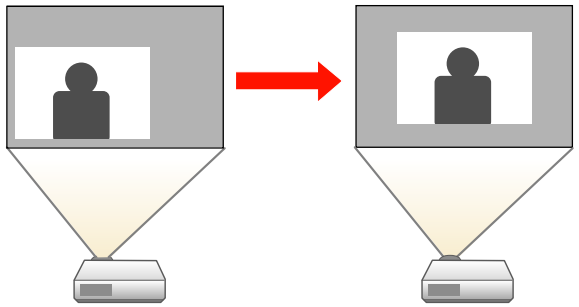
Parent topic: Using Basic Projector Features

Related references

Projector Feature Settings - Settings Menu

Adjusting the Image Position

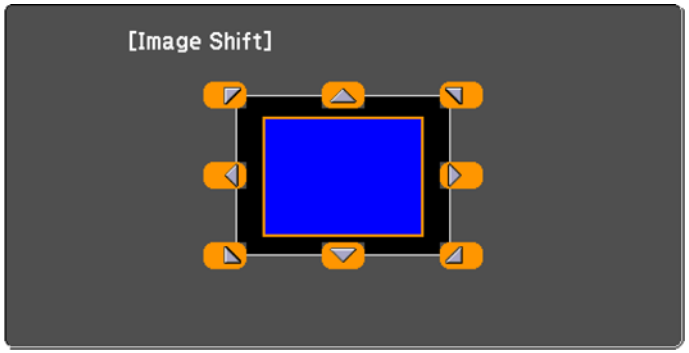
You can use the Image Shift feature to adjust the image position without moving the projector.



Note: This feature is not available if the **Zoom** option is set to the widest setting.

1. Turn on the projector and display an image.
2. Adjust the image size using the **W** (Wide) and **T** (Tele) buttons.

   After you adjust the image size, the Image Shift screen is displayed automatically.



3. Use the arrow buttons on the projector or remote control to adjust the image position.

   Note: You can also use the Settings menu to adjust the **Image Shift** setting.

Parent topic: Using Basic Projector Features

Related references

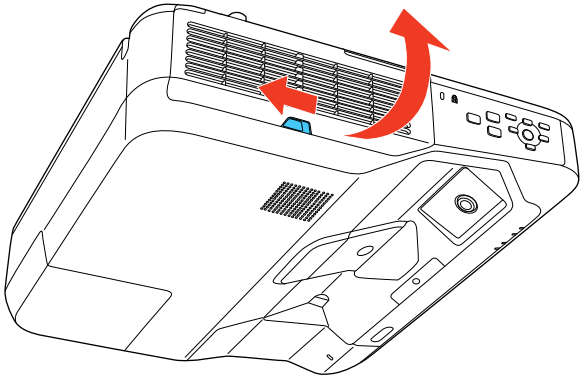
Projector Feature Settings - Settings Menu

Focusing the Image

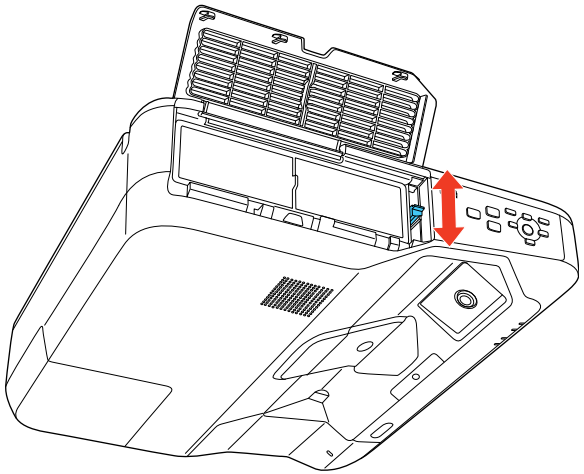
1. Turn on the projector and display an image.

   Note: You can display a pattern to aid in adjusting the projected image using the Settings menu.

2. Slide the air filter cover latch and open the air filter cover.



3. Raise or lower the focus lever to sharpen the image.



Parent topic: Using Basic Projector Features

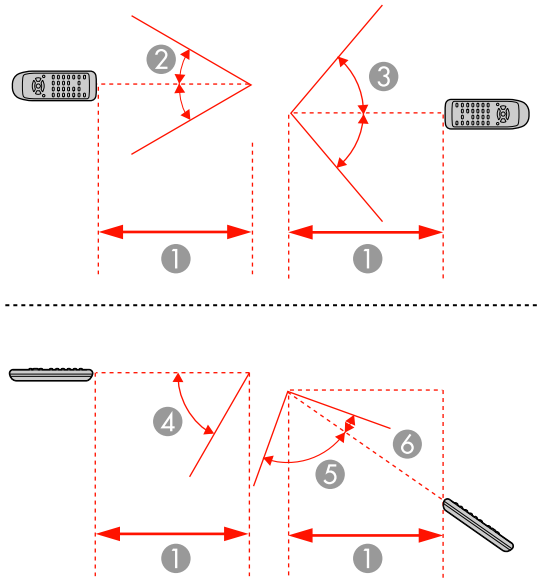
Related references

Projector Feature Settings - Settings Menu

Remote Control Operation

The remote control lets you control the projector from almost anywhere in the room, up to 19.7 feet (6 m) away. You can point it at the screen or board, or the front or back of the projector.

Make sure that you aim the remote control at the projector's receivers within the angles listed here.



1	19.7 feet (6 m)
2	± 30°
3	± 55°
4	60°
5	75°
6	15°

Note: Avoid using the remote control in conditions with bright fluorescent lights or in direct sunlight, or the projector may not respond to commands. If you will not use the remote control for a long time, remove the batteries.

Using the Remote Control as a Wireless Mouse
Using the Remote Control as a Pointer
Parent topic: Using Basic Projector Features

Using the Remote Control as a Wireless Mouse

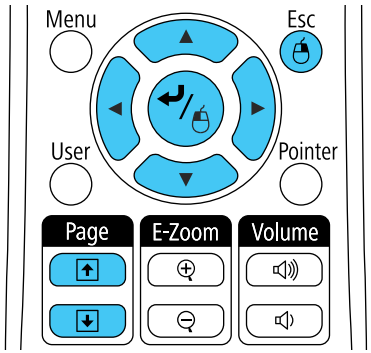
You can use the projector's remote control as a wireless mouse so you can control projection at a distance from the computer. The computer must be running Windows Vista or later, OS X 10.7 or later, or macOS 10.12.x

Note: You cannot use this feature at the same time as the interactive pens. If you want to use the remote control as a wireless mouse, you need to change the **USB Type B** setting in the projector's Extended menu.

1. Connect the projector to a computer using the projector's **USB-B**, **Computer**, or **HDMI** port to display video.

   Note: You cannot use the wireless mouse feature with an MHL connection.

2. If you connected your computer to a port other than the projector's **USB-B** port, also connect a USB cable to the projector's **USB-B** port and to a USB port on your computer (for wireless mouse support).
3. Start your presentation.
4. Use the following buttons on the remote control to control your presentation:
   - To move through slides or pages, press the up or down **Page** buttons.



- To move the cursor on the screen, use the arrow buttons.
- To left-click, press the ↵ button once (press it twice to double-click).
- To right-click, press the **Esc** button.
- To drag-and-drop, hold the ↵ button as you move the cursor with the arrow buttons, then release the ↵ button at the destination.

Note: If the mouse button settings are set to reverse on the computer, the remote control buttons will also be reversed.

Parent topic: Remote Control Operation

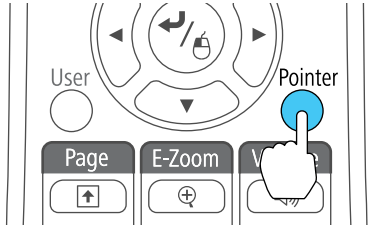
Related references

Projector Setup Settings - Extended Menu

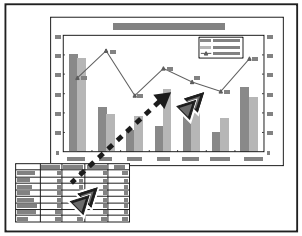
Using the Remote Control as a Pointer

You can use the projector's remote control as a pointer to help you call out important information on the screen. The default pointer shape is an arrow, but you can select an alternative shape using the Settings menu.

1. Press the **Pointer** button on the remote control.



2. Use the arrow buttons on the remote control to move the pointer on the screen.



3. Press **Esc** to clear the pointer from the screen.

Parent topic: Remote Control Operation

Related references

Projector Feature Settings - Settings Menu

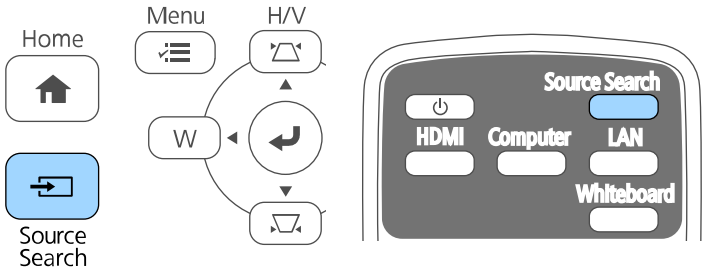
Selecting an Image Source

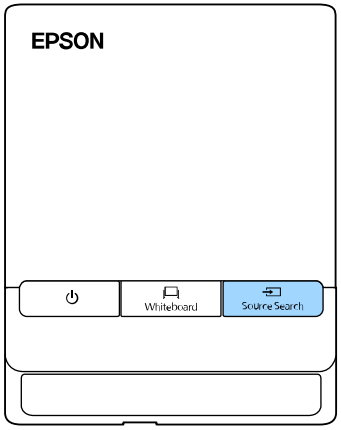
If you connected multiple image sources to the projector, such as a computer and DVD player, you may want to switch from one image source to the other.

Note: If you turned on the **Auto Source Search** setting in the Extended menu, the projector automatically switches to another detected image source if the signal to the current image source is lost.

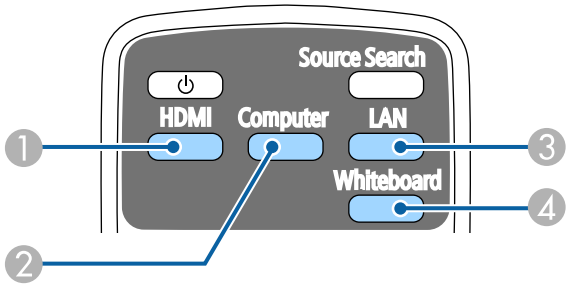
1. Make sure the connected image source you want to use is turned on.
2. For video image sources, insert a DVD or other video media and press its play button, if necessary.

3. Do one of the following:
   - Press the **Source Search** button on the projector, remote control, or control pad until you see the image from the source you want.



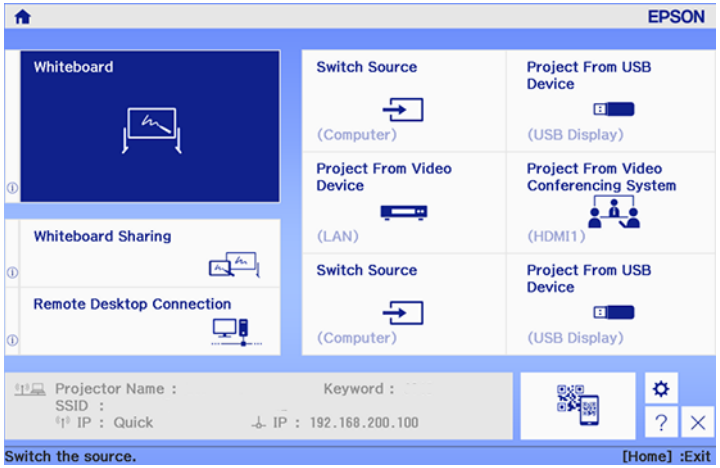


- Press the button for the source you want on the remote control. If there is more than one port for that source, press the button again to cycle through the sources.



1 HDMI and MHL sources
2 Computer port source (**Computer** port)
3 Network source (**LAN** and Screen Mirroring)
4 Whiteboard source (toggles between the whiteboard and the previously selected source)

- Press the **Home** button on the remote control or projector and select your image source.



Parent topic: Using Basic Projector Features

Related references

Projector Setup Settings - Extended Menu

Related tasks

Using the Home Screen

Projection Modes

Depending on how you positioned the projector, you may need to change the projection mode so your images project correctly.

- **Front** lets you project from a table in front of the screen.
- **Front/Upside Down** (default setting) flips the image over top-to-bottom to project upside-down from a wall or ceiling mount. Also use this mode when you mount the projector vertically on a table to create an interactive work surface.
- **Rear** flips the image horizontally to project from behind a translucent screen.
- **Rear/Upside Down** flips the image over top-to-bottom and horizontally to project from the wall or ceiling and behind a translucent screen.

Note: The two Rear projection modes cannot be used with the interactive features.

You can change the projection mode using the remote control or by changing the **Projection** setting in the **Extended** menu.

Changing the Projection Mode Using the Remote Control

Changing the Projection Mode Using the Menus

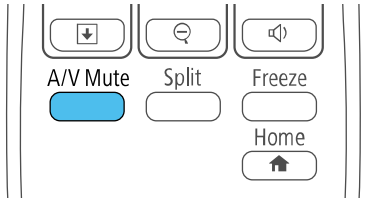
Parent topic: Using Basic Projector Features

Changing the Projection Mode Using the Remote Control

You can change the projection mode to flip the image over top-to-bottom.

1. Turn on the projector and display an image.

2. Hold down the **A/V Mute** button on the remote control for five seconds.



The image disappears briefly and reappears flipped top-to-bottom.

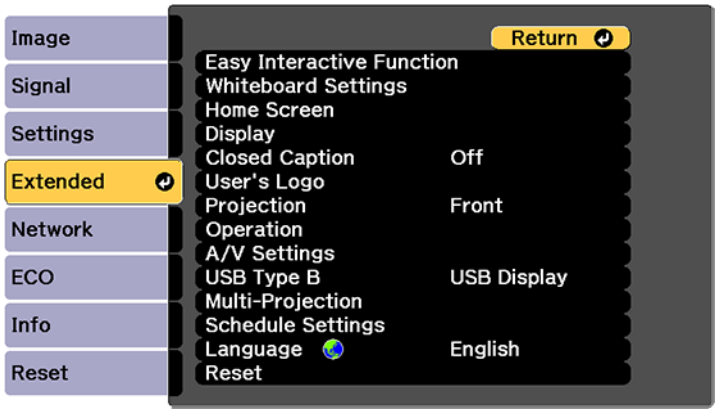
3. To change projection back to the original mode, hold down the **A/V Mute** button for five seconds again.

Parent topic: Projection Modes

Changing the Projection Mode Using the Menus

You can change the projection mode to flip the image over top-to-bottom and/or left-to-right using the projector menus.

1. Turn on the projector and display an image.
2. Press the **Menu** button.
3. Select the **Extended** menu and press **Enter**.



4. Select the **Projection** setting and press **Enter**.

5. Select a projection mode and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

Parent topic: Projection Modes

Image Aspect Ratio

The projector can display images in different width-to-height ratios called aspect ratios. Normally the input signal from your video source determines the image's aspect ratio. However, for certain images you can change the aspect ratio to fit your screen by pressing a button on the remote control.

If you always want to use a particular aspect ratio for a certain video input source, you can select it using the projector's menus.

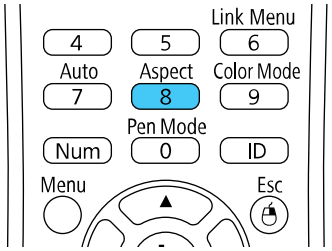
Changing the Image Aspect Ratio
Available Image Aspect Ratios

Parent topic: Using Basic Projector Features

Changing the Image Aspect Ratio

You can change the aspect ratio of the displayed image to resize it.

1. Turn on the projector and switch to the image source you want to use.
2. Press the **Aspect** button on the remote control.



The shape and size of the displayed image changes, and the name of the aspect ratio appears briefly on the screen.

3. To cycle through the available aspect ratios for your input signal, press the **Aspect** button repeatedly.

   Note: To remove black bars when projecting from a computer, set the **Resolution** setting to **Wide** or **Normal** in the Signal menu, depending on your computer's resolution.

Parent topic: Image Aspect Ratio

Related references

Input Signal Settings - Signal Menu

Available Image Aspect Ratios

You can select the following image aspect ratios, depending on the input signal from your image source.

Note: Black bands and cropped images may project in certain aspect ratios, depending on the aspect ratio and resolution of your input signal.

Aspect ratio setting	Description
Auto	Automatically sets the aspect ratio according to the input signal and the **Resolution** setting.
Normal	Displays images using the full projection area and maintains the aspect ratio of the image.
16:9	Converts the aspect ratio of the image to 16:9.
Full	Displays images using the full width of the projection area, but does not maintain the aspect ratio.
Zoom	Displays images using the full width of the projection area and maintains the aspect ratio of the image.
Native	Displays images as is (aspect ratio and resolution are maintained).

Note: The **Auto** aspect ratio setting is available only for HDMI image sources.

Parent topic: Image Aspect Ratio

Color Mode

The projector offers different Color Modes to provide optimum brightness, contrast, and color for a variety of viewing environments and image types. You can select a mode designed to match your image and environment, or experiment with the available modes.

If you always want to use a particular color mode for a certain video input source, you can select it using the projector menus.

Changing the Color Mode

Available Color Modes

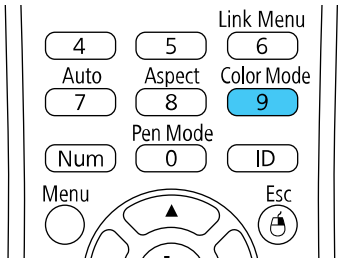
Turning On Auto Iris

Parent topic: Using Basic Projector Features

Changing the Color Mode

You can change the projector's Color Mode using the remote control to optimize the image for your viewing environment.

1. Turn on the projector and switch to the image source you want to use.
2. If you are projecting from a DVD player or other video source, insert a disc or other video media and press the play button, if necessary.
3. Press the **Color Mode** button on the remote control to change the Color Mode.



The image appearance changes and the name of the Color Mode appears briefly on the screen.

4. To cycle through all the available Color Modes for your input signal, press the **Color Mode** button repeatedly.

Parent topic: Color Mode

Available Color Modes

You can set the projector to use these Color Modes, depending on the input source you are using:

Color Mode	Description
Presentation	Best for color presentations in a bright room
Dynamic	Best for video games in a bright room
Cinema	Best for movies projected in a dark room with natural tone images
sRGB	Best for standard sRGB computer displays
DICOM SIM	Best for projecting X-rays and other medical images (shows clear shadows)

Note: The **DICOM SIM** color mode is for reference purposes only and should not be used to make medical diagnoses.

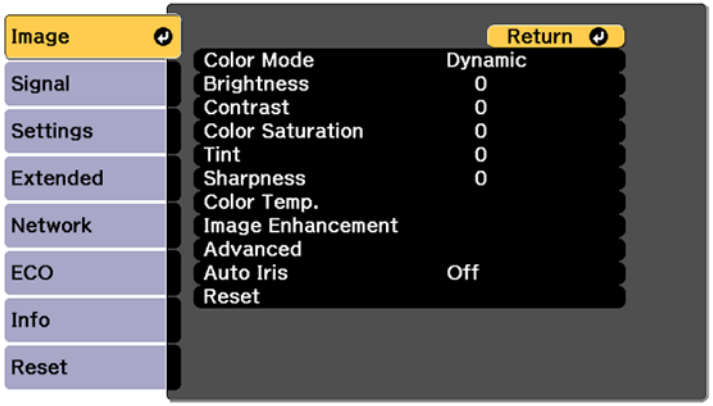
Parent topic: Color Mode

Turning On Auto Iris

In certain color modes, you can turn on the Auto Iris setting to automatically optimize the image based on the brightness of the content you project.

1. Turn on the projector and switch to the image source you want to use.
2. Press the **Menu** button.

3. Select the **Image** menu and press **Enter**.



4. Select the **Auto Iris** setting and select **High Speed**.

   Note: You can turn **Auto Iris** on or off for each Color Mode that supports the feature. You cannot change the **Auto Iris** setting when you are using a **Closed Caption** setting.

5. Press **Menu** or **Esc** to exit the menus.

Parent topic: Color Mode

Related references

Projector Setup Settings - Extended Menu

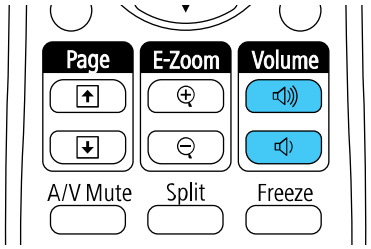
Controlling the Volume with the Volume Buttons

You can use the **Volume** buttons on the remote control to adjust the volume as you project a presentation with audio. The volume buttons control the projector's internal speaker system or any external speakers you connected to the projector.

You must adjust the volume separately for each connected input source.

1. Turn on the projector and start a presentation that includes audio.

2. To lower or raise the volume, press the **Volume** buttons on the remote control.



A volume gauge appears on the screen.

3. To set the volume to a specific level for an input source, use the projector menus.

Parent topic: Using Basic Projector Features

Projecting a PC Free Presentation

You can use your projector's PC Free feature whenever you connect a USB device that contains compatible files. This lets you quickly and easily display the contents of the files and control their display using the projector's remote control.

Supported PC Free File Types
Starting a PC Free Slide Show
Starting a PC Free PDF File Presentation
Starting a PC Free Movie Presentation
PC Free Display Options

Parent topic: Using Basic Projector Features

Supported PC Free File Types

You can project these types of files using the projector's PC Free feature.

Note: For best results, place your files on media that is formatted in FAT16/32. If you have trouble projecting from media formatted for non-Windows file systems, try formatting the media for Windows instead. You may not be able to use the security features on certain USB storage devices with PC Free features. When connecting a USB-compatible hard drive, connect the AC adapter supplied with the drive. PC Free may not work with USB device security features.

File type and extension	Details
Image (.jpg)	Make sure the file is not: • CMYK format • Progressive format • Highly compressed • Above 8192 × 8192 resolution
Image (.bmp)	Make sure the file resolution is not above 1280 × 800
Image (.gif)	Make sure the file is not: • Above 1280 × 800 resolution • Animated
Image (.png)	Make sure the file resolution is not above 1920 × 1200
Document or image (.pdf)	Make sure the file is not: • Saved in PDF version 1.7 or later format • Encrypted
Motion JPEG movie (.avi)	Supports only AVI 1.0 Make sure the file is not: • Saved with an audio codec other than PCM or ADPCM • Above 1280 × 720 resolution • Larger than 2GB

Parent topic: Projecting a PC Free Presentation

Starting a PC Free Slide Show

After connecting a USB device or digital camera to the projector, you can switch to the USB input source and start your slide show.

Note: You can change the PC Free operation options or add special effects by highlighting **Option** at the bottom of the screen and pressing **Enter**.

Note: You can also use the interactive pen or your finger to operate the slide show.

1. Press the **Source Search** button on the projector, remote control, or Control Pad, or tap the Source Select icon on the whiteboard.
2. Select the **USB1** source.

   The PC Free screen appears.



   Note: If the Select Drive screen appears, press the arrow buttons to select the drive and press **Enter**.

3. Do the following as necessary to locate your files:
   - If you need to display files inside a subfolder on your device, press the arrow buttons to highlight the folder and press the **Enter** button.
   - To move back up a folder level on your device, highlight **Back to Top** and press **Enter**.
   - To view additional files in a folder, highlight **Next page** or **Previous page** and press **Enter**. (You can also press the **Page** up or down buttons on the remote control.)
   - To display images from a different USB drive, select **Select Drive** at the top of the PC Free screen and press **Enter**.

4. Do one of the following:
   - To display an individual image, press the arrow buttons to highlight the image and press **Enter**. (Press the **Esc** button to return to the file list screen.)
   - To display a slide show of all the images in a folder, press the arrow buttons to highlight the **Slideshow** option at the bottom of the screen and press **Enter**.

   Note: If any file names are longer than 8 characters or include unsupported symbols, the file names may be shortened or changed only in the screen display.

5. While projecting, use the following commands to control the display as necessary:
   - To rotate a displayed image, press the up or down arrow button. You can also rotate the image by flicking it with the interactive pen or your finger.
   - To move to the next or previous image, press the left or right arrow button. You can also move between images by flicking the image with the interactive pen or your finger.
6. To stop the display, follow the on-screen instructions or press the **Esc** button.

Parent topic: Projecting a PC Free Presentation

Starting a PC Free PDF File Presentation

After connecting a USB device to the projector, you can switch to the USB input source and start your PDF file presentation.

1. Press the **Source Search** button on the projector, remote control, or Control Pad, or tap the Source Select icon on the whiteboard. Select the **USB1** source.

The PC Free screen appears.



2. Do the following as necessary to locate your files:
   - If you need to display files inside a subfolder on your device, press the arrow buttons to highlight the folder and press the **Enter** button.
   - To move back up a folder level on your device, highlight **Back to Top** and press **Enter**.
   - To view additional files in a folder, highlight **Next page** or **Previous page** and press **Enter**.
3. To display the first page of a PDF file at full size, press the arrow buttons to highlight the file and press **Enter**. (Press the **Esc** button to return to the file list screen.)

   Note: If any file names are longer than 8 characters or include unsupported symbols, the file names may be shortened or changed only in the screen display. If a PDF file extension is not .pdf, the file does not appear in the file list.

4. While projecting a PDF file, use the following commands to control the display as necessary:
   - To move to the next or previous page, press the up or down arrow button.

- To display a menu of pages to select from, press the **Esc** button. Then press the left or right arrow button to select a page and press **Enter**.
- To enlarge the view of a page to fit the screen, press **Enter**. Press **Enter** again to return to standard size display.
- To rotate a displayed page, press the left or right arrow button. You can also rotate the page by flicking it with the interactive pen or your finger.

5. To stop the display, press the **Esc** button, press the up or down arrow button to highlight **EXIT**, and press **Enter**.

Parent topic: Projecting a PC Free Presentation

Starting a PC Free Movie Presentation

After connecting a USB device or digital camera to the projector, you can switch to the USB input source and start your movie.

Note: You can change the PC Free operation options by highlighting **Option** at the bottom of the screen and pressing **Enter**.

1. Press the **Source Search** button on the projector, remote control, or Control Pad, or tap the Source Select icon on the whiteboard. Select the **USB1** source.

The PC Free screen appears.



2. Do the following as necessary to locate your files:
   - If you need to display files inside a subfolder on your device, press the arrow buttons to highlight the folder and press the **Enter** button.
   - To move back up a folder level on your device, highlight **Back to Top** and press **Enter**.
   - To view additional files in a folder, highlight **Next page** or **Previous page** and press **Enter**. (You can also press the **Page** up or down buttons on the remote control.)
3. To play back a movie, press the arrow buttons to highlight the file and press **Enter**.

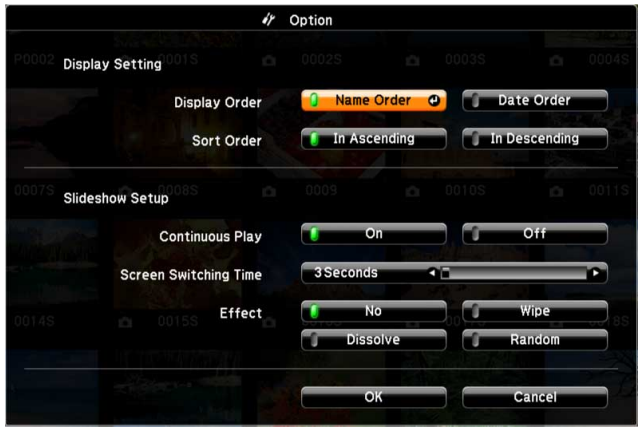
   Note: If any file names are longer than 8 characters or include unsupported symbols, the file names may be shortened or changed only in the screen display. If you want to play back all the movies in a folder in sequence, select the **Slideshow** option at the bottom of the screen.

4. To stop movie playback, press the **Esc** button, highlight **Exit**, and press **Enter**.

Parent topic: Projecting a PC Free Presentation

PC Free Display Options

You can select these display options when using the projector's PC Free feature.



Setting	Options	Description
Display Order	**Name Order**	Displays files in name order
	Date Order	Displays files in date order
Sort Order	**In Ascending**	Sorts files in first-to-last order
	In Descending	Sorts files in last-to-first order
Continuous Play	**On**	Displays a slide show continuously
	Off	Displays a slide show one time through
Screen Switching Time	**No**	Does not display the next file automatically
	1 Second to 60 Seconds	Displays files for the selected time and switches to the next file automatically; high resolution images may switch at a slightly slower rate

Setting	Options	Description
Effect	**Wipe**	Transitions between images with a wipe effect
	Dissolve	Transitions between images with a dissolve effect
	Random	Transitions between images using a random variety of effects

Parent topic: Projecting a PC Free Presentation

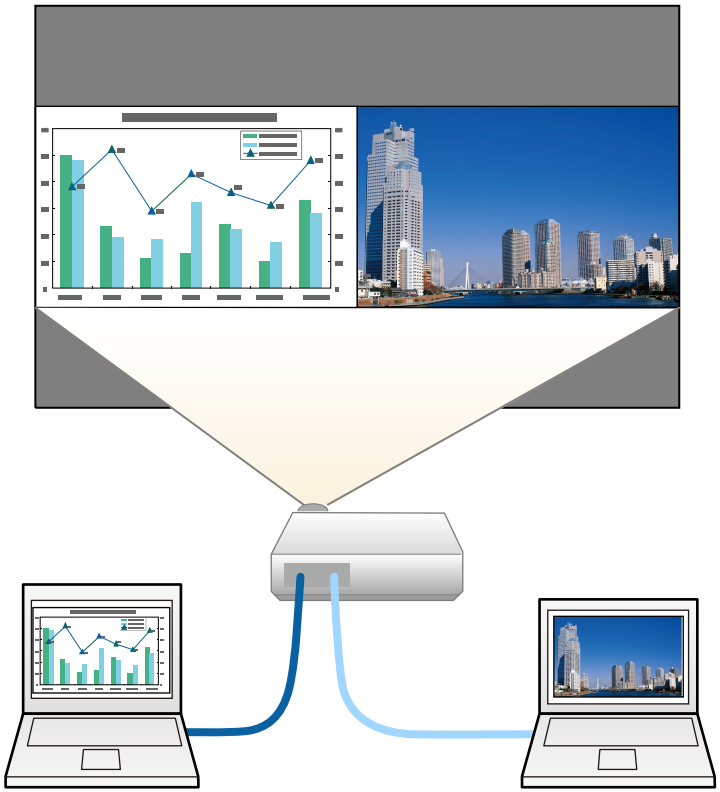
Adjusting Projector Features

Follow the instructions in these sections to use your projector's feature adjustments.

Projecting Two Images Simultaneously
Using Multiple Projectors (Duolink)
Shutting Off the Picture and Sound Temporarily
Stopping Video Action Temporarily
Zooming Into and Out of Images
Scheduling Projector Events
Projector Security Features
Creating a User Pattern to Display
Copying Menu Settings Between Projectors

Projecting Two Images Simultaneously

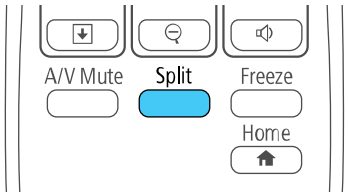
You can use the split screen feature to simultaneously project two images from different image sources next to each other. You can control the split screen feature using the remote control, the projector menus, or the interactive function.



Note: While you use the split screen feature, other projector features may not be available and some settings may be automatically applied to both images.

Note: You cannot project from the same input source onto both sides (left and right) of the screen. You also cannot use split screen with certain input source combinations.

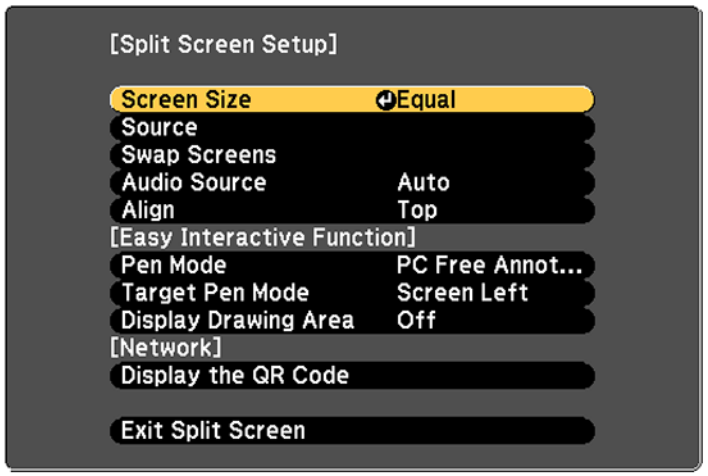
1. Press the **Split** button on the remote control.



The currently selected input source moves to the left side of the screen.

2. Press the **Menu** button.

You see this screen:



3. To select an input source for the other image, select the **Source** setting, press **Enter**, select the input source, select **Execute**, and press **Enter**. (You can also change image sources, if necessary.)
4. To switch the images, select the **Swap Screens** setting and press **Enter**.
5. To change the image sizes, select the **Screen Size** setting, press **Enter**, select a sizing option, press **Enter**, and press **Menu** to exit.

Note: Depending on the video input signals, the images may not appear at the same size even if you choose the **Equal** setting.

6. To choose the audio you want to hear, select the **Audio Source** setting, press **Enter**, select an audio option, press **Enter**, and press **Menu** to exit.
7. To exit the split screen feature, press the **Split** or **Esc** button.

Input Sources for Split Screen Projection

Parent topic: Adjusting Projector Features

Input Sources for Split Screen Projection

You can choose from the input source combinations listed here for split screen projection.

Left Screen	Right Screen								
	HDMI1/ MHL	HDMI2	Computer	Video	USB Display	USB1	USB2	LAN	Screen Mirroring
HDMI1/MHL	—	✓	✓	✓	✓	✓	✓	✓	✓
HDMI2	✓	—	✓	✓	✓	✓	✓	✓	✓
Computer	✓	✓	—	—	✓	✓	✓	✓	✓
Video	✓	✓	—	—	✓	✓	✓	✓	✓
USB Display	✓	✓	✓	✓	—	—	—	—	✓
USB1	✓	✓	✓	✓	—	—	—	—	✓
USB2	✓	✓	✓	✓	—	—	—	—	✓
LAN	✓	✓	✓	✓	—	—	—	—	—
Screen Mirroring	✓	✓	✓	✓	✓	✓	✓	—	—

Note: A wireless **LAN** source cannot be displayed at the same time as a **Screen Mirroring** source.

Parent topic: Projecting Two Images Simultaneously

Using Multiple Projectors (Duolink)

You can combine the projected images from two or more projectors to create one large image. Follow the instructions in these sections to setup and project from multiple projectors.

Projector Identification System for Multiple Projector Control

Adjusting Color Uniformity
Adjusting the Lamp's Brightness
Matching the Image Colors
Adjusting RGBCMY

Parent topic: Adjusting Projector Features

Projector Identification System for Multiple Projector Control

You can operate multiple projectors using one remote control for more elaborate presentations. To do this, you assign an identification number to each projector and to the remote control. Then you can operate all the projectors at once or individually.

Note: In some cases the brightness and color tone from different projectors may not match completely even after color correction. If the brightness and color tone differences become more noticeable over time, repeat the adjustments.

Setting the Projector ID
Setting the Remote Control ID

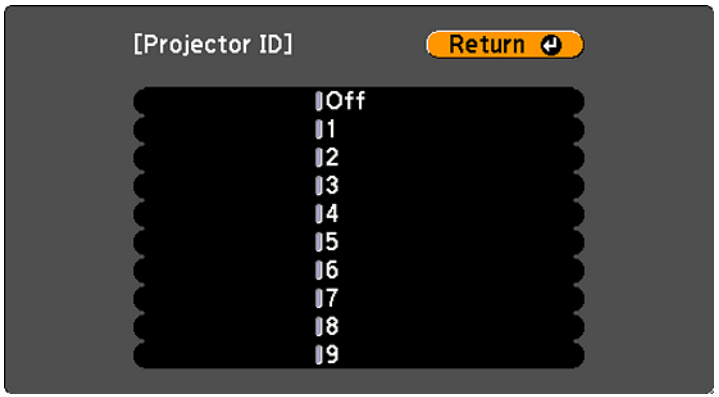
Parent topic: Using Multiple Projectors (Duolink)

Setting the Projector ID

If you want to control multiple projectors from a remote control, give each projector a unique ID.

1. Press the **Menu** button.
2. Select the **Extended** menu and press **Enter**.
3. Select the **Multi-Projection** setting and press **Enter**.

4. Select **Projector ID** and press **Enter**.



5. Press the arrow buttons on the remote control to select the identification number you want to use for the projector. Then press **Enter**.

Repeat these steps for all the other projectors you want to operate from one remote control.

Note: If you don't know the projector's ID, aim the remote control at the projector and press the **ID** button to temporarily display the projector's ID on the screen.

Parent topic: Projector Identification System for Multiple Projector Control

Setting the Remote Control ID

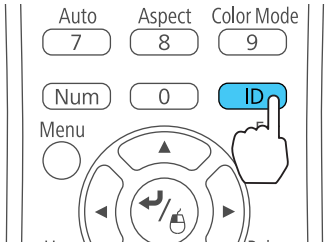
The remote control's ID is set to zero by default so it can operate any compatible projector. If you want to set the remote control to operate only a particular projector, you need to set the remote control's ID to match the projector's ID.

Note: You must set the remote control ID to match the projector ID each time you turn on the projector you have set it to control.

1. Turn on the projector you want the remote control to operate with exclusively.
2. Make sure you know the projector's ID number as set in the Extended menu **Projector ID** setting.

   Note: If you have forgotten the projector's ID, aim the remote control at the projector and press the **ID** button to temporarily display the projector's ID on the screen. If you turn off the **Projector ID** setting, the remote control will operate the projector regardless of the ID selected on the remote.

3. Aim the remote control at that projector.
4. Hold down the **ID** button on the remote control while you press the numeric button that matches the projector's ID. Then release the buttons.



5. Press the **ID** button on the remote control to check if the ID-setting process worked.

   You see a message displayed by the projector.

   - If the remote control is listed as **On**, the remote control ID is set to operate only the listed projector.
   - If the remote control is listed as **Off**, the remote control ID is not set properly. Repeat the steps above to set the ID to match the projector you want to control.

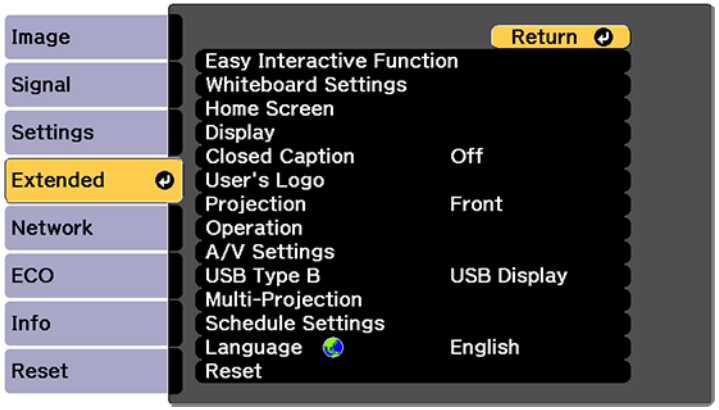
Parent topic: Projector Identification System for Multiple Projector Control

Adjusting Color Uniformity

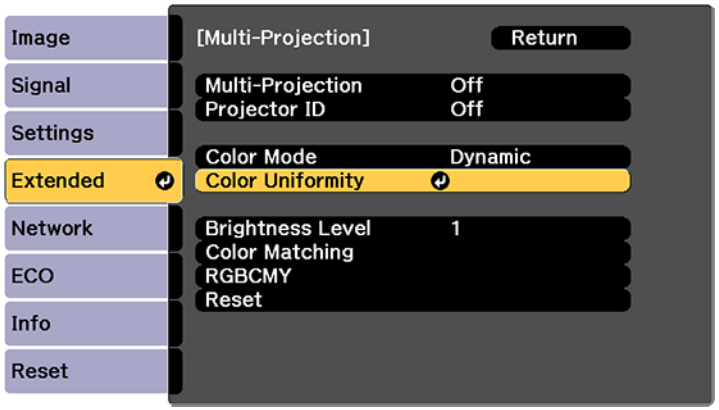
If the color tone is uneven on each screen, adjust the color tone balance in the Extended menu of each projector. (The color tone may not be uniform even after performing color uniformity.) Color Uniformity is disabled in the built-in whiteboard mode.

Note: If you cannot adjust color uniformity, make sure the **Color Mode** setting is not set to **Dynamic**.

1. Press the **Menu** button on the remote or control panel, select the **Extended** menu, and press **Enter**.

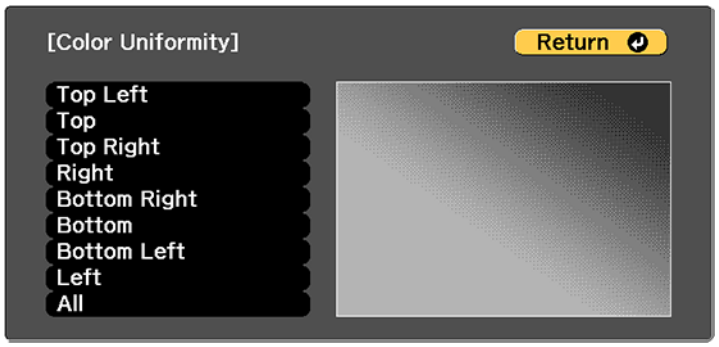


2. Select the **Multi-Projection** setting and press **Enter**.
3. Select the **Color Uniformity** setting and press **Enter**.



4. Select **On** as the **Color Uniformity** setting and press **Enter**, then press **Esc**.
5. Select **Adjustment Level** and press **Enter**.
6. Select an adjustment level and press **Esc**.
7. Select **Start Adjustments** and press **Enter**.

8. Select the area you want to adjust and press **Enter**.



9. Select **Red**, **Green**, or **Blue** and press the left arrow button to weaken the color tone or the right arrow button to strengthen the color tone.

   Note: The adjustment screen changes each time you press **Enter**.



10. Press **Esc** to return to the area selection screen.
11. Repeat steps 9 through 11 for each area, then select **All** to adjust the entire screen.
12. Press **Esc** to exit the menus.

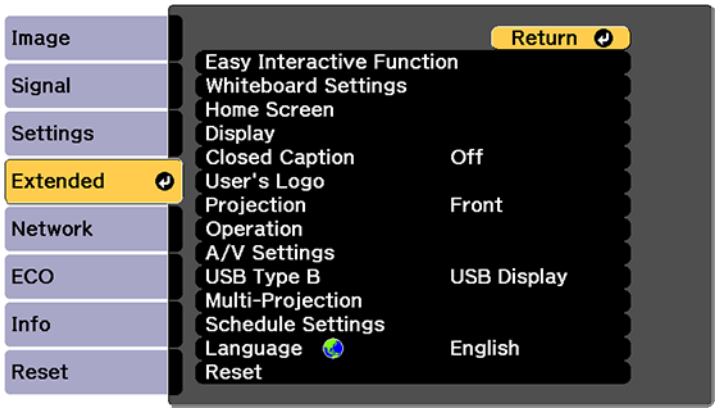
Parent topic: Using Multiple Projectors (Duolink)

Adjusting the Lamp's Brightness

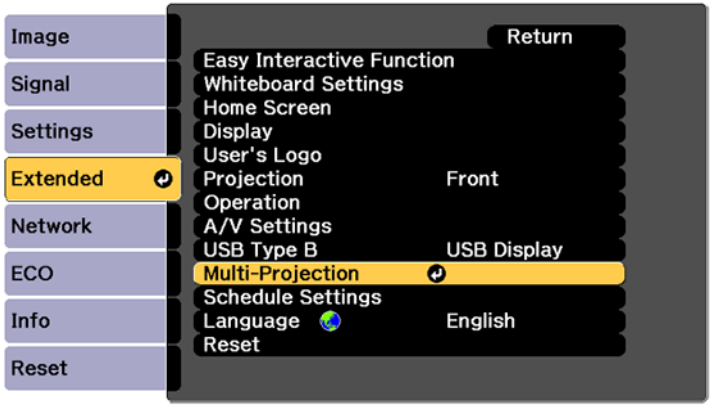
When projecting with multiple projectors, you must adjust the brightness setting so that all projectors are as bright as the darkest lamp. (Even after adjusting the brightness levels, the brightness of each lamp may not match exactly.)

1. Turn on all the projectors and display the same image.

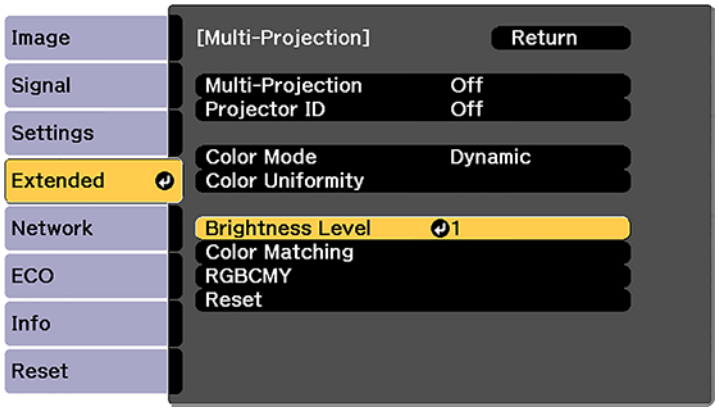
2. Press the **Menu** button.
3. Select the **ECO** menu and press **Enter**.
4. Select **Normal** for the **Power Consumption** setting and press **Esc**.
5. Select the **Extended** menu and press **Enter**.



6. Select the **Multi-Projection** setting and press **Enter**.



7. Select the **Brightness Level** setting and press **Enter**.



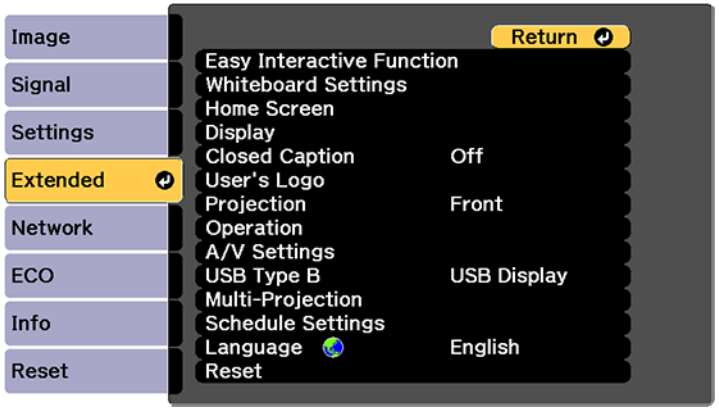
8. Select a brightness level and press **Enter**.
9. Press **Esc** to return to the previous screen.

Parent topic: Using Multiple Projectors (Duolink)

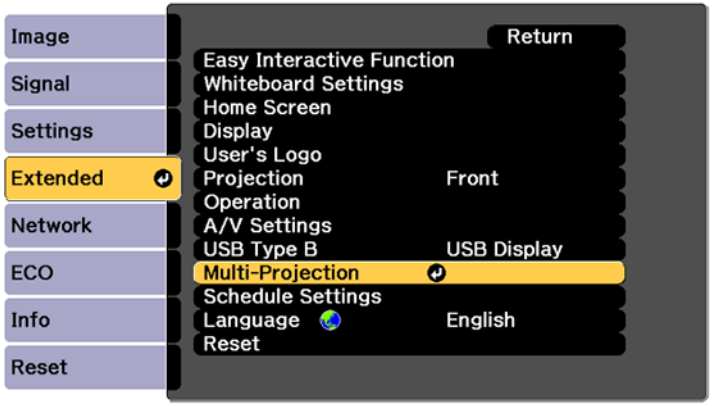
Matching the Image Colors

You can match the display quality of multiple projectors that will project next to one another.

1. Press the **Menu** button.
2. Select the **Extended** menu and press **Enter**.



3. Select the **Multi-Projection** setting and press **Enter**.



4. Select the **Color Matching** setting and press **Enter**.
5. Select the **Adjustment Level** setting and press **Enter**.

   You see this screen:



6. Press the left or right arrow buttons to select a value for the **Adjustment Level** setting.

   Note: There are six adjustment levels ranging from white to black and you can adjust each level individually.

7. Press the left or right arrow buttons to adjust the color tone for the **Red**, **Green**, and **Blue** settings.
8. Press the left or right arrow buttons to adjust the **Brightness** setting.
9. Repeat the previous three steps as necessary to adjust each adjustment level.

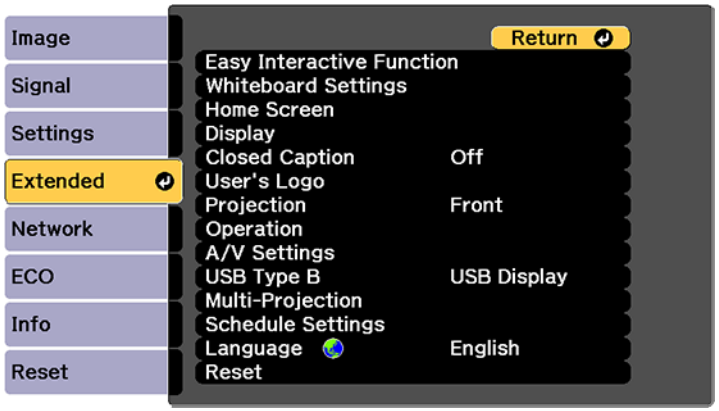
Parent topic: Using Multiple Projectors (Duolink)

Adjusting RGBCMY

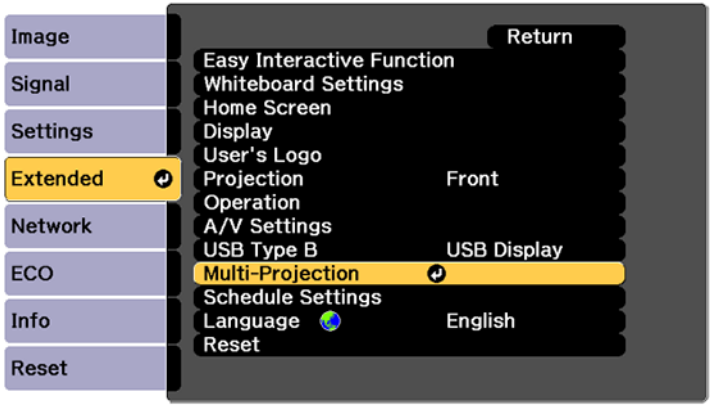
You can adjust the **Hue**, **Saturation**, and **Brightness** settings for R (red), G (green), B (blue), C (cyan), M (magenta), and Y (yellow) color components.

Turn on all the projectors and select the RGBCMY setting in each projector's Extended menu so that the color tone on the combined screen becomes entirely even.

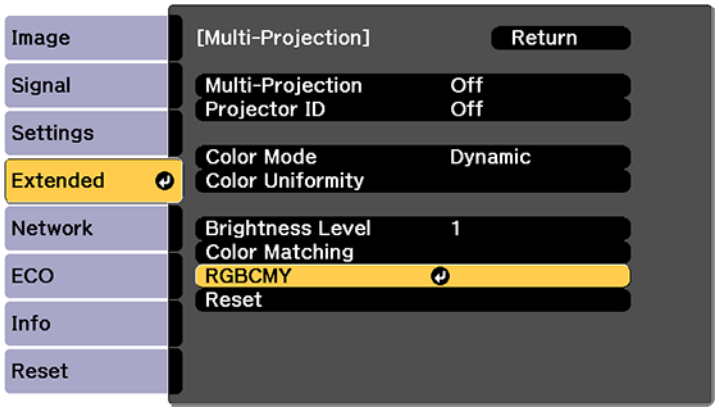
1. Press the **Menu** button.
2. Select the **Extended** menu and press **Enter**.



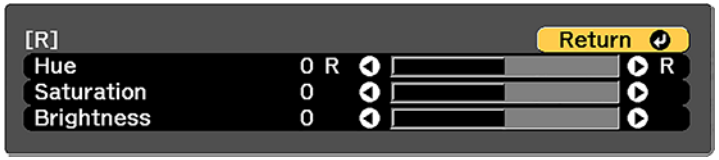
3. Select the **Multi-Projection** setting and press **Enter**.



4. Select the **RGBCMY** setting and press **Enter**.



5. Select the color you want to adjust and press **Enter**.
   You see this screen:



   - To adjust the overall hue of the color, adjust the **Hue** setting.
   - To adjust the overall vividness of the color, adjust the **Saturation** setting.
   - To adjust the overall brightness of the color, adjust the **Brightness** setting.
6. Press the left or right arrow buttons to adjust the **Hue**, **Saturation**, and **Brightness** settings.
7. Repeat the previous three steps as necessary to adjust each color.
8. Press **Menu** or **Esc** to exit the menus.

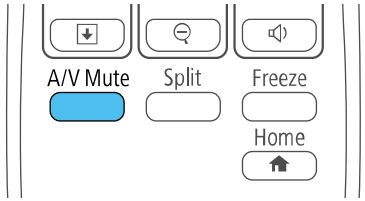
Parent topic: Using Multiple Projectors (Duolink)

Shutting Off the Picture and Sound Temporarily

You can temporarily turn off the projected picture and sound if you want to redirect your audience's attention during a presentation. Any sound or video action continues to run, however, so you cannot resume projection at the point that you stopped it.

If you want to display an image such as a company logo or picture when the presentation is stopped, you can set up this feature using the projector's menus.

1. Press the **A/V Mute** button on the remote control to temporarily stop projection and mute any sound.



2. To turn the picture and sound back on, press **A/V Mute** again.

Parent topic: Adjusting Projector Features

Related tasks

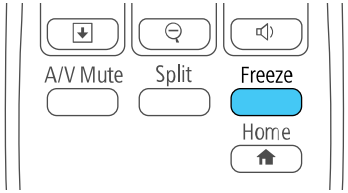
Saving a User's Logo Image to Display

Stopping Video Action Temporarily

You can temporarily stop the action in a video or computer presentation and keep the current image on the screen. Any sound or video action continues to run, however, so you cannot resume projection at the point that you stopped it.

Note: You can also stop video action using the interactive pens.

1. Press the **Freeze** button on the remote control to stop the video action.

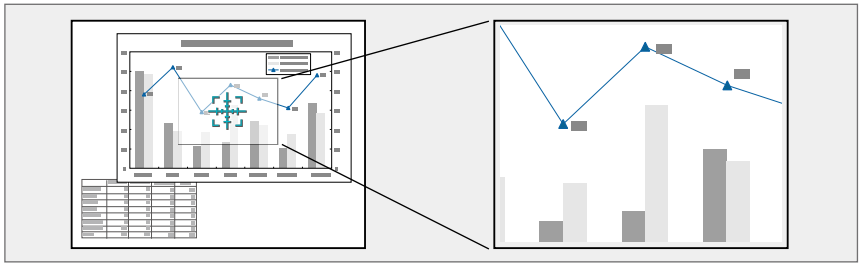


2. To restart the video action in progress, press **Freeze** again.

Parent topic: Adjusting Projector Features

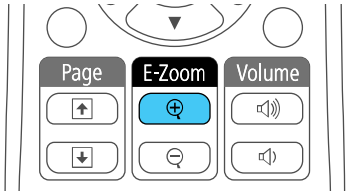
Zooming Into and Out of Images

You can draw attention to parts of a presentation by zooming into a portion of the image and enlarging it on the screen.



Note: You can also zoom into your image using the interactive pens.

1. Press the **E-Zoom +** button on the remote control.



You see a crosshair on the screen indicating the center of the zoom area.

2. Use the following buttons on the remote control to adjust the zoomed image:
   - Use the arrow buttons to position the crosshair in the image area you want to zoom into.
   - Press the **E-Zoom +** button repeatedly to zoom into the image area, enlarging it as necessary. Press and hold the **E-Zoom +** button to zoom in more quickly.
   - To pan around the zoomed image area, use the arrow buttons.
   - To zoom out of the image, press the **E-Zoom –** button as necessary.

- To return to the original image size, press **Esc**.

Parent topic: Adjusting Projector Features

Scheduling Projector Events

You can save a projector command, such as turning the projector on or off or switching input sources, as an "event". You can schedule when you want the projector to automatically execute the command.

Note: The **Schedule Protection** setting in the Password Protection menu must be turned off to schedule an event.

Saving a Scheduled Event
Viewing Scheduled Events
Editing a Scheduled Event

Parent topic: Adjusting Projector Features

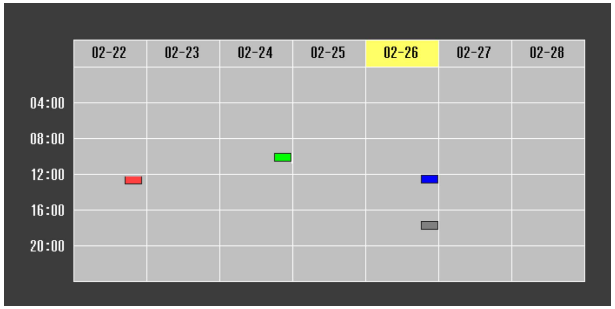
Related tasks
Setting a Password
Selecting Password Security Types

Saving a Scheduled Event

You can select projector commands you want to perform and schedule them as an event.

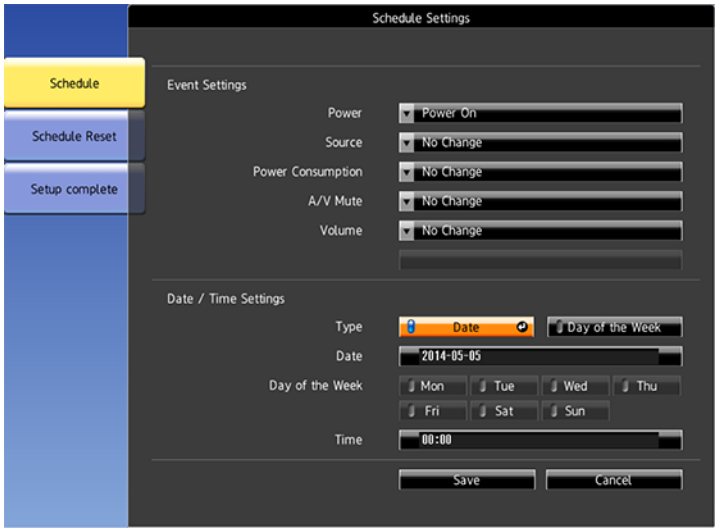
1. Press the **Menu** button.
2. Select the **Extended** menu and press **Enter**.
3. Select the **Schedule Settings** setting and press **Enter**.

   You see a screen like this:



4. Select the **Schedule** menu and press **Enter**.
5. Select **Add New** and press **Enter**.

   You see a screen like this:



6. In the Event Settings section, select the events you want to have occur. (Select **No Change** for events that you do not want to occur.)
7. In the Date/Time Settings section, set the date and time for the scheduled events to occur.
8. When you are finished, select **Save** and press **Enter**.
9. To schedule more events, repeat the previous steps as necessary.
10. Select **Setup complete** and select **Yes** to save your changes.

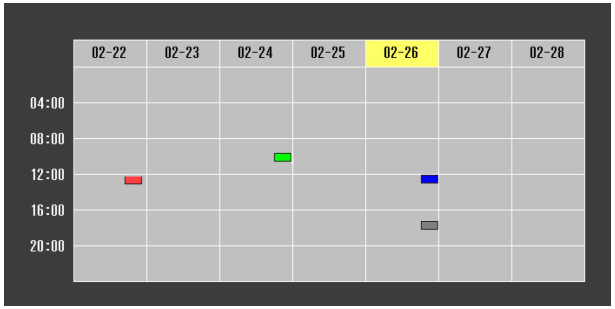
Parent topic: Scheduling Projector Events

Viewing Scheduled Events

You can view your scheduled events on the calendar displayed on the Schedule Settings screen.

1. Press the **Menu** button on the remote control or control panel.
2. Select the **Extended** menu and press **Enter**.
3. Select **Schedule Settings** and press **Enter**.

4. Select **Schedule** and press **Enter**.
   You see a screen like this:



   Colored boxes on the calendar indicate the following:

   - One-time event
   - Repeating event
   - Communication is on or off
   - Event is invalid

5. To view an event, press the left and right arrow buttons on the remote to select a day.

   The screen displays the details of the events scheduled for that day. A blue icon indicates an enabled event; a gray icon indicates a disabled event, and the icon indicates a repeating event.

Parent topic: Scheduling Projector Events

Editing a Scheduled Event

You can edit any currently scheduled event.

1. Press the **Menu** button.
2. Select the **Extended** menu and press **Enter**.
3. Select the **Schedule Settings** setting and press **Enter**.

You see a screen like this:



4. Press the left or right arrow buttons to highlight the date on the calendar containing the scheduled event you want to edit.
5. Press the up or down arrow buttons to highlight the event you want to edit, and press **Esc**.
6. Select one of the following:
   - **On/Off** to enable or disable the selected event.
   - **Edit** to edit the settings for the selected event.
   - **Clear**to delete the selected event.
   - **Add New**to add a new scheduled event.
7. When you are finished, select **Return** and press **Enter**.
8. Select **Setup complete** and select **Yes** to save your changes.

   Note: To delete all scheduled events, select **Schedule Reset** and select **Yes**.

Parent topic: Scheduling Projector Events

Projector Security Features

You can secure your projector to deter theft or prevent unintended use by setting up the following security features:

- Password security to prevent the projector from being turned on, and prevent changes to the startup screen and other settings.
- Button lock security to block operation of the projector using the buttons on the control panel.

- Security cabling to physically cable the projector in place.

Password Security Types
Locking the Projector's Buttons
Installing a Security Cable

Parent topic: Adjusting Projector Features

Password Security Types

You can set up these types of password security using one shared password:

- **Power On Protection** password prevents anyone from using the projector without first entering a password.
- **User's Logo Protection** password prevents anyone from changing the custom screen the projector can display when it turns on or when you use the A/V Mute feature. The presence of the custom screen discourages theft by identifying the projector’s owner.
- **Network Protection** password prevents anyone from changing the network settings in the projector menus.
- **Schedule Protection** password prevents anyone from changing the projector's time or schedule settings.
- **Whiteboard Protection** password prevents anyone form changing the projector's whiteboard settings.
- **Screen Mirroring Protec.** password prevents anyone from changing the projector's Screen Mirroring settings.

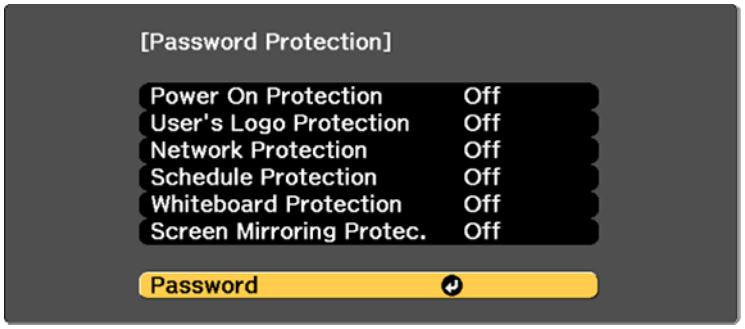
Setting a Password
Selecting Password Security Types
Entering a Password to Use the Projector
Saving a User's Logo Image to Display

Parent topic: Projector Security Features

Setting a Password

To use password security, you must set a password.

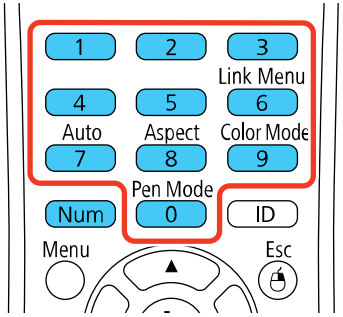
1. Hold down the **Freeze** button on the remote control for about five seconds or until you see this menu.



2. Press the down arrow to select **Password** and press **Enter**.

   You see the prompt "Change the password?".

3. Select **Yes** and press **Enter**.
4. Press and hold down the **Num** button on the remote control and use the numeric buttons to set a four-digit password.



   The password displays as **** as you enter it. Then you see the confirmation prompt.

5. Enter the password again.

   You see the message "Password accepted."

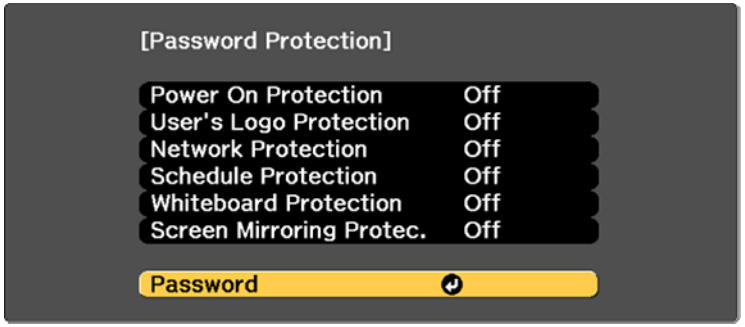
6. Press **Esc** to return to the menu.

7. Make a note of the password and keep it in a safe place in case you forget it.

Parent topic: Password Security Types

Selecting Password Security Types

After setting a password, you see this menu, allowing you to select the password security types you want to use.



If you do not see this menu, hold down the **Freeze** button on the remote control for about five seconds or until the menu appears.

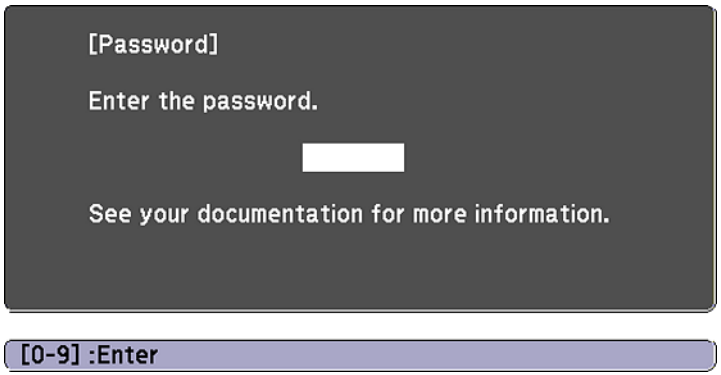
1. To prevent unauthorized use of the projector, select **Power On Protection**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.
2. To prevent changes to the User's Logo screen or related display settings, select **User's Logo Protection**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.
3. To prevent changes to network settings, select **Network Protection**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.
4. To prevent changes to the projector's time or schedule settings, select **Schedule Protection**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.
5. To prevent changes to the projector's whiteboard settings, select **Whiteboard Settings**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.
6. To prevent changes to the projector's Screen Mirroring settings, select **Screen Mirroring Protec.**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.

Note: Be sure to keep the remote control in a safe place; if you lose it, you will not be able to enter the password required to use the projector.

Parent topic: Password Security Types

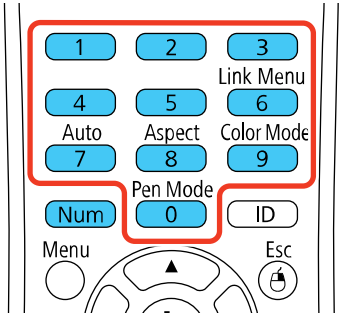
Entering a Password to Use the Projector

If a password is set up and a **Power On Protection** password is enabled, you see a prompt to enter a password whenever you turn on the projector.



You must enter the correct password to use the projector.

1. Press and hold down the **Num** button on the remote control while you enter the password using the numeric buttons.



Note: The default password is **0000**.

The password screen closes.

2. If the password is incorrect, the following may happen:
   - You see a "wrong password" message and a prompt to try again. Enter the correct password to proceed.
   - If you enter an incorrect password three times in succession, you see a message telling you that the projector is locked. After the message is displayed for 5 minutes, the projector enters standby mode. Unplug the projector, plug in the power cord, and turn on the projector. You see a prompt to enter the password.
   - If you continue to enter an incorrect password many times in succession, the projector displays a request code and a message to contact Epson Support. Do not attempt to enter the password again. When you contact Epson Support, provide the displayed request code and proof of ownership for assistance in unlocking the projector.

Parent topic: Password Security Types

Related references

Where to Get Help

Saving a User's Logo Image to Display

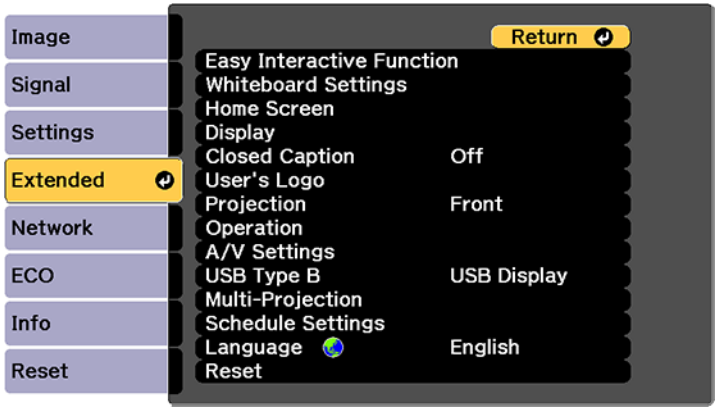
You can transfer an image to the projector and then display it whenever the projector turns on. You can also display the image when the projector is not receiving an input signal or when you temporarily stop projection (using the A/V Mute feature). This transferred image is called the User's Logo screen.

The image you select as the User's Logo can be a photo, graphic, or company logo, which is useful in identifying the projector's owner to help deter theft. You can prevent changes to the User's Logo by setting up password protection for it.

Note: When you copy the menu settings from one projector to another using the batch setup feature, the user logo is also copied. Do not include any information in the user logo that you do not want to share between multiple projectors.

1. Display the image you want to project as the User's Logo.

2. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



3. Select the **User's Logo** setting and press **Enter**.

   You see a prompt asking if you want to use the displayed image as a user's logo.

4. Select **Yes** and press **Enter**.

   You see a selection box overlaying your image.

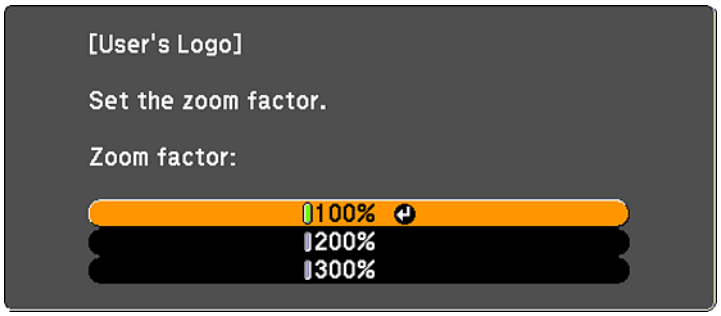
   Note: When you select **User's Logo**, adjustments such as **Keystone**, **E-Zoom**, or **Aspect** are temporarily canceled.

5. Use the arrow buttons on the remote control to surround the image area you want to use as the User's Logo and press **Enter**.

   You see a prompt asking if you want to select this image area.

6. Select **Yes** and press **Enter**. (If you want to change the selected area, select **No**, press **Enter**, and repeat the last step.)

You see the User's Logo zoom factor menu.



7. Select a zoom percentage and press **Enter**.

   You see a prompt asking if you want to save the image as the User's Logo.
8. Select **Yes** and press **Enter**.

   You see a completion message.
9. Press **Esc** to exit the message screen.
10. Select the **Extended** menu and press **Enter**.
11. Select **Display** and press **Enter**.
12. Select when you want to display the User's Logo screen:
    - To display it whenever there is no input signal, select **Display Background** and set it to **Logo**.
    - To display it whenever you turn the projector on, select **Startup Screen** and set it to **On**.
    - To display it whenever you press the **A/V Mute** button, select **A/V Mute** and set it to **Logo**.

To prevent anyone from changing the User's Logo settings without first entering a password, set a password and enable User's Logo security.

Parent topic: Password Security Types

Related tasks

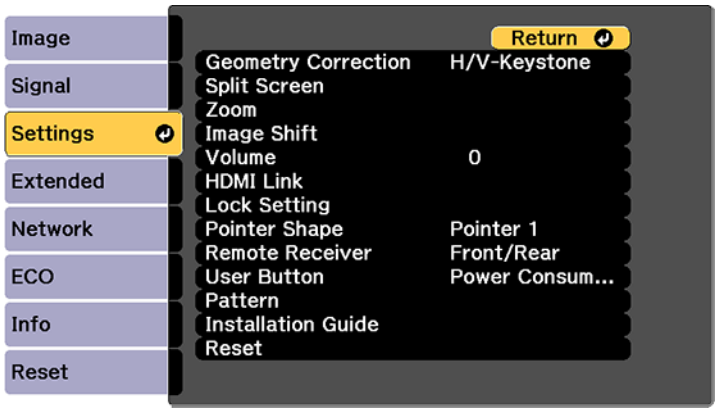
Setting a Password

Selecting Password Security Types

Locking the Projector's Buttons

You can lock the buttons on the projector's control panel to prevent anyone from using the projector. You can lock all the buttons or all the buttons except the power button.

1. Press the **Menu** button.
2. Select the **Settings** menu and press **Enter**.



3. Select **Lock Setting** and press **Enter**.
4. Select the **Control Panel Lock** setting and press **Enter**.
5. Select one of these lock types and press **Enter**:
   - To lock all of the projector's buttons, select **Full Lock**.
   - To lock all buttons except the power button, select **Partial Lock**.

   You see a confirmation prompt.
6. Select **Yes** and press **Enter**.

Unlocking the Projector's Buttons

Parent topic: Projector Security Features

Unlocking the Projector's Buttons

If the projector's buttons have been locked, hold the **Enter** button on the projector's control panel for seven seconds to unlock them. You can also set the **Control Panel Lock** setting to **Off** in the Settings menu.

Parent topic: Locking the Projector's Buttons

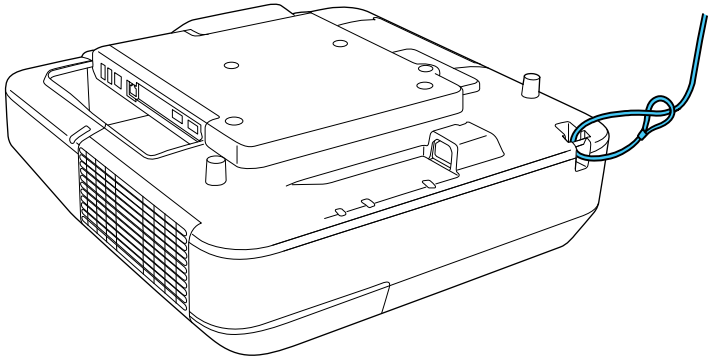
Related references

Projector Feature Settings - Settings Menu

Installing a Security Cable

You can install two types of security cables on the projector to deter theft.

- Use the security slot on the projector to attach a Kensington lock. See your local computer or electronics dealer for purchase information.
- Use the security cable attachment point on the projector to attach a wire cable and secure it to a room fixture or heavy furniture.



Note: Do not pass drop-prevention cables through the security cable attachment point when mounting the projector on a wall or ceiling.

Parent topic: Projector Security Features

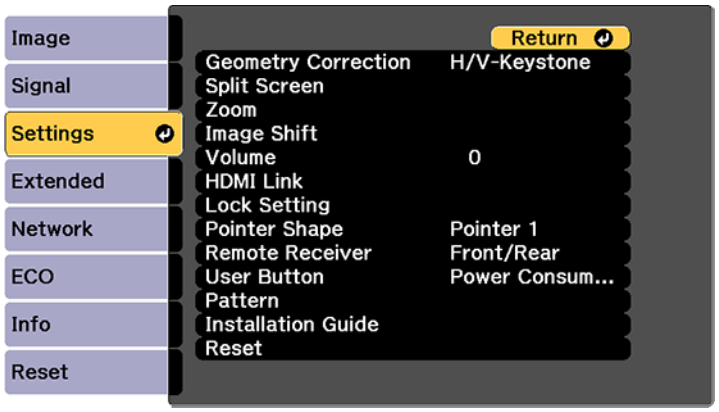
Creating a User Pattern to Display

You can transfer an image to the projector and then display it as a pattern to aid in presentations when you use the Pattern Display feature. This transferred image is called the User Pattern.

Note: Once you save a user pattern, you cannot restore the default pattern.

1. Display the image you want to project as the User Pattern from a connected computer or video source.

2. Press the **Menu** button, select the **Settings** menu, and press **Enter**.



3. Select the **Pattern** setting and press **Enter**.
4. Select the **User Pattern** setting and press **Enter**.

   You see a prompt asking if you want to use the displayed image as a User Pattern.

   Note: When you select **User Pattern**, adjustments such as **Keystone**, **E-Zoom**, **Aspect**, **Adjust Zoom**, or **Image Shift** are temporarily canceled.

5. Select **Yes** and press **Enter**.

   Note: It takes a few moments for the projector to save the image; do not use the projector, its remote control, or any connected equipment until it is finished.

   You see a completion message.
6. Press **Esc** to exit the message screen.

Parent topic: Adjusting Projector Features

Copying Menu Settings Between Projectors

After you select menu settings for your projector, you can transfer them to another projector of the same model.

Note: Copy the projector's settings before you adjust the projected image using the projector's Geometry Correction settings. Any saved User's Logo setting on the projector will transfer to the other projector.

Caution: If the copy process fails due to a power failure, communication error, or for any other reason, Epson will not be responsible for any repair costs incurred.

The following settings will not transfer between projectors:

- Info menu items
- Network menu settings other than those in the Notifications and Others menus

Note: In addition to the methods covered this section, you can also copy and transfer settings to multiple projectors over a network using the EasyMP Network Updater software. See the *EasyMP Network Updater Operation Guide* for instructions. You can download the latest software and documentation from the Epson web site.

Saving Settings to a USB Flash Drive
Transferring Settings from a USB Flash Drive
Saving Settings to a Computer
Transferring Settings from a Computer

Parent topic: Adjusting Projector Features

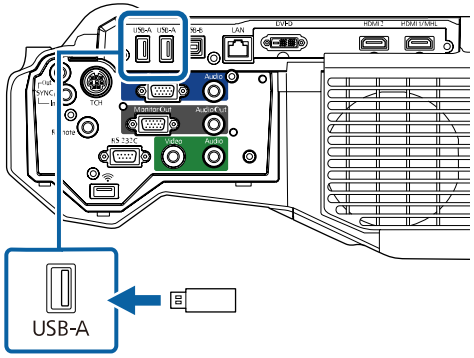
Saving Settings to a USB Flash Drive

You can save the projector settings you want to transfer to a USB flash drive.

Note: Use an empty flash drive. If the drive contains other files, the transfer may not complete correctly. The flash drive must use the FAT format and cannot have any security features.

1. Turn off the projector and unplug the power cord from the projector's power inlet.

2. Insert the flash drive into the **USB-A** port.



Note: Connect the flash drive directly to the projector. Do not use a hub or your settings may not be saved correctly.

3. Press and hold the **Esc** button on the control panel or remote control as you connect the power cord to the projector's power inlet.
4. When the On/Standby and Status lights are blue, and the Lamp and Temp lights are orange, release the **Esc** button.

   The lights flash to indicate that settings are transferring to the flash drive. When the lights stop flashing, the On/Standby light turns blue and the projector enters standby mode.

   Caution: Do not unplug the power cord or remove the flash drive while the lights are flashing. This could damage the projector.

5. Once the projector enters standby mode, remove the flash drive.

Parent topic: Copying Menu Settings Between Projectors

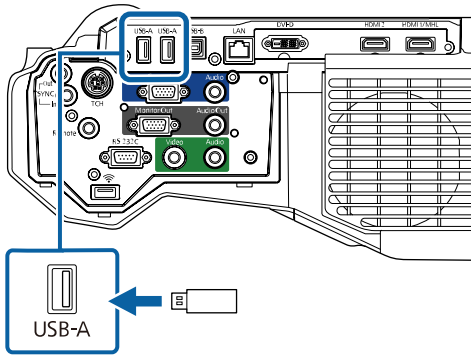
Transferring Settings from a USB Flash Drive

After saving projector settings to a USB flash drive, you can transfer them to another projector of the same model.

Note: Make sure the USB flash drive contains only a single settings transfer from another projector of the same model. The settings are contained in a file called **pjconfdata.bin**. If the drive contains other files, the transfer may not complete correctly.

Do not adjust image settings on a projector until after you transfer settings to it. Otherwise, you may have to repeat your adjustments.

1. Turn off the projector and unplug the power cord from the projector's power inlet.
2. Insert the flash drive into the **USB-A** port.



Note: Connect the flash drive directly to the projector. Do not use a hub or your settings may not be saved correctly.

3. Press and hold the **Menu** button on the control panel or remote control as you connect the power cord to the projector's power inlet.
4. When the On/Standby and Status lights turn blue and the Lamp and Temp lights turn orange, release the **Menu** button.

   The lights flash to indicate that settings are transferring to the projector. When the lights stop flashing, the On/Standby light turns blue and the projector enters standby mode.

   Caution: Do not unplug the power cord or remove the flash drive while the lights are flashing. This could damage the projector.

5. Once the projector enters standby mode, remove the flash drive.

Parent topic: Copying Menu Settings Between Projectors

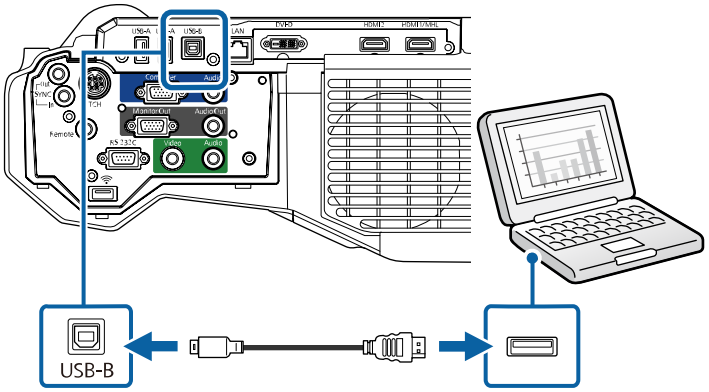
Saving Settings to a Computer

You can save the projector settings you want to transfer to a computer.

Your computer must be running one of the following operating systems:

- Windows Vista
- Windows 7
- Windows 8.x
- Windows 10
- OS X 10.7.x
- OS X 10.8.x
- OS X 10.9.x
- OS X 10.10.x
- OS X 10.11.x
- macOS 10.12.x

1. Turn off the projector and unplug the power cord from the projector's power inlet.
2. Connect a USB cable to your projector's **USB-B** port.



3. Connect the other end to any available USB port on your computer.
4. Press and hold the **Esc** button on the control panel or remote control as you connect the power cord to the projector's power inlet.
5. When the On/Standby and Status lights are blue, and the Lamp and Temp lights are orange, release the **Esc** button.

The projector shows up as a removable disk on your computer.

6. Open the removable disk and copy the **pjconfdata.bin** file to your computer.
7. Once the file has copied, do one of the following:
   - **Windows:** Open the **My Computer**, **Computer**, or **Windows Explorer** utility. Right-click the name of your projector (listed as a removable disk) and select **Eject**.
   - **Mac:** Drag the removable disk icon for your projector from the desktop into the trash.

   The projector enters standby mode when you disconnect the USB cable.

Parent topic: Copying Menu Settings Between Projectors

Transferring Settings from a Computer

After saving projector settings to a computer, you can transfer them to another projector of the same model.

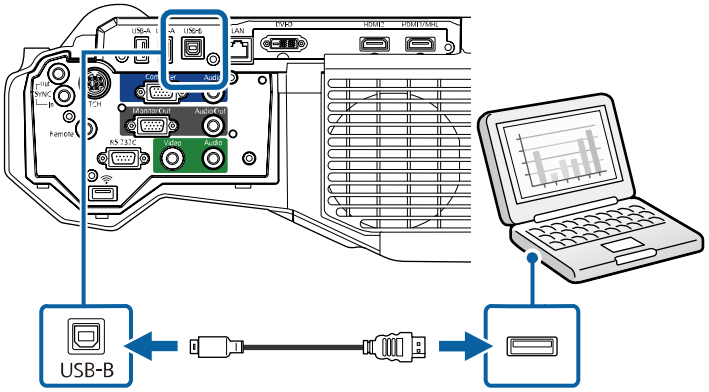
Your computer must be running one of the following operating systems:

- Windows Vista
- Windows 7
- Windows 8.x
- Windows 10
- OS X 10.7.x
- OS X 10.8.x
- OS X 10.9.x
- OS X 10.10.x
- OS X 10.11.x
- macOS 10.12.x

Do not adjust image settings on a projector until after you transfer settings to it. Otherwise, you may have to repeat your adjustments.

1. Turn off the projector and unplug the power cord from the projector's power inlet.

2. Connect a USB cable to your projector's **USB-B** port.



3. Connect the other end to any available USB port on your computer.
4. Press and hold the **Menu** button on the control panel or remote control as you connect the power cord to the projector's power inlet.
5. When the On/Standby and Status lights turn blue and the Lamp and Temp lights turn orange, release the **Menu** button.

   The projector shows up as a removable disk on your computer.
6. Copy the **pjconfdata.bin** file from your computer to the removable disk.

   Note: Do not copy any other files to the removable disk.

7. Once the file has copied, do one of the following:
   - **Windows:** Open the **My Computer**, **Computer**, or **Windows Explorer** utility. Right-click the name of your projector (listed as a removable disk) and select **Eject**.
   - **Mac:** Drag the removable disk icon for your projector from the desktop into the trash.

   All the lights start flashing to indicate that the projector's settings are being updated. When the lights stop flashing, the On/Standby light turns blue and the projector enters standby mode.

   Caution: Do not unplug the power cord while the lights are flashing. This could damage the projector.

Parent topic: Copying Menu Settings Between Projectors

Using the Interactive Features

Follow the instructions in these sections to use your projector's interactive features.

Interactive Modes
Using the Interactive Pens
Using Finger Touch Interactivity
Using BrightLink with a Computer
Windows Pen Input and Ink Tools
Whiteboard Mode
Using BrightLink Without a Computer
Splitting the Interactive Screen
Using Interactive Features with Two Projectors

Interactive Modes

The BrightLink interactive features turn any wall into an interactive whiteboard, either with or without a computer. These interactive modes are available:

- In Whiteboard mode, you can use one or both interactive pens or up to 6 fingers to write on the projected "whiteboard". You can split the screen and interact with the whiteboard and another projected source. You can insert images from a USB drive or scanner and save, print, or email your whiteboard pages without connecting a computer.
- In built-in annotation mode (PC Free Annotation), you can annotate over content projected from a computer, tablet, document camera, or other source. You can capture your annotated pages, and save or print them. You can even split the screen and annotate on two images at the same time, using one or both pens.
- In PC Interactive mode, you can use the interactive pen or your finger as a mouse to navigate, select, and scroll through content from your computer. You can split the screen and interact with the computer on one screen and annotate an image on the other screen.

Note: You can also use the Easy Interactive Tools software to provide additional interactive features, such as saving your annotations and printing them. See the online *Easy Interactive Tools Operation Guide* for detailed instructions.

Using the Projected Screen as a Whiteboard (Built-in Whiteboard Mode)
Drawing on a Projected Image (Built-in Annotation Mode)

Controlling Computer Features from a Projected Screen (PC Interactive Mode)

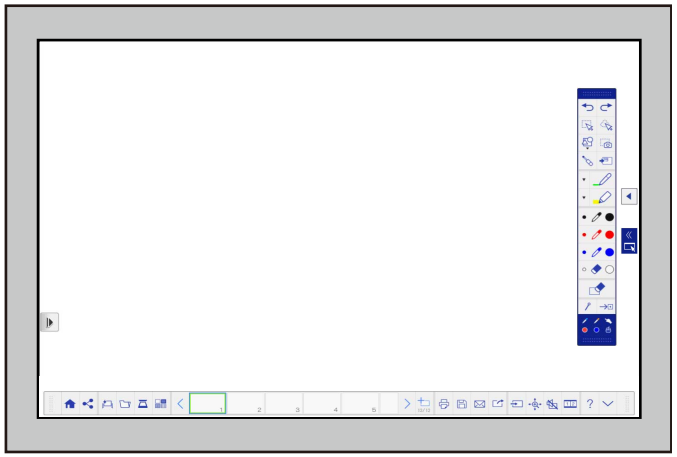
Parent topic: Using the Interactive Features

Using the Projected Screen as a Whiteboard (Built-in Whiteboard Mode)

You can use the interactive pens or your finger to write or draw on the projection surface just as you would on a chalkboard or dry erase board. You can use one pen, both pens at the same time, or a combination of pens and finger touch.

1. Hover near or tap the board or projected image with the interactive pen or your finger. Tap the whiteboard icon on the toolbar.Tap the  image source icon on the projector control toolbar and select the **Whiteboard** source. You can also press the **Home** button on the remote control and select the **Whiteboard** source.

   You see the whiteboard screen, with the main toolbar on the side and the projection control toolbar on the bottom of the screen:

2. To move the main toolbar to the other side of the screen, tap the  arrow on the opposite side of the screen.

   Note: You can use the pen or your finger to move the arrow icon up or down to reposition the toolbar.

3. To close the main toolbar, select the  icon at the bottom of the toolbar.

   Note: If you want to hide the toolbar automatically after drawing, select the  icon at the bottom of the toolbar.

4. To show or hide the projection control toolbar, select the  or  arrow.

   Note: You can also show or hide the projection control toolbar by setting the **Extended > Display > Projector Control** setting to **On** or **Off**.

Parent topic: Interactive Modes

Related references

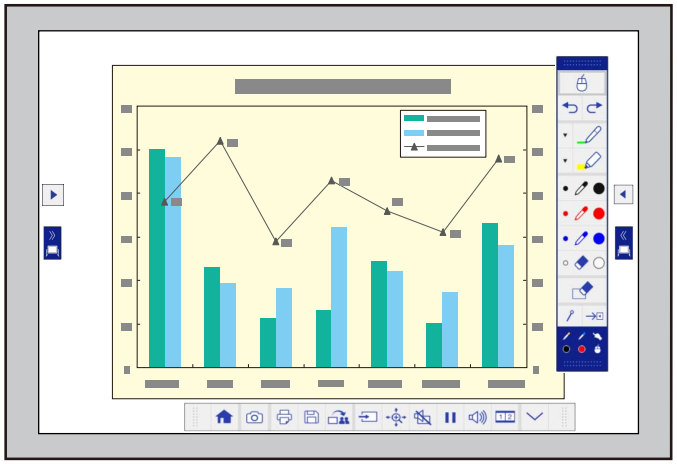
Projector Setup Settings - Extended Menu

Drawing on a Projected Image (Built-in Annotation Mode)

You can project from a computer, tablet, video device, or other source and annotate over your projected content using the interactive pens or your finger. You can use one pen, both pens at the same time, or a combination of pens and finger touch.

1. Project an image from a connected device.
2. Hover near or tap the board or projected image with the interactive pen or your finger. Tap the  built-in annotation mode icon on the toolbar.

You see the main toolbar on the side and the projection control toolbar on the bottom of the projected image.



3. To move the main toolbar to the other side of the screen, tap the  arrow on the opposite side of the screen.

   Note: You can use the pen or your finger to move the arrow icon up or down to reposition the toolbar.

4. To switch to one of the other interactive modes, do one of the following:
   - To switch to Whiteboard mode, press the **Whiteboard** button on the remote control or tap and drag the  or  whiteboard mode tab across the screen .
   - To switch to PC Interactive mode, select , then select .

     Note: You can also press the **Pen Mode** button on the remote control to switch between modes.

5. To close the main toolbar, select the  icon at the bottom of the toolbar.

   Note: If you want to hide the toolbar automatically after drawing, select the  icon at the bottom of the toolbar.

6. To show or hide the projection control toolbar, select the  or  arrow.

   Note: You can also show or hide the projection control toolbar by setting the **Extended > Display > Projector Control** setting to **On** or **Off**.

Parent topic: Interactive Modes

Related references

Projector Setup Settings - Extended Menu

Controlling Computer Features from a Projected Screen (PC Interactive Mode)

You can navigate, select, and interact with your computer programs from the projected screen using the interactive pens or your finger just as you would a mouse.

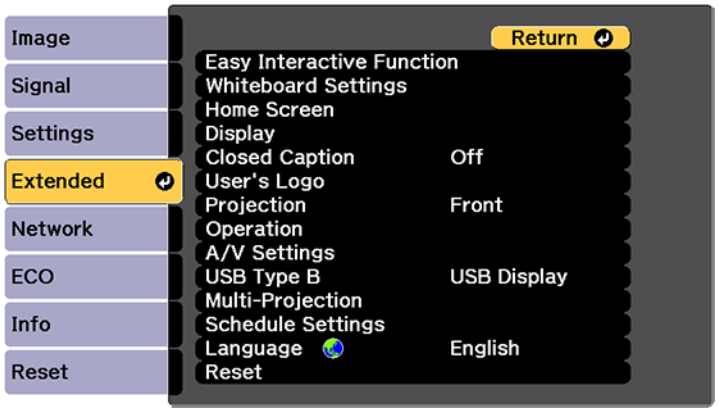
Note: Mac users need to install the Easy Interactive Driver before using PC Interactive mode. Go to epson.com/support (U.S.) or epson.ca/support (Canada) and select your projector.

1. Connect the projector to your computer using a USB cable.

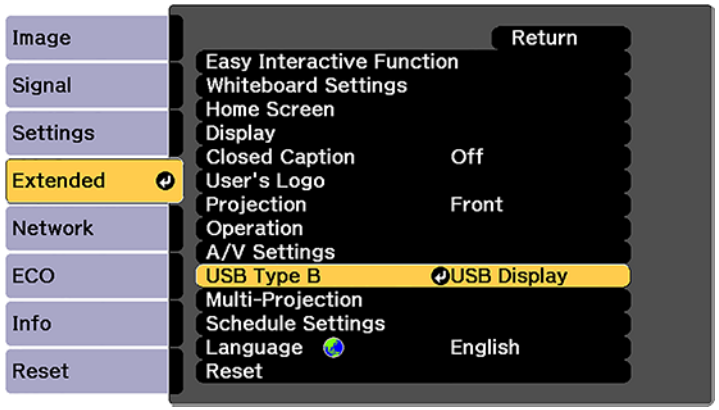
   Note: When using the control pad, you need connect the projector, the control pad, and your computer using USB cables. If you are connecting over a network, you do not need a USB cable.

2. Turn on your projector and project your computer screen.

3. Press the **Menu** button on the remote control, select the **Extended** menu, and press the **Enter** button.

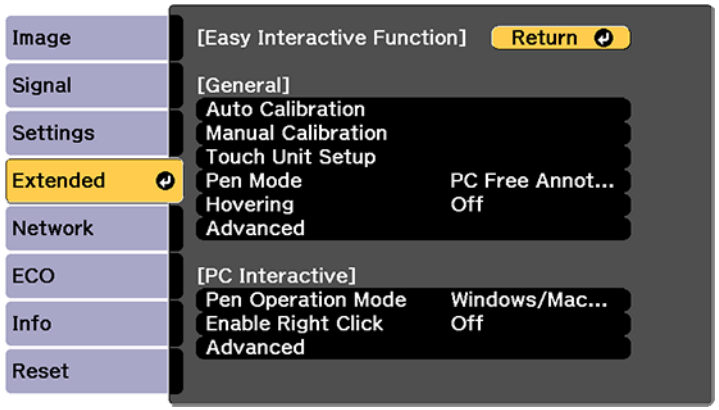


4. Select the **USB Type B** setting and press the **Enter** button.



5. Select one of the following:
   - **Easy Interactive Function** to use PC Interactive mode.
   - **USB Display/Easy Interactive Function** to use PC Interactive mode and USB Display.
   - **Wireless Mouse/USB Display** to use the remote control as a mouse and USB Display.

6. Press the **Esc** button to exit the USB Type B menu.
7. Select the **Easy Interactive Function** setting and press the **Enter** button.



8. Select one of the following as the **Pen Operation Mode** depending on the operating system your computer is using:
   - **Windows/Mac Mode**: Windows or Mac
   - **Ubuntu Mode**: Ubuntu
9. Press the **Enter** button and press the **Menu** button to exit the Extended menu.
10. Hover near or tap on the board or the projected image with the interactive pen or your finger.

    The  icon is displayed on the projected screen.
11. Select the  icon, then select the  icon.

    You can now operate the computer using the interactive pens or your finger.

PC Interactive Mode System Requirements

Parent topic: Interactive Modes

PC Interactive Mode System Requirements

Your computer system must meet the system requirements here to use PC Interactive mode and Easy Interactive Tools.

Note: Easy Interactive Driver must be installed and running to use Easy Interactive Tools on a Mac.

Requirement	Windows	Mac
Operating system	Windows Vista SP2 Ultimate, Enterprise, Business, Home Premium, and Home Basic (32-bit)	OS X 10.7.x, 10.8.x, 10.9.x, 10.10.x, 10.11.x; macOS 10.12.x (QuickTime 7.7 or later required)
	Windows 8.x, Pro, Enterprise, Windows 7 SP1 Ultimate, Enterprise, Professional, Home Premium (32- and 64-bit)	
	Windows 10 Home and Pro (32- and 64bit)	
CPU	Core2 Duo 1.2 GHz or faster (Core i3 or faster recommended)	Core2 Duo 1.2 GHz or faster (Core i5 or faster recommended)
Memory	1GB or more (2GB or more recommended)	
Hard disk space	100MB or more	
Display	Resolution between 1024 × 768 and 1920 × 1200, 16-bit color or greater	

Parent topic: Controlling Computer Features from a Projected Screen (PC Interactive Mode)

Using the Interactive Pens

Follow the instructions in these sections to use the interactive pens.

Using the Pens
Pen Calibration

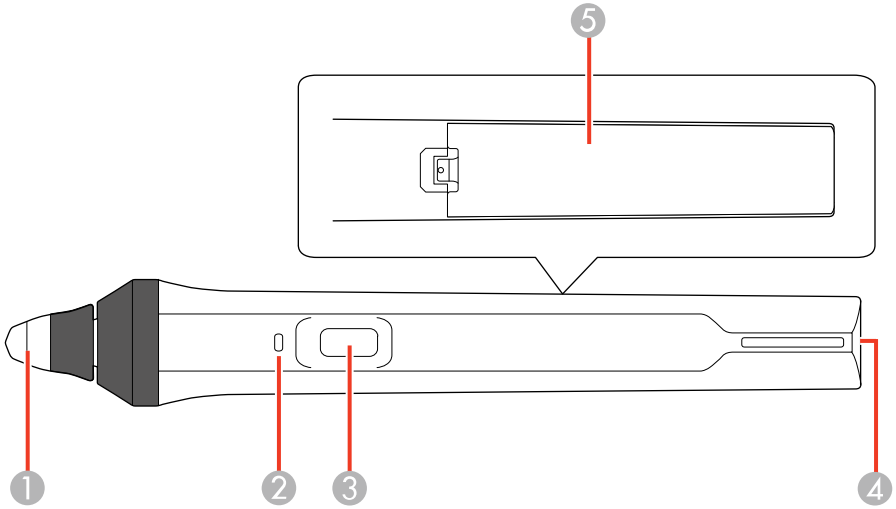
Parent topic: Using the Interactive Features

Using the Pens

Your projector came with a blue pen and an orange pen, identified by the color strip at the end of the pen. You can use either pen, or both pens at the same time (one of each color) in built-in whiteboard or annotation mode.

Make sure the pen batteries are installed.

Note: The pen turns off automatically after 15 seconds of inactivity. Hold the pen to turn the pen back on.

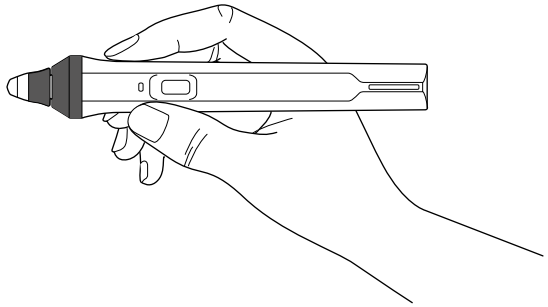


1 Pen tip
2 Battery light
3 Function button
4 Attachment for optional strap or cord
5 Battery cover

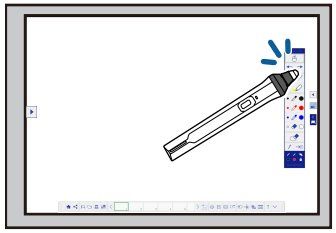
- To turn on the pen, move the pen.

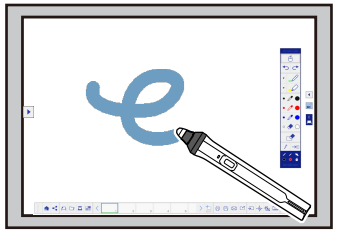
  Note: If you press the function button, the battery light flashes briefly, then turns off. If the battery is low, the battery light flashes continuously.

- For best performance, hold the pen perpendicular to the board, as shown below. Do not cover the black section near the tip of the pen.



- To write or draw on the projection surface in built-in annotation mode or built-in whiteboard mode, do the following:

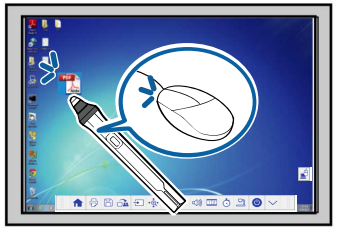




  - To select a projected item, such as an icon, tap the projection surface with the pen tip.
  - To draw on the projected screen, tap the projection surface with the pen and drag it as necessary.
  - To move the pointer, hover over the surface without touching it.
  - To switch the pen from drawing tool to eraser, press the button on the side.

    Note: You can change the function of the button by changing the **Pen Button Function** setting in the Extended menu.

- To use the pen as a mouse in PC Interactive mode, do the following:




  - To left-click, tap the board with the pen tip.
  - To double-click, tap twice.
  - To right-click, press the button on the side or press and hold the pen on the screen (Windows).
  - To click and drag, tap and drag with the pen.
  - To move the cursor, hover over the board without touching it.

    Note: You can turn off the hovering feature using the **Hovering** setting in the projector's Easy Interactive Function menu.

    Note: To make a long press of the pen act as a right-click on a Mac, set the **Pen Operation Mode** setting to **Ubuntu Mode** and turn on the **Enable Right Click** setting.

Parent topic: Using the Interactive Pens

Related references

Projector Setup Settings - Extended Menu

Pen Calibration

Calibration coordinates the position of the pen with the location of your cursor. You only need to calibrate the first time you use your projector's interactive features. Calibration results remain until you calibrate again.

Be sure to calibrate the pen before performing finger touch calibration.

If you notice positioning discrepancies after doing any of the following, calibrate again:

- Performing Geometry Correction
- Adjusting the image size

- Using the Image Shift feature
- Moving the projector

Note: Move any pen you are not using away from the projection screen while calibrating.

Calibrating Automatically
Calibrating Manually

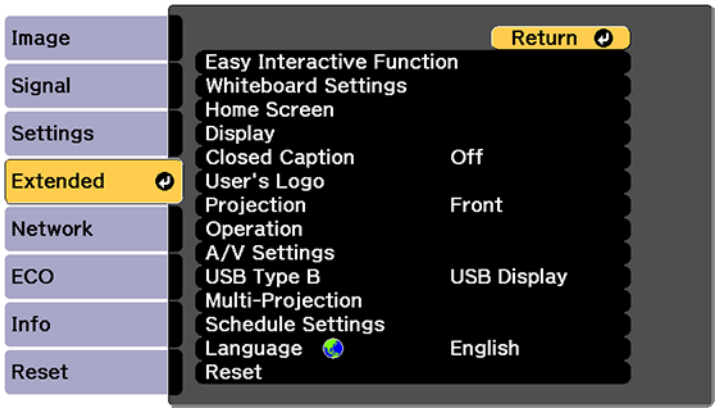
Parent topic: Using the Interactive Pens

Calibrating Automatically

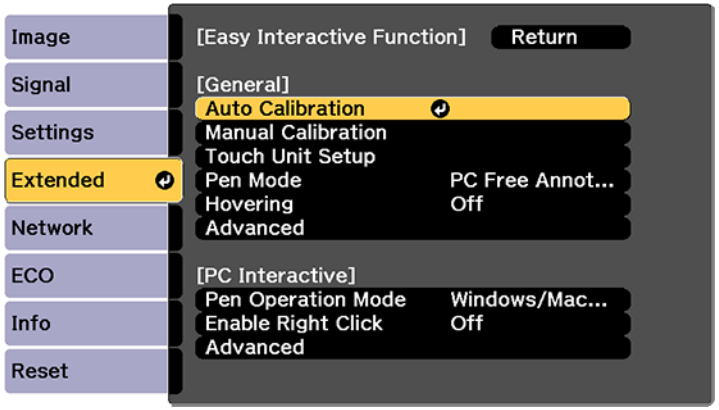
You do not need the pens or a computer for Auto Calibration.

Note: You can start Auto Calibration by pressing the **User** button on the remote control or by pressing the **Menu** button on the remote control as described here.

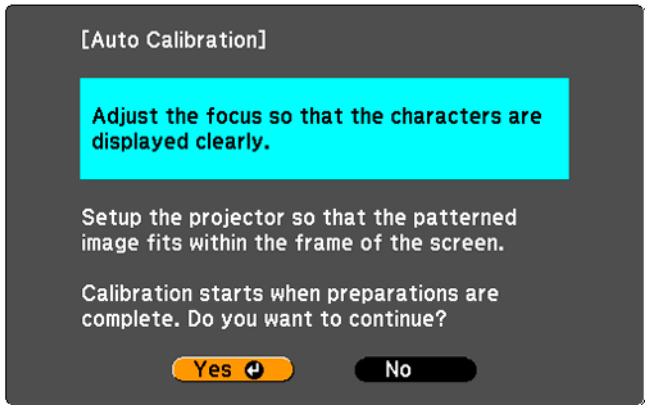
1. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



2. Select the **Easy Interactive Function** setting and press **Enter**.



3. Select **Auto Calibration** and press **Enter**.



4. Adjust the image focus, if necessary.
5. Press **Enter** to select **Yes**.

   A pattern appears then disappears, and the system is calibrated. If you see a message that calibration failed, you need to calibrate manually.

The cursor location and pen position should match after calibration. If not, you may need to calibrate manually.

Parent topic: Pen Calibration

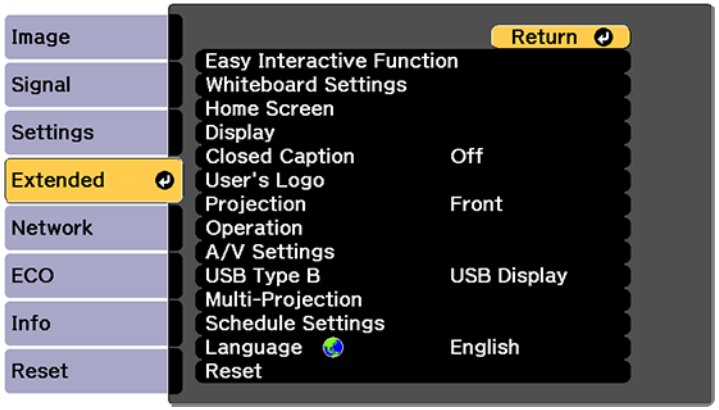
Related tasks

Calibrating Manually

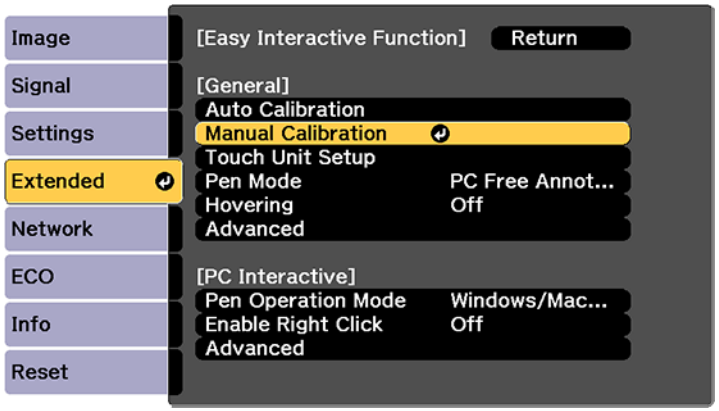
Calibrating Manually

If the cursor location and pen position do not match after auto calibration, you can calibrate manually.

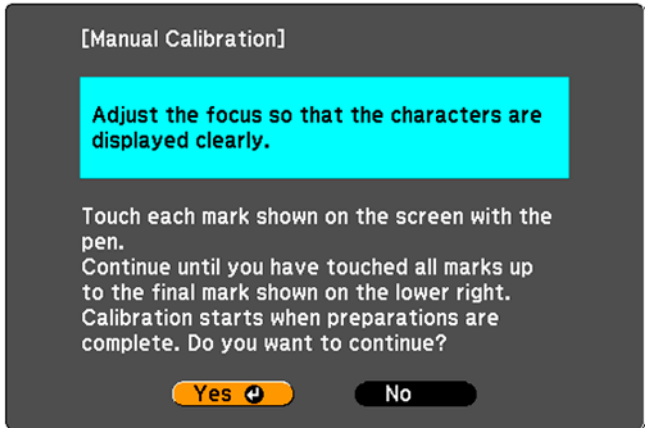
1. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



2. Select the **Easy Interactive Function** setting and press **Enter**.



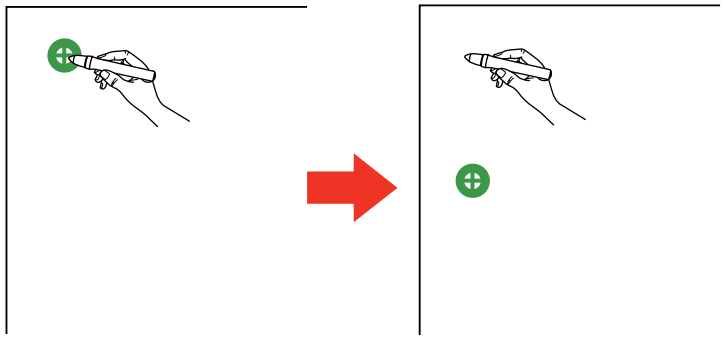
3. Select **Manual Calibration** and press **Enter**.



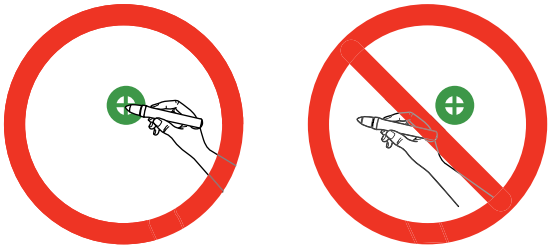
4. Adjust the image focus, if necessary.
5. Press **Enter** to select **Yes**.

   A flashing green circle appears in the upper left corner of your projected image.
6. Touch the center of the circle with the tip of the pen.

   The circle disappears, and you see another circle below the first one.

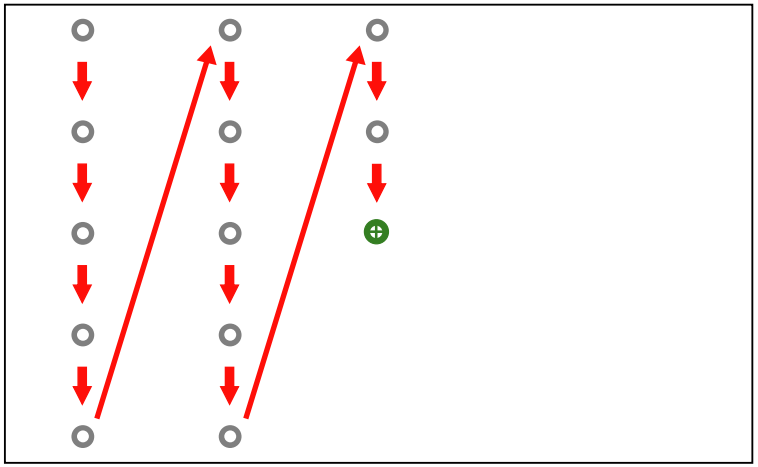


Note: For the most accurate calibration, make sure you touch the center of the circle.



Note: Make sure you are not blocking the signal between the pen and the interactive receiver (next to the projection window on the projector).

7. Touch the center of the next circle, then repeat. When you get to the bottom of the column, the next circle appears at the top of a new column.



Note: If you make a mistake, press the **Esc** button on the remote control to go back to the previous circle. To restart the calibration process, press and hold the **Esc** button for 2 seconds.

8. Continue until all of the circles disappear.

Parent topic: Pen Calibration

Using Finger Touch Interactivity

You can use your finger to perform the same functions as the interactive pens when you install the Touch Unit.

Note: See the *Touch Unit and Control Pad Installation Guide* for detailed instructions on installing the Touch Unit and calibrating for finger touch interactivity.

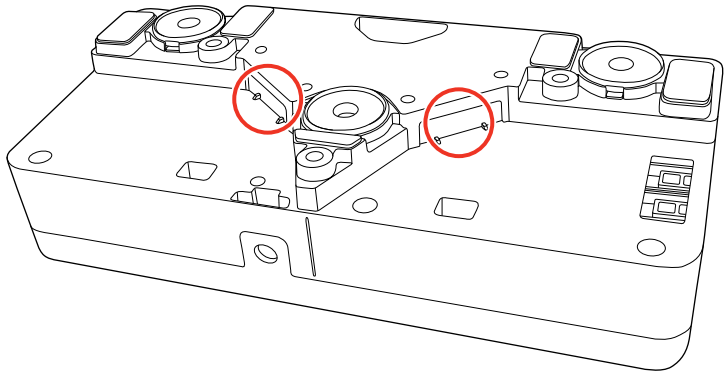
Touch Unit Safety Instructions
Calibrating for Finger Touch Interactivity
Using Finger Touch Operations

Parent topic: Using the Interactive Features

Touch Unit Safety Instructions

The Touch Unit enables finger touch interactivity with your projector. Do not connect it to any other projectors or devices.

A built-in, high-power laser is emitted from the laser diffusion ports on the back of the Touch Unit.

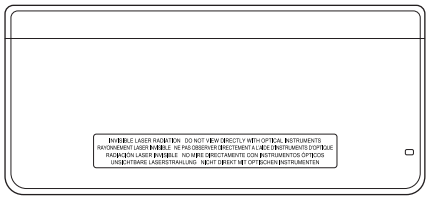


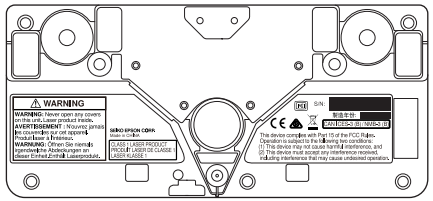
Follow these precautions when using the Touch Unit and finger touch interactivity:

- Children using finger touch interactivity should always be accompanied by an adult.
- Never disassemble or modify the Touch Unit. Never open any cases on the projector or Touch Unit. Electrical voltages inside the projector can cause severe injury.

- Do not look into the laser diffusion ports on the back of the Touch Unit. The laser can damage your eyes. Extra care should be taken when children are present.
- Do not allow the laser light from the Touch Unit to pass through or be reflected by any optical devices, such as a magnifying glass or mirror. This could cause personal injury or fire.
- Do not view the laser light from the Touch Unit using an optical device such as an eye loupe, magnifying glass, or microscope, especially within 2.75 inches (70 mm) of the laser diffusion ports. This could damage your eyes.
- Unplug the projector from the electrical outlet and refer all repairs to qualified service personnel if any problems occur with the Touch Unit. Continued use of the Touch Unit may result in fire or accidents, and can also damage your eyes.

The Touch Unit is a Class 1 laser product that complies with IEC/EN60825-1:2007. The labels indicating the Class 1 laser product and warnings are located in the following areas on the Touch Unit:







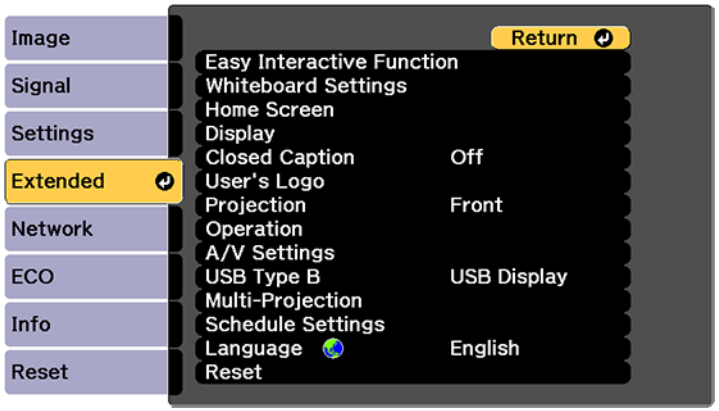
Parent topic: Using Finger Touch Interactivity

Calibrating for Finger Touch Interactivity

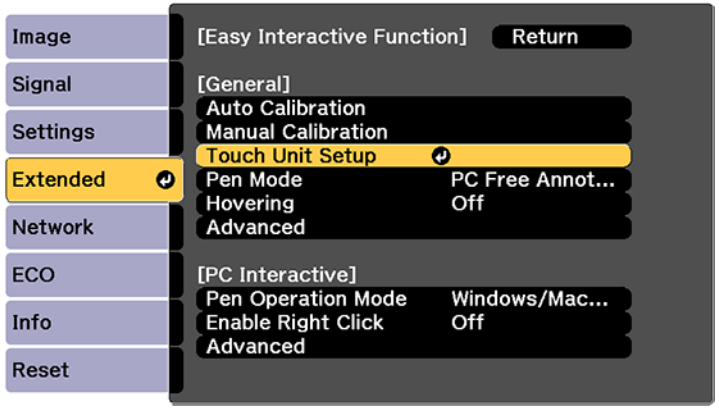
Finger touch calibration coordinates the positioning of your finger with the location of the cursor.

Note: Make sure you have calibrated the pens, installed the Touch Unit, performed angle adjustment, and turned it on before calibrating for finger touch interactivity.

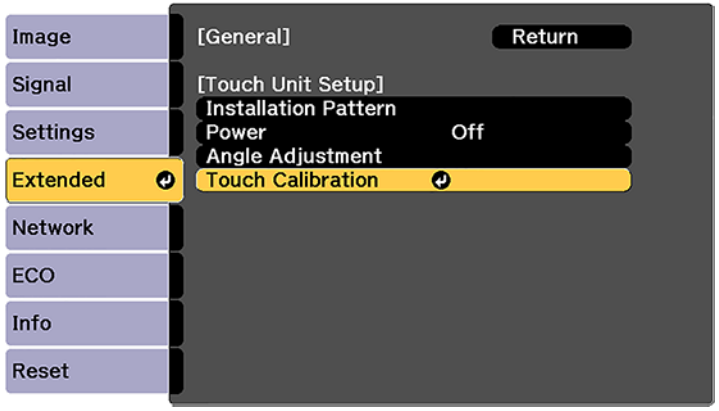
1. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



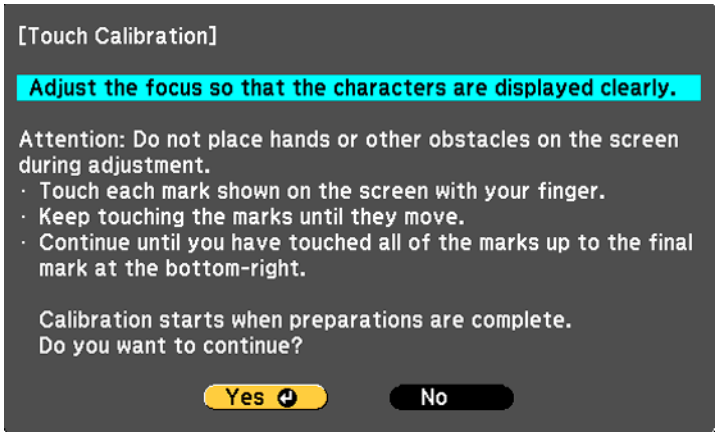
2. Select the **Easy Interactive Function** setting and press **Enter**.



3. Select **Touch Unit Setup** and press **Enter**.



4. Select **Touch Calibration** and press **Enter**.
   The following screen appears:



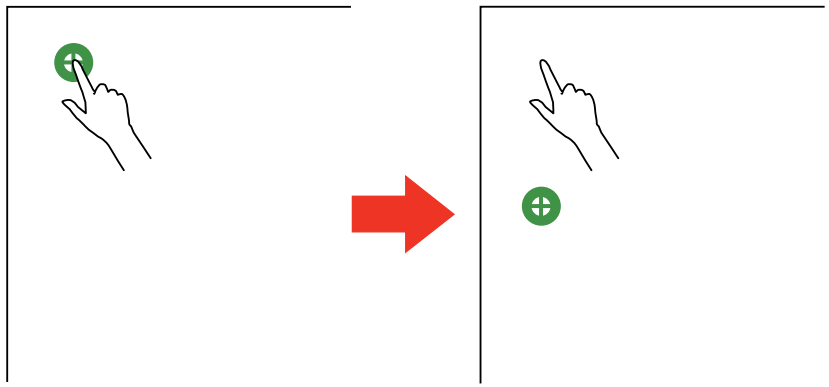
   Note: If **Touch Calibration** is disabled, make sure **Power** is set to **On**.

5. Adjust the image focus, if necessary.
6. Press **Enter** to select **Yes**.

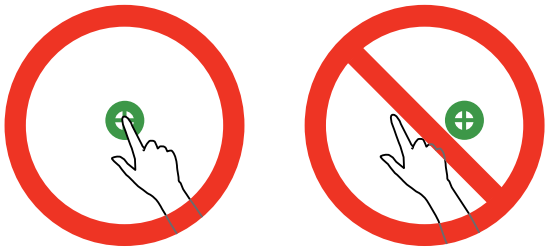
A flashing green circle appears in the upper left corner of your projected image.

7. Touch and hold the center of the circle with your finger until the circle disappears and another circle appears, then release it.

   The circle disappears, and you see another circle below the first one.



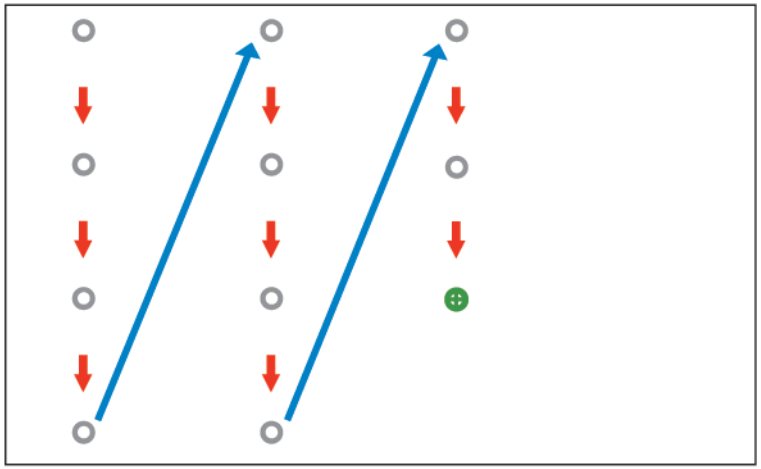
Note: For the most accurate calibration, make sure you touch the center of the circle with the tip of your finger.



Note: Make sure you are not blocking the signal between your finger and the interactive receiver (next to the projection window on the projector).

8. Touch the center of the next circle with your finger and continue until all of the circles disappear.

When you get to the bottom of a column, the next circle appears at the top of a new column.



Note: If you make a mistake, press the **Esc** button on the remote control to go back to the previous circle. To restart the calibration process, press and hold the **Esc** button for 2 seconds.

9. If the cursor location and your finger position do not match, repeat these steps to calibrate again.

Parent topic: Using Finger Touch Interactivity

Related concepts

Pen Calibration

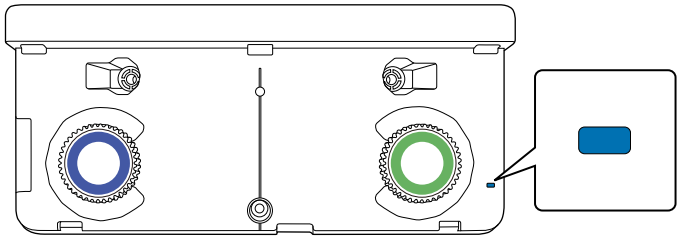
Using Finger Touch Operations

You can use your finger to interact with the projected screen, just as you would use an interactive pen. You can use either a pen or your finger, or use both at the same time.

When performing touch operations with your finger, you can use two fingers in built-in annotation mode and up to six fingers in whiteboard mode.

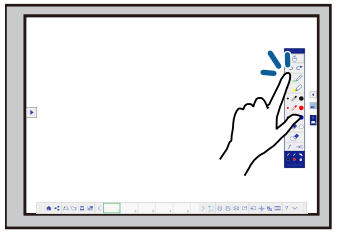
1. Install the Touch Unit as described in the *Touch Unit and Control Pad Installation Guide*.
2. Turn on your projector. This automatically turns on the Touch Unit also.

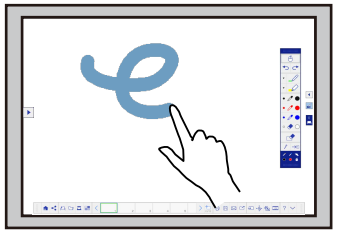
The blue light on the Touch Unit remains lit.



Note: If the blue light does not turn on, press the **Menu** button on the remote control and make sure the **Extended > Easy Interactive Function > Touch Unit Setup > Power** setting is set to **On**.

3. Calibrate the pens.
4. Adjust the angle of the Touch Unit as described in the *Touch Unit and Control Pad Installation Guide*.
5. Calibrate for finger touch interactivity.
6. To write or draw on the projection surface in built-in annotation mode or built-in whiteboard mode, do the following:



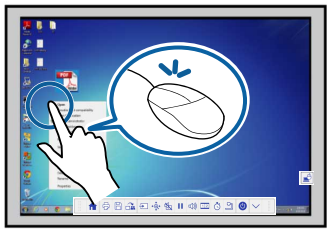


- To select a projected item, such as an icon, tap the projection surface with your finger.
- To draw on the projected screen, tap the projection surface with your finger and drag it as necessary.

7. To use your finger as a mouse in PC Interactive mode, do the following:
   - To left-click, tap the board with your finger.
   - To double-click, tap twice with your finger.

- To right-click, press the board with your finger for about 3 seconds.
- To click and drag, press on and drag an item with your finger.
- To scroll, drag your finger on the screen.





8. If your operating system supports these functions, you can also do the following:
   - To zoom in or out, touch an item using two fingers and either move your fingers away from each other (zoom in) or toward each other (zoom out).
   - To rotate an image, touch the image with your fingers and rotate your hand.
   - To drag up or down on a page, or move backward or forward in a browser window, use swiping gestures or flicks.

Note: Finger touch operations may not work correctly with long or artificial nails, or fingers wearing bandages. If your fingers are too close together or crossed, or your sleeve or free hand touches the screen, finger touch may not be recognized. Some operating systems may not support gestures.

Parent topic: Using Finger Touch Interactivity

Related references

Projector Setup Settings - Extended Menu

Using BrightLink with a Computer

You can connect a computer to the projector and install the software from the Easy Interactive Function CD. You can then do the following:

- Use the pens or your finger as a mouse to control your computer
- Use the Easy Interactive Tools software to annotate with both pens or a combination of pen and finger touch at the same time

Note: See the online *Easy Interactive Tools Operation Guide* for detailed information.

- Save and print your annotations
- Use the Tablet PC input panel in Windows 10, Windows 8.x, Windows 7, or Windows Vista
- Use Ink Tools for annotation in Microsoft Office (2003 or later) applications
- Connect to a remote computer and control it with the interactive pens or your finger
- Annotate across two projectors (Windows)

Adjusting the Pen Operation Area
Easy Interactive Tools
Connecting to a Remote Computer

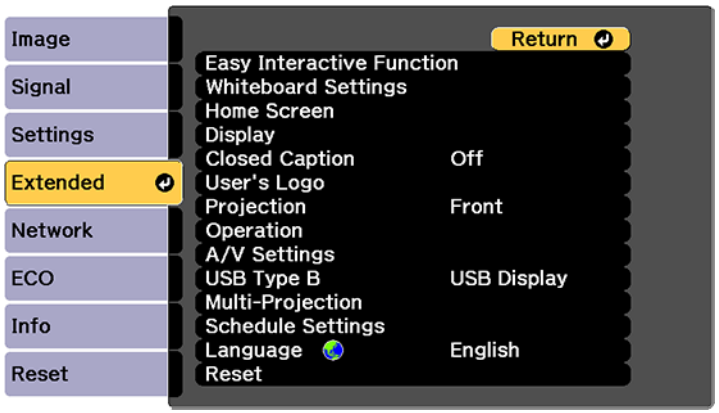
Parent topic: Using the Interactive Features

Adjusting the Pen Operation Area

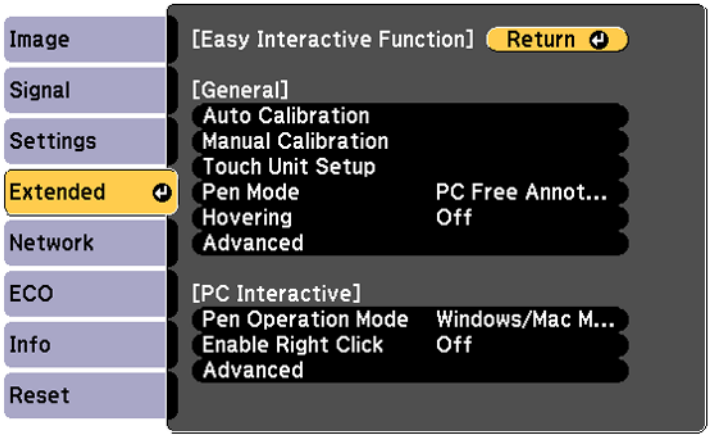
If you connect a different computer or adjust the computer's resolution, the pen operation area is adjusted automatically to match your mouse pointer position. If you notice that the pen position is incorrect when using PC Interactive mode, you can adjust the pen area manually.

Note: To perform manual pen area adjustment, the computer must be connected to the projector's **USB-B** port.

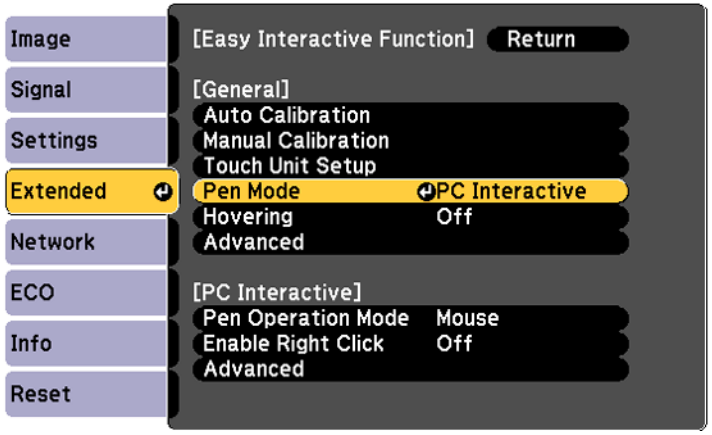
1. Project your computer's desktop.
2. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



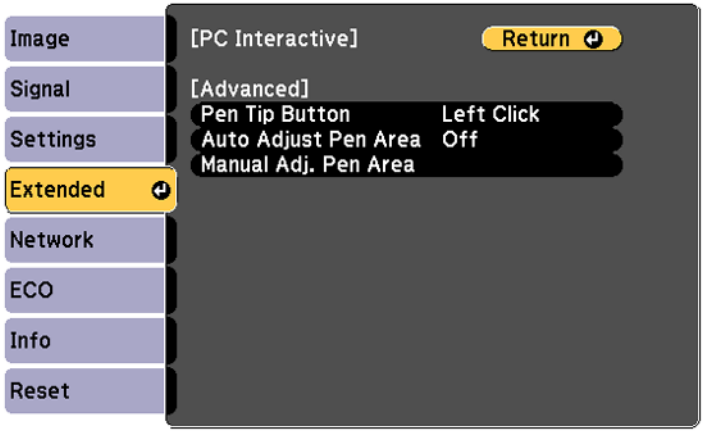
3. Select the **Easy Interactive Function** setting and press **Enter**.



4. Set the **Pen Mode** setting to **PC Interactive**.

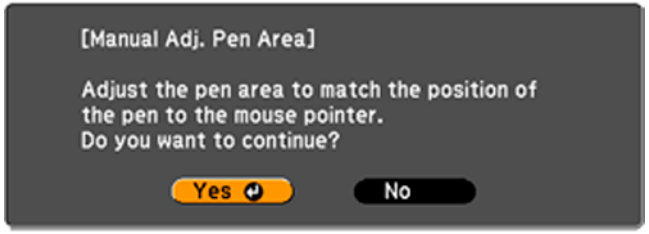


5. Select **Advanced** in the PC Interactive section and press **Enter**.



6. Select **Manual Adj. Pen Area** and press **Enter**.

   You see this screen:



   Note: Make sure **Auto Adjust Pen Area** is set to **Off**.

7. Press **Enter** to select **Yes**.

   The mouse pointer moves toward the top left corner.

8. When the mouse pointer stops at the top left corner of the image, touch the tip of the pointer with the interactive pen.

   The mouse pointer moves toward the bottom right corner.

9. When the mouse pointer stops at the bottom right corner of the image, touch the tip of the pointer with the interactive pen.

Parent topic: Using BrightLink with a Computer

Easy Interactive Tools

Your projector came with a CD containing the Easy Interactive Tools software for use with a computer. Easy Interactive Tools lets you use your interactive pen or finger to draw, save, and interact with projected content from your computer.

These two modes are available:

- Annotation (PC interactive) mode displays the toolbar on the projected image and lets you use the pen or finger as a mouse to open applications, access links, and operate scroll bars, for example. You can also annotate over whatever is displayed from your computer (using both pens and up to six fingers at the same time).
- Whiteboard mode lets you project on one of 3 solid colors or 6 background patterns, and use the toolbar to write or draw on the background. You can also import images from your computer or a document camera. In full screen whiteboard mode, two people can use the pens at the same time. Finger touch is also available in whiteboard mode.

Note: For detailed instructions on using the Easy Interactive Tools software, see the online *Easy Interactive Tools Operation Guide* or the online help.

Parent topic: Using BrightLink with a Computer

Connecting to a Remote Computer

The remote desktop connection allows you to control a remote Windows computer from the projected screen using the interactive pens or your finger. You can also add notes to the projected content.

You can use the remote desktop connection through wired LAN and wireless LAN. Connection speed varies depending on the communication band of the network. Use a wired connection for the most stable connection.

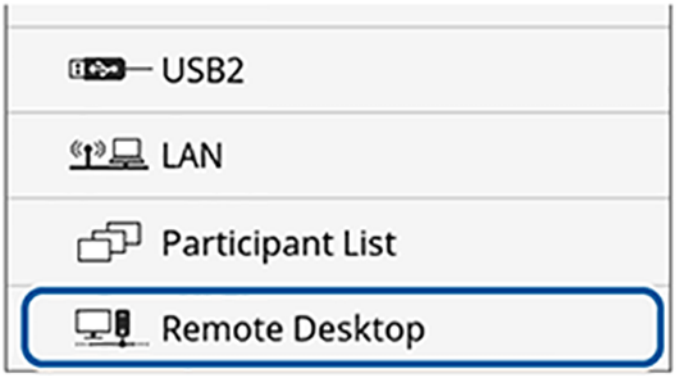
While the **Remote Desktop** connection screen is displayed, you cannot do the following:

- Select a different image source
- Use other interactive features
- Control the projector from the bottom toolbar
- Connect to multiple projectors

- Hear sound from the projector
- Use RD Gateway, RemoteFX, USB redirection, or audio transfer

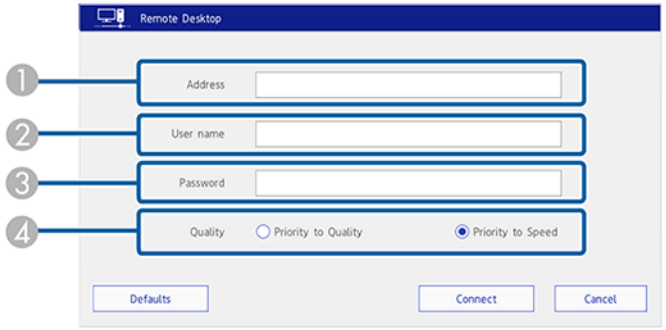
Note: Make sure your computer is configured to be controlled remotely. See your computer manual for details.

1. Connect your projector to a wired or wireless network.
2. Select the icon on the bottom toolbar and select **Remote Desktop** from the image source list.



Note: You can also press the **Home** button on the remote control and select **Remote Desktop Connection** on the Home screen.

You see the Remote Desktop screen.



1 Remote computer IP address or host name
2 Remote computer user name
3 Remote computer password
4 Speed/Quality priority selector

3. Enter the IP address or fully qualified domain name (FQDN) of the remote computer. You can enter up to 64 alphanumeric characters. You can enter a port number by adding it after the IP address or FQDN and separating it with a colon (":")

   Note: If you enter a FQDN, you must configure a DNS server.

4. Enter the user name and password for an account on the remote computer. You can enter up to 32 alphanumeric characters. You can enter a domain name by adding it before the user name and separating them with a backslash (domain\user_name)
5. Select one of the following as the remote desktop connection quality and speed setting.
   - **Priority to Speed** to project in WXGA resolution.
   - **Priority to Quality** to project in WUXGA resolution.

   Note: You can use an external English 101-key USB keyboard connected to the USB-A port on the control pad to enter numbers and characters. Using an external keyboard lets you enter a user name or password without displaying it. You can also use the keyboard to type during remote desktop functions.

6. Select **Connect**.

   You see the remote computer's screen image through the **LAN** source.

   You can select the default **Address**, **User name**, and **Password** settings using the **Remote Desktop Setup** setting in the Network menu.

Remote Desktop System Requirements

Parent topic: Using BrightLink with a Computer

Related concepts

Wired Network Projection

Wireless Network Projection

Related references

Projector Feature Settings - Settings Menu

Remote Desktop System Requirements

Your computer must be using one of the following operating systems to use the remote desktop connection.

Operating System	Version
Windows 7	Ultimate Enterprise Professional
Windows 8.x	Professional Enterprise
Windows 10	Professional
Windows Server 2008 R2	All
Windows Server 2012	All

Parent topic: Connecting to a Remote Computer

Windows Pen Input and Ink Tools

If you are using Windows 10, 8.x, Windows 7, or Windows Vista, you can use the pen input and Ink tools to add input and annotations to your work. You can also use these features over a network when you set

the interactive features to be available on your network. See the *EasyMP Multi PC Projection Operation Guide* for instructions on setting up your computer for network projection.

Enabling Windows Pen Input and Ink Tools

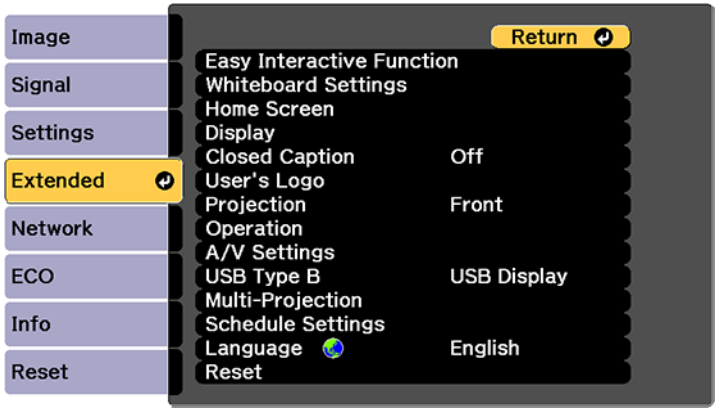
Using Windows Pen Input and Ink Tools

Parent topic: Using the Interactive Features

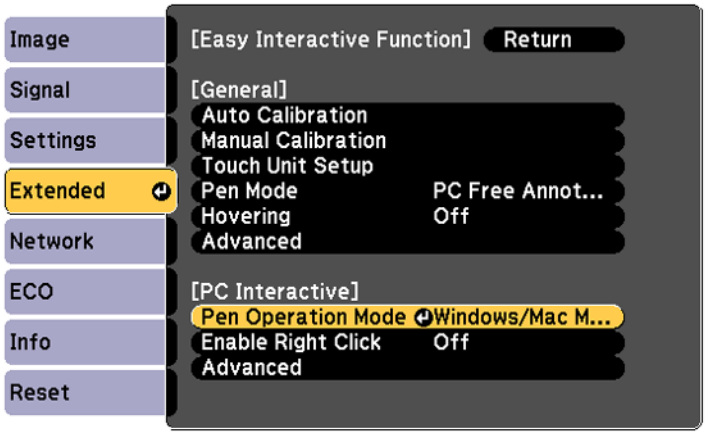
Enabling Windows Pen Input and Ink Tools

To use the pen input and Ink tools in Windows 10, 8.x, Windows 7, or Windows Vista, you need to adjust the pen operation mode in your projector's menus.

1. Press the **Menu** button, select the **Extended** menu, and press **Enter**.



2. Select the **Easy Interactive Function** setting and press **Enter**.



3. Select **Pen Operation Mode** and press **Enter**.
4. Select **Windows/Mac Mode** and press **Enter**.

Parent topic: Windows Pen Input and Ink Tools

Using Windows Pen Input and Ink Tools

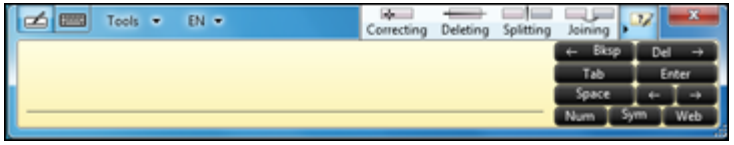
If you are using Windows 10, Windows 8.x, Windows 7, or Windows Vista, you can add handwritten input to your work and convert it to text.

If you have Microsoft Office 2003 or later, you can also use the Ink function to add handwritten notes to a Word document, Excel spreadsheet, or PowerPoint presentation.

Note: Option names for the annotation functions may vary depending on your version of Microsoft Office.

- To open the Touch Keyboard in Windows 10, right-click or tap-and-hold on the Taskbar, and select **Show touch keyboard button**. Select the keyboard icon on the screen.
- To open the Touch Keyboard in Windows 8.x, right-click or tap-and-hold on the Taskbar, and select **Toolbars > Touch Keyboard**. Select the keyboard icon on the screen and select the pen icon.

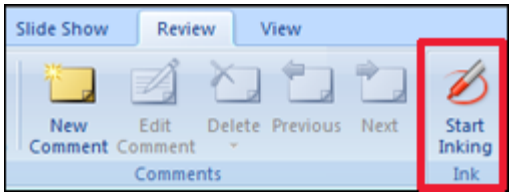
- To open the Tablet PC input panel in Windows 7 or Windows Vista, select **> All Programs > Accessories > Tablet PC > Tablet PC Input Panel**.



You can write in the box using the interactive pen or your finger, and select from a variety of options to edit and convert the text.

- To add Ink annotations in Microsoft Office applications, select the **Review** menu, and select **Start Inking**.

Note: In Microsoft Word or Excel, select the **Insert** tab and select **Start Inking**.



- To annotate your PowerPoint slides in Slideshow mode, press the button on the side of the interactive pen or press the projection surface with your finger for about 3 seconds, and select **Pointer Options > Pen** from the pop-up menu.

For more information about these features, see Windows Help.

Parent topic: Windows Pen Input and Ink Tools

Whiteboard Mode

You can use the pens or your finger to write or draw on the projection surface just as you would on a chalkboard or dry erase board. See these sections for instructions.

Using the Whiteboard Toolbars
The Main Whiteboard Toolbar
Selecting Background Templates

Zooming Images in Whiteboard Mode
Inserting and Working With Images
Using the Shapes Tool
Selecting Line Width and Color
Whiteboard Projector Control Toolbar
Selecting Whiteboard Settings
Scanning an Image into a Whiteboard Page
Selecting a Networked Device Source
Saving Pages in Whiteboard Mode
Printing Whiteboard Pages
Emailing Whiteboard Pages
Sharing the Whiteboard

Parent topic: Using the Interactive Features

Using the Whiteboard Toolbars

You can use both pens at the same time in whiteboard mode.

1. Press the **Whiteboard** button on the remote control or control pad.

   You see the whiteboard screen, with the main toolbar and the projection control toolbar:

2. To move the main toolbar to the other side of the screen, select the  arrow.

   Note: You can use the pen or your finger to move the arrow icon up or down to reposition the toolbar. .

3. To add a new page, select the  New page icon on the projector control toolbar.

   Your current page appears as a thumbnail image on the bottom toolbar.

4. To close the main toolbar, select the  icon at the bottom of the toolbar.

   Note: If you want to hide the toolbar automatically after drawing, select the  icon at the bottom of the toolbar.

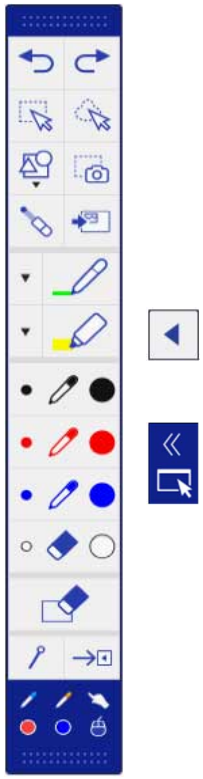
5. To show or hide the projection control toolbar, select the  or  arrow.

Note: You can also show or hide the projection control toolbar by setting the **Extended > Display > Projector Control** setting to **On** or **Off**.

Parent topic: Whiteboard Mode

The Main Whiteboard Toolbar

The main whiteboard toolbar lets you draw, write, and insert images and shapes. The toolbar also lets you easily switch to built-in annotation mode or computer interactive mode.



	Shows or hides the toolbar. You can move the tabs up or down to reposition the toolbar.
	Splits the screen to display the whiteboard and another source. To switch to the other source, tap and drag the icon all the way across the screen. You can reposition the tabs by moving them up and down. To enlarge one image while reducing the other, tap and drag the  tab.
	Undoes the last annotation. You can undo up to 15 operations per page.
	Redoes the last undo operation

	Selects all objects and images in a rectangular () or freehand () area. Specify the area by drawing on the projection surface. You can also tap an object or image to select it.
	• To cancel the current selection, tap an empty area on the board.
	• Drag the edge of the area to enlarge or reduce the object or image.
	• When an image is selected, drag the side of the area to crop it.
	• Drag the round dot at the top of the area to rotate the selected object or image.
	• To perform the following operations, select the  icon at the bottom right of the selected object or image:
	  • Cut
	  • Copy
	  • Paste (tap the location where you want to paste)
	  • Group/Ungroup
	  • Auto Crop (deletes the black frame around the image)
	  • Delete

	Inserts a circle, square, triangle, or other shape. You can select the line width and color.
	Captures the selected area as an image and pastes the captured image. Tap and drag on the screen to select the area, then lift the pen to paste the image.
	Turns the pen into a draggable pointer and displays it on the whiteboard screen and all connected devices. You cannot operate the pointer at the same time on multiple devices.
	Inserts an image from a USB storage device or a network folder. You can insert images that meet the following specifications: • Format: PNG, JPEG • Resolution: 2048 × 2048 • Pixel count: 2 million or less If the image is larger than the page, it is reduced to fit on the page.
	Changes custom pen or highlighter color and width
	Writes or draws free-form lines with custom pen
	Writes or draws free-form lines with transparent highlighter pen
	Black pen (fine point on left, thick on right)

	Red pen (fine point on left, thick on right)
	Blue pen (fine point on left, thick on right)
	Eraser (thin width on left, thick on right)
	Clears all annotations
	Hides the toolbar after each annotation
	Closes the toolbar

Follow these guidelines when using the whiteboard toolbar:

- You can display the following number and size of images on the whiteboard screen (including images stored on the clipboard):
  - Up to 20 files per page at 1920 × 1200 × 2 pixels
  - Up to 1920 × 1200 × 50 pixels for all pages
- To paste an image, you need to use the same pen that you used to cut or copy the image.
- Drawn objects are displayed at the front of the projected page. However, you can change the order by using the grouping feature.
- If objects or images are moved out of the projected screen, you may not be able to select them.

Parent topic: Whiteboard Mode

Selecting Background Templates

In whiteboard mode, you can insert horizontal lines, a graph-paper grid, or another background template and place it on your whiteboard pages. You can select from 10 pre-installed patterns or add up to 10 custom templates.

1. In whiteboard mode, select the  Template tool on the bottom toolbar.

   You see the available templates.
2. Select one of the template patterns or add a new pattern by selecting **Settings** and tapping one of the template placeholders, then selecting an available PNG file.

   Note: You must have a USB flash drive or a shared directory available with a PNG file as a new pattern.
3. If you want to use the pattern for all the pages in the current session, select **Apply to all pages**.
4. To scale the pattern, select the pattern repeatedly to cycle through the different scales.

   Note: Not all patterns will scale.

Parent topic: Whiteboard Mode

Zooming Images in Whiteboard Mode

You can use the pen to zoom in and pan around your enlarged image, then zoom out when you are done.

1. Select the  Zoom tool on the bottom toolbar.
2. Do one of the following to adjust the image if necessary:
   - Select the  icon to enlarge the image.
   - Select the  icon to shrink the image.
   - Select the  icon to return to the original size.
   - Select the  icon to zoom into a selected area.

- Press and drag on the screen to pan around the enlarged area.

3. When splitting the screen, do the following as necessary:
   - Select the  icon to display the entire whiteboard.
   - Select the  icon to display the entire whiteboard vertically.

Parent topic: Whiteboard Mode

Inserting and Working With Images

In whiteboard mode, you can use the  Insert Image tool to insert an image from a thumbdrive or a network folder. Images can be in .png or .jpg format, with a maximum size of 2048 × 2048 pixels. Once the image is projected, you can move, resize, rotate, or crop it.

Note: You can also use the  tool on the bottom toolbar to import files (including pdf files) in whiteboard mode.

1. Select the  Insert Image tool.
2. Select the image you want to add, then select **Insert Image**.

   After a moment, the image appears on the whiteboard page.
3. Once you have selected the image, select either the  Rectangle Select or  Free Select tool and do any of the following as necessary:
   - To move the image, touch inside it and drag the image.
   - To resize the image, touch any corner and drag inward to shrink or outward to enlarge.
   - To rotate the image, touch the round icon at the top of the image and drag left or right.
   - To crop the image, select and drag the side of the image.
4. Use the menu in the bottom right corner of the image to select any of the following as necessary:
   - **Cut** removes the image from the whiteboard. Touch a location on the screen to paste the image again.

- **Copy** copies the image on the whiteboard. Touch a location on the screen to paste a copy of the image.
- **Paste** creates a new copy of the image. Drag the image to the desired location.
- **Auto Crop** removes any black borders around the selected image
- **Delete** removes the image from the whiteboard

When you are finished, select any other tool from the whiteboard toolbar to exit image editing mode.

Parent topic: Whiteboard Mode

Using the Shapes Tool

You can add a variety of shapes to your projected image and select the color and line width.

1. Select the Shapes tool.
2. Select the line width, color, and shape you want to create, or select the Line tool to define your own shape.
3. Drag the pen on the projection surface to draw the shape you want.

Parent topic: Whiteboard Mode

Selecting Line Width and Color

You can select the color and line width for both the custom Pen and the Highlighter tools.

1. Select the icon next to the custom Pen or Highlighter annotation tool.
2. Select the line width and color you want to use for the Pen or Highlighter tools.
3. Use the pen or your finger to write or draw on the projection surface.

Parent topic: Whiteboard Mode

Whiteboard Projector Control Toolbar

The projector control toolbar lets you control the projector with your pen or finger from the projected screen just as you would using the remote control.



	Displays the Home screen.
	Shares drawing contents across multiple devices and projects the shared drawing contents from other projectors
	Performs one of the following: • **Save**: saves the current drawing content and returns whiteboard mode to its default status • **New meeting**: clears the current drawing and returns whiteboard mode to its default status
	Opens a .jpg, .png, .ewf, or .pdf file from a USB drive or network folder. When you open a multi-page PDF, you can specify the page range. Each page in the document appears on a separate whiteboard page. You can display a maximum of 50 whiteboard pages.
	Captures images from a scanner and displays them on a new page
	Selects a background template
	Displays the previous page. Tap and hold the icon to display the first page.

	Displays a list of page thumbnails. A blue frame indicates the current page and a yellow frame indicates the displayed area.
	You can perform the following actions:
	• To display a page, tap the page thumbnail.
	• To scroll the display, flick or drag a thumbnail.
	• To move the displayed area, drag the yellow frame.
	• Tap the current page to reveal more options.
	  • Tap the left arrow icon to move the page to the left in the thumbnail list.
	  • Tap the  icon to delete the current page.
	  • Tap the  icon to duplicate the current page and add it as the next page in the thumbnail list.
	  • Tap the right arrow icon to move the page to the right in the thumbnail list.

	Displays the next page. Tap and hold the icon to display the last page.
	Adds and opens a new page
	Prints the projected image
	Saves the projected image to a connected USB storage device, network folder, or a computer connected through a USB cable
	Sends the projected screen via email. Be sure to set up email server settings before using this feature.

	Shares the projected image to participants using EasyMP Multi PC Projection or Epson iProjection
	Changes the image source using a displayed list (To close the image source list, select the icon again, or tap on the X icon.)
	Zooms into and out of the image
	Turns off the picture and sound
	Projects two images from different image sources
	Displays the help screen for the toolbar and the bottom toolbar functions. Select **ESC** to close the help screen.
	Closes the projector control toolbar

Parent topic: Whiteboard Mode

Selecting Whiteboard Settings

Follow the instructions in these sections to select settings for capturing, scanning, saving, printing, and emailing in whiteboard mode.

Note: If the **Whiteboard Protection** password setting is set to **On**, you cannot change settings in the **Whiteboard Settings** menu.

Selecting Basic Whiteboard Settings and Policies
Selecting Whiteboard Print Settings
Selecting Settings for Saving Whiteboard Pages
Selecting Settings for Emailing Whiteboard Pages
Selecting Settings for a Directory Server

Parent topic: Whiteboard Mode

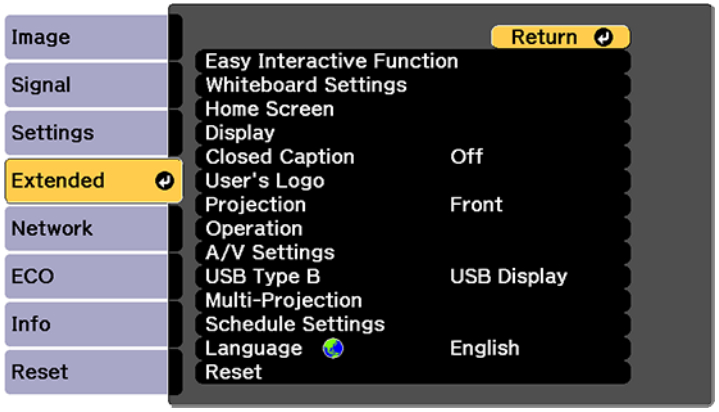
Related tasks

Setting a Password
Selecting Password Security Types

Selecting Basic Whiteboard Settings and Policies

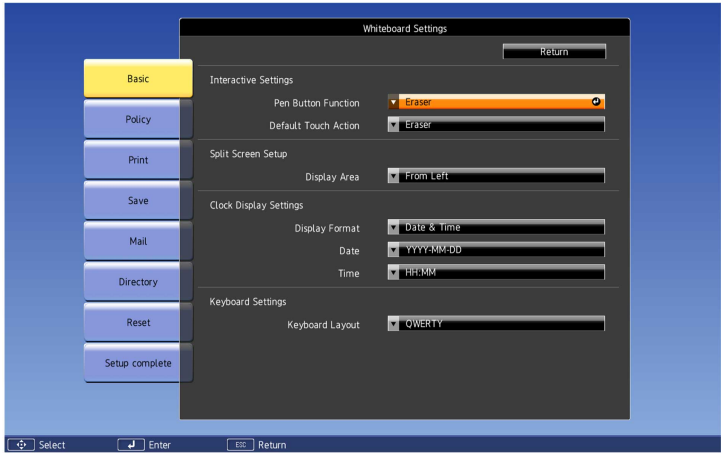
You can select the whiteboard features you want to use and control the way whiteboard pages are saved in the projector.

1. Press the **Menu** button on the remote control.
2. Select the **Extended** menu and press **Enter**.



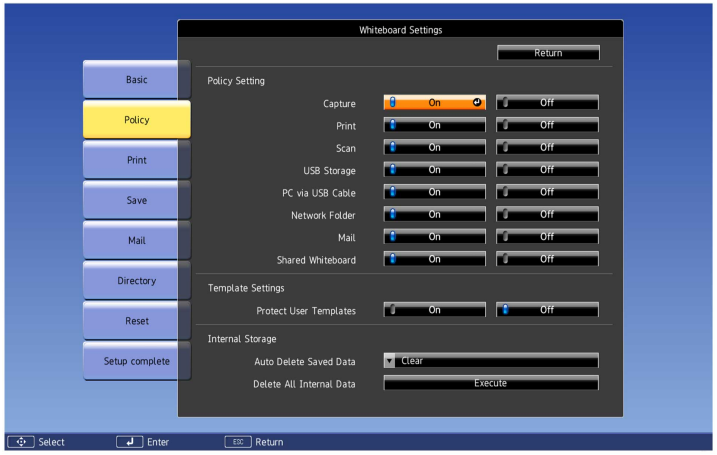
3. Select **Whiteboard Settings** and press **Enter**.

4. Select the **Basic** menu and press **Enter**.



5. Select the following options as necessary:
   - **Pen Button Function** selects the operation performed by the button on the side of the interactive pen
   - **Default Touch Action** lets you select the default action when you switch to whiteboard mode
   - **Display Area** selects the displayed area of the whiteboard in split screen mode
   - **Display Format**, **Date**, and **Time** let you customize the date and time display on the bottom whiteboard toolbar
   - **Keyboard Layout** lets you select the onscreen keyboard layout

6. Select the **Policy** menu and press **Enter**.



7. Select the following policy options as necessary:
   - **Policy Setting** options let you disable capturing, printing, scanning, USB storage, PC connections, network storage, emailing, or sharing from the projector. All features are enabled by default.
   - **Protect User Templates** restricts the ability to add or remove user templates. When set to **On**, you can only add or remove user templates through the web browser interface. When set to **Off**, you can add or remove user templates in whiteboard mode.
   - **Auto Delete Saved Data** lets you clear or retain the contents of the whiteboard when turning off the projector. When set to **Clear**, you are prompted to save the whiteboard contents when powering off the projector.
   - **Delete All Internal Data** lets you delete data stored in the projector. If you have problems with internal storage, or need to dispose of the projector or have it repaired, select **Execute** to delete all stored data.

     Note: Stored data includes user templates, the address book, and whiteboard connection logs.

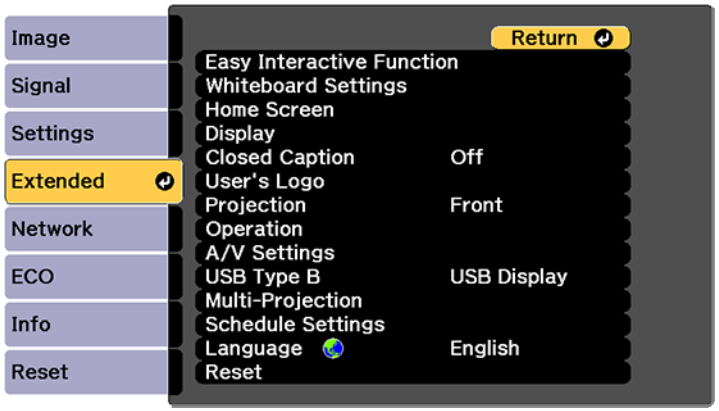
8. When you finish selecting settings, select **Setup complete** and follow the on-screen instructions to save your settings and exit the menus.

Parent topic: Selecting Whiteboard Settings

Selecting Whiteboard Print Settings

You can select the default settings for printing whiteboard pages from the projector.

1. Press the **Menu** button.
2. Select the **Extended** menu and press **Enter**.



3. Select **Whiteboard Settings** and press **Enter**.
4. Select **Print** and press **Enter**.



5. Select the following printing options as necessary:
   - **Default Printer** lets you select either **USB** or **Network** as the printer connection. You can change this setting when you print in whiteboard mode, but not in annotation mode.

     Note: Selecting **USB** will also enable scanning from Epson All-in-One printers.

   - **Quality** lets you select the default print quality.
   - **Paper Size** lets you select either **Letter** , **A4**, or **A3** as the default paper size.
   - **IP Address** lets you enter an IP address for a printer connected to the same network as the projector.
   - **Printer Type** lets you manually select the printer type or let the projector automatically determine the printer type
   - **Job username** lets you assign a user name for print jobs up to 31 alphanumeric characters long. Do not use a colon (":") or spaces in the user name.
   - **Test Print** lets you send a test page to the connected printer.

   Note: Use the displayed keyboard to enter the IP address if necessary. Press the arrow buttons on the remote control to highlight numbers and press **Enter** to select them.

6. When you finish selecting settings, select **Setup Complete** and follow the on-screen instructions to save your settings and exit the menus.

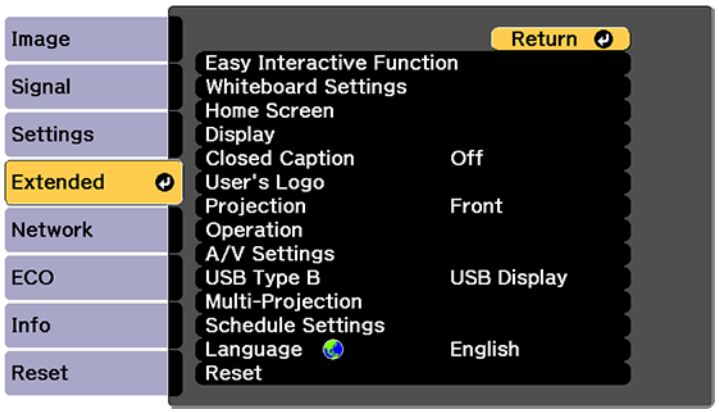
Parent topic: Selecting Whiteboard Settings

Selecting Settings for Saving Whiteboard Pages

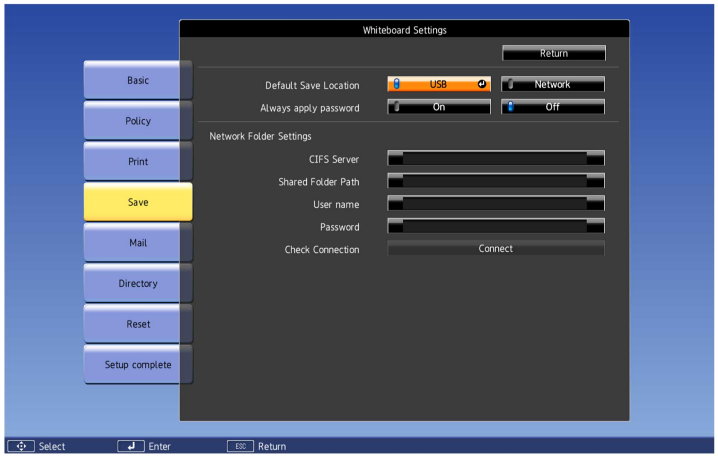
You can select the default settings for saving whiteboard pages from the projector.

1. Press the **Menu** button.

2. Select the **Extended** menu and press **Enter**.



3. Select **Whiteboard Settings** and press **Enter**.
4. Select the **Save** menu and press **Enter**.



5. Select the following options as necessary:
   - **Default Save Location** lets you select the default location for saving whiteboard pages. Select **USB** to save them on a USB flash drive or **Network** to save them on a network folder.

- **Always apply password** lets you require that whiteboard files must be saved as password-protected PDF or EWF files.
- **CIFS Server** lets you set the CIFS server's IP address or fully qualified domain name (FQDN). You can enter up to 63 alphanumeric characters.

  Note: You cannot use the following characters: " ' + , : ; < = > ? [\ ] ` | or spaces. If you need to enter more characters, enter them using the Web Config utility. To use a FQDN, you must configure a DNS server. Enter a port number by adding it after the address or name and separating it with a colon, for example, FQDN:port_number or IP_address:port_number. You cannot use the following IP addresses: 127.x.x.x, 192.0.2.x, or 224.0.0.0 to 255.255.255.255.

- **Shared Folder Path** lets you enter the network folder name in this format: share_name\folder_name. You can enter up to 63 alphanumeric characters. You cannot use the following characters: " ' / : < > ? or |.
- **User name** lets you enter a user name with read/write privileges on the network folder. You can enter up to 64 alphanumeric characters. You can enter a domain name by adding it before the user name and separating them with a backslash in this format: domain\username.
- **Password** lets you enter a password for the user name you entered. You can enter up to 64 alphanumeric characters. After you enter the password and select **Setup complete**, the password is hidden.
- **Check Connection** lets you test the network connection.

  Note: Use the displayed keyboard to enter the address, user name, and password if necessary. Press the arrow buttons on the remote control to highlight numbers and press **Enter** to select them.

6. When you finish selecting settings, select **Setup Complete** and follow the on-screen instructions to save your settings and exit the menus.

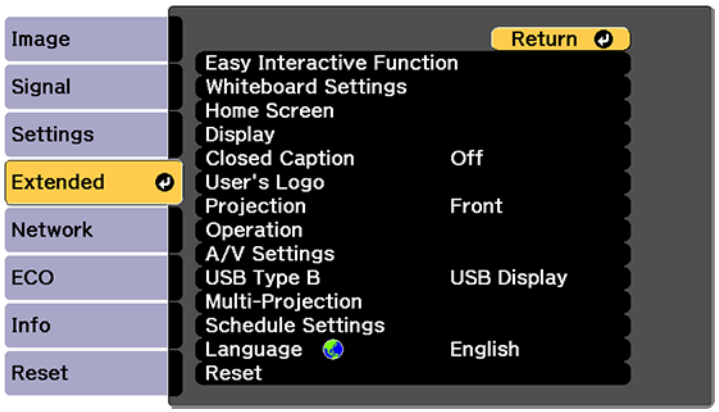
Parent topic: Selecting Whiteboard Settings

Selecting Settings for Emailing Whiteboard Pages

You can select the settings for emailing whiteboard pages from the projector.

1. Press the **Menu** button on the remote control.

2. Select the **Extended** menu and press **Enter**.



3. Select **Whiteboard Settings** and press **Enter**.
4. Select the **Mail** menu and press **Enter**.



5. Select the following options for emailing as necessary:
   - **From** lets you enter the email address to be displayed to the sender. You can enter up to 64 alphanumeric characters. Do not use spaces or the following symbols: " ( ) , : ; < > [\ ]

- **Default e-mail address** lets you enter an optional address for testing. You can enter up to 64 alphanumeric characters. Do not use spaces or the following symbols: " ( ) , : ; < > [\ ]
- **Disallow Address Input** controls whether you can enter email addresses manually. When enabled, you can only choose email addresses from an address book or directory service.
- **SMTP Server** lets you enter the IP address or host name for the mail server. You can enter up to 63 alphanumeric characters. If you specify a host name, you must configure a DNS server. Do not use spaces or the following symbols: " ' + , : ; < = > ? [\ ] ` |

  Note: You cannot use the following IP addresses: 127.x.x.x, 192.0.2.x, or 224.0.0.0 to 255.255.255.255.

- **Authentication** lets you set the type of authentication expected by the mail server
- **Port Number** lets you enter a port number for the SMTP server. The default port is 25 when set to **Open**, 465 for **SSL**, and 587 for **TLS**.
- **User name** lets you enter a user name for the mail server. You can enter up to 64 alphanumeric characters. Do not use a colon (":") or spaces.
- **Password** lets you enter a password for the mail server. You can enter up to 64 alphanumeric characters. Do not use a colon (":") or spaces.
- **Send a test e-mail** lets you connect to the SMTP server and send a test email to the address you set as the default.

Note: Use the displayed keyboard to enter the addresses. Press the arrow buttons on the remote control to highlight numbers or characters and press **Enter** to select them.

6. When you finish selecting settings, select **Setup Complete** and follow the on-screen instructions to save your settings and exit the menus.

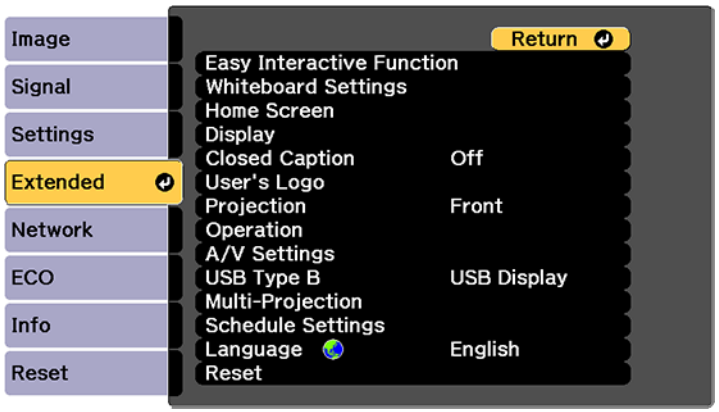
Parent topic: Selecting Whiteboard Settings

Selecting Settings for a Directory Server

You can select the settings for specifying a email directory server for your projector.

1. Press the **Menu** button on the remote control.

2. Select the **Extended** menu and press **Enter**.



3. Select **Whiteboard Settings** and press **Enter**.
4. Select **Directory** and press **Enter**.



5. Select the following options as necessary:
   - **Enable Directory Access** specifies whether to search a directory server for user names and email addresses.

- **Search Base DN** lets you enter the DN (Distinguished Name) where the search for user names and email addresses should start. You can enter up to 63 alphanumeric characters. Do not use a colon (":") or spaces. This field is case-sensitive.

  Note: Make sure you specify the OU (Organizational Unit) and DC (Domain Component) as necessary, with OU first in this format: OU=accounts,DC=example,DC=com. The DN must be at or below the DC level in the database structure.

- **User Attributes** lets you enter a user name. You can enter up to 63 alphanumeric characters. Do not use a colon (":") or spaces. This field is case-sensitive.
- **Mail Attributes** lets you enter the attribute for the mail address. You can enter up to 63 alphanumeric characters. Do not use a colon (":") or spaces. This field is case-sensitive.
- **LDAP Server** let you enter the IP address or host name for the LDAP server. You can enter up to 63 alphanumeric characters. Do not use spaces or the following symbols: " ' + , : ; < = > ? [\ ] ` |. If you specify a host name, you must configure a DNS server.

  Note: You cannot use the following IP addresses: 127.x.x.x, 192.0.2.x, or 224.0.0.0 to 255.255.255.255.

- **Port Number** lets you enter a port number for the LDAP server. The default port is 389.
- **Authentication** lets you set the type of authentication expected by the LDAP server. If you are using **Digest-MD5** authentication and the **LDAP Server** setting is set to an IP address, you must enable reverse DNS lookup on the DNS server.
- **User name** lets you enter a user name for the mail server. You can enter up to 64 alphanumeric characters. Do not use a colon (":") or spaces.
- **Password** lets you enter a password for the mail server. You can enter up to 64 alphanumeric characters. Do not use a colon (":") or spaces.
- **Check connection** tests the network connection.

Note: Use the displayed keyboard to enter the addresses. Press the arrow buttons on the remote control to highlight numbers or characters and press **Enter** to select them.

6. When you finish selecting settings, select **Setup Complete** and follow the on-screen instructions to save your settings and exit the menus.

Parent topic: Selecting Whiteboard Settings

Scanning an Image into a Whiteboard Page

You can scan a document or image into a new page in whiteboard mode using a supported Epson all-in-one printer connected to the control pad or to your network.

You cannot scan with the following:

- Standalone scanners
- Printers with ESC/P-R commands
- Printers that have run out of ink or cannot print.

You cannot use the following scanning functions, even if they are available on your product:

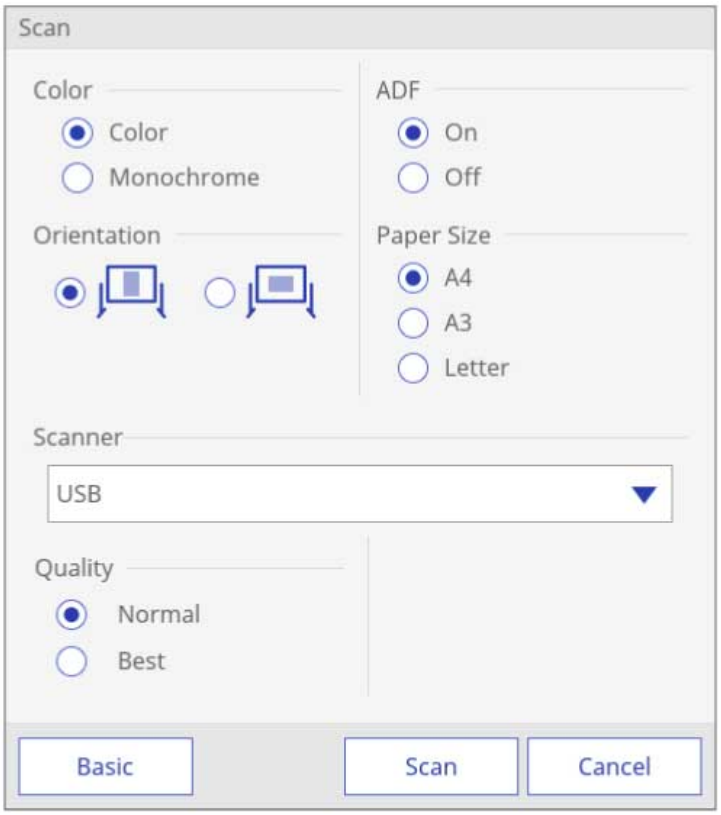
- The scan button
- Partial document or image scanning
- Double-sided scanning with an Automatic Document Feeder (ADF)
- Scanning more than 10 pages at a time with the ADF

1. Place your original on the product for scanning.

   Note: You can place up to 10 sheets in the ADF. If you want to scan a longer document, scan the pages in batches of 10.

2. Select the  Scan icon on the projector control toolbar and select **Advanced**.

You see the Scan screen:



3. Select the scan settings as necessary.
4. When you are ready to scan, select **Scan**.

   After a moment, your document or image appears on the projected screen. Multi-page documents appear on multiple whiteboard pages.

Whiteboard Scan Settings

Parent topic: Whiteboard Mode

Whiteboard Scan Settings

Setting	Options	Description
Color	**Color** **Monochrome**	Selects whether to scan in color or not
ADF	**On** **Off**	Selects whether to use the Automatic Document Feeder (ADF) or not
Orientation	—	Determines the orientation of the scanned original on the whiteboard
Paper Size	**A4** **A3** **Letter**	Selects the page size of the scanned original
Scanner	**USB** **Network**	Selects the scanner connection type
Quality	**Best** **Normal**	Selects the scan quality

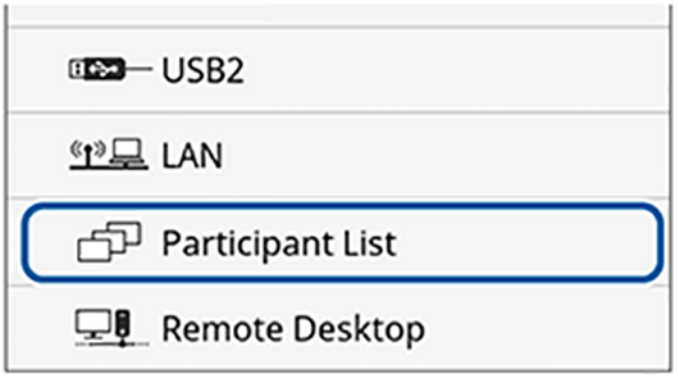
Parent topic: Scanning an Image into a Whiteboard Page

Selecting a Networked Device Source

You can project an image from up to 50 devices connected to the projector via a network. You can select the image source from computers running EasyMP Multi PC Projection or Epson iProjection, and smartphones or tablets running Epson iProjection.

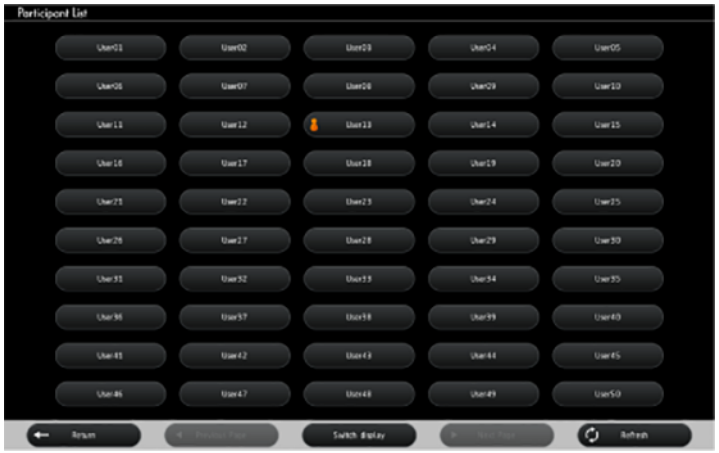
1. Select the  Source Select icon on the projector control toolbar.

You see an image source list:



2. Select **Participant List**.

   You see a list of available devices. The icon next to a user name indicates the currently selected source.



3. Select the user name for the device from which you want to project.

   Note: Select **Refresh** to update the user list.

4. Select **Return**.

   You see the screen image from the selected device.

While the user selection screen is displayed, you cannot do the following:

- Select a different image source
- Use other interactive features
- Control the projector from the bottom toolbar
- Connect to multiple projectors
- Hear sound from the projector
- Project an image using EasyMP Multi PC Projection or Epson iProjection

Note: You cannot access the **Participant List** screen when connection to multiple projectors by using EasyMP Multi PC Projection and projecting the same image (mirroring).

Parent topic: Whiteboard Mode

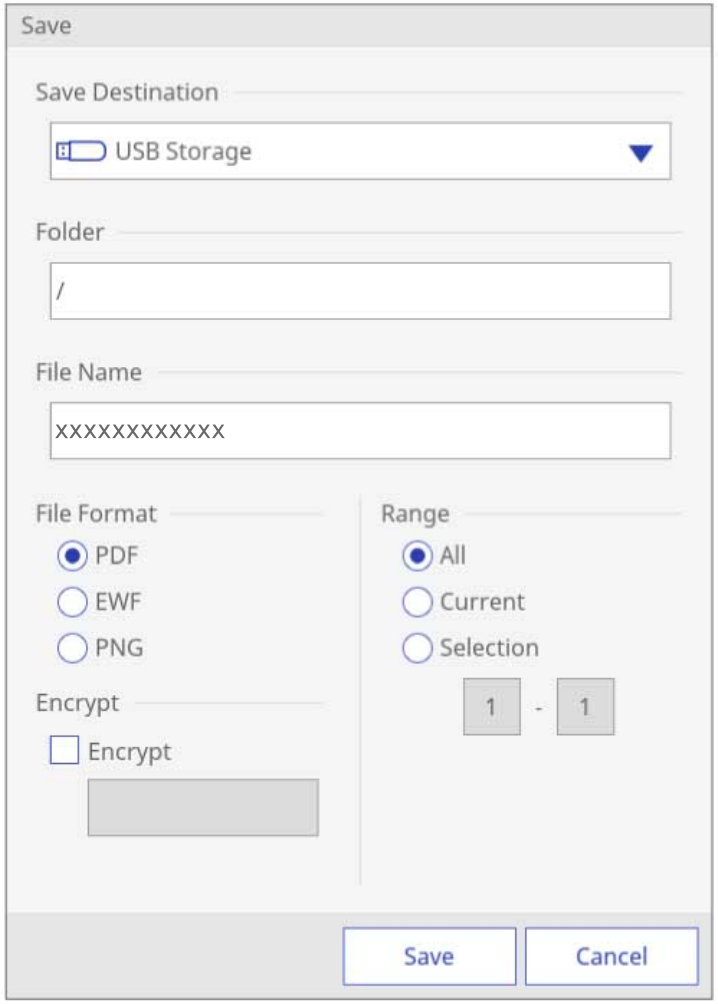
Saving Pages in Whiteboard Mode

You can save your whiteboard pages as PDF, EWF, or PNG files and select the location where you want to store your files.

Note: For best results, connect directly to the projector or control pad to save whiteboard pages.

1. Press the **Save** button on the control pad or remote control, or select the  Save icon on the bottom toolbar.

You see a screen like the following:



2. Select one of the following as the destination where you want to save your file and select **OK**:
   - **USB Storage** or **Network Folder** to save to a connected USB storage device or network folder
   - **PC via USB Cable** to temporarily save the file on the projector and make it available for copying from a computer. After you copy the file, it is erased

- **Browser Participants** to temporarily save the file on the projector and distribute to the participants in the sharing session for download through a Web browser. After the participants have copied the file, select **Done**. The file is erased.

3. Select the folder where you want to save your file.
4. To enter a file name, select the **File Name** text box, use the on-screen keyboard to enter a file name, and select **OK**.
5. Select the file format. If you choose **PDF** or **EWF** (Epson Whiteboard Format), you can encrypt the file and add a password. If you choose **EWF**, you can reopen the file later and continue editing.

   Note: PNG files are saved as 1920 × 1200 pixels.

6. Select one of the following as the **Range** setting:
   - **All** to save all the pages in the current whiteboard session (PDF or EWF)
   - **Current** to save only the current whiteboard page
   - **Selection** to save a range of pages by tapping the numbers in the boxes below (PDF or EWF)
7. When you are ready to save the whiteboard, select **Save**.

Parent topic: Whiteboard Mode

Printing Whiteboard Pages

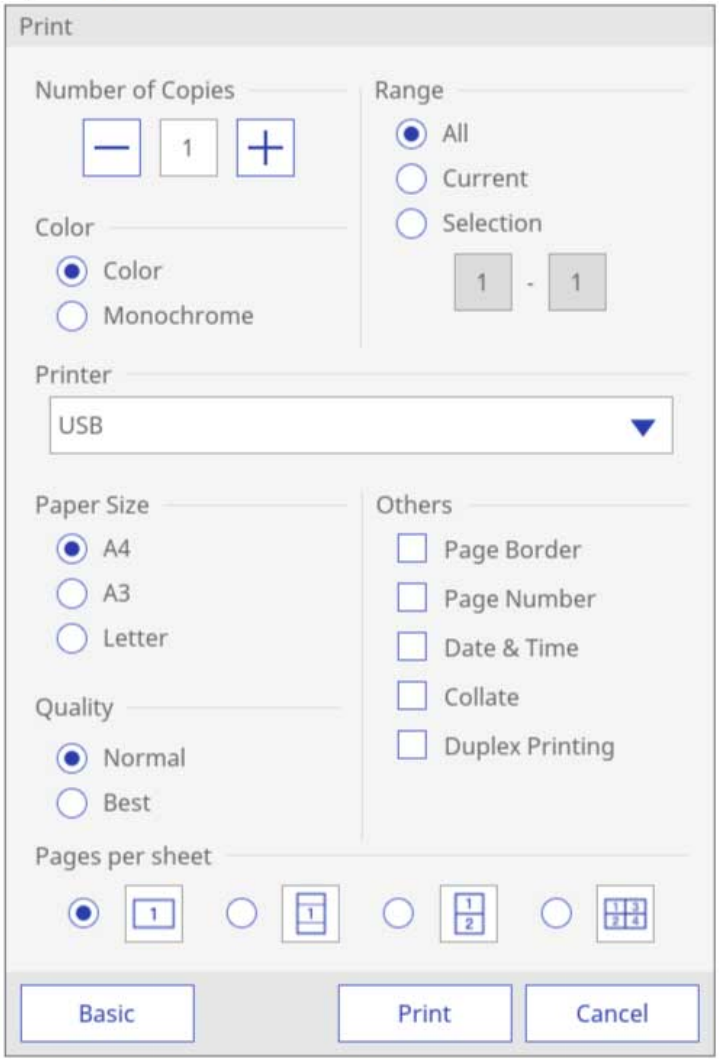
You can print your whiteboard pages directly to a printer and select various print settings for them.

The projector supports the following printer control commands:

- Network connection: ESC P/R, ESC/Page, ESC/Page-Color, and PCL6
- USB connection: ESC P/R

1. Select the  Print icon on the projector control toolbar and select **Advanced**.

You see a screen like the following:



2. Select any of the print settings as necessary.
3. When you are ready, select **Print**.

Whiteboard Print Settings

Parent topic: Whiteboard Mode

Whiteboard Print Settings

Note: Depending on the connected printer, not all settings may be available.

Setting	Options	Description
Number of Copies	—	Selects the number of copies to print
Color	**Color** **Monochrome**	Selects whether to print using color or not
Range	**All** **Current** **Selection**	Selects which whiteboard pages to print. **All**: prints all whiteboard pages **Current**: prints the currently displayed whiteboard page **Selection**: lets you select a range of pages
Printer	**USB** **Network**	Selects the printer connection type
Paper Size	**A4** **A3** **Letter**	Selects the paper size
Quality	**Normal** **Best**	Selects the print quality
Page Border	—	Adds a border around each page
Page Number	—	Prints the page number on each page
Date & Time	—	Prints the current date and time on each page

Setting	Options	Description
Collate	—	Separates each set of pages when printing multiple copies
Duplex Printing	—	Prints on both sides of the paper
Pages per sheet	—	Prints multiple reduced whiteboard pages on each sheet of paper

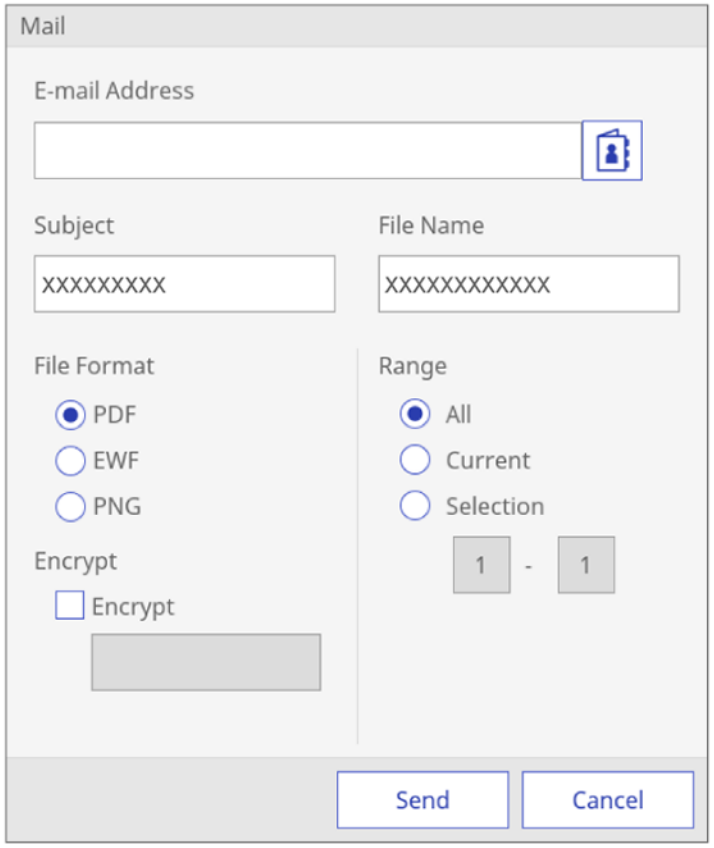
Parent topic: Printing Whiteboard Pages

Emailing Whiteboard Pages

If your projector is set up on a network and configured to use an email server, you can email your whiteboard pages as an email attachment directly from the projector.

1. Select the projector's mail server settings using the **Whiteboard Settings** options on the Extended menu.
2. Select the  Email icon on the projector control toolbar.

You see a screen like the following:



3. Tap the **E-mail Address** text box, enter the recipient's email address using the on-screen keyboard, and select **OK**.

   Note: If you imported an address book or set up a directory service, you can select up to 50 email addresses by selecting the address book icon.

4. Tap the **Subject** text box and enter the email subject using the on-screen keyboard, and select **OK**.
5. Tap the **File Name** text box and enter the name of the email attachment using the on-screen keyboard, and select **OK**.

6. Select the file format for the email attachment. If you choose **PDF** or **EWF** (Epson Whiteboard Format), you can encrypt the file and add a password.
7. Select one of the following under **Range**:
   - **All** to attach all the pages in the current whiteboard session (PDF or EWF format)
   - **Current** to attach only the current whiteboard page
   - **Selection** to attach a range of pages by tapping the numbers in the boxes (PDF or EWF format).
8. When you are ready to email the whiteboard pages, select **Send**.

Parent topic: Whiteboard Mode

Related tasks

Selecting Settings for Emailing Whiteboard Pages
Selecting Settings for a Directory Server
Creating an Address Book

Sharing the Whiteboard

Follow the instructions in these sections to share the whiteboard screen with other projectors, devices, and computers.

Starting a Shared Whiteboard Session
Connecting to a Shared Whiteboard from a Computer or Other Device
Supported Web Browsers for Sharing a Whiteboard
Web Browser Toolbars
Connecting to a Shared Whiteboard from a Projector

Parent topic: Whiteboard Mode

Starting a Shared Whiteboard Session

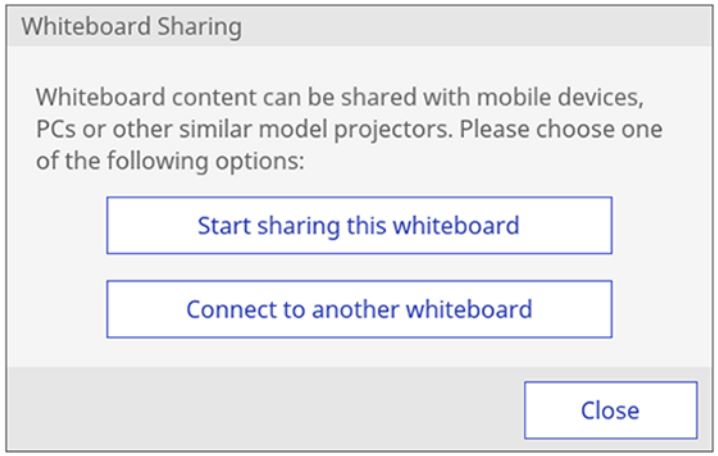
You can share the whiteboard with up to 15 devices on the same network as the projector, including computers, devices, and other projectors that support whiteboard sharing.

Note: First set up the projector on a network using port 80. If using SSL, also open port 443. Check with your network administrator for details.

1. Press the **Whiteboard** button on the remote control or control pad, or select the  whiteboard icon on the main toolbar. (You can also press the **Home** button on the remote control or projector and select **Whiteboard Sharing** on the Home screen.)

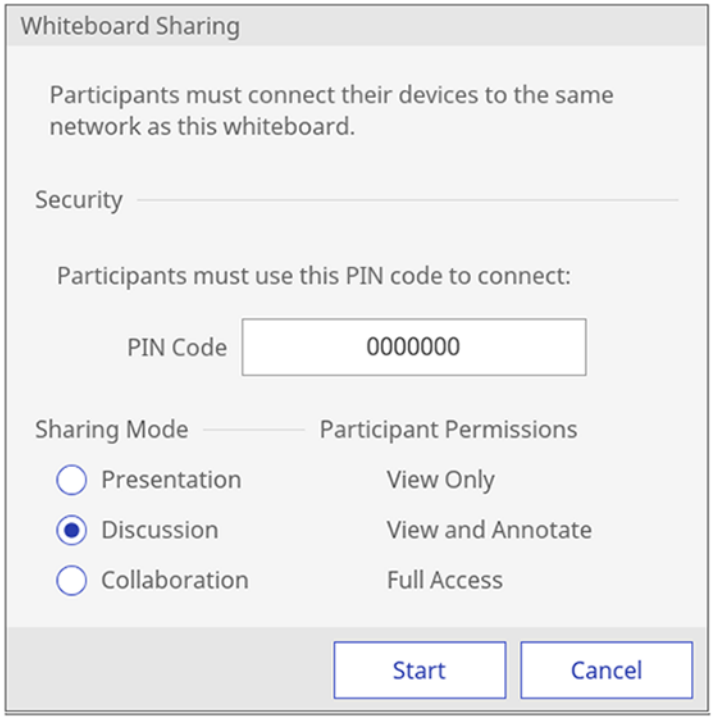
The projector displays the whiteboard.

2. Select the share icon on the projector control toolbar.
   You see the following screen:



3. Select **Start sharing this whiteboard**.

You see a screen like this:



4. Users connecting to the shared whiteboard must enter the displayed PIN code. To customize the PIN code, tap the PIN code text box and enter a 7-digit code using the on-screen keyboard.

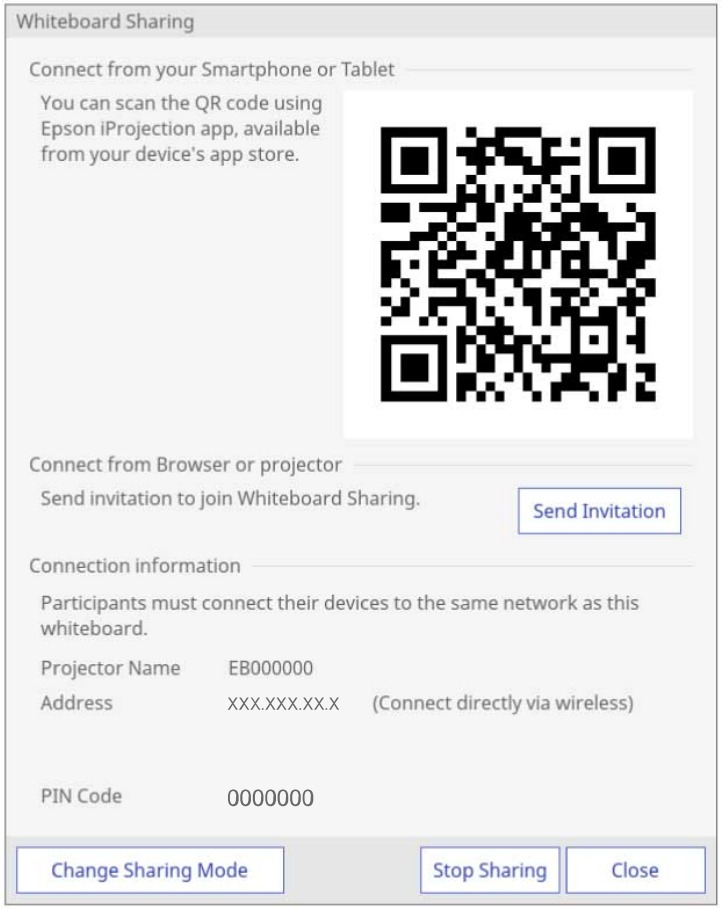
   Note: You cannot change the PIN code until you start a new whiteboard sharing session.

5. Select one of the following as the **Sharing Mode** setting to control access to whiteboard features:
   - **Presentation**: to allow viewing and saving the whiteboard screen.
   - **Discussion**: to allow drawing on the shared screen.
   - **Collaboration**: to provide access to all available features except creating a new session.

   Note: The projector displays connection information about the shared whiteboard under **Network Information**.

6. Select the **Start** button.

   The Whiteboard Sharing screen is displayed.



7. Select the following as necessary:
   - **Change Sharing Mode** to change the permissions for connected users
   - **Send Invitation** to send email invitations with a link to the shared whiteboard
8. To hide the connection information, select **Close**.
9. When you finish sharing the whiteboard, select **Stop Sharing**.

Parent topic: Sharing the Whiteboard

Related concepts

Wired Network Projection

Wireless Network Projection

Connecting to a Shared Whiteboard from a Computer or Other Device

You can connect to a shared whiteboard from a computer or device on the same network using a supported web browser. You can view, save, and draw on the shared whiteboard from your connected computer or device.

Note: Select the  share icon on the projector control toolbar to display the IP address and PIN code for the shared whiteboard.

1. On the computer or other device, open a web browser and enter the whiteboard IP address.

   Note: If you received an invitation email, you can use the provided link to access the shared whiteboard session.

2. Select the  icon on the web page.

   You see a prompt to enter a PIN code.

3. Enter the PIN code and select **Connect**.

   You see the shared whiteboard content and toolbar on your computer or device.

Parent topic: Sharing the Whiteboard

Related references

Supported Web Browsers for Sharing a Whiteboard

Web Browser Toolbars

Supported Web Browsers for Sharing a Whiteboard

You can connect to a shared whiteboard using these web browsers.

Operating system	Browser version
Windows 7 or later	Internet Explorer 10/11

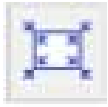
Operating system	Browser version
OS X 10.7 or later, or macOS 10.12.x	Safari 6, 7, or 8
iOS	iOS 7.0 or later
Android	Android OS 4.0 or later standard browser
Chrome OS	Chrome browser

Note: The available drawing range narrows depending on the screen size of the device.

Parent topic: Sharing the Whiteboard

Web Browser Toolbars

When connected through a web browser, the whiteboard toolbars allow you to interact with the shared whiteboard. The available tools depend on the **Share Mode** setting you selected.

Tool icon	Description
	Saves the whiteboard screen as a PDF or PNG file depending on the whiteboard settings
	Displays the pointer on the whiteboard screen and all connected devices
	Adjusts the view of the display in the web browser window
	Displays the entire whiteboard

Tool icon	Description
	Selects a pen for drawing
	Selects a translucent highlighter pen for drawing
	Selects a shape to place on the screen
	Selects the eraser tool so you can click on content and select **OK** to delete it; you cannot delete partially drawn content
	Selects an object or image
	Selects the line thickness for the current pen or shape
	Selects the color of the selected pen or shape
	Loads an image on the whiteboard and resizes it if it is larger than the whiteboard; images must be JPG or PNG, with a resolution up to 2048 × 2048 and a pixel count of 2 million or less

Tool icon	Description
	Selects a background for the whiteboard page
	Controls which whiteboard page is displayed on the shared whiteboard : Synchronizes the page with the shared whiteboard. When you edit the page, the change is reflected on the shared whiteboard. : Displays a page that differs from the shared whiteboard. You can only modify pages that are displayed on the shared whiteboard.
	Displays the page number of the edited pages and arrows for moving between them
	Creates a new whiteboard page

Parent topic: Sharing the Whiteboard

Related tasks

Starting a Shared Whiteboard Session

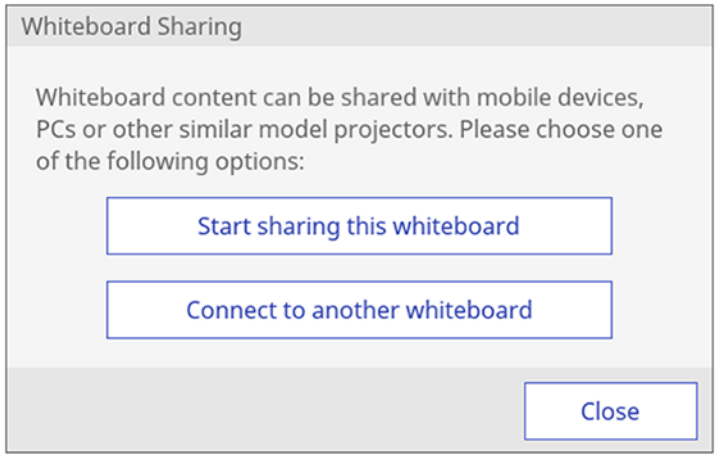
Connecting to a Shared Whiteboard from a Projector

You can connect to a shared whiteboard from another projector on the same network.

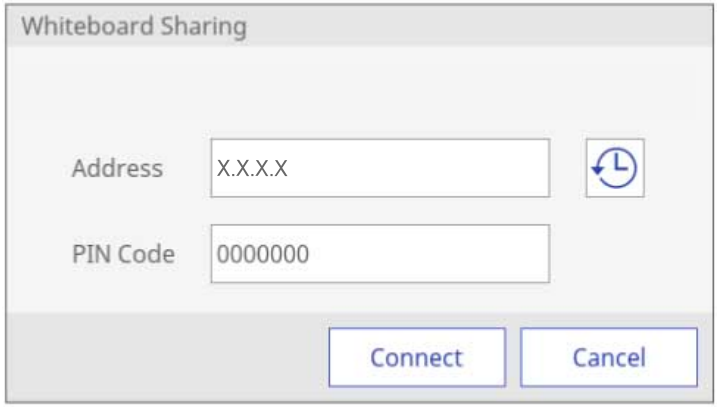
1. Make sure the main projector has started a shared whiteboard session.
2. Press the **Whiteboard** button on the remote control or control pad on the client projector, or select the  source icon on the projector control toolbar. (You can also press the **Home** button on the remote control or projector and select the **Whiteboard** source on the Home screen.)

   The projector displays the whiteboard.
3. Select the  share icon on the projector control toolbar.

You see the following screen:



4. Select **Connect to another whiteboard**.
   You see a screen like this:



5. Enter the IP address and PIN code for the projector you want to connect to in the **Address** and **PIN Code** text boxes using the on-screen keyboard.

   Note: To display addresses for the last ten projector connections, select the  icon next to the address field.

6. Select **Connect**.

   Both projectors display the shared whiteboard screen.

To disconnect from the shared whiteboard, select the  share icon on the projector control toolbar and select **Stop Sharing**.

Parent topic: Sharing the Whiteboard

Using BrightLink Without a Computer

You can use the pens or your finger to write or draw on the projection surface simultaneously without connecting a computer (PC Free annotation). This lets you annotate images from a document camera, iPad, DVD player, or other source.

Using the Built-in Annotation Mode
Built-in Tools for Use Without a Computer
Changing Pen Width and Color Using the Built-in Toolbar
Projector Control Toolbar

Parent topic: Using the Interactive Features

Using the Built-in Annotation Mode

You can use either pen with the built-in toolbar, both pens at the same time, your finger, or a combination of both pen and finger touch.

1. Select the source for the image you want to annotate. If you simply want to use a blank screen, select any unused source.
2. To activate the toolbar, tap the projection surface with the pen or your finger.

   You see  arrow icons on the left and right side of the projected image.

   Note: The toolbar arrows disappear if you do not use them. To make them reappear, tap the projection surface with the pen or your finger.

3. To display the toolbar, select one of the  arrows.

   Note: You can use the pen or your finger to move the arrows up or down.

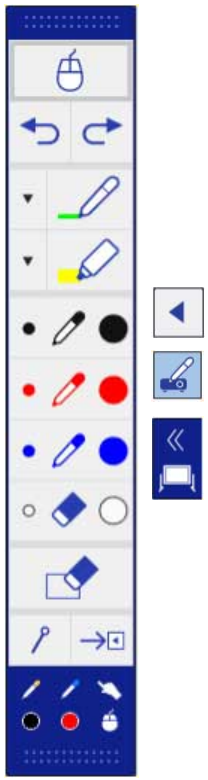
4. To close the toolbar, select the  icon at the bottom of the toolbar.

Note: If you want to hide the toolbar automatically after drawing, select the  icon at the bottom of the toolbar.

Parent topic: Using BrightLink Without a Computer

Built-in Tools for Use Without a Computer

The built-in annotation toolbar is embedded in the projector and allows you to draw and write on the projected screen.



	Shows or hides the toolbar. You can move the arrows up or down to reposition the toolbar.

 	Switches to computer interactive mode. • Select  , then select  to switch to computer interactive mode • Select  , then select  to switch back to built-in annotation mode If the  icon is not displayed, set the **Pen Mode Icon** setting to **On** in the projector's Extended menu. You can also switch to computer interactive mode by pressing the **Pen Mode** button on the remote control.
	Splits the screen and displays the whiteboard source and another source. To switch to the other source, tap and drag the icon all the way across the screen. To enlarge one image while reducing the other, tap and drag the  tab.
	Allows the pen or finger to be used as a mouse
	Undoes the last annotation
	Redoes the last undo
	Changes custom pen or highlighter color and width
	Writes or draws free-form lines with custom pen

	Writes or draws free-form lines with a transparent highlighter pen
	Black pen (fine point on left, thick on right)
	Red pen (fine point on left, thick on right)
	Blue pen (fine point on left, thick on right)
	Eraser (thin width on left, thick on right)
	Clears all annotations
	Hides the toolbar after each annotation
	Closes the toolbar

Parent topic: Using BrightLink Without a Computer

Related references

Projector Setup Settings - Extended Menu

Changing Pen Width and Color Using the Built-in Toolbar

When you use the custom pen or highlighter tools, you can select different colors and line widths.

You can also select the Black, Red, or Blue pen on the toolbar, and select the small circle on the left of the pen for a thin line, or the large circle on the right for a thick line.

Note: When multiple users draw on the projected screen using multiple pens, you can select different colors and line widths for each pen. When using finger touch operations, all users share the same color and line width.

1. Select the arrow next to the custom Pen or Highlighter pen on the toolbar.
2. Select the color and line width you want.
3. Select the right arrow icon to close the selection window.

Parent topic: Using BrightLink Without a Computer

Projector Control Toolbar

The projector control toolbar lets you control the projector with your pen or finger from the projected screen just as you would using the remote control.



	Displays the Home screen.
	Takes a snapshot of the projected screen and pastes it into a new page in built-in whiteboard mode.
	Prints the projected image

	Saves the projected image to a connected USB storage device
	Shares the projected image using EasyMP Multi PC Projection or Epson iProjection
	Changes the image source using a displayed list.
	Zooms into and out of the image
	Turns off the picture and sound
	Pauses video action
	Increases or decreases the volume
	Projects two images from different image sources
	Closes the projector control toolbar

Parent topic: Using BrightLink Without a Computer

Splitting the Interactive Screen

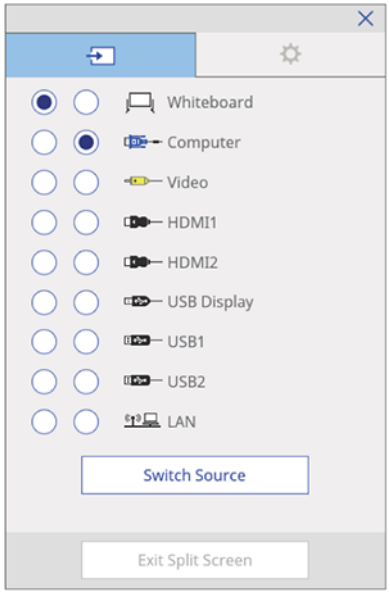
You can split the screen and project from two sources at the same time. You can annotate and interact with both sources.

Note: If you make adjustments such as **Brightness**, **Contrast**, **Color Saturation**, **Tint**, **Sharpness**, **Noise Reduction**, and **Deinterlacing**, they are only applied to the image on the left. Default adjustments are made to the image on the right.

1. Press the **Split** button on the remote control and select the Split tool on the bottom toolbar, or select the Split tool directly.

   Note: If you press the **Split** button, the current image is reduced and appears on the left side of the projection surface.

   You see a screen like this:



2. Select the two sources you want to display, keeping the following in mind:
   - Not all combinations of sources are valid.
   - If you want to write on a blank screen, select any unused source.
   - Unused sources display the color selected in the **Display Background** setting.
   - The **Logo** option will display a blue background.
3. Press the **Switch Source** button to display the two sources.
4. Do any of the following as necessary:
   - To change to a different source at any time, press the **Menu** button on the remote control and select **Source**, or select the  Split icon on the projector control toolbar.
   - To annotate on the right screen, press the **Menu** button on the remote control, select **Target Pen Mode**, and select **Screen Right**. Set the **Pen Mode** setting to **PC Free Annotation**.
   - To use PC interactive mode on the right screen, press the **Menu** button on the remote control, select **Target Pen Mode**, and select **Screen Right**. Set the **Pen Mode** setting to **PC Interactive**.

     Note: If you select **Video**, **USB1**, or **USB2** as a source, you cannot use PC interactive mode.

   - To reverse the left and right images, press the **Menu** button on the remote control and select **Swap Screens**.
   - To make one image larger, press the **Menu** button on the remote control, select **Screen Size**, and select **Larger Left** or **Larger Right**.
   - To align the images with the top of the screen, press the **Menu** button on the remote control, select **Align**, and select **Top**.
   - To outline the drawing area, press the **Menu** button, select **Display Drawing Area**, and select **On**.
5. To return to displaying one image, press the **Split** or **Esc** button on the remote control, or press the  Split Screen icon on the bottom toolbar and select **Exit Split Screen**.

You cannot perform the following operations during split screen projection:

- Menu settings
- E-Zoom
- Switching aspect mode
- **User** button operations

- Auto Iris

Selecting Interactive Split Screen Settings

Parent topic: Using the Interactive Features

Related references

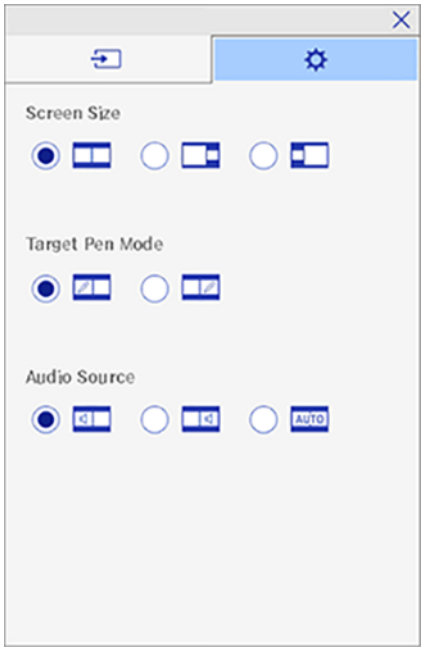
Projector Setup Settings - Extended Menu

Selecting Interactive Split Screen Settings

You can select split screen projection settings using the projector control toolbar.

1. Select the Split icon on the projector control toolbar.
2. Select the tab.

   You see a screen like this:



3. Do any of the following as necessary:
   - To make one image larger than the other, select a **Screen Size** setting.
   - To use the interactive pen as a mouse with a computer source, select a **Target Pen Mode** setting.
   - To select the audio from either screen, select an **Audio Source** setting. Select **Auto** to hear audio from the left screen or larger screen.
4. Select the  icon to exit the settings screen.

Parent topic: Splitting the Interactive Screen

Using Interactive Features with Two Projectors

You can use your projector's interactive features while projecting with two projectors installed side by side. To get started, install the software from the Easy Interactive Function CD.

See the installation guide that came with your projector mount for instructions on installing multiple projectors and selecting settings for interactive features.

Note: You may not be able to write and draw across the border of the images.

Temporarily Using Interactive Features on One Projector

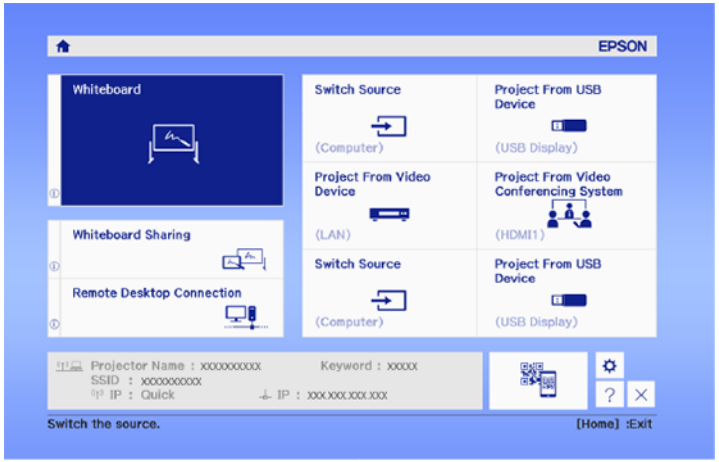
Parent topic: Using the Interactive Features

Temporarily Using Interactive Features on One Projector

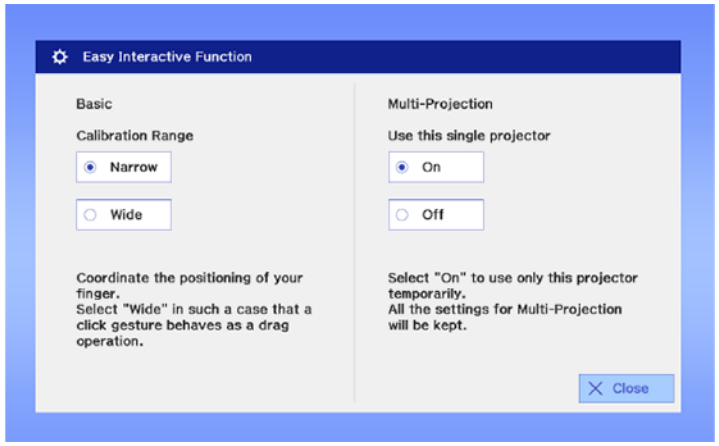
When you use the interactive features on an image projected by two side-by-side projectors, you can temporarily limit the interactive features to one of the projectors.

1. Press the **Home** button on the remote control or projector or the  icon on the projector control toolbar.

You see a screen like this:



2. Press the icon.
   You see a screen like this:



3. Set the **Use this single projector** ssetting to **On**.

You can now use the interactive features on the current projector only. When the projector turns off, the **Use this single projector** setting returns to **Off**.

Parent topic: Using Interactive Features with Two Projectors

Adjusting the Menu Settings

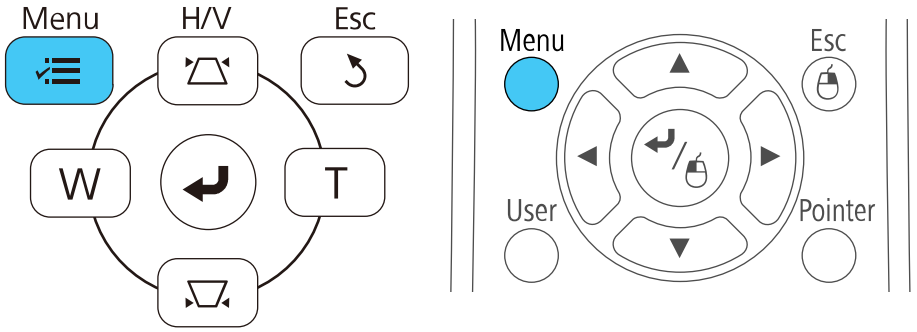
Follow the instructions in these sections to access the projector menu system and change projector settings.

Using the Projector's Menus
Image Quality Settings - Image Menu
Input Signal Settings - Signal Menu
Projector Feature Settings - Settings Menu
Projector Setup Settings - Extended Menu
Projector Network Settings - Network Menu
Projector Setup Settings - ECO Menu
Projector Information Display - Info Menu
Projector Reset Options - Reset Menu

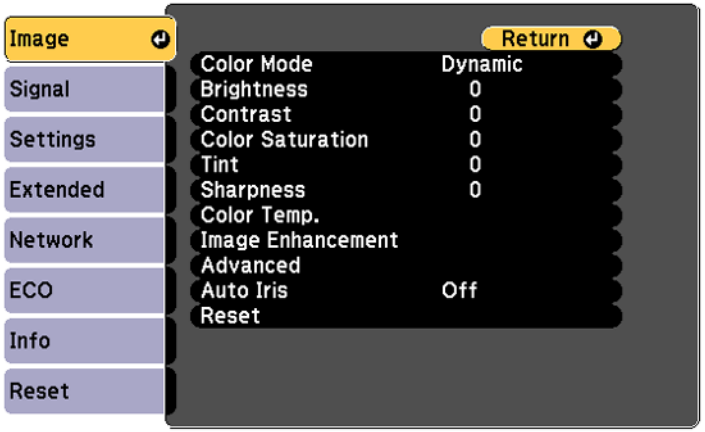
Using the Projector's Menus

You can use the projector's menus to adjust the settings that control how your projector works. The projector displays the menus on the screen.

1. Press the **Menu** button on the control panel or remote control.



You see the menu screen displaying the Image menu settings.



2. Press the up or down arrow button to move through the menus listed on the left. The settings for each menu are displayed on the right.

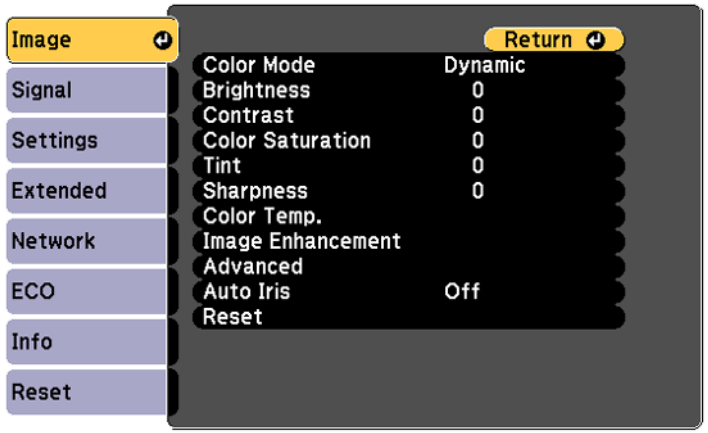
   Note: The available settings depend on the current input source.

3. To change settings in the displayed menu, press **Enter**.
4. Press the up or down arrow button to move through the settings.
5. Change the settings using the buttons listed on the bottom of the menu screens.
6. To return all the menu settings to their default values, select **Reset**.
7. When you finish changing settings on a menu, press **Esc**.
8. Press **Menu** or **Esc** to exit the menus.

Parent topic: Adjusting the Menu Settings

Image Quality Settings - Image Menu

Settings on the Image menu let you adjust the quality of your image for the input source you are currently using. The available settings depend on the currently selected input source.



To change settings for an input source, make sure the source is connected and select that source.

Setting	Options	Description
Color Mode	See the list of available Color Modes	Adjusts the vividness of image colors for various image types and environments
Brightness	Varying levels available	Lightens or darkens the overall image
Contrast	Varying levels available	Adjusts the difference between light and dark areas of the image
Color Saturation	Varying levels available	Adjusts the intensity of the image colors
Tint	Varying levels available	Adjusts the balance of green to magenta tones in the image
Sharpness	Varying levels available	Adjusts the sharpness or softness of image details

Setting	Options	Description
Color Temp. (color temperature)	**Color Temp.** **Customized**	Sets the overall color tone; lower values tint the image red, and higher values tint the image blue **Color Temp.**: sets the color temperature according to the selected color mode **Customized**: adjusts the individual RGB components of the offset and gain
Image Enhancement	**Noise Reduction**	Reduces flickering in analog images
Advanced	**Gamma** **RGBCMY** **Deinterlacing**	**Gamma**: adjusts the colors by selecting one of the gamma correction values, referring to the projected image, or a gamma graph **RGBCMY**: adjusts the hue, saturation, and brightness for each color **Deinterlacing**: sets whether to convert interlaced-to-progressive signals for certain video image types • **Off**: for fast-moving video images • **Video**: for most video images • **Film/Auto**: for movies, computer graphics, and animation
Auto Iris	**Off** **Normal** **High Speed**	Adjusts the projected luminance based on the image brightness when certain Color Modes are selected

Note: The **Brightness** setting does not affect lamp brightness. To change the lamp brightness mode, use the **Power Consumption** setting.

Parent topic: Adjusting the Menu Settings

Related references

Available Color Modes

Projector Setup Settings - ECO Menu

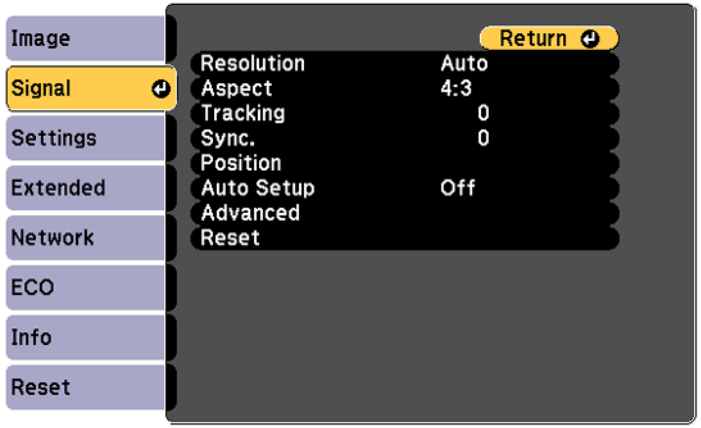
Related tasks

Changing the Color Mode

Turning On Auto Iris

Input Signal Settings - Signal Menu

Normally the projector detects and optimizes the input signal settings automatically. If you need to customize the settings, you can use the Signal menu. The available settings depend on the currently selected input source.



Note: You can restore the default settings of the **Position**, **Tracking**, and **Sync** settings by pressing the **Auto** button on the remote control.

To change settings for an input source, make sure the source is connected and select that source.

Setting	Options	Description
Resolution	**Auto** **Wide** **Normal**	Sets the input signal resolution if not detected automatically using the **Auto** option
Aspect	See the list of available aspect ratios	Sets the aspect ratio (width-to-height ratio) for the selected input source
Overscan	**Auto** **Off** **4%** **8%**	Changes the projected image ratio to make the edges visible by a selectable percentage or automatically
Tracking	Varying levels available	Adjusts signal to eliminate vertical stripes in computer images
Sync.	Varying levels available	Adjusts signal to eliminate fuzziness or flickering in computer images
Position	Up, down, left, right	Adjusts the image location on the screen
Auto Setup	**On** **Off**	Automatically optimizes computer image quality

Setting	Options	Description
Advanced	**HDMI Video Range** **Input Signal** **Video Signal**	**HDMI Video Range**: sets the video range to match the setting of the device connected to the HDMI input port • **Auto**: detects the video range automatically • **Normal**: normally for images from a device other than a computer; select if the black areas of the image are too bright • **Expanded**: normally for images from a computer; select if the image is too dark **Input Signal**: specifies the signal type from input sources connected to computer ports • **Auto**: detects signals automatically • **RGB**: corrects color for computer/RGB video inputs • **Component**: corrects color for component video inputs **Video Signal**: specifies the signal type from input sources connected to video ports; select **Auto** to automatically detect the signal

Parent topic: Adjusting the Menu Settings

Related concepts

Image Aspect Ratio

Related references

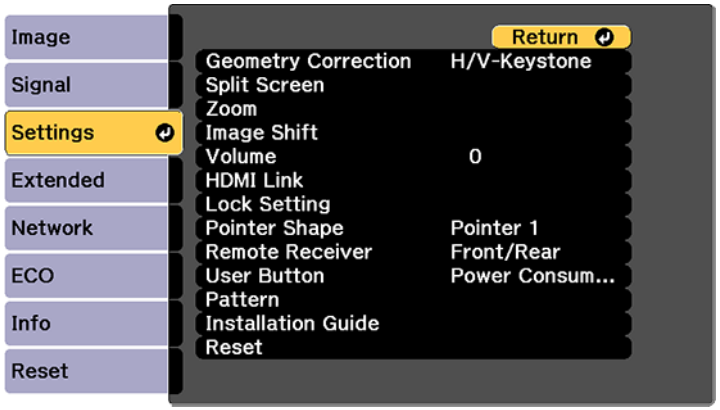
Available Image Aspect Ratios

Related tasks

Changing the Image Aspect Ratio

Projector Feature Settings - Settings Menu

Options on the Settings menu let you customize various projector features.



Setting	Options	Description
Geometry Correction	**H/V Keystone** **Quick Corner** **Arc Correction**	Adjusts image shape to rectangular (horizontally and vertically) **H/V Keystone**: lets you manually correct horizontal and vertical sides **Quick Corner**: select to correct image shape and alignment using an on-screen display **Arc Correction**: select to adjust the curve or arc of the horizontal and vertical sides and load and save settings

Setting	Options	Description
Split Screen	—	Divides the viewing area horizontally and displays two images side-by-side; while in Split Screen mode, press **Menu** to display the Split Screen options or **Esc** to cancel split screen display
Zoom	Varying levels available	Adjusts the size of the projected image
Image Shift	Varying positions available	Adjusts the position of the projected image
Volume	Varying levels available	Adjusts the volume of projector's speaker system or external speakers
HDMI Link	**Device Connections** **HDMI Link** **Power On Link** **Power Off Link** **Link Buffer**	Adjusts the HDMI Link options that allow the projector remote to control HDMI-connected devices that support the CEC standard **Device Connections**: lists the devices connected to the **HDMI 1/MHL**, and **HDMI 2** ports **HDMI Link**: enables or disables the HDMI Link function **Power On Link**: controls what happens when you turn on the projector or a linked device **Power Off Link**: controls whether linked devices are turned off when the projector is turned off **Link Buffer**: improves the performance of operations when the HDMI Link is not functioning correctly

Setting	Options	Description
Lock Setting	**Control Panel Lock**	Controls projector button locking to secure the projector **Full Lock**: locks all buttons **Partial Lock**: locks all buttons except the power button **Off**: no buttons locked
Pointer Shape	Three shapes available	Changes the shape of the remote control pointer feature
Remote Receiver	**Front/Rear** **Front** **Rear** **Off**	Limits reception of remote control signals by the selected receiver; **Off** turns off all receivers
User Button	**Power Consumption** **Info** **Deinterlacing** **Closed Caption** **Resolution** **Pattern Display** **Auto Calibration** **Display the QR Code** **Installation Guide**	Assigns a menu option to the **User** button on the remote control for one-touch access

Setting	Options	Description
Pattern	**Pattern Display** **Pattern Type** **User Pattern** **Test Pattern**	Selects various pattern display options **Pattern Display**: lets you display the selected pattern type on the screen to aid in presentation **Pattern Type**: selects the type of grid or line pattern to display **User Pattern**: captures a projected screen and saves it as a pattern for display **Test Pattern**: displays a test pattern to assist in focusing and zooming the image and correcting image shape
Installation Guide	—	Displays an on-screen guide with instructions for installing and positioning the projector

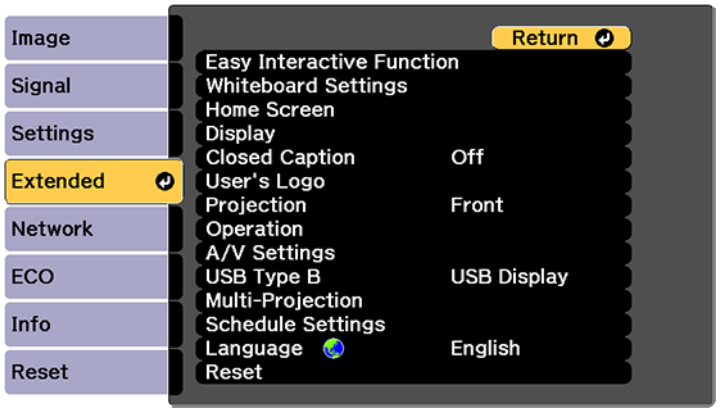
Parent topic: Adjusting the Menu Settings

Related tasks

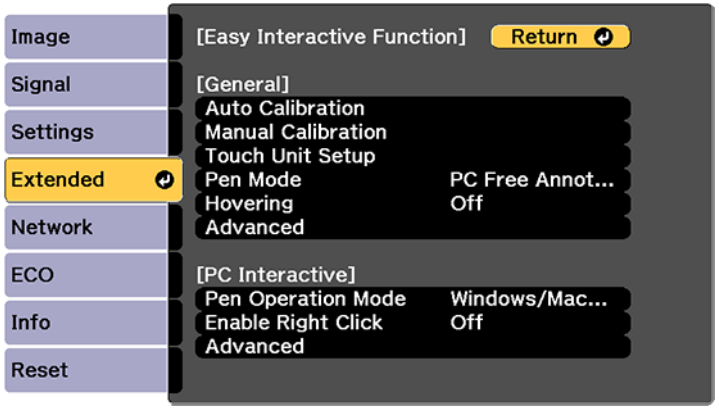
Locking the Projector's Buttons
Unlocking the Projector's Buttons
Adjusting the Image Position
Correcting Image Shape with the Keystone Buttons
Correcting Image Shape with Quick Corner
Correcting Image Shape with Arc Correction

Projector Setup Settings - Extended Menu

Settings on the Extended menu let you customize various projector setup features that control its operation.



Easy Interactive Function Settings



Setting	Options	Description
General Easy Interactive Function settings		

Setting	Options	Description
Auto Calibration **Manual Calibration**	—	Start calibration for the interactive pens
Touch Unit Setup	**Installation Pattern** **Power** **Angle Adjustment** **Touch Calibration**	Select settings for the Touch Unit **Installation Pattern**: displays reference points to help you determine the installation position of the Touch Unit **Power**: turns on the Touch Unit power **Angle Adjustment**: performs angle adjustment for laser diffusion **Touch Calibration**: performs calibration for finger touch operations
Pen Mode	**PC Free Annotation** **PC Interactive**	Selects the mode for the interactive pens **PC Free Annotation**: draws on the projected screen without software or PC required **PC Interactive**: operates a mouse or interactive device from the projected screen using the interactive pen or your finger
Hovering	**On** **Off**	Turns the pen hovering feature on and off; when set to **On**, the pointer follows the pen tip as you hover it over the screen and move it around

Setting	Options	Description
Advanced	**Distance of Projectors** **Sync of Projectors** **Multi-Projection** **Wired Sync Mode** **Preset Pen Thickness** **Eraser Size** **Color Palette** **Pen Button Function** **Default Touch Action** **Confirm Clear Screen**	Selects various settings for interactive features **Distance of Projectors**, **Sync of Projectors**, **Multi-Projection**, and **Wired Sync Mode**: let you adjust features for using multiple projectors of the same model in the same room **Preset Pen Thickness**: lets you select the default pen thickness when using the drawing tools **Eraser Size**: lets you select the default eraser size when selecting the eraser tool **Color Palette**: lets you choose a different palette if certain colors are difficult to see **Pen Button Function**: selects the function of the button on the interactive pen in annotation mode **Default Touch Action**: selects the default action when performing touch operations in annotation mode **Confirm Clear Screen**: lets you display a confirmation screen before clearing all of the content
PC Interactive Easy Interactive Function settings		
Pen Operation Mode	**Windows/Mac Mode** **Ubuntu mode**	Sets the correct operating system for the interactive pen features

Setting	Options	Description
Enable Right Click	**On** **Off**	Lets you use a long pen press or finger press as a right-click operation when using mouse mode
Advanced	**Pen Tip Button** **Auto Adjust Pen Area** **Manual Adj. Pen Area**	Select pen operation and adjustment options **Pen Tip Button**: assign either **Right Click** or **Left Click** to the pen tip button Select either **Auto Adjust Pen Area** or **Manual Adj. Pen Area** as the pen area adjustment option

Other Extended Settings

Setting	Options	Description
Whiteboard Settings	**Basic** **Policy** **Print** **Save** **Mail** **Directory** **Reset**	Displays whiteboard setting menus

Setting	Options	Description
Home Screen	**Home Screen Auto Disp.** **Custom Setting L1** **Custom Setting L2** **Custom Setting L3** **Custom Setting R1** **Custom Setting R2** **Custom Setting R3**	Adjusts settings on the Home Screen **Home Screen Auto Disp.**: controls whether the Home screen displays automatically when the projector is turned on **Custom Setting L1** through **Custom Setting R3**: let you customize the options displayed on the Home screen and save your settings as a preset

Setting	Options	Description
Display	**Messages** **Display Background** **Startup Screen** **A/V Mute** **Color Uniformity** **Toolbars** **Pen Mode Icon** **Projector Control**	Selects various display options **Messages**: controls whether messages are displayed on the screen **Display Background**: selects the screen color or logo to display when no signal is received **Startup Screen**: controls whether a special screen appears when the projector starts up **A/V Mute**: selects the screen color or logo to display when A/V Mute is turned on **Color Uniformity**: adjusts the color tone balance **Toolbars**: controls whether the drawing toolbar is always displayed when in annotation mode **Pen Mode Icon**: controls the display of the pen icon on the screen **Projector Control**: controls where the projector control toolbar is displayed on the screen
Closed Caption	**Off** **CC1** **CC2**	Controls use of closed captions and selects the closed caption type (closed captions are only visible for NTSC signals connected through the **Video** port)

Setting	Options	Description
User's Logo	—	Creates a screen that the projector displays to identify itself and enhance security
Projection	**Front** **Front/Upside Down** **Rear** **Rear Upside Down**	Selects the way the projector faces the screen so the image is oriented correctly
Operation	**Direct Power On** **High Altitude Mode** **Auto Source Search** **Auto Power On** **Date & Time**	Selects various operation options **Direct Power On**: lets you turn on the projector without pressing the power button **High Altitude Mode**: regulates the projector's operating temperature at altitudes above 4921 feet (1500 m) **Auto Source Search**: automatically detects the image signal that is input when the projector is turned on **Auto Power On**: automatically turns on the projector when it detects an input signal from the selected port **Date & Time**: adjusts the projector's date and time settings • **Daylight Savings Time**: enables daylight savings time • **Internet Time**: updates the time automatically via an online time server

Setting	Options	Description
A/V Settings	**A/V Output** **Audio Output** **HDMI1 Audio Output** **HDMI2 Audio Output** **DVI Output** **HDMI2 Out (Split Screen)**	Selects the following when the projector is in standby mode (turned off): **A/V Output**: the **Always On** setting lets the projector output audio and video signals even while it is standby mode; only available when **Standby Mode** is set to **Communication On** **Audio Output**: selects the audio input port when projecting images from non-HDMI ports **HDMI1 Audio Output** and **HDMI2 Audio Output**: selects which Audio port provides audio when viewing images from HDMI ports **DVI Output**: selects a image source to display through the connected DVI monitor. Refresh intervals may vary. **HDMI2 Out (Split Screen)**: selects whether to display video from the **HDMI 2** port when using split screen

Setting	Options	Description
USB Type B	**Easy Interactive Function** **USB Display/Easy Interactive Function** **Wireless Mouse/USB Display**	Selects what happens when you connect your computer to the projector's **USB-B** port **Easy Interactive Function**: lets you use the interactive pens or your finger with your computer **USB Display/Easy Interactive Function**: lets you display your computer's image through the USB port and use the interactive pens or your finger with your computer **Wireless Mouse/USB Display**: lets you use the wireless mouse feature and display your computer's image through the USB port (interactivity not available)

Setting	Options	Description
Multi-Projection	**Multi-Projection** **Projector ID** **Color Mode** **Color Uniformity** **Brightness Level** **Color Matching** **RGBCMY** **Reset**	Selects the following when you use multiple projectors: **Multi-Projection**: matches the display settings of multiple projectors **Projector ID**: assigns an ID for the projector when you use multiple projectors **Color Mode**: adjusts the vividness of image colors for various image types and environments **Color Uniformity**: adjusts the color tone balance **Brightness Level**: lightens or darkens the overall image **Color Matching**: corrects the difference in tint and brightness for each projected image **RGBCMY**: adjusts the hue, saturation, and brightness for each color **Reset**: resets all of the Multi-Projection settings to their default values
Schedule Settings	**Schedule** **Schedule Reset** **Setup Complete**	Schedules projector events to occur automatically at selected dates and times
Language	Various languages available	Selects the language for projector menu and message displays

Note: You cannot reset the following settings using the **Reset** option in the Extended menu:

- **Easy Interactive Function**
- **Toolbars**
- **Pen Mode Icon**
- **Projector Control**
- **User's Logo**
- **Projection**
- **High Altitude Mode**
- **Auto Source Search**
- **Date & Time**
- **A/V Output**
- **DVI Output**
- **USB Type B**
- **Multi-Projection**
- **Projector ID**
- **Color Mode**
- **Color Matching**
- **Schedule Settings**
- **Language**

Parent topic: Adjusting the Menu Settings

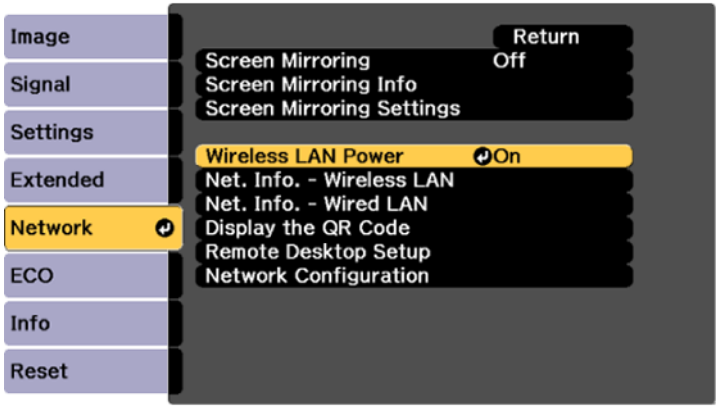
Related tasks

Selecting Basic Whiteboard Settings and Policies
Selecting Whiteboard Print Settings
Selecting Settings for Saving Whiteboard Pages
Selecting Settings for Emailing Whiteboard Pages
Selecting Settings for a Directory Server
Saving a Scheduled Event
Viewing Scheduled Events
Editing a Scheduled Event

Turning On the Projector
Using the Home Screen
Selecting the Language for the Projector Menus
Changing the Projection Mode Using the Menus
Connecting to a Computer for Pen Use or USB Mouse Control

Projector Network Settings - Network Menu

Settings on the Network menu let you view network information and set up the projector for monitoring and control over a network.



Setting	Options	Description
Screen Mirroring	**On** **Off**	Enables or disables screen mirroring
Screen Mirroring Info	**Display Name** **MAC Address** **Region Code**	Displays Screen Mirroring status and information when **Screen Mirroring** is enabled

Setting	Options	Description
Screen Mirroring Settings	**Display Name** **Operation Mode** **Basic** • **Wireless LAN Sys.** • **Adjust Image Quality** • **Connection Mode** **Extended** • **Meeting Mode** • **Channel** **Display** • **Display PIN Code** • **Display Device Name**	**Display Name**: sets the name shown when screen mirroring devices search for the projector **Operation Mode**: controls the available settings for Screen Mirroring **Wireless LAN Sys.**: sets the communication method between the projector and the mobile device **Adjust Image Quality**: adjusts the screen mirroring speed and quality; choose **1 (Fine)** for increased quality, or **4 (Fast)** for increased processing speed **Connection Mode**: selects the type of WPS for the wireless connection; select **PIN** for increased security, or **PIN/PBC** if your mobile device only supports a PBC connection **Meeting Mode**: allows other devices to connect during screen mirroring **Channel**: selects the wireless channel for screen mirroring **Display PIN Code**: displays the 8-digit PIN code on the screen when projecting any source other than Screen Mirroring **Display Device Name**: displays the device name on the screen when projecting any source other than Screen Mirroring
Wireless LAN Power	**On** **Off**	Enables or disables wireless communication

Setting	Options	Description
Net. Info - Wireless LAN	**Connection mode** **Wireless LAN Sys.** **Antenna level** **Projector Name** **SSID** **DHCP** **IP Address** **Subnet Mask** **Gateway Address** **MAC Address** **Region Code**	Displays wireless network status and details
Net. Info - Wired LAN	**Projector Name** **DHCP** **IP Address** **Subnet Mask** **Gateway Address** **MAC Address**	Displays wired network status and details
Display the QR Code	—	Displays the QR code for quick connection to a mobile device
Remote Desktop Setup	**Address** **User Name** **Password**	Configures the settings for remote desktop connections **Address**: sets the remote computer's IP address or fully qualified domain name (FQDN) **User Name**: sets a user name for the remote computer. **Password**: sets a password for the remote computer.

Setting	Options	Description
Network Configuration	Accesses additional network menus	Configures your network settings

Parent topic: Adjusting the Menu Settings

Related concepts

Wired Network Projection

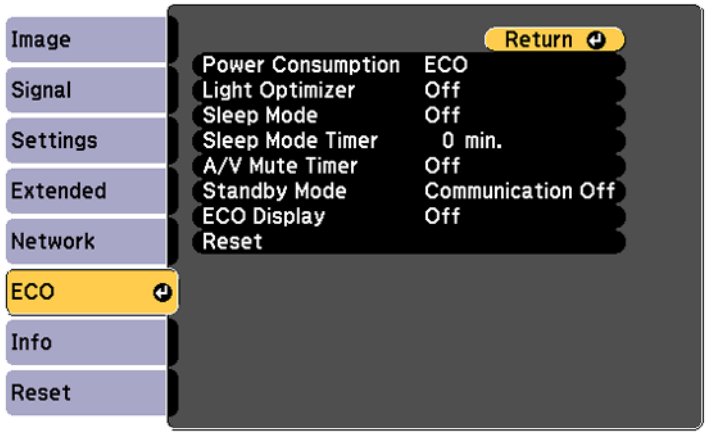
Wireless Network Projection

Related references

Wireless LAN Menu Settings

Projector Setup Settings - ECO Menu

Settings on the ECO menu let you customize projector functions to save power. When you select a power-saving setting, a leaf icon appears next to the menu item.



Setting	Options	Description
Power Consumption	**Auto** **Normal** **ECO**	Selects the brightness mode of the projector lamp **Auto**: allows the projector to sense the optimum lamp brightness and adjust the lamp brightness accordingly **Normal**: sets maximum lamp brightness **ECO**: reduces lamp brightness and fan noise, and saves power and lamp life
Light Optimizer	**On** **Off**	When **Power Consumption** is set to **Normal** and both **Auto Iris** and **Multi Projection** are turned off, the lamp brightness is adjusted based on the projected image; you can set this option for each color mode
Sleep Mode	**On** **Off**	Automatically places the projector in standby mode after an interval of inactivity
Sleep Mode Timer	1 to 30 minutes	Sets the interval for Sleep Mode
A/V Mute Timer	**On** **Off**	Automatically turns off the projector after 30 minutes if **A/V Mute** is enabled
Standby Mode	**Communication On** **Communication Off**	Enable this setting to allow the following operations to occur when the projector is in standby mode: • Monitor and control the projector over a network • Output audio and video to an external device (A/V Output must be set to **Always On**)

Setting	Options	Description
ECO Display	**On** **Off**	Displays a leaf icon in the bottom left corner of the projected screen to indicate the power-saving status when the lamp brightness changes

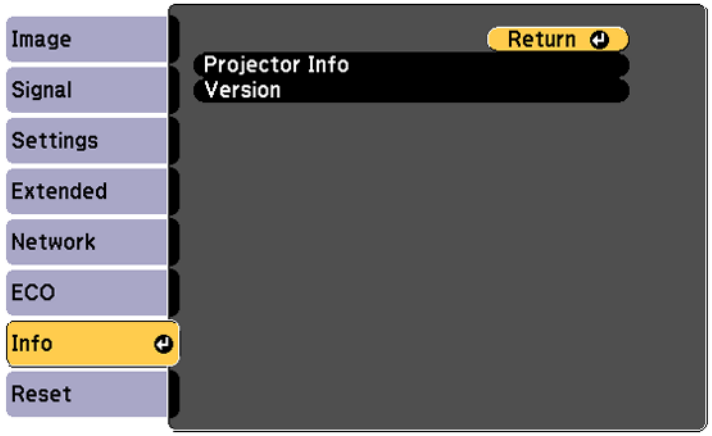
Parent topic: Adjusting the Menu Settings

Related references

Projector Lamp Specifications

Projector Information Display - Info Menu

You can display information about the projector and input sources by viewing the Info menu. However, you cannot change any settings in the menu.



Select **Version** to display the projector's firmware version. Select **Projector Info** to display the settings described below.

Note: Available settings depend on the current input source. The lamp usage timer does not register any hours until you have used the lamp for at least 10 hours.

Information item	Description
Lamp Hours	Displays the number of hours (**H**) the lamp has been used in **Normal** and **ECO** Power Consumption modes; if the information is displayed in yellow, obtain a genuine Epson replacement lamp soon
Source	Displays the name of the port to which the current input source is connected
Input Signal	Displays the input signal setting of the current input source
Resolution	Displays the resolution of the current input source
Video Signal	Displays the video signal format of the current input source
Refresh Rate	Displays the refresh rate of the current input source
Sync Info	Displays information that may be needed by a service technician
Status	Displays information about projector problems that may be needed by a service technician
Serial Number	Displays the projector's serial number
Event ID	Displays the Event ID number corresponding to a specific projector problem; see the list of Event ID codes

Event ID Code List

Parent topic: Adjusting the Menu Settings

Event ID Code List

If the **Event ID** option on the Info menu displays a code number, check this list of Event ID codes for the solution to the projector problem associated with the code.

Event ID code	Cause and solution
0020	A screen mirroring communication error has occurred. Turn the projector off and on again, or restart the network software.
0026	
0032	
0036	
0037	
0038	
0021	Failed to start Screen Mirroring. Turn the projector off and on again.
0022	Unstable screen mirroring communication. Check the network communication status, wait a few moments, and try connecting to the network again.
0027	
0028	
0029	
0030	
0031	
0035	
0023	Connection failed. If you see the PIN entry screen on your computer, enter the PIN code displayed on the Screen Mirroring standby screen or at the bottom right of the projected image. If this does not solve the problem, restart the projector and the connected devices, and then check the connection settings.
0024	
0025	
0432	The network software did not start. Turn the projector off and then on again.
0435	
0434	Unstable network communication. Check the network communication status, wait a few moments, and try connecting to the network again.
0481	
0482	
0485	
0433	Cannot display the transferred images. Restart the network software.
0484	Communication with computer was disconnected. Restart the network software.

Event ID code	Cause and solution
0483	The network software quit unexpectedly. Check the network communication status, then turn the projector off and then on again.
04FE	
0479	A projector system error has occurred. Turn the projector off and then on again.
04FF	
0891	Cannot find the SSID (network name). Make sure your computer and projector are connected to your access point's current SSID.
0892	The WPA/WPA2 authentication type does not match. Make sure the wireless network security settings are correct.
0893	The TKIP/AES encryption type does not match. Make sure the wireless network security settings are correct.
0894	Communication with unauthorized access point was disconnected. Contact your network administrator.
0898	Failed to acquire DHCP address. Make sure the DHCP server is operating correctly. If you are not using DHCP, turn off the **DHCP** setting in the Network menus.
0899	A communication error has occurred. Try restarting the network software and restarting your projector. If that does not solve the problem, contact Epson for help.
089A	The EAP authentication type does not match the network. Check the wireless LAN security settings and make sure that the security certificate is installed correctly.
089B	EAP server authentication failed. Check the wireless LAN security settings and make sure that the security certificate is installed correctly.
089C	EAP client authentication failed. Check the wireless LAN security settings and make sure that the security certificate is installed correctly.
089D	Key exchange failed. Check the wireless LAN security settings and make sure that the security certificate is installed correctly.
0B01	The internal storage could not be detected correctly. Turn off the projector and disconnect the power cord, then reconnect the power cord and turn the projector back on. The internal storage is recovered when the projector is turned on and all of the Whiteboard Settings menu items are returned to the default settings. The template information, address book, and shared whiteboard connection logs saved in the internal storage are deleted. If that does not solve the problem, contact Epson for help.

Event ID code	Cause and solution
0BFF	An error has occurred in the whiteboard function. Restart the projector.

Parent topic: Projector Information Display - Info Menu

Related references

Projector Network Settings - Network Menu

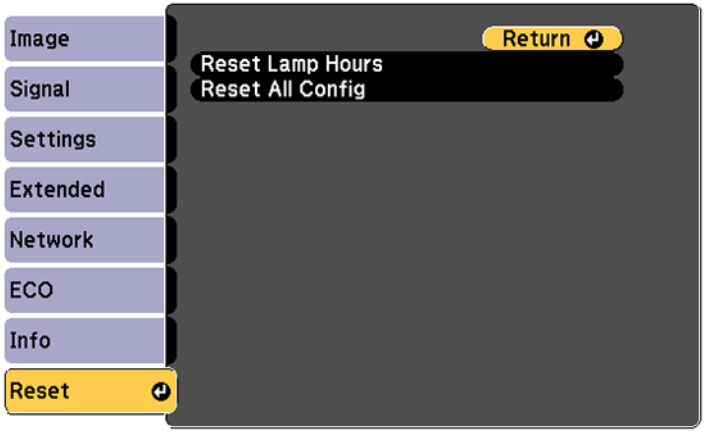
Related tasks

Setting Up Wireless Network Security

Projector Reset Options - Reset Menu

You can reset most of the projector settings to their default values using the **Reset All Config** option on the Reset menu.

You can also reset the projector's lamp usage timer to zero when you replace the lamp using the **Reset Lamp Hours** option.



You cannot reset the following settings using the **Reset All Config** option:

- Input Signal
- User's Logo
- Schedule Settings

- Language
- Network menu items
- Lamp Hours
- Password
- Zoom
- Image Shift
- Date & Time
- Color Uniformity
- Color Matching

Parent topic: Adjusting the Menu Settings

Maintaining and Transporting the Projector

Follow the instructions in these sections to maintain your projector and transport it from place to place.

Projector Maintenance
Transporting the Projector

Projector Maintenance

Your projector needs little maintenance to keep working at its best.

You may need to clean the projection window and obstacle sensor periodically, and clean the air filter and air vents to prevent the projector from overheating due to blocked ventilation.

The only parts you should replace are the lamp, air filter, pen batteries and tips, and remote control batteries. If any other part needs replacing, contact Epson or an authorized Epson servicer.

Warning: Before cleaning any part of the projector, turn it off and unplug the power cord. Never open any cover on the projector, except as specifically explained in this manual. Dangerous electrical voltages in the projector can injure you severely.

Warning: Do not try to service this product yourself, except as specifically explained in this manual. Refer all other servicing to qualified servicers.

Cleaning the Projection Window
Cleaning the Obstacle Sensor
Cleaning the Projector Case
Air Filter and Vent Maintenance
Projector Lamp Maintenance
Replacing the Remote Control Batteries
Replacing the Hard Pen Tips
Replacing the Soft Pen Tips

Parent topic: Maintaining and Transporting the Projector

Cleaning the Projection Window

Clean the projection window periodically, or whenever you notice dust or smudges on the surface.

- To remove dust or smudges, gently wipe the projection window with lens-cleaning paper.

- To remove stubborn smudges, moisten a soft, lint-free cloth with lens cleaner and gently wipe the projection window.

  Warning: Do not use a lens cleaner that contains flammable gas. The high heat generated by the projector lamp may cause a fire.

  Caution: Do not use canned air, or the gases may leave a flammable residue.

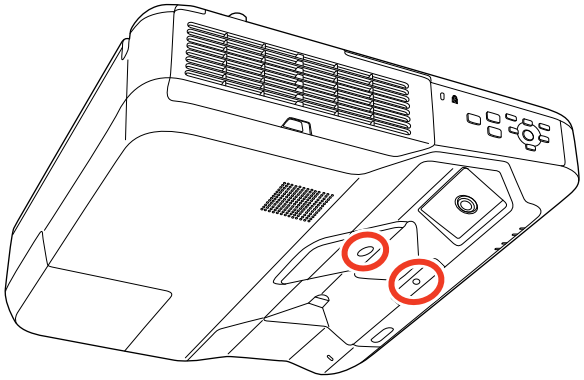
Parent topic: Projector Maintenance

Related tasks

Turning Off the Projector

Cleaning the Obstacle Sensor

Clean the projector's obstacle sensor glass (circled in red) periodically, or if you see a message telling you to remove any obstacles that are interfering with the projection area.



- To remove dust or smudges, gently wipe the obstacle sensor glass with lens-cleaning paper.
- To remove stubborn smudges, moisten a soft, lint-free cloth with lens cleaner and gently wipe the obstacle sensor glass.

  Warning: Do not use a lens cleaner that contains flammable gas. The high heat generated by the projector lamp may cause a fire.

  Caution: Do not use canned air, or the gases may leave a flammable residue.

Parent topic: Projector Maintenance

Related tasks

Turning Off the Projector

Cleaning the Projector Case

Before cleaning the projector case, turn off the projector and unplug the power cord.

- To remove dust or dirt, use a soft, dry, lint-free cloth.
- To remove stubborn dirt, use a soft cloth moistened with water and mild soap. Do not spray liquid directly on the projector.

  Caution: Do not use wax, alcohol, benzine, paint thinner, or other chemicals to clean the projector case. These can damage the case. Do not use canned air, or the gases may leave a residue.

Parent topic: Projector Maintenance

Related tasks

Turning Off the Projector

Air Filter and Vent Maintenance

Regular filter maintenance is important to maintaining your projector. Your Epson projector is designed with an easily accessible, user-replaceable filter to protect your projector and make regular maintenance simple. Filter maintenance intervals will depend on the environment.

If regular maintenance is not performed, your Epson projector will notify you when the temperature inside the projector has reached a high level. Do not wait until this warning appears to maintain your projector filter as prolonged exposure to high temperatures may reduce the life of your projector or lamp.

Damage due to the failure to properly maintain the projector or its filter may not be covered by the projector or lamp Limited Warranties.

Cleaning the Air Filter and Vents

Replacing the Air Filter

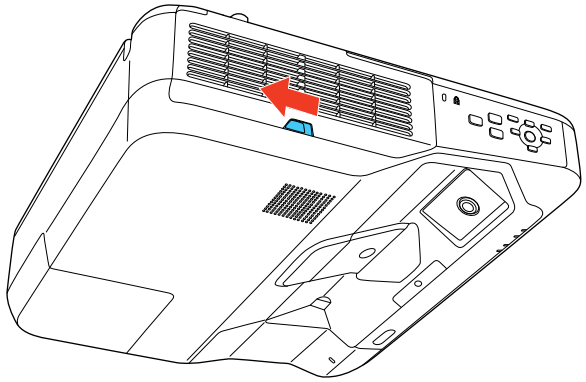
Parent topic: Projector Maintenance

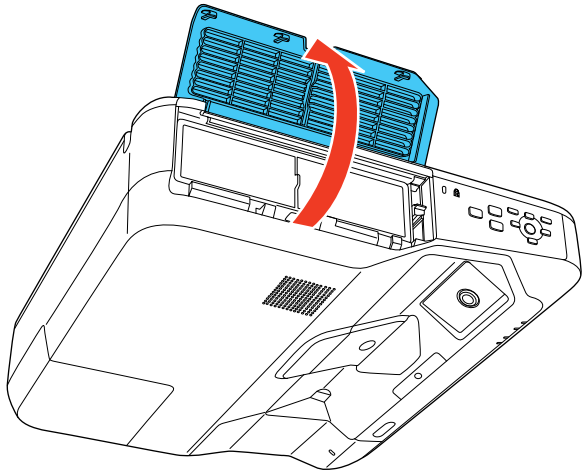
Cleaning the Air Filter and Vents

Clean the projector's air filter or vents if they get dusty, or if you see a message telling you to clean them.

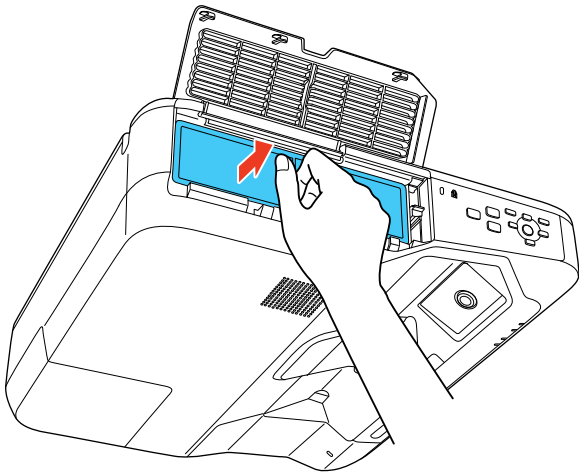
Caution: Do not use water or any detergent to clean the air filter. Do not use canned air, or the gases may leave a flammable residue.

1. Turn off the projector and unplug the power cord.
2. Slide the air filter cover latch and open the air filter cover.

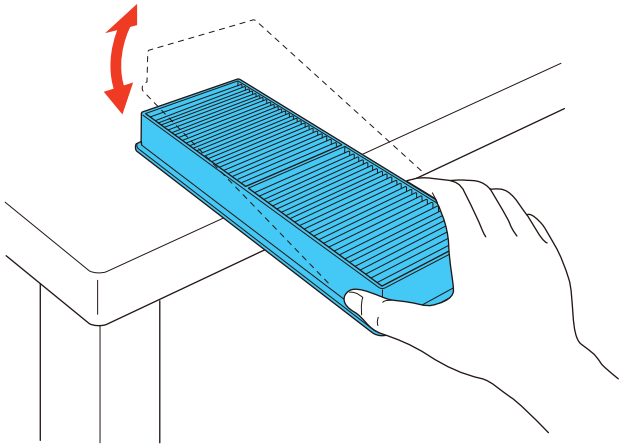




3. Pull the air filter out of the projector.



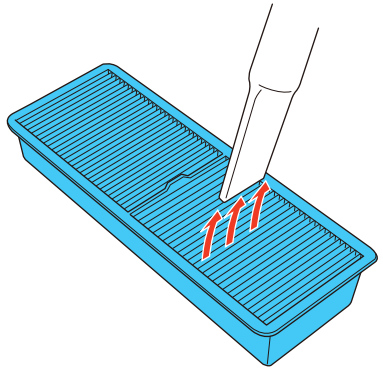
4. Tap each side of the filter 4 to 5 times to shake off any excess dust. Do this outside the room or away from the projector.



Caution: Do not use excessive force when tapping the air filter, or it may crack and become unusable. Do not rinse the air filter in water, or use any detergent or solvent to clean it. Do not use

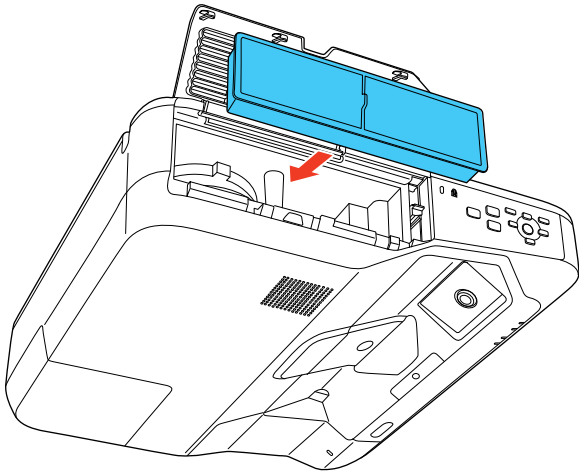
canned air; the gases may leave a residue, or push dust and debris into the projector's optics or other sensitive areas.

5. Vacuum the front of the air filter (the side with the tabs) to remove any remaining dust.



Note: If dust is difficult to remove or the air filter is damaged, replace the air filter.

6. Place the air filter back in the projector as shown.



7. Close the air filter cover.

Parent topic: Air Filter and Vent Maintenance

Related tasks

Turning Off the Projector

Replacing the Air Filter

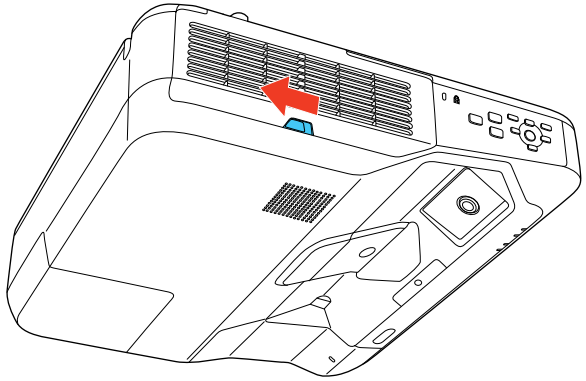
You need to replace the air filter in the following situations:

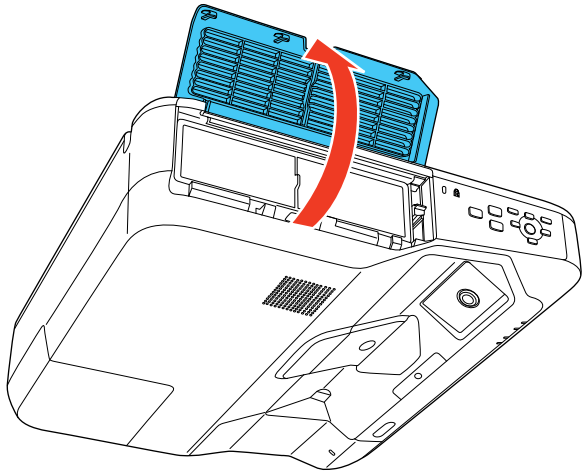
- After cleaning the air filter, you see a message telling you to clean or replace it
- The air filter is torn or damaged

You can replace the air filter while the projector is mounted on the wall or ceiling.

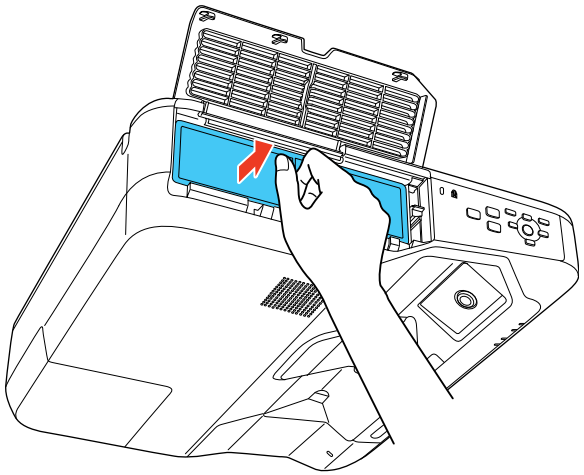
1. Turn off the projector and unplug the power cord.

2. Slide the air filter cover latch and open the air filter cover.



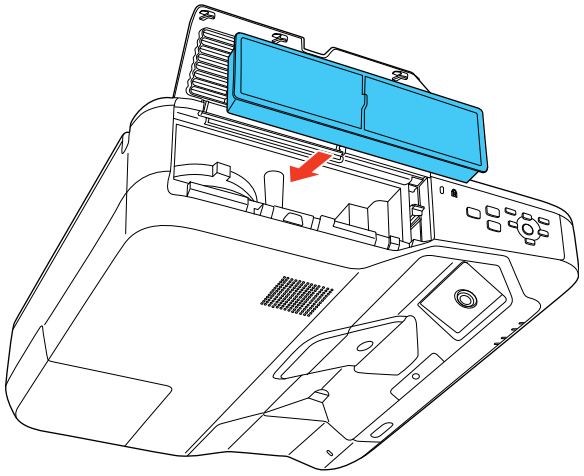


3. Pull the air filter out of the projector.



Note: Air filters contain polypropylene. Dispose of used air filters according to local regulations.

4. Place the new air filter in the projector as shown.



5. Close the air filter cover.

Parent topic: Air Filter and Vent Maintenance

Related tasks

Turning Off the Projector

Projector Lamp Maintenance

The projector keeps track of the number of hours the lamp is used and displays this information in the projector's menu system.

Replace the lamp as soon as possible when the following occurs:

- The projected image gets darker or starts to deteriorate
- A message appears when you turn on the projector telling you to replace the lamp
- The projector's On/Standby light is flashing blue and its Lamp light is flashing orange

Replacing the Lamp

Resetting the Lamp Timer

Parent topic: Projector Maintenance

Replacing the Lamp

Before you replace the lamp, let the projector cool down for at least one hour so the lamp will not be hot.

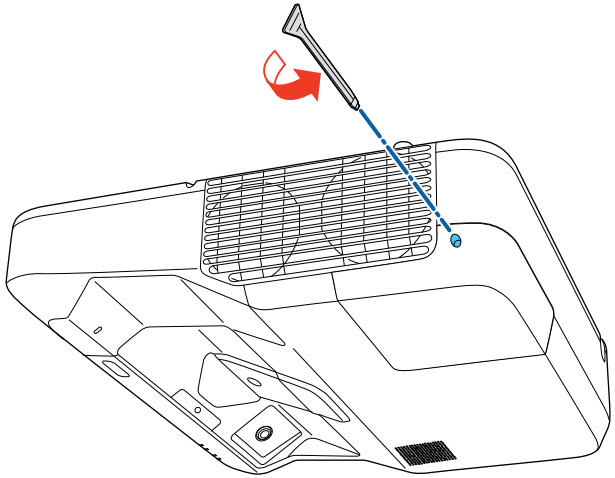
Warning: Let the lamp fully cool before replacing it to avoid injury.

You can replace the lamp while the projector is mounted on the wall or ceiling.

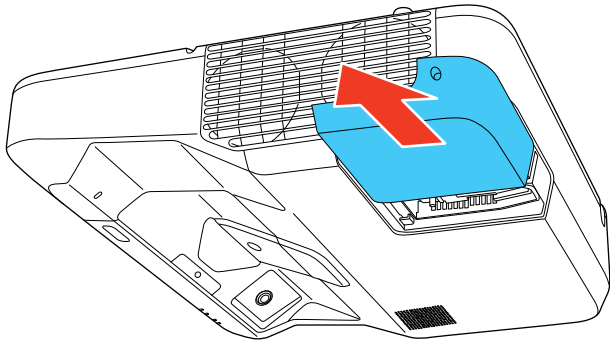
1. Turn off the projector and unplug the power cord.
2. Allow the projector lamp to cool down for at least one hour.

   Warning: If the lamp is broken, glass fragments may be loose inside the lamp chamber. Be careful removing any broken glass to avoid injury. If the projector is mounted on the wall or ceiling, stand to the side in case the lamp is broken.

3. Use the screwdriver included with the replacement lamp to loosen the screw securing the lamp cover.

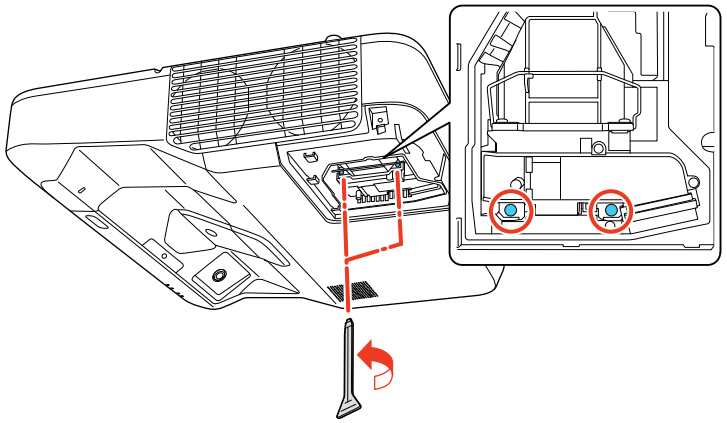


4. Slide off the lamp cover.

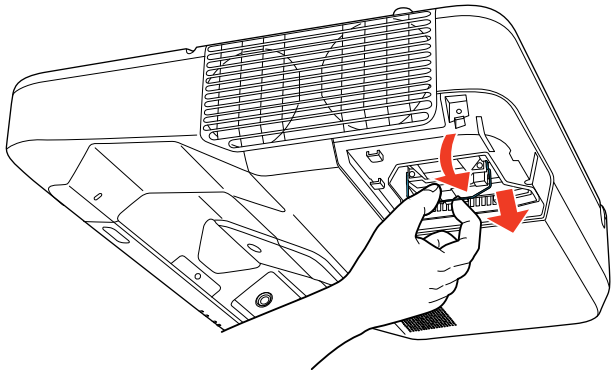


Note: If the projector is suspended from a wall or ceiling, remove the lamp cover carefully and support it with your hand.

5. Loosen the screws securing the lamp to the projector. The screws do not come all the way out.



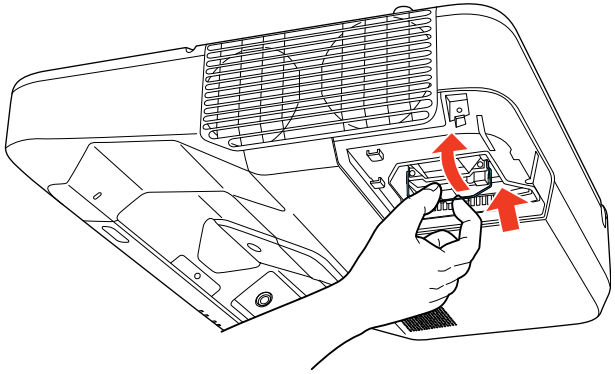
6. Lift up the lamp handle and gently pull the lamp out of the projector.



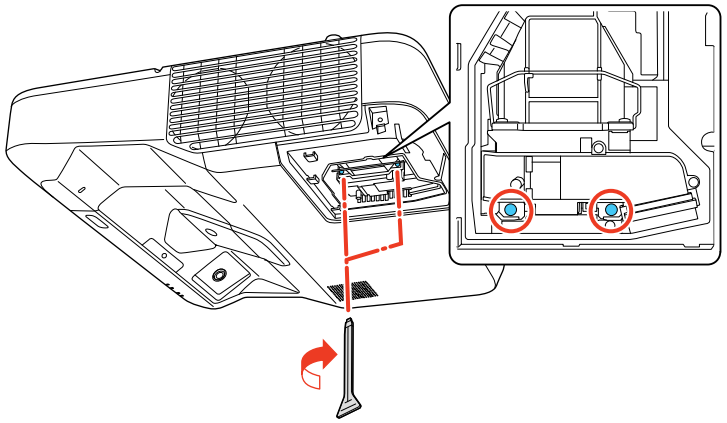
Note: Hg The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

7. Gently insert the new lamp into the projector along the guide rail. If it does not fit easily, make sure it is facing the right way. Press the handle down.

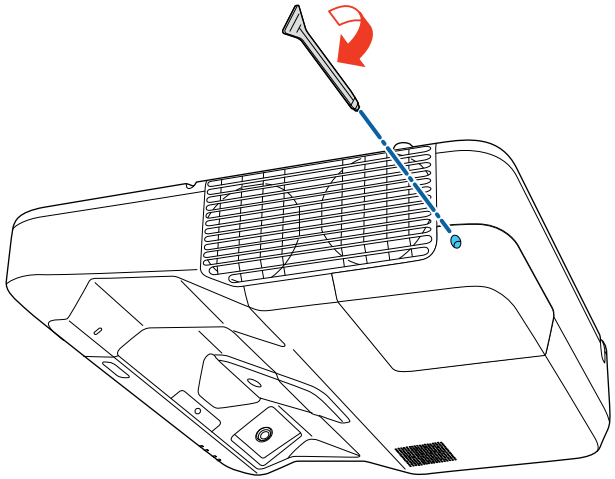
   Caution: Do not touch any glass on the lamp assembly to avoid premature lamp failure.



8. Tighten the screws to secure the lamp.



9. Replace the lamp cover and tighten the screw to secure it.



Note: Be sure the lamp cover is securely installed or the lamp will not come on.

Reset the lamp timer to zero to keep track of the new lamp's usage.

Parent topic: Projector Lamp Maintenance

Related tasks

Turning Off the Projector

Resetting the Lamp Timer

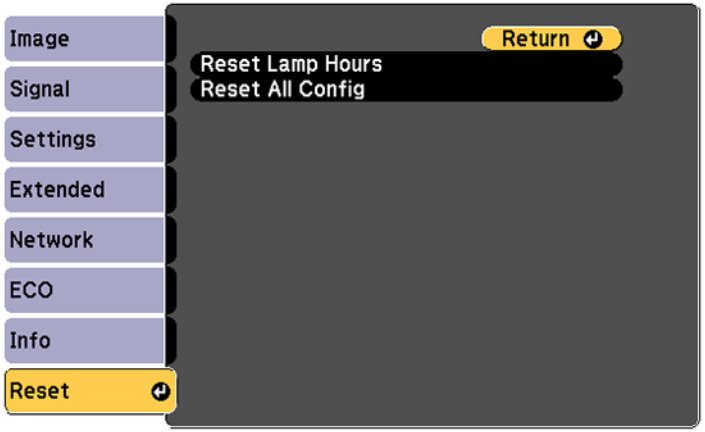
Resetting the Lamp Timer

You must reset the lamp timer after replacing the projector's lamp to clear the lamp replacement message and to keep track of lamp usage correctly.

Note: Do not reset the lamp timer if you have not replaced the lamp to avoid inaccurate lamp usage information.

1. Turn on the projector.
2. Press the **Menu** button.

3. Select the **Reset** menu and press **Enter**.



4. Select **Reset Lamp Hours** and press **Enter**.

   You see a prompt asking if you want to reset the lamp hours.
5. Select **Yes** and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

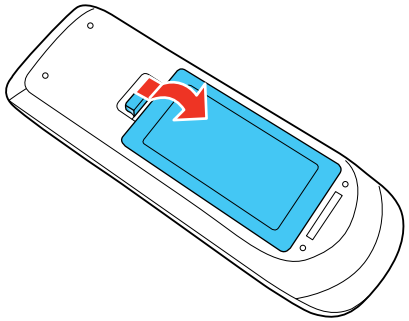
Parent topic: Projector Lamp Maintenance

Replacing the Remote Control Batteries

The remote control uses two AA manganese or alkaline batteries. Replace the batteries as soon as they run out.

Caution: Use only the type of batteries specified in this manual. Do not install batteries of different types, or mix new and old batteries.

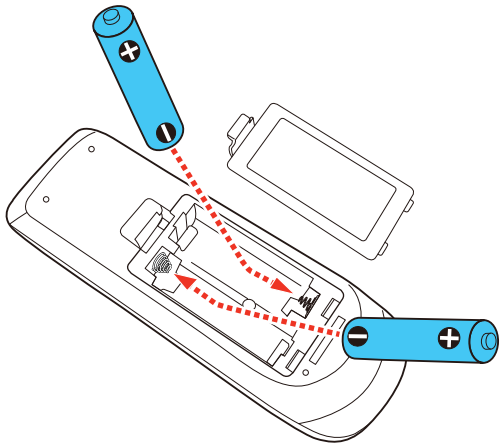
1. Remove the battery cover as shown.



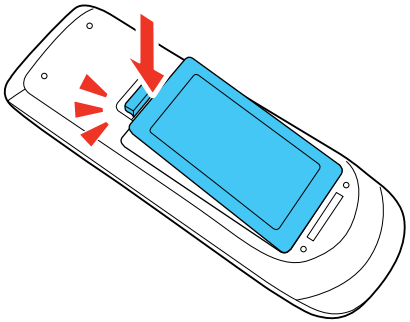
2. Remove the old batteries.

   Warning: If the battery fluid has leaked, wipe it away with a soft cloth and avoid getting the fluid on your hands. If it gets on your hands, wash them immediately to avoid injury.

3. Insert the batteries with the **+** and **–** ends facing as shown.



4. Replace the battery cover and press it down until it clicks into place.



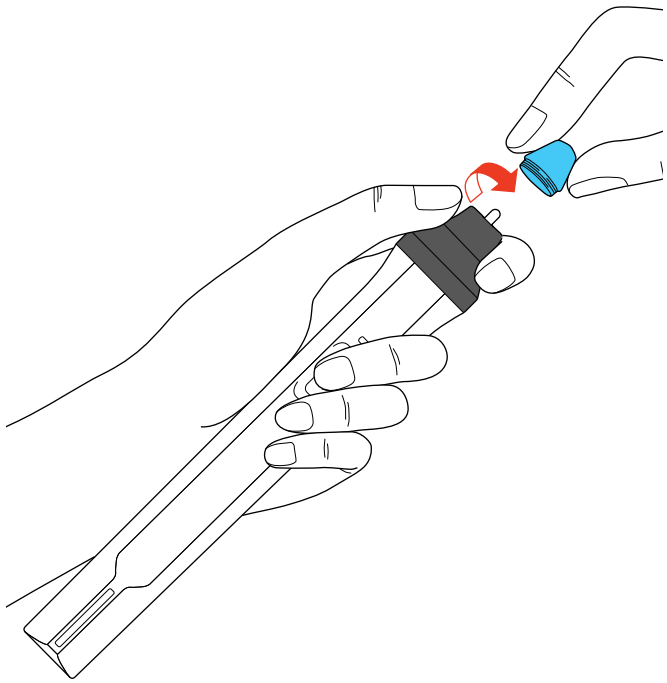
Warning: Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

Parent topic: Projector Maintenance

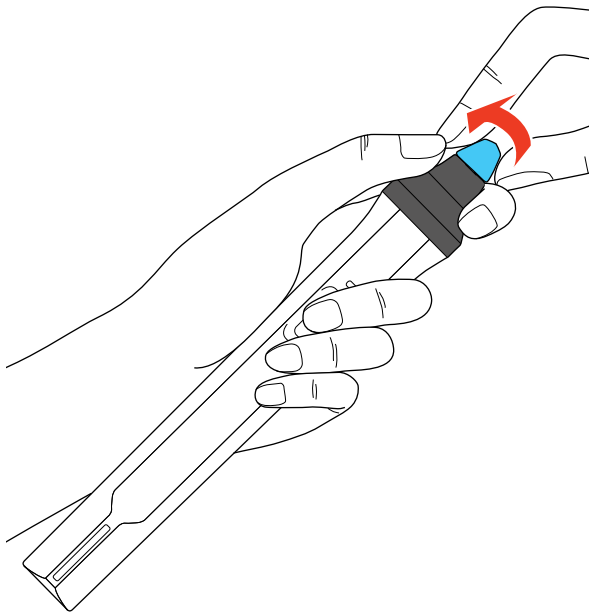
Replacing the Hard Pen Tips

If the pen tips become damaged or no longer work correctly, you can replace them.

1. Twist off the tip of the pen to remove it.



2. Twist on the new tip.

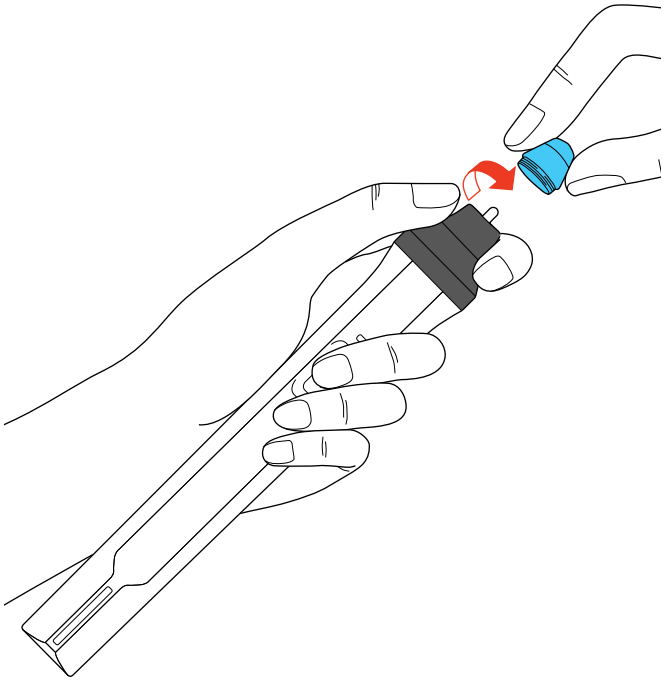


Parent topic: Projector Maintenance

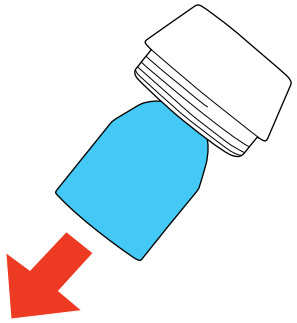
Replacing the Soft Pen Tips

If the pen tips become damaged or no longer work correctly, you can replace them.

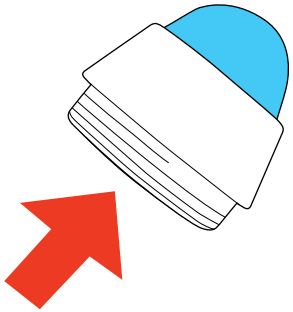
1. Twist off the tip of the pen to remove it.



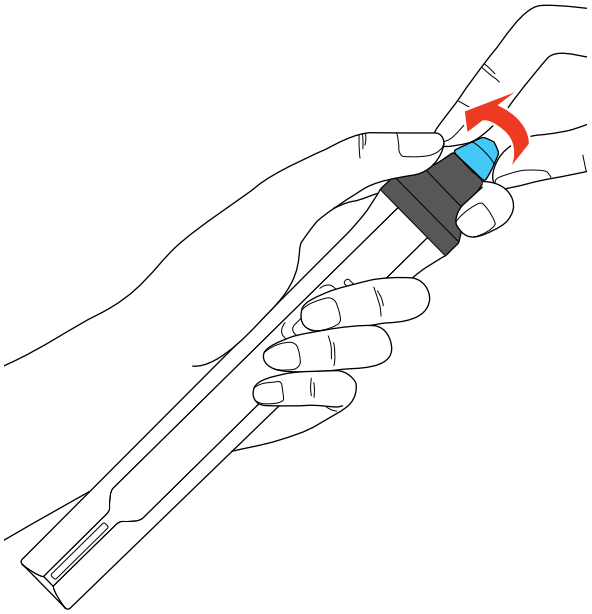
2. Remove the soft tip.



3. Insert the new tip.



4. Twist on the pen tip.



Parent topic: Projector Maintenance

Transporting the Projector

The projector contains precision parts, some of which are glass. Follow these guidelines to transport, ship, or store the projector safely:

- Remove any equipment connected to the projector.
- When transporting the projector a long distance or as checked luggage, pack it in a firm box with cushioning around it and mark the box "Fragile."
- When shipping the projector for repairs, place it in its original packing materials, if possible, or use equivalent materials with cushioning around the projector. Mark the box "Fragile."

Note: Epson shall not be liable for any damages incurred during transportation.

Parent topic: Maintaining and Transporting the Projector

Solving Problems

Check the solutions in these sections if you have any problems using the projector.

Projection Problem Tips
Projector Light Status
Using the Projector Help Displays
Solving Image or Sound Problems
Solving Projector or Remote Control Operation Problems
Solving Network Problems
Solving Interactive Problems
Where to Get Help

Projection Problem Tips

If the projector is not working properly, try turning it off and unplugging it. Then plug it back in and turn it on.

If this does not solve the problem, check the following:

- The lights on the projector may indicate what the problem is.
- The Help option on the Home screen can display information about common problems, if the projector is operating.
- The solutions in this manual can help you solve many problems.

If none of these solutions help, you can contact Epson for technical support.

Parent topic: Solving Problems

Related references

Projector Setup Settings - Extended Menu
Projector Light Status

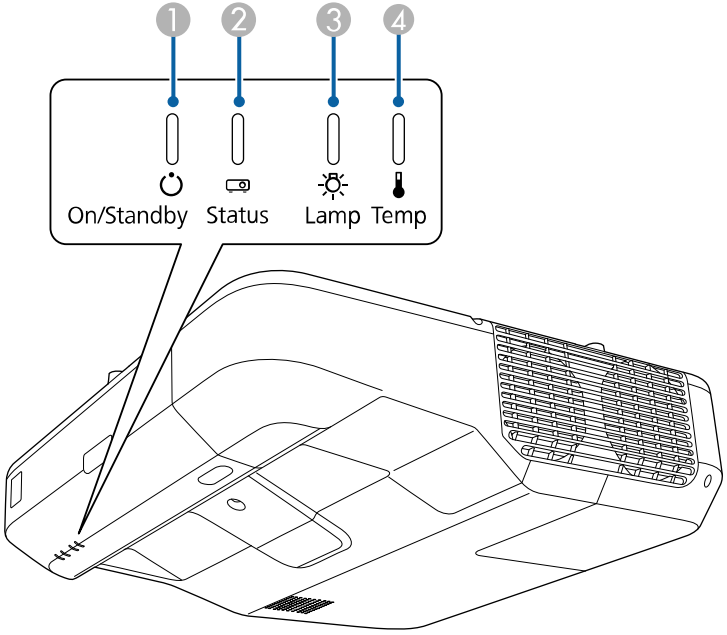
Related tasks

Replacing the Air Filter
Replacing the Lamp
Cleaning the Air Filter and Vents
Cleaning the Obstacle Sensor
Turning On Auto Iris

Turning Off the Projector

Projector Light Status

The lights on the projector indicate the projector status and let you know when a problem occurs. Check the status and color of the lights and look for a solution in the table here.



1 On/Standby light
2 Status light
3 Lamp light
4 Temp (temperature) light

On/Standby light	Status light	Lamp light	Temp light	Status and solution
Blue	Blue	Off	Off	Normal operation.

On/Standby light	Status light	Lamp light	Temp light	Status and solution
Blue	Flashing blue	Off	Off	Warming up. Wait for an image to appear.
				Shutting down. (When the Status light stops flashing, you can unplug the projector.)
Blue	Off	Off	Off	Standby, sleep mode, or monitoring.
Flashing blue	Off	Off	Off	Preparing for monitoring; all features are disabled.
Blue	Varies	Off	Flashing orange	Projector is too hot. • Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects. • Clean or replace the air filter. • Make sure the environmental temperature is not too hot.
Off	Flashing blue	Off	Orange	Projector has overheated and turned off. Leave it turned off to cool down. After about five minutes, do the following: • Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects. • Clean or replace the air filter. • If operating the projector at high altitude, turn on **High Altitude Mode**. • If the problem persists, unplug the projector and contact Epson for help.

On/Standby light	Status light	Lamp light	Temp light	Status and solution
Off	Flashing blue	Orange	Off	Lamp has a problem. • Check to see if the lamp is burned out, broken, or installed incorrectly. Reseat or replace the lamp as necessary. • Clean or replace the air filter. • If operating the projector at high altitude, turn on **High Altitude Mode**. • If the problem persists, unplug the projector and contact Epson for help.
Flashing blue	Varies	Flashing orange	Varies	Replace the lamp soon to avoid damage. Do not continue using the projector.
Off	Flashing blue	Off	Flashing orange	A fan or sensor has a problem. Turn the projector off, unplug it, and contact Epson for help.
Off	Flashing blue	Flashing orange	Flashing orange	Auto Iris error. Turn the projector off, unplug it, and contact Epson for help.
Off	Flashing blue	Orange	Orange	Power error. Turn the projector off, unplug it, and contact Epson for help.
Off	Flashing blue	Flashing orange	Off	Internal projector error. Turn the projector off, unplug it, and contact Epson for help.

On/Standby light	Status light	Lamp light	Temp light	Status and solution
Off	Flashing blue	Orange	Orange	Obstacle detection error. A beep sounds, and the message "For safety purposes remove any obstacles blocking the lens." is displayed. The projector turns off automatically if no action is taken. • Make sure that there are no obstacles interfering with the projection window. Remove any obstacles. • Clean the obstacle sensor if there are no obstacles. If the problem persists, turn the projector off, unplug it, and contact Epson for help

Note: If the lights display a pattern not listed in the table above, turn the projector off, unplug it, and contact Epson for help.

Parent topic: Solving Problems

Related references

Projector Setup Settings - Extended Menu

Using the Projector Help Displays

You can display information to help you solve common problems using the projector's Help system.

1. Turn on the projector.
2. Press the **Home** button on the projector or the remote control.
3. Press the arrow buttons to select the  Help icon and press Enter.
4. Select **Display the Help menu**.
5. Press **Enter**.

   You see the Help menu.

6. Press the up and down arrow buttons to highlight the problem you want to solve.
7. Press **Enter** to view the solutions.
8. When you are finished, do one of the following:
   - To select another problem to solve, press **Esc**.
   - To exit the help system, press **Home**.

Parent topic: Solving Problems

Solving Image or Sound Problems

Check the solutions in these sections if you have any problems with projected images or sound.

Solutions When No Image Appears
Solutions When Image is Incorrect Using the USB Display Function
Solutions When "No Signal" Message Appears
Solutions When "Not Supported" Message Appears
Solutions When Only a Partial Image Appears
Solutions When the Image is Not Rectangular
Solutions When the Image Contains Noise or Static
Solutions When the Image is Fuzzy or Blurry
Solutions When the Image Brightness or Colors are Incorrect
Solutions to Sound Problems

Parent topic: Solving Problems

Solutions When No Image Appears

If no image appears, try the following solutions:

- Press the **A/V Mute** button on the remote control to see if the image was temporarily turned off.
- Make sure all necessary cables are securely connected and the power is on for the projector and connected video sources.
- Press the projector's power button to wake it from standby or sleep mode. Also see if your connected computer is in sleep mode or displaying a blank screen saver.
- Press the **Menu** button. If the projector menu is able to display, there may be a problem with the connected video source, cable connection, or port.
- Check the settings on the Signal menu to make sure they are correct for the current video source.

- Adjust the **Brightness** setting or select the **Normal** Power Consumption setting.
- Check the **Display** setting to make sure **Messages** is set to **On**.
- If the projector does not respond when you press the control panel buttons, the buttons may be locked. Unlock the buttons.
- If the projector does not respond when you press buttons on the remote control, make sure the remote receivers are turned on.
- For images projected with Windows Media Center, reduce the screen size from full screen mode.
- For images projected from applications using Windows DirectX, turn off DirectX functions.
- If the other solutions do not solve the problem, reset all of the projector settings using the options on the **Reset** menu.
- The projector may not be able to project copyrighted videos that you play back on a computer. For details, see the manual supplied with your computer.

Parent topic: Solving Image or Sound Problems

Related references

Input Signal Settings - Signal Menu
Projector Feature Settings - Settings Menu

Related tasks

Controlling the Volume with the Volume Buttons
Selecting an Image Source
Unlocking the Projector's Buttons

Solutions When Image is Incorrect Using the USB Display Function

If no image appears or if the image appears incorrectly using the USB Display function, try the following solutions:

- Press the **USB** button on the remote control.
- Make sure the USB Display software has installed correctly. Install it manually if necessary.
- Make sure the **USB Type B** setting in the Extended menu is set to one of the **USB Display** options.
- On a Mac, select the **USB Display** icon in the Dock or from the **Applications** folder.
- For images projected with Windows Media Center, reduce the screen size from full screen mode.
- For images projected from applications using Windows DirectX, turn off DirectX functions.

- If the mouse cursor flickers, select **Make the movement of the mouse pointer smooth** in the Epson USB Display Settings program on your computer.
- Turn off the **Transfer layered window** setting in the Epson USB Display Settings program on your computer.
- Make sure you are using the most recent version of the USB Display software. You can download the latest version from the Epson web site. Go to epson.com/support (U.S.) or epson.ca/support (Canada) and select your projector.

Parent topic: Solving Image or Sound Problems

Related references

Projector Setup Settings - Extended Menu

Related tasks

Selecting an Image Source

Solutions When "No Signal" Message Appears

If the "No Signal" message appears, try the following solutions:

- Press the **Source Search** button and wait a few seconds for an image to appear.
- Press the **Home** button on the remote control to select from a list of available sources (shown in black text).
- Turn on the connected computer or video source, and press its play button to begin your presentation, if necessary.
- Check the connection from the projector to your video sources.
- If you are projecting from a laptop computer, make sure it is set up to display on an external monitor.
- If necessary, turn the projector and the connected computer or video source off and then on again.
- If you are projecting from an HDMI source, replace the HDMI cable with a shorter one.
- Connect the video source directly to the projector.
- If the other solutions do not solve the problem, reset all of the projector settings using the options on the **Reset** menu.

Displaying From a PC Laptop

Displaying From a Mac Laptop

Parent topic: Solving Image or Sound Problems

Related tasks

Selecting an Image Source

Related topics

Connecting to Computer Sources

Connecting to Video Sources

Displaying From a PC Laptop

If you see the "No Signal" message when you display from a PC laptop, you need to set up the laptop to display on an external monitor.

1. Hold down the laptop's **Fn** key and press the key labeled with a monitor icon or **CRT/LCD**. (See your laptop manual for details.) Wait a few seconds for an image to appear. To display on both the laptop's monitor and the projector, try pressing the same keys again.

   Note: On Windows 7 or later, hold down the Windows key and press **P** at the same time, then click **Duplicate**.

2. If the same image is not displayed by the laptop and projector, check the Windows **Display** utility to make sure the external monitor port is enabled and extended desktop mode is disabled. (See your computer or Windows manual for instructions.)
3. If necessary, check your video card settings and set the multiple display option to **Mirror** or **Duplicate**.

Parent topic: Solutions When "No Signal" Message Appears

Displaying From a Mac Laptop

If you see the "No Signal" message when you display from a Mac laptop, you need to set up the laptop for mirrored display. (See your laptop manual for details.)

1. Open the **System Preferences** utility and select **Displays**, **Display**, or **Color LCD**.
2. Click the **Arrange** or **Arrangement** tab.
3. Select the **Mirror Displays** checkbox.

Parent topic: Solutions When "No Signal" Message Appears

Solutions When "Not Supported" Message Appears

If the "Not Supported" message appears, try the following solutions:

- Make sure the input signal is supported by the projector.
- Set the computer's display resolution to the native resolution of the projector (1920 × 1200).

- Make sure the computer's display resolution does not exceed the projector's resolution and frequency limit. If necessary, select a different display resolution for your computer. (See your computer manual for details.)
- As a test, try setting the computer's display resolution to the lowest possible setting, and then gradually increase it as necessary.
- Check the input resolution under **Projector Info** in the **Info** menu and make sure that the projector supports that resolution.

Parent topic: Solving Image or Sound Problems

Related references

Input Signal Settings - Signal Menu

Solutions When Only a Partial Image Appears

If only a partial computer image appears, try the following solutions:

- Make sure the **Resolution** setting in the Signal menu is set correctly to for the input signal.
- Try adjusting the image position using the **Position** menu setting.
- Press the **Aspect** button on the remote control to select a different image aspect ratio.
- If you zoomed into or out of the image using the **E-Zoom** buttons, press the **Esc** button until the projector returns to a full display.
- Check your computer display settings to disable dual display and set the resolution within the projector's limits. (See your computer manual for details.)
- Check the resolution assigned to your presentation files to see if they are created for a different resolution than you are projecting in. (See your software help for details.)
- Make sure you selected the correct **Projection** setting.
- Try adjusting the image position using the **Image Shift** setting.
- If you are passing the video signal through another device, make sure the device is set up correctly, then try connecting the video source directly to the projector.

Parent topic: Solving Image or Sound Problems

Related references

Input Signal Settings - Signal Menu

Related tasks

Zooming Into and Out of Images

Changing the Image Aspect Ratio

Solutions When the Image is Not Rectangular

If the projected image is not evenly rectangular, try the following solutions:

- If the projector is not mounted on the wall or ceiling, place it directly in front of the center of the screen, facing it squarely, if possible.
- Use the **Image Shift** setting to adjust the image position, rather than moving the projector.
- Adjust the image shape using the **Geometry Correction** menu settings.

  Note: Adjusting **Quick Corner**, **H/V-Keystone**, and **Arc Correction** settings may affect focus and pen calibration.

Parent topic: Solving Image or Sound Problems

Related tasks

Correcting Image Shape with the Keystone Buttons
Correcting Image Shape with Quick Corner
Correcting Image Shape with Arc Correction

Solutions When the Image Contains Noise or Static

If the projected image seems to contain electronic interference (noise) or static, try the following solutions:

- Check the cables connecting your computer or video source to the projector. They should be:
  - Separated from the power cord to prevent interference
  - Securely connected at both ends
  - Not connected to an extension cable
  - No longer than 10 feet (3 m) for VGA/computer cables or 24 feet (7.3 m) for HDMI cables
- Check the settings on the projector's Signal menu to make sure they match the video source. If available for your video source, adjust the **Deinterlacing** and **Noise Reduction** settings.
- Select **Auto** as the Resolution setting in the Signal menu.
- Select a computer video resolution and refresh rate that are compatible with the projector.
- If you are projecting from a computer using a VGA cable, press the **Auto** button on the remote control to automatically adjust the tracking and sync. If the problem remains, display a uniformly patterned image on the screen and manually adjust the **Tracking** and **Sync** settings.

- If you adjusted the image shape using the projector controls, try decreasing the **Sharpness** setting to improve image quality.
- If you connected an extension power cable, try projecting without it to see if it caused interference in the signal.
- If you are using the USB Display function, turn off the **Transfer layered window** setting in the Epson USB Display Settings program on your computer.

Parent topic: Solving Image or Sound Problems

Related references

Input Signal Settings - Signal Menu
Supported Video Display Formats

Related topics

Connecting to Computer Sources
Connecting to Video Sources

Solutions When the Image is Fuzzy or Blurry

If the projected image is fuzzy or blurry, try the following solutions:

- Adjust the image focus.
- Clean the projection window.

  Note: To avoid condensation on the lens after bringing the projector in from a cold environment, let the projector warm up to room temperature before using it.

- Position the projector close enough to the screen, and directly in front of it.
- Position the projector so the keystone adjustment angle is not so wide that it distorts the image.
- Adjust the **Sharpness** setting to improve image quality.
- If you are projecting from a computer using a VGA cable, press the **Auto** button on the remote control to automatically adjust the tracking and sync. If any bands or overall blurriness remain, display a uniformly patterned image on the screen and manually adjust the **Tracking** and **Sync** settings.
- If you are projecting from a computer, use a lower resolution.
- Turn off any keystone correction, and disable the **Quick Corner** and **Arc Correction** settings.
- Make sure the screen is flat.

Parent topic: Solving Image or Sound Problems

Related references

Image Quality Settings - Image Menu

Input Signal Settings - Signal Menu

Related tasks

Focusing the Image

Solutions When the Image Brightness or Colors are Incorrect

If the projected image is too dark or light, or the colors are incorrect, try the following solutions:

- Press the **Color Mode** button on the remote control to try different color modes for the image and environment.
- Check your video source settings.
- Adjust the available settings on the Image menu for the current input source, such as **Brightness**, **Contrast**, **Tint**, **Color Temp.**, and/or **Color Saturation**.
- Make sure you selected the correct **Input Signal** or **Video Signal** setting on the Signal menu, if available for your image source.
- Make sure you selected the correct **Gamma** or **RGBCMY** setting in the Image menu.
- Make sure all the cables are securely connected to the projector and your video device. If you connected long cables, try connecting shorter cables.
- If you are using the **ECO** Power Consumption setting, try selecting **Normal** in the projector's menus.

  Note: At high altitudes or locations subject to high temperatures, the image may become darker and you may not be able to adjust the Power Consumption setting.

- Position the projector close enough to the screen.
- If the image has been progressively darkening, you may need to replace the projector lamp soon.

Parent topic: Solving Image or Sound Problems

Related references

Projector Setup Settings - ECO Menu

Image Quality Settings - Image Menu

Input Signal Settings - Signal Menu

Related topics

Connecting to Computer Sources

Connecting to Video Sources

Solutions to Sound Problems

If there is no sound when you expect it or the volume is too low or high, try the following solutions:

- Adjust the projector's volume settings.
- Press the **A/V Mute** button on the remote control to resume video and audio if they were temporarily stopped.
- Press the **Source Search** button to switch to the correct input source, if necessary.
- Check your computer or video source to make sure the volume is turned up and the audio output is set for the correct source.
- Try disconnecting and reconnecting the audio cable.
- Check the audio cable connections between the projector and your video source.
- If you do not hear sound from an HDMI source, set the connected device to PCM output.
- Make sure any connected audio cables are labeled "No Resistance".
- If you are using the USB Display function, turn on the **Output audio from the projector** setting in the Epson USB Display Settings program on your computer.
- If you are using a Mac and you do not hear sound from an HDMI source, make sure your Mac supports audio through the HDMI port. If not, you need to connect an audio cable.
- If you want to use a connected audio source when the projector is off, set the **Standby Mode** option to **Communication On** and make sure the **A/V Settings** options are set correctly.
- If the volume for the computer is set to the minimum while the projector's volume is set to maximum, the noise may be mixed. Turn up the computer's volume and decrease the projector's volume.
- Make sure the **A/V Settings** options are set up correctly and the **Audio Out** setting is set to **Auto**.
- If you turn the projector on immediately after turning it off, the cooling fans may run at high speed momentarily and cause an unexpected noise. This is normal.

Parent topic: Solving Image or Sound Problems

Related references

Projector Setup Settings - ECO Menu

Related tasks

Shutting Off the Picture and Sound Temporarily

Solving Projector or Remote Control Operation Problems

Check the solutions in these sections if you have problems operating the projector or remote control.

Solutions to Projector Power or Shut-Off Problems

Solutions to Problems with the Remote Control

Solutions to Password Problems

Parent topic: Solving Problems

Solutions to Projector Power or Shut-Off Problems

If the projector does not come on when you press the power button or it shuts off unexpectedly, try the following solutions:

- Make sure the power cord is securely connected to the projector and to a working electrical outlet.
- The projector's buttons may be locked for security. Unlock the buttons or use the remote control to turn on the projector.
- If the projector's lamp shuts off unexpectedly, it may have entered standby mode after a period of inactivity. Press the power button to wake the projector and adjust the **Sleep Mode Timer** setting to change the sleep interval. The **A/V Mute Timer** may be set. Set the **A/V Mute Timer** to **Off** in the ECO menu.
- If the projector's lamp shuts off, the Status light is flashing, and the Temp light is on, the projector has overheated and shut off. Check the solutions for this light status.
- If the power button on the remote control does not turn on the projector, check its batteries and make sure the **Remote Receiver** setting is turned on in the projector's menu, if available.
- The power cord may be defective. Disconnect the cord and contact Epson.
- Temporarily remove the Ethernet cable and see if the problem continues.

Parent topic: Solving Projector or Remote Control Operation Problems

Related references

Projector Feature Settings - Settings Menu

Projector Light Status

Related tasks

Unlocking the Projector's Buttons

Solutions to Problems with the Remote Control

If the projector does not respond to remote control commands, try the following solutions:

- Check that the remote control batteries are installed correctly and have power. If necessary, replace the batteries.
- Make sure you are operating the remote control within the reception angle and range of the projector.
- Make sure the projector is not warming up or shutting down.
- Check to see if a button on the remote control is stuck down, causing it to enter sleep mode. Release the button to wake the remote control up.
- Strong fluorescent lighting, direct sunlight, or infrared device signals may be interfering with the projector's remote receivers. Dim the lights or move the projector away from the sun or interfering equipment.
- If available, turn off one of the remote receivers in the projector's menu system, or check if all the remote receivers were turned off.
- If you assigned an ID number to the remote control to operate multiple projectors, you may need to check or change the ID setting (feature not available with all projectors).
- If you lose the remote control, you can purchase another from an authorized Epson reseller.

Parent topic: Solving Projector or Remote Control Operation Problems

Related references

Remote Control Operation

Related tasks

Replacing the Remote Control Batteries

Solutions to Password Problems

If you cannot enter or remember a password, try the following solutions:

- You may have turned on password protection without first setting a password. Try entering **0000** using the remote control.
- If you have entered an incorrect password too many times and see a message displaying a request code, write down the code and contact Epson. Do not attempt to enter the password again. Provide the request code and proof of ownership for assistance in unlocking the projector.
- If you set a Web Control password and forgot the user ID or password, try entering the following:
  - User ID: **EPSONWEB**
  - Default password: **admin**

- If you set a Remote password (in Epson Web Control) and forgot the user ID or password, try entering the following:
  - User ID: **EPSONREMOTE**
  - Default password: **guest**
- If you lose the remote control, you cannot enter a password. Order a new one from Epson.

Parent topic: Solving Projector or Remote Control Operation Problems

Related concepts

Projector Security Features

Solving Network Problems

Check the solutions in these sections if you have problems using the projector on a network.

Solutions When Wireless Authentication Fails

Solutions When Network Alert E-Mails are Not Received

Solutions When You Cannot Access the Projector Through the Web

Solutions When the Image Contains Static During Network Projection

Solutions When You Cannot Connect Using Screen Mirroring

Solutions When the Image or Sound Contains Static When Using Screen Mirroring

Parent topic: Solving Problems

Solutions When Wireless Authentication Fails

If you cannot authenticate a wireless connection, try the following solutions:

- If the wireless settings are correct, but authentication fails, you may need to update the **Date & Time** settings on the Extended menu, if available.
- Make sure the **Wireless LAN Power** setting is set to **On**.

Parent topic: Solving Network Problems

Related references

Projector Network Settings - Network Menu

Solutions When Network Alert E-Mails are Not Received

If you do not receive an e-mail alerting you to problems with a projector over the network, try the following solutions:

- Make sure the projector is turned on and connected to the network correctly. (If an error shut down the projector, it cannot send an e-mail.)
- Make sure you set up the projector e-mail alert settings correctly on the projector's network Mail menu or in the network software.
- Set the **Standby Mode** setting to **Communication On** so the network software can monitor the projector in standby mode.

Parent topic: Solving Network Problems

Related tasks

Setting Up Projector Network E-Mail Alerts

Solutions When You Cannot Access the Projector Through the Web

If you are unable to access the projector through a web browser, make sure you are using the correct ID and password, which are case sensitive.

Note: You cannot change the user ID.

- To display the Web Control screen, enter **EPSONWEB** as the user ID, and enter the password set in the projector's Network menu as the password. The default password is **admin**.
- To display the Web Remote screen, enter **EPSONREMOTE** as the user ID and enter the password set in the projector's Network menu as the password. The default password is **guest**.
- Make sure you have access to the network the projector is on.

Note: The user ID and password are case sensitive.

Parent topic: Solving Network Problems

Solutions When the Image Contains Static During Network Projection

If the projected image contains static during network projection, try the following solutions:

- Check for any obstacles between the access point, the computer, the mobile device, and the projector. If necessary, change their positions to improve communication. Also, make sure that they are not too far apart. Move them closer together and try to connect again.

- If the wireless connection is slow or your projected image contains noise, check for interference from other equipment, such as a Bluetooth device or microwave. Move the interfering device farther away or expand your wireless bandwidth.
- If the connection speed declines, reduce the number of connected devices.

Parent topic: Solving Network Problems

Solutions When You Cannot Connect Using Screen Mirroring

If you are unable to connect to the projector using Screen Mirroring , try the following solutions:

- Select**On** as the **Screen Mirroring** setting in the projector's Network menu.
- Make sure the **Display Name** setting does not contain a dash ("-") or it may not be displayed correctly on the mobile device.
- Select **Off** as the **Screen Mirroring** setting, then select **On** again.
- Make sure no other mobile device is connected to the projector.
- Make sure the mobile device settings are correct and restart the device.
- You may not be able to connect immediately after disconnecting from the projector. Wait a while and try connecting again.
- If you have previously connected to the projector using Screen Mirroring, the device may have saved the previous connection information. Delete the saved information and connect to the projector from the list of available devices.

Parent topic: Solving Network Problems

Solutions When the Image or Sound Contains Static When Using Screen Mirroring

If the projected image or sound contains static when connecting using Screen Mirroring, try the following solutions:

- Avoid covering the Wi-Fi antenna of the mobile device.
- If you use a Screen Mirroring connection and an internet connection at the same time, the image may freeze or contain noise. Disconnect from the internet to improve the connection speed of the mobile device.
- Make sure the projection contents meet the Screen Mirroring requirements.
- Depending on the settings of the mobile device, the connection may be lost when the device enters power saving mode. Check the power saving settings on the mobile device.
- Make sure your mobile device has the latest version of its wireless driver and firmware installed.

Parent topic: Solving Network Problems

Solving Interactive Problems

Check the solutions in these sections if you have problems using the interactive system.

Solutions When "Error Occurred in the Easy Interactive Function" Message Appears
Solutions When the Interactive Pens Do Not Work
Solutions When the Interactive Pen Position Is Not Accurate
Solutions When Manual Calibration Does Not Work
Solutions When the Interactive Pens Are Slow or Difficult to Use
Solutions When the Interactive Pens Cause Interference or Unwanted Effects
Solutions When Finger Touch Interactivity Does Not Work
Solutions for Problems With Capturing, Printing, Saving, or Scanning
Solutions When Inking Does Not Appear in Microsoft Office
Solutions When the Pen Does Not Work Over a Network or the Toolbars Do Not Appear
Solutions for Problems with a Shared Whiteboard
Solutions When the Time is Incorrect in Whiteboard Settings

Parent topic: Solving Problems

Solutions When "Error Occurred in the Easy Interactive Function" Message Appears

If the "Error occurred in the Easy Interactive Function" message appears, contact Epson for help.

Parent topic: Solving Interactive Problems

Solutions When the Interactive Pens Do Not Work

If the interactive pens do not work, try the following solutions:

- The pens turn off automatically when not in use. Pick up the pen to turn it back on.
- Make sure you are not covering the black section near the tip of the pen.
- Make sure the pen tip is securely attached to the pen.
- If the pen tip is worn out, dirty, or damaged, you may need to replace it.
- Try replacing the soft pen tip with the hard pen tip.
- Make sure nothing is blocking the signal between the pen and the interactive pen receiver on the projector.
- Try holding the pen at a different angle so that your hand is not blocking the signal.

- Make sure the cable cover is in place to keep cables from blocking the signal.
- Make sure the pen battery has enough power. Press the button on the side of the pen to check remaining battery power. Try replacing the battery.
- If you are projecting from a computer, make sure the USB cable is connected to the computer and projector.
- Dim the room lights and turn off any fluorescent lights. Make sure the projection surface and pen receiver are not in direct sunlight or other sources of bright lighting.
- Remove any decorative lights from around the projector or projection surface.
- Make sure the interactive pen receiver on the projector is clean and free from dust.
- Make sure there is no interference from infrared remote controls, mice, or infrared microphones.
- Make sure the **USB Type B** option on the Extended menu is set to **Easy Interactive Function** or **USB Display/Easy Interactive Function**.
- Make sure you have calibrated the system. Try recalibrating.
- Make sure the **Pen Mode** and **Pen Operation Mode** settings are set correctly in the **Easy Interactive Function** options on the Extended menu.
- If you are using multiple interactive projectors in the same room, make sure you are using a sync cable between the projectors and that the **Easy Interactive Function** > **Advanced** > **Sync of Projectors** setting in the Extended menu is set to **Wired**.

Parent topic: Solving Interactive Problems

Related tasks

Installing Batteries in the Pens
Replacing the Hard Pen Tips
Replacing the Soft Pen Tips

Solutions When the Interactive Pen Position Is Not Accurate

If the pen position is not the same as the mouse pointer, try the following solutions:

- Make sure you have calibrated the system. Try manual calibration.
- Make sure the cable cover is in place to keep cables from blocking the signal.
- Try adjusting the pen operation area.
- Turn off any keystone correction and disable the **Quick Corner** and **Arc Correction** settings.
- If you use the **E-Zoom +** button on the remote control to enlarge the image, the pen position is not accurate. When you return the image to the original size, the position should be correct.

- In PC Interactive mode (in the **Extended** > **Advanced** menu), turn off the **Auto Adjust Pen Area** setting and select the**Manual Adj. Pen Area** setting. (USB cable required)
- Try changing the computer's resolution to 1920 × 1200.
- Select **Reset All Config** from the Reset menu to restore the projector settings to their default values.

Parent topic: Solving Interactive Problems

Related concepts

Pen Calibration

Related references

Projector Setup Settings - Extended Menu

Related tasks

Zooming Into and Out of Images

Removing and Attaching the Cable Cover

Adjusting the Pen Operation Area

Solutions When Manual Calibration Does Not Work

If you are having trouble calibrating manually, try the following solutions:

- If the circle does not move to the next position, or it moves automatically, dim or turn off any bright lights near the projection surface.
- Make sure the projector is not too close to the projection surface.
- Select **Reset All Config** from the Reset menu to restore the projector settings to their default values.

Parent topic: Solving Interactive Problems

Solutions When the Interactive Pens Are Slow or Difficult to Use

If the pens are difficult to use or respond too slowly, try the following solutions:

- For easier operation, hold the pen perpendicular to the projection surface.
- For the best performance, connect your computer to the projector using a VGA or HDMI cable for display and the USB cable for interactivity.
- If you are using USB Display in Windows, you may need to disable Windows Aero in the Epson USB Display Settings program on your computer.
- If you are having difficulty double-clicking on a Mac, go to the **System Preferences** menu, select **Mouse**, **Trackpad**, or **Mouse & Trackpad**, and reduce the **Double-click speed**.

- Set the **Extended** > **Easy Interactive Function** > **Hovering** setting to **Off**.

Parent topic: Solving Interactive Problems

Related tasks

Using the Pens

Solutions When the Interactive Pens Cause Interference or Unwanted Effects

If the pens are causing interference or unwanted effects, try the following solutions:

- When you use two pens at the same time, make sure to use them at least 4 inches (10.16 cm) apart.
- Do not rest the pens on the image area of an interactive table to avoid interference with your computer's mouse.
- Make sure that nothing is blocking the direct line to the infrared site on the projector.
- Turn off hovering.

Parent topic: Solving Interactive Problems

Related references

Projector Setup Settings - Extended Menu

Solutions When Finger Touch Interactivity Does Not Work

If finger touch interactivity does not work, try the following solutions:

- Make sure the Touch Unit is installed correctly and the power cable is properly connected. See your projector's *Touch Unit and Control Pad Installation Guide* for details.
- If the light on the Touch Unit is not on, check the **Touch Unit Setup** settings in the **Easy Interactive Function** option on the Extended menu and make sure the **Power** setting is set to **On**.
- Adjust the angle on the Touch Unit. See your projector's *Touch Unit and Control Pad Installation Guide* for details.
- Make sure there are no obstacles (such as cables) between the Touch Unit's laser diffusion ports and the projection surface.
- Remove any decorative lights from around the projector or projection surface.
- If you are having difficulty double-clicking on a Mac, go to the **System Preferences** menu, select **Mouse**, **Trackpad**, or **Mouse & Trackpad**, and reduce the **Double-click speed**.
- Make sure there is no interference from infrared remote controls, mice, or infrared microphones.
- Make sure you have performed pen calibration and finger touch calibration. Try recalibrating.

- Keep your clothing or parts of your body more than 0.4 inches (1 cm) away from the projection surface.
- If touch operation does not work correctly even after calibration, press the  icon on the Home screen and check the **Calibration Range** setting. Select **Wide** if you drag items when touching the screen or **Narrow** if mouse operations do not work smoothly.

Parent topic: Solving Interactive Problems

Related concepts

Pen Calibration

Related tasks

Calibrating for Finger Touch Interactivity

Solutions for Problems With Capturing, Printing, Saving, or Scanning

If you are having trouble capturing and pasting, or printing, saving, or scanning, try the following solutions:

- If you start a process using one of the pens, you must complete it using the pen. If you start using the remote control or control pad, you must complete the process using the remote control or control pad.
- If you are having trouble pasting a captured image, make sure the image is not HDCP protected.
- If a black frame appears around a pasted image, it may be because the image was shifted or resized.
- Connect only one printer or multifunction device at a time, and make sure the device is supported by the projector. Scanning and USB printing are only supported by Epson multifunction devices.
- If you are having trouble printing or scanning, make sure the printer is not out of ink, jammed, or in any other error state.
- For USB printing or scanning, make sure a USB cable is connected between the projector's **USB-A** port and the **USB-B** port on the control pad. Make sure another USB cable is connected between the **Printer** port on the control pad and the printer itself.
- For USB printing or scanning, try connecting a different USB cable, and make sure the cables are less than 16 feet (4.9 m) long.
- Check the **Whiteboard Settings** on the Extended menu.

Parent topic: Solving Interactive Problems

Related references

Projector Setup Settings - Extended Menu

Related tasks

Connecting a Printer to the Control Pad

Solutions When Inking Does Not Appear in Microsoft Office

If **Start Inking** does not appear on the Review tab in your Microsoft Office application, change the **Pen Operation Mode** setting.

Parent topic: Solving Interactive Problems

Related references

Projector Setup Settings - Extended Menu

Solutions When the Pen Does Not Work Over a Network or the Toolbars Do Not Appear

If you are having trouble using the pen with a network connection, or the toolbars do not appear on your projected image, try the following solutions:

- If you are using Easy MP Multi PC Projection software, select **Set Options**and make sure **Use Interactive Pen** is enabled. Also, select the **Adjust performance** tab and select **Transfer layered window**.

Parent topic: Solving Interactive Problems

Solutions for Problems with a Shared Whiteboard

If you are having problems with a shared whiteboard, try the following solutions:

- Connect the projector to the same network as the projector that is sharing its whiteboard.
- If you enter the wrong PIN code 10 times in 10 minutes, you cannot connect to the whiteboard for three minutes. Try again after three minutes.
- Make sure **Sharing** is displayed on the status bar. If it is not displayed, re-connect to the shared whiteboard.
- If you cannot share the whiteboard, you can save it to a device by selecting the Save icon on the projector control toolbar and using the **Distribute to Participants** feature.

Parent topic: Solving Interactive Problems

Solutions When the Time is Incorrect in Whiteboard Settings

If the time is incorrect on the internal storage settings for whiteboard mode, you may need to update the **Date & Time** settings in the projector's Extended menu.

Parent topic: Solving Interactive Problems

Related references

Projector Setup Settings - Extended Menu

Where to Get Help

If you need to contact Epson for technical support services, use the following support options.

Internet Support

Visit Epson's support website at epson.com/support (U.S.), epson.ca/support (Canada), or epson.com.jm/support (Caribbean) and select your product for solutions to common problems with your projector. You can download utilities and documentation, get FAQs and troubleshooting advice, or e-mail Epson with your questions.

Speak to a Support Representative

To use the Epson PrivateLine Support service, call (800) 637-7661. This service is available for the duration of your warranty period. You may also speak with a projector support specialist by dialing (562) 276-4394 (U.S.) or (905) 709-3839 (Canada).

Support hours are 6 AM to 8 PM, Pacific Time, Monday through Friday and 7 AM to 4 PM, Pacific Time, Saturday.

Days and hours of support are subject to change without notice. Toll or long distance charges may apply.

Before you call, have the following information ready:

- Product name
- Product serial number (located on the bottom or rear of the projector, or in the menu system)
- Proof of purchase (such as a store receipt) and date of purchase
- Computer or video configuration
- Description of the problem

Purchase Supplies and Accessories

You can purchase screens, other optional accessories, and replacement parts from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at epsonstore.com (U.S. sales) or epsonstore.ca (Canadian sales).

To purchase a replacement remote control, call (562) 276-4394 (U.S.) or (905) 709-3839 (for dealer referral in Canada).

Parent topic: Solving Problems

Related references

Projector Light Status

Technical Specifications

These sections list the technical specifications of your projector.

General Projector Specifications
Projector Lamp Specifications
Interactive Pen Specifications
Touch Unit Specifications
Remote Control Specifications
Projector Dimension Specifications
Projector Electrical Specifications
Projector Environmental Specifications
USB Display System Requirements
Projector Safety and Approvals Specifications
Supported Video Display Formats

General Projector Specifications

Type of display	Poly-silicon TFT active matrix
Resolution	1920 × 1200 pixels (WUXGA)
Lens	F=1.6 Focal length: 4.2 mm
Color reproduction	Full color, up to 1.07 billion colors
Brightness	Normal Power Consumption mode: White light output 4400 lumens (ISO 21118 standard) Color light output 4400 lumens ECO Power Consumption mode: White light output 2900 lumens (ISO 21118 standard) **Note:** Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.

Contrast ratio	16000:1 with Dynamic Color Mode, Normal Power Consumption mode, Wide Zoom, and Auto Iris on
Image size (in native aspect ratio)	70 inches (1.78 m) to 100 inches (2.54 m)
Projection distance (in native aspect ratio)	15.9 inches (0.41 m) to 23.3 inches (0.59 m)
Projection methods	Front, rear, wall-mounted, table-mounted, ceiling-mounted
Optical aspect ratio (width-to-height)	16:10
Focus adjustment	Manual
Zoom adjustment	Digital
Zoom ratio (Tele-to-Wide)	1.0 to 1.35
Internal sound system	16 W monaural
Noise level	38 dB (Normal Power Consumption mode) 30 dB (ECO Power Consumption mode)
Keystone correction angle	± 3º
USB Type B port compatibility	USB 2.0 compliant for USB display, external mouse or keyboard control, interactive, or saving data file to PC via USB cable
USB Type A port compatibility	Two 2.0 compliant ports for USB memory device, printer, Epson document camera, firmware update, or copying menu settings

Parent topic: Technical Specifications

Projector Lamp Specifications

Type	UHE (Ultra High Efficiency)
Power consumption	300 W

Lamp life	Normal Power Consumption mode: Up to about 5000 hours ECO Power Consumption mode: Up to about 10000 hours

Note: Turn off this product when not in use to prolong the life of the projector. Lamp life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

Parent topic: Technical Specifications

Interactive Pen Specifications

Batteries	One AA alkaline
Size	6.3 inches (161 mm) long; diameter 0.94 inches (24 mm)
Weight (without batteries)	1.06 oz (30 g)

Parent topic: Technical Specifications

Touch Unit Specifications

Technology	Infrared Laser (Class 1)
Dimensions	Height: 3.7 inches (95 mm) Width: 8.3 inches (210 mm) Depth: 2 inches (51 mm)
Weight	15.9 oz (450 g)

Parent topic: Technical Specifications

Remote Control Specifications

Reception range	19.7 feet (6 m)
Batteries	Two alkaline or manganese AA

Parent topic: Technical Specifications

Projector Dimension Specifications

Height (excluding feet)	5.1 inches (130 mm)
Width	18.7 inches (474 mm)
Depth	17.6 inches (447 mm)
Weight	18.7 lb (8.5 kg)

Parent topic: Technical Specifications

Projector Electrical Specifications

Rated frequency	50/60 Hz
Power supply	100 to 240 VAC ±10%
	4.8 to 2.1 A
Power consumption	Operating:
(100 to 120 V)	Normal Power Consumption mode: 477 W
	ECO Power Consumption mode: 366 W
	Standby:
	0.22 W (Communication Off), 2.9 W (Communication On)
Power consumption	Operating:
(220 to 240 V)	Normal Power Consumption mode: 467 W
	ECO Power Consumption mode: 364 W
	Standby:
	0.32 W (Communication Off), 3.0 W (Communication On)

Parent topic: Technical Specifications

Projector Environmental Specifications

Temperature	Operating - Single projector: Up to 7500 ft (2286 m): 41 to 104 °F (5 to 40 °C) 7500 ft (2286 m) to 9843 ft (3000 m): 41 to 95 °F (5 to 35 °C) Operating - Multiple projectors: Up to 7500 ft (2286 m): 41 to 95 °F (5 to 35 °C) 7500 ft (2286 m) to 9843 ft (3000 m): 41 to 86 °F (5 to 30 °C) Storage: 14 to 140 °F (–10 to 60 °C)
Humidity (relative, non-condensing)	Operating: 20 to 80% Storage: 10 to 90%
Operating altitude	Up to 4921 feet (1500 m) Up to 9843 ft (3000 m) with High Altitude Mode enabled

Parent topic: Technical Specifications

USB Display System Requirements

Your computer system must meet the system requirements here to use the projector's USB Display software.

Requirement	Windows	Mac
Operating system	Windows Vista Ultimate, Enterprise, Business, Home Premium, and Home Basic (32-bit)	OS X 10.7.x (32- and 64-bit), 10.8.x, 10.9.x, 10.10.x, 10.11.x (64-bit), and macOS 10.12.x
	Windows 7 Ultimate, Enterprise, Professional, and Home Premium (32- and 64-bit); Home Basic and Starter (32-bit)	
	Windows 8.x, Pro, and Enterprise (32- and 64-bit)	
	Windows 10 Home, Pro, and Enterprise (32- and 64-bit)	
CPU	Intel Core2 Duo or faster (Intel Core i3 or faster recommended)	Intel Core2 Duo or faster (Intel Core i5 or faster recommended)
Memory	2GB or more (4GB or more recommended)	
Hard disk space	20MB or more	
Display	Resolution between 640 × 480 and 1920 × 1200, 16-bit color or greater	

Note: Operation is not guaranteed for Windows Vista without any installed service packs or with Windows Vista Service Pack 1.

Parent topic: Technical Specifications

Related references

Projector Setup Settings - Extended Menu

Projector Safety and Approvals Specifications

United States	FCC Part 15 Class B
	UL60950-1 2nd edition (cTUVus Mark)
Canada	ICES-003 Class B
	CSA C22.2 No. 60950-1-07 (cTUVus Mark)

Parent topic: Technical Specifications

Supported Video Display Formats

For best results, your computer's monitor port or video card resolution should be set to display in the projector's native resolution. However, your projector includes Epson's SizeWise chip that supports other computer display resolutions, so your image will be resized to fit automatically.

Your computer's monitor port or video card refresh rate (vertical frequency) must be compatible with the projector. (See your computer or video card manual for details.)

The table here lists the compatible refresh rate and resolution for each compatible video display format.

Display format	Refresh rate (in Hz)	Resolution (in pixels)
Computer signals (analog RGB)		
VGA	60/72/75/85	640 × 480
SVGA	60/72/75/85	800 × 600
XGA	60/70/75/85	1024 × 768
WXGA	60	1280 × 768
	60	1366 × 768
	60/75/85	1280 × 800
WXGA+	60/75/85	1440 × 900
WXGA++	60	1600 × 900
SXGA	70/75/85	1152 × 864
	60/75/85	1280 × 1024
	60/75/85	1280 × 960
SXGA+	60/75	1400 × 1050
WSXGA+*	60	1680 × 1050
UXGA	60	1600 × 1200
WUXGA (Reduced Blanking)	60	1920 × 1200
Composite video		
TV (NTSC)	60	720 × 480
TV (SECAM)	50	720 × 576
TV (PAL)	50/60	720 × 576

Display format	Refresh rate (in Hz)	Resolution (in pixels)
Component video		
SDTV (480i/480p)	60	720 × 480
SDTV (576i/576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDMI input signals		
VGA	60	640 × 480
SVGA	60	800 × 600
XGA	60	1024 × 768
WXGA	60	1280 × 800
	60	1366 × 768
WXGA+	60	1440 × 900
WXGA++	60	1600 × 900
WSXGA+	60	1680 × 1050
SXGA	60	1280 × 960
	60	1280 × 1024
SXGA+	60	1400 × 1050
UXGA	60	1600 × 1200
WUXGA (Reduced Blanking)	60	1920 × 1080
SDTV (480i/480p)	60	720 × 480
SDTV (576i/576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDTV (1080p)	24/30/50/60	1920 × 1080
MHL input signals		
VGA	60	640 × 480

Display format	Refresh rate (in Hz)	Resolution (in pixels)
SDTV (480i/480p)	60	720 × 480
SDTV (576i/576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDTV (1080p)	24/30	1920 × 1080

* **Wide** resolution only

Parent topic: Technical Specifications

Notices

Check these sections for important notices about your projector.

Recycling
Important Safety Information
Important Safety Instructions
List of Safety Symbols (corresponding to IEC60950-1 A2)
FCC Compliance Statement
Open Source Software License
Binding Arbitration and Class Waiver
Trademarks
Copyright Notice

Recycling

Epson offers a recycling program for end of life products. Please go to this site for information on how to return your products for proper disposal.

Parent topic: Notices

Important Safety Information

Caution: Never look into the projector lens when the lamp is turned on; the bright light can damage your eyes. Never let children look into the lens when it is on. Never open any cover on the projector, except the lamp and filter covers. Dangerous electrical voltages inside the projector can severely injure you. Except as specifically explained in this *User's Guide*, do not attempt to service this product yourself. Refer all servicing to qualified service personnel.

Warning: The projector and its accessories come packaged in plastic bags. Keep plastic bags away from small children to avoid any risk of suffocation.

Caution: When you replace the lamp, never touch the new lamp with your bare hands; the invisible residue left by the oil on your hands may shorten the lamp life. Use a cloth or glove to handle the new lamp.

Parent topic: Notices

Important Safety Instructions

Follow these safety instructions when setting up and using the projector:

- Do not look into the lens when the projector is on. The bright light can damage your eyes. Avoid standing in front of the projector so the bright light does not shine into your eyes.
- Do not place your hand or any object near the projection window. The high temperature of this area could cause burns, fire, or other damage.
- Do not place the projector on an unstable cart, stand, or table.
- Do not operate the projector on its side, or while tilted to one side. Do not tilt the projector more than 3° forward or back.
- If the projector is mounted on a ceiling or wall, it should be installed by qualified technicians using mounting hardware designed for use with this projector.
- When installing or adjusting a ceiling or wall mount, do not use adhesives to prevent the screws from loosening and do not use oils or lubricants. This may cause the projector case to crack and the projector to fall from its ceiling mount. This could cause serious injury to anyone under the mount and could damage the projector.
- Do not use the projector near water, sources of heat, high-voltage electrical wires, or sources of magnetic fields.
- Use the type of power source indicated on the projector. Use of a different power source may result in fire or electric shock. If you are not sure of the power available, consult your dealer or power company.
- Place the projector near a wall outlet where the plug can be easily unplugged.
- Take the following precautions when handling the plug: Do not hold the plug with wet hands. Do not insert the plug into a dusty outlet. Insert the plug firmly into the outlet. Do not pull the power cord when disconnecting the plug; always be sure to hold the plug when disconnecting it. Do not overload wall outlets, extension cords, or power strips. Failure to comply with these precautions could result in fire or electric shock.
- Do not place the projector where the cord can be walked on. This may result in fraying or damage to the plug.
- Unplug the projector from the wall outlet and allow to cool before cleaning. Use a dry cloth (or, for stubborn dirt or stains, a moist cloth that has been wrung dry) for cleaning. Do not use liquid or aerosol cleaners, any sprays containing flammable gas, or solvents such as alcohol, paint thinner, or benzine.
- Do not block the slots and openings in the projector case. They provide ventilation and prevent the projector from overheating. Do not operate the projector on a sofa, rug, or other soft surface, or set it on top of loose papers. Do not cover the projector with a blanket, curtain, or tablecloth. If you are

setting up the projector near a wall, leave at least 7.9 inches (20 cm) of space between the wall and the projector.

- Do not operate the projector in a closed-in cabinet unless proper ventilation is provided.
- Never allow objects of any kind to enter any openings in the projector. Do not leave objects, especially flammable objects, near the projector. Never spill liquid of any kind into the projector.
- If you are using two or more projectors side-by-side, leave at least 2 feet (60 cm) of space between the projectors to allow for proper ventilation.
- You may need to clean the air filter and vent. A clogged air filter or vent can block ventilation needed to cool the projector. Do not use canned air, or the gases may leave a residue.
- Do not store the projector outdoors for an extended length of time.
- Except as specifically explained in this manual, do not attempt to service this product yourself. Refer all servicing to qualified personnel. Opening or removing covers may expose you to dangerous voltages and other hazards.
- Never open any covers on the projector except as specifically explained in this manual. Never attempt to disassemble or modify the projector. Refer all repairs to qualified service personnel.
- Unplug the projector from the wall outlet and refer servicing to qualified service personnel under the following conditions: if it does not operate normally when you follow the operating instructions, or exhibits a distinct change in performance; if smoke, strange odors, or strange noises come from the projector; if the power cord or plug is damaged or frayed; if liquid or foreign objects get inside the projector, or if it has been exposed to rain or water; if it has been dropped or the housing has been damaged.
- Do not touch the plug during an electrical storm. Otherwise, you may receive an electric shock.
- Unplug the projector when it will not be used for extended periods.
- Do not use the projector where it may be exposed to rain, water, or excessive humidity.
- Do not use or store the projector where it may be exposed to smoke, steam, corrosive gases, excessive dust, vibration, or shock.
- Do not use the projector where flammable or explosive gases may be present.
- Do not use or store the projector or remote control in a hot location, such as near a heater, in direct sunlight, or in a closed vehicle.
- If you use the projector in a country other than where you purchased it, use the correct power cord for that country.
- Do not stand on the projector or place heavy objects on it.
- Do not use the projector outside of the required temperature range below:

41 to 104 °F (5 to 40 °C) at an altitude of 7500 feet (2286 m) or less, or 41 to 95 °F (5 to 35 °C) at an altitude of 7503 to 9842 feet (2287 m to 3000 m)

When using multiple projectors at the same time:

41 to 95 °F (5 to 35 °C) at an altitude of 7500 feet (2286 m) or less, or 41 to 86 °F (5 to 30 °C) at an altitude of 7503 to 9842 feet (2287 m to 3000 m)

Doing so may cause an unstable display and could lead to projector damage. Do not use or store the projector where it may be exposed to sudden changes in temperature.

- Do not store the projector outside of the required temperature range of 14 to 140 °F (–10 to 60 °C) or in direct sunlight for long periods of time. Doing so may cause damage to the case.
- Do not place anything that can become warped or damaged by heat near the exhaust vents. Do not bring your hands or face close to the vents while projection is in progress. Do not bring your face close to the projector while it is in use.
- Before you move the projector, make sure its power is turned off, the plug is disconnected from the outlet, and all cables are disconnected.
- Never try to remove the lamp immediately after use because it will be extremely hot. Before removing the lamp, turn off the power and wait at least an hour to allow the lamp to cool completely.
- Do not disassemble the lamp or subject it to impacts.
- Do not place the source of an open flame, such as a lit candle, on or near the projector.
- Do not block the lens during projection using a book or any other object. This could damage the projector or cause a fire.
- Do not modify the power cord. Do not place heavy objects on top of the power cord or bend, twist, or pull it excessively. Keep the power cord away from hot electrical appliances.
- If the lamp breaks, ventilate the room to prevent gases contained in the lamp from being inhaled or coming in contact with your eyes or mouth. If you do inhale gases or gases come in contact with your eyes or mouth, seek medical advice immediately.
- If the projector is mounted overhead and the lamp breaks, be careful to prevent pieces of glass from falling into your eyes or mouth when you open the lamp cover. If pieces of glass do get into your eyes or mouth, seek medical advice immediately.
- Always lower the volume before turning off the projector. Turning on the projector with the volume too high can damage your ears.
- Do not store the interactive pens or the batteries in a hot location, such as near a heater, in direct sunlight, or in a closed vehicle.
- Remove the batteries from the interactive pens if you will not be using the pens for a long time.

Note: (Hg) The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

WARNING: The cords included with this product contain chemicals, including lead, known to the State of California to cause birth defects or other reproductive harm. ***Wash hands after handling.*** (This notice is provided in accordance with Proposition 65 in Cal. Health & Safety Code § 25249.5 and following.)

Restriction of Use

Parent topic: Notices

Restriction of Use

When this product is used for applications requiring high reliability/safety such as transportation devices related to aviation, rail, marine, automotive; disaster prevention devices; various safety devices; or functional/precision devices, you should use this product only after giving consideration to including fail-safes and redundancies into your design to maintain safety and total system reliability.

Because this product was not intended for use in applications requiring extremely high reliability/safety such as aerospace equipment, main communication equipment, nuclear power control equipment, or medical equipment related to direct medical care, please make your own judgment on this product's suitability after a full evaluation.

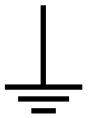
Parent topic: Important Safety Instructions

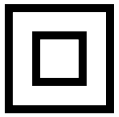
List of Safety Symbols (corresponding to IEC60950-1 A2)

The following table lists the meaning of the safety symbols labeled on the equipment.

No.	Symbol	Approved Standards	Description
1		IEC60417 No.5007	"ON" (power) To indicate connection to the mains.
2		IEC60417 No.5008	"OFF" (power) To indicate disconnection from the mains.

No.	Symbol	Approved Standards	Description
3		IEC60417 No.5009	Stand-by To identify the switch or switch position by means of which part of the equipment is switched on in order to bring it into the stand-by condition.
4		ISO7000 No.0434B, IEC3864-B3.1	Caution To identify general caution when using the product.
5		IEC60417 No.5041	Caution, hot surface To indicate that the marked item can be hot and should not be touched without taking care.
6		IEC60417 No.6042 ISO3864-B3.6	Caution, risk of electric shock To identify equipment that has risk of electric shock.
7		IEC60417 No.5957	For indoor use only To identify electrical equipment designed primarily for indoor use.
8		IEC60417 No.5926	Polarity of DC power connector To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC power supply may be connected.
9		—	Polarity of DC power connector To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC. power supply may be connected.

No.	Symbol	Approved Standards	Description
10		IEC60417 No.5001B	Battery, general On battery powered equipment. To identify a device for instance a cover for the battery compartment, or the connector terminals.
11		IEC60417 No.5002	Positioning of cell To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder.
12		—	Positioning of cell To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder.
13		IEC60417 No.5019	Protective earth To identify any terminal which is intended for connection to an external conductor for protection against electric shock in case of a fault, or the terminal of a protective earth electrode.
14		IEC60417 No.5017	Earth To identify an earth (ground) terminal in cases where neither the symbol No.13 is explicitly required.
15		IEC60417 No.5032	Alternating current To indicate on the rating plate that the equipment is suitable for alternating current only; to identify relevant terminals.
16		IEC60417 No.5031	Direct current To indicate on the rating plate that the equipment is suitable for direct current only; to identify relevant terminals.

No.	Symbol	Approved Standards	Description
17		IEC60417 No.5172	Class II equipment To identify equipment meeting the safety requirements specified for Class II equipment according to IEC 61140.
18		ISO 3864	General prohibition To identify actions or operations that are prohibited.
19		ISO 3864	Contact prohibition To indicate injury that could occur due to touching a specific part of the equipment.
20		—	Never look into the optical lens while the projector is on.
21		—	To indicate that the marked item don’t place anything on projector.
22		ISO3864 IEC60825-1	Caution, laser radiation To indicate the equipment has a laser radiation part.
23		ISO 3864	Disassembly prohibition To indicate a risk of injury, such as electric shock, if the equipment is disassembled.
24		IEC60417 No. 5266	Standby, partial standby To indicate that part of the equipment is in the ready status.

No.	Symbol	Approved Standards	Description
25		ISO3864 IEC60417 No. 5057	Caution, movable parts To indicate that you must keep away from movable parts according to protection standards.

Parent topic: Notices

FCC Compliance Statement

For United States Users

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING

The connection of a non-shielded equipment interface cable to this equipment will invalidate the FCC Certification or Declaration of this device and may cause interference levels which exceed the limits established by the FCC for this equipment. It is the responsibility of the user to obtain and use a shielded equipment interface cable with this device. If this equipment has more than one interface connector, do not leave cables connected to unused interfaces. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

For Canadian Users

CAN ICES-3(B)/NMB-3(B)

Parent topic: Notices

Open Source Software License

GNU GPL

This projector product includes the open source software programs which apply the GNU GENERAL PUBLIC LICENSE Version 2, June 1991 ("GPL Programs").

We provide the source code of the GPL Programs until five (5) years after the discontinuation of same model of this projector product.

If you desire to receive the source code of the GPL Programs, contact Epson.

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The list of GPL Programs is as follows and the names of author are described in the source code of the GPL Programs

The list of GPL Programs

- busybox-1.21.0
- iptables-1.4.20
- linux-3.4.49
- patches
- udhcp 0.9.8
- wireless_tools 29
- dbus-1.6.18
- EPSON original drivers
- Stonestreet One Drivers
- mtd-utils-1.5.0
- nfs-utils-1.3.0
- coreboot
- acl
- attr
- base-files
- base-passwd

- bash
- bc
- busybox
- coreutils
- cpio
- dbus-1
- dosfstools
- e2fsprogs
- ed
- ethtool
- fbset
- findutils
- flashrom
- fuse-utils
- fuser
- gawk
- gawk-common
- grep
- init-ifupdown
- initscripts
- iproute2
- iptables
- iputils
- kbd
- kernel-3.10.62-ltsi-wr6.0.0.29-standard
- keymaps
- killall
- kmod

- libcap2
- libpam
- libpci3
- logrotate
- mingetty
- net-tools
- netbase
- nfs-utils-client
- procps
- psmisc
- pstree
- sed
- sysklogd
- sysvinit
- sysvinit-inittab
- sysvinit-pidof
- tar
- time
- udev
- udev-cache
- udev-utils
- update-alternatives-cworth
- update-rc.d
- usbutils
- usbutils-ids
- util-linux
- which
- x11-common

- xserver-nodm-init
- xtscal
- linux-2.6.32 (BrightLink Pro 1460Ui)
- u-boot-2011.06 (BrightLink Pro 1460Ui)
- busybox-1.19.4 (BrightLink Pro 1460Ui)
- wireless_tools.29 (BrightLink Pro 1460Ui)
- backports-3.10.4-1 (BrightLink Pro 1460Ui)
- wifi driver (BrightLink Pro 1460Ui)

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Version 2, June 1991

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To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

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Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

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LGPL Programs

- SDL-1.2.15
- SDL-Image
- alsa-lib-1.0.27.2
- libdbus-c++-0.9.0
- grencode-3.4.2
- libnl-3.2.24
- glibc-2.17
- ibusb-1.0.19
- podofo v0.91
- eglibc-binary-localedata-en-us.utf8

- eglibc-gconv
- eglibc-gconv-utf-16
- libacl1
- libattr1
- libblkid1
- libc6
- libcairo2
- libe2p2
- libext2fs2
- libfuse2
- libgcrypt11
- libglib-2.0-0
- libgpg-error0
- libkmod2
- libmount1
- libqtcore4
- libqtdbus4
- libqtgui4
- libqtnetwork4
- libqtopengl4
- libqtsql4
- libqtsvg4
- libqttest4
- libqtxml4
- libsdl-1.2-0
- libts-1.0-0
- libudev0
- libulockmgr1

- libusb-0.1-4
- libusb-1.0-0
- locale-base-en-us.utf8
- qt4-plugin-imageformat-gif
- qt4-x11-free
- tslib-conf
- libiconv-1.14 (BrightLink Pro 1460Ui)

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Version 2, June 1991

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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- libice6

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Author: Ralph Mor, X Consortium

- libncurses5

- libncursesw5
- libtinfo5
- ncurses
- ncurses-terminfo-base

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**/

/**

*Author: Thomas E. Dickey <dickey@clark.net> 1999

**/

- os-release

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- libpixman-1-0

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- libpopt0

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* This quote is just too good to not pass on:

* "BTW, I would have rejected the name Story Server because its initials are SS, the name of the secret police in Nazi Germany, probably the most despised pair of letters in western culture." --- http://scriptingnewsarchive.userland.com/1999/12/13

* Let no one say political correctness isn't dead....

- libsm6

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- libx11-6
- libx11-xcb1

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- libxau6

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- libxcomposite1

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- libxcursor1

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- libxdamage1

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- libxdmcp6

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- libxfixes3

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- libxfont1

/* lib/font/fontfile/gunzip.c

written by Mark Eichin <eichin@kitten.gen.ma.us> September 1996.

intended for inclusion in X11 public releases. */

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- libxft2

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- libxi6

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- libxinerama1

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- libxmuu1

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- libxrender1

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- xdpyinfo

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- xf86-input-mouse

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- xmodmap

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- uriparser-0.7.7

uriparser - RFC 3986 URI parsing library

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- libsasl2-3

/* CMU libsasl

* Tim Martin

* Rob Earhart

* Rob Siemborski

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**/

- openssh
- openssh-keygen
- openssh-scp
- openssh-ssh
- openssh-sshd

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[Tatu continues]

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- IDEA is no longer included, its use is deprecated

- DES is now external, in the OpenSSL library

- GMP is no longer used, and instead we call BN code from OpenSSL

- Zlib is now external, in a library

- The make-ssh-known-hosts script is no longer included

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- MD5 is now external, in the OpenSSL library

- RC4 support has been replaced with ARC4 support from OpenSSL

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* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>

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David Turner, Robert Wilhelm, and Werner Lemberg

Introduction

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o freetype@nongnu.org

Discusses general use and applications of FreeType, as well as future and wanted additions to the library and distribution. If you are looking for support, start in this list if you haven't found anything to help you in the documentation.

o freetype-devel@nongnu.org

Discusses bugs, as well as engine internals, design issues, specific licenses, porting, etc.

Our home page can be found at

http://www.freetype.org

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b) If you have received a modified Vim that was distributed as mentioned under a) you are allowed to further distribute it unmodified, as mentioned at I). If you make additional changes the text under a) applies to those changes.

c) Provide all the changes, including source code, with every copy of the modified Vim you distribute. This may be done in the form of a context diff. You can choose what license to use for new code you add. The changes and their license must not restrict others from making their own changes to the official version of Vim.

d) When you have a modified Vim which includes changes as mentioned under c), you can distribute it without the source code for the changes if the following three conditions are met:

- The license that applies to the changes permits you to distribute the changes to the Vim maintainer without fee or restriction, and permits the Vim maintainer to include the changes in the official version of Vim without fee or restriction.

- You keep the changes for at least three years after last distributing the corresponding modified Vim. When the maintainer or someone who you distributed the modified Vim to asks you (in any way) for the changes within this period, you must make them available to him.

- You clearly describe in the distribution how to contact you. This contact information must remain valid for at least three years after last distributing the corresponding modified Vim, or as long as possible.

e) When the GNU General Public License (GPL) applies to the changes, you can distribute the modified Vim under the GNU GPL version 2 or any later version.

3) A message must be added, at least in the output of the ":version" command and in the intro screen, such that the user of the modified Vim is able to see that it was modified. When distributing as mentioned under 2)e) adding the message is only required for as far as this does not conflict with the license used for the changes.

4) The contact information as required under 2)a) and 2)d) must not be removed or changed, except that the person himself can make corrections.

III) If you distribute a modified version of Vim, you are encouraged to use the Vim license for your changes and make them available to the maintainer, including the source code. The preferred way to do this is by e-mail or by uploading the files to a server and e-mailing the URL. If the number of changes is small (e.g., a modified Makefile) e-mailing a context diff will do. The e-mail address to be used is <maintainer@vim.org>

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Ajay Tirumala

Jim Ferguson

Jon Dugan

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National Laboratory for Applied Network Research

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Parent topic: Notices

Binding Arbitration and Class Waiver

1. DISPUTES, BINDING INDIVIDUAL ARBITRATION, AND WAIVER OF CLASS ACTIONS AND CLASS ARBITRATIONS

1.1 **Disputes**. The terms of this Section 1 shall apply to all Disputes between you and Epson. The term "Dispute" is meant to have the broadest meaning permissible under law and includes any dispute, claim, controversy or action between you and Epson arising out of or relating to this Agreement, Epson branded products (hardware and including any related software), or other transaction involving you and Epson, whether in contract, warranty, misrepresentation, fraud, tort, intentional tort, statute, regulation, ordinance, or any other legal or equitable basis. "DISPUTE" DOES NOT INCLUDE IP CLAIMS, or more specifically, a claim or cause of action for (a) trademark infringement or dilution, (b) patent infringement, (c) copyright infringement or misuse, or (d) trade secret misappropriation (an "IP Claim"). You and Epson also agree, notwithstanding Section 1.6,that a court, not an arbitrator, may decide if a claim or cause of action is for an IP Claim.

1.2 **Binding Arbitration**. You and Epson agree that all Disputes shall be resolved by binding arbitration according to this Agreement. **ARBITRATION MEANS THAT YOU WAIVE YOUR RIGHT TO A JUDGE OR JURY IN A COURT PROCEEDING AND YOUR GROUNDS FOR APPEAL ARE LIMITED**. Pursuant to this Agreement, binding arbitration shall be administered by JAMS, a nationally recognized arbitration authority, pursuant to its code of procedures then in effect for consumer related disputes, but excluding any rules that permit joinder or class actions in arbitration (for more detail on procedure, see Section 1.6 below). You and Epson understand and agree that (a) the Federal Arbitration Act (9 U.S.C. §1, et seq.) governs the interpretation and enforcement of this Section 1, (b) this Agreement memorializes a transaction in interstate commerce, and (c) this Section 1 shall survive termination of this Agreement.

1.3 **Pre-Arbitration Steps and Notice**. Before submitting a claim for arbitration, you and Epson agree to try, for sixty (60) days, to resolve any Dispute informally. If Epson and you do not reach an agreement to resolve the Dispute within the sixty (60) days), you or Epson may commence an arbitration. Notice to Epson must be addressed to: Epson America, Inc., ATTN: Legal Department, 3840 Kilroy Airport Way, Long Beach, CA 90806 (the "Epson Address"). The Dispute Notice to you will be sent to the most recent address Epson has in its records for you. For this reason, it is important to notify us if your address changes by emailing us at EAILegal@ea.epson.com or writing us at the Epson Address above. Notice of the Dispute shall include the sender's name, address and contact information, the facts giving rise to the Dispute, and the relief requested (the "Dispute Notice"). Following receipt of the Dispute Notice, Epson and you agree to act in good faith to resolve the Dispute before commencing arbitration.

1.4 **Small Claims Court**. Notwithstanding the foregoing, you may bring an individual action in the small claims court of your state or municipality if the action is within that court's jurisdiction and is pending only in that court.

1.5 **WAIVER OF CLASS ACTIONS AND CLASS ARBITRATIONS. YOU AND EPSON AGREE THAT EACH PARTY MAY BRING DISPUTES AGAINST THE OTHER PARTY ONLY IN AN INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY CLASS OR REPRESENTATIVE PROCEEDING, INCLUDING WITHOUT LIMITATION FEDERAL OR STATE CLASS ACTIONS, OR CLASS ARBITRATIONS. CLASS ACTION LAWSUITS, CLASS-WIDE ARBITRATIONS, PRIVATE ATTORNEY-GENERAL ACTIONS, AND ANY OTHER PROCEEDING WHERE SOMEONE ACTS IN A REPRESENTATIVE CAPACITY ARE NOT ALLOWED. ACCORDINGLY, UNDER THE ARBITRATION PROCEDURES OUTLINED IN THIS SECTION, AN ARBITRATOR SHALL NOT COMBINE OR CONSOLIDATE MORE THAN ONE PARTY'S CLAIMS WITHOUT THE WRITTEN CONSENT OF ALL AFFECTED PARTIES TO AN ARBITRATION PROCEEDING.**

1.6 **Arbitration Procedure**. If you or Epson commences arbitration, the arbitration shall be governed by the rules of JAMS that are in effect when the arbitration is filed, excluding any rules that permit arbitration on a class or representative basis (the "JAMS Rules"), available at http://www.jamsadr.com or by calling 1-800-352-5267, and under the rules set forth in this Agreement. All Disputes shall be resolved by a single neutral arbitrator, and both parties shall have a reasonable opportunity to participate in the selection of the arbitrator. The arbitrator is bound by the terms of this Agreement. The arbitrator, and not any federal, state or local court or agency, shall have exclusive authority to resolve all disputes arising out of or relating to the interpretation, applicability, enforceability or formation of this Agreement, including any claim that all or any part of this Agreement is void or voidable. Notwithstanding this broad delegation of authority to the arbitrator, a court may determine the limited question of whether a claim or cause of action is for an IP Claim, which is excluded from the definition of "Disputes" in Section 1.1 above. The arbitrator shall be empowered to grant whatever relief would be available in a court under law or in equity. The arbitrator may award you the same damages as a court could, and may award declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. In some instances, the costs of

arbitration can exceed the costs of litigation and the right to discovery may be more limited in arbitration than in court. The arbitrator's award is binding and may be entered as a judgment in any court of competent jurisdiction.

You may choose to engage in arbitration hearings by telephone. Arbitration hearings not conducted by telephone shall take place in a location reasonably accessible from your primary residence, or in Orange County, California, at your option.

a) Initiation of Arbitration Proceeding. If either you or Epson decides to arbitrate a Dispute, both parties agree to the following procedure:

(i) Write a Demand for Arbitration. The demand must include a description of the Dispute and the amount of damages sought to be recovered. You can find a copy of a Demand for Arbitration at http://www.jamsadr.com ("Demand for Arbitration").

(ii) Send three copies of the Demand for Arbitration, plus the appropriate filing fee, to: JAMS, 500 North State College Blvd., Suite 600 Orange, CA 92868, U.S.A.

(iii) Send one copy of the Demand for Arbitration to the other party (same address as the Dispute Notice), or as otherwise agreed by the parties.

b) Hearing Format. During the arbitration, the amount of any settlement offer made shall not be disclosed to the arbitrator until after the arbitrator determines the amount, if any, to which you or Epson is entitled. The discovery or exchange of non-privileged information relevant to the Dispute may be allowed during the arbitration.

c) Arbitration Fees. Epson shall pay, or (if applicable) reimburse you for, all JAMS filings and arbitrator fees for any arbitration commenced (by you or Epson) pursuant to provisions of this Agreement.

d) Award in Your Favor. For Disputes in which you or Epson seeks $75,000 or less in damages exclusive of attorney's fees and costs, if the arbitrator's decision results in an award to you in an amount greater than Epson's last written offer, if any, to settle the Dispute, Epson will: (i) pay you $1,000 or the amount of the award, whichever is greater; (ii) pay you twice the amount of your reasonable attorney's fees, if any; and (iii) reimburse you for any expenses (including expert witness fees and costs) that your attorney reasonably accrues for investigating, preparing, and pursuing the Dispute in arbitration. Except as agreed upon by you and Epson in writing, the arbitrator shall determine the amount of fees, costs, and expenses to be paid by Epson pursuant to this Section 1.6d).

e) Attorney's Fees. Epson will not seek its attorney's fees and expenses for any arbitration commenced involving a Dispute under this Agreement. Your right to attorney's fees and expenses under Section 1.6d) above does not limit your rights to attorney's fees and expenses under applicable law; notwithstanding the foregoing, the arbitrator may not award duplicative awards of attorney's fees and expenses.

1.7 **Opt-out. You may elect to opt-out (exclude yourself) from the final, binding, individual arbitration procedure and waiver of class and representative proceedings specified in this**

Agreement by sending a written letter to the Epson Address within thirty (30) days of your assent to this Agreement (including without limitation the purchase, download, installation of the Software or other applicable use of Epson Hardware, products and services) that specifies (i) your name, (ii) your mailing address, and (iii) your request to be excluded from the final, binding individual arbitration procedure and waiver of class and representative proceedings specified in this Section 1. In the event that you opt-out consistent with the procedure set forth above, all other terms shall continue to apply, including the requirement to provide notice prior to litigation.

1.8 **Amendments to Section 1**. Notwithstanding any provision in this Agreement to the contrary, you and Epson agree that if Epson makes any future amendments to the dispute resolution procedure and class action waiver provisions (other than a change to Epson's address) in this Agreement, Epson will obtain your affirmative assent to the applicable amendment. If you do not affirmatively assent to the applicable amendment, you are agreeing that you will arbitrate any Dispute between the parties in accordance with the language of this Section 1 (or resolve disputes as provided for in Section 1.7, if you timely elected to opt-out when you first assented to this Agreement).

1.9 **Severability**. If any provision in this Section 1 is found to be unenforceable, that provision shall be severed with the remainder of this Agreement remaining in full force and effect. **The foregoing shall not apply to the prohibition against class or representative actions as provided in Section 1.5. This means that if Section 1.5 is found to be unenforceable, the entire Section 1 (but only Section 1) shall be null and void.**

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