USA's primary source for projector lamps
myprojectorlamps

PROJECTOR OWNER'S MANUAL

# Epson
# PowerLite 5510

**Need a replacement lamp for this projector?**
**www.myprojectorlamps.com**

Original manufacturer manual, provided unmodified as a courtesy of MyProjectorLamps.com.
All trademarks belong to their respective owners.

EPSON
EXCEED YOUR VISION

# PowerLite® 5510/5520W/5530U/5535U User's Guide

# Contents


**PowerLite 5510/5520W/5530U/5535U User's Guide ..... 11**

**Introduction to Your Projector ..... 12**

Projector Features ..... 12

Product Box Contents ..... 13

Additional Components ..... 15

Additional Projector Software and Manuals ..... 15

Optional Equipment and Replacement Parts ..... 16

Warranty and Registration Information ..... 17

Notations Used in the Documentation ..... 18

Where to Go for Additional Information ..... 18

Projector Part Locations ..... 18

Projector Parts - Front/Top ..... 19

Projector Parts - Rear ..... 20

Projector Parts - Interface Ports ..... 21

Projector Parts - Base ..... 22

Projector Parts - Control Panel ..... 23

Projector Parts - Remote Control ..... 24

**Setting Up the Projector ..... 27**

Projector Placement ..... 27

Projector Setup and Installation Options ..... 27

Projection Distance ..... 30

Projector Connections ..... 32

Connecting to Computer Sources ..... 32

Connecting to a Computer for VGA Video ..... 32

Connecting to a Computer for HDMI Video and Audio ..... 33

Connecting to a Computer for 5 BNC Video ..... 34

Connecting to a Computer for Sound ..... 35

Connecting to Video Sources ..... 36

Connecting to an HDMI Video Source ..... 36

Connecting to a Component-to-BNC Video Source ..... 37

Connecting to a Component Video Source ... 38
Connecting to a Video Source for Sound ... 39
Connecting to an HDBaseT Transmitter ... 40
Connecting to an External Computer Monitor ... 41
Connecting to External Speakers ... 42
Attaching and Removing the Cable Cover ... 43
Installing Batteries in the Remote Control ... 45
**Using the Projector on a Network ... 48**
Wired Network Projection ... 48
Connecting to a Wired Network ... 48
Selecting Wired Network Settings ... 49
Wireless Network Projection ... 52
Installing the Wireless LAN Module ... 53
Using Quick Wireless Connection (Windows) ... 55
Selecting Wireless Network Settings Manually ... 56
Wireless LAN Menu Settings ... 59
Selecting Wireless Network Settings in Windows ... 61
Selecting Wireless Network Settings on Mac ... 61
Setting Up Wireless Network Security ... 62
Using a QR Code to Connect a Mobile Device ... 63
Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring) ... 64
Screen Mirroring Restrictions ... 65
Selecting Screen Mirroring Settings ... 65
Connecting for Screen Mirroring with Miracast ... 67
Connecting for Screen Mirroring with a Windows 8.x/10 Computer ... 67
Setting Up Projector Network E-Mail Alerts ... 68
Network Projector E-mail Alert Messages ... 70
Setting Up Monitoring Using SNMP ... 70
Controlling a Networked Projector Using a Web Browser ... 72
Web Control Options ... 74
Crestron RoomView Support ... 77
Setting Up Crestron RoomView Support ... 77
Controlling a Networked Projector Using Crestron RoomView ... 78

**Using Basic Projector Features ..... 80**
Turning On the Projector ..... 80
Using the Home Screen ..... 82
Turning Off the Projector ..... 83
Selecting the Language for the Projector Menus ..... 84
Resizing the Image with the Zoom Ring ..... 85
Focusing the Image Using the Focus Ring ..... 85
Setting the Screen Type ..... 86
Adjusting the Image Position Using Lens Shift ..... 87
Adjusting the Image Position Using Screen Position ..... 90
Displaying a Test Pattern ..... 90
Available Test Pattern Image Adjustments ..... 91
Adjusting the Image Height ..... 91
Image Shape ..... 92
Correcting Image Shape with H/V Keystone ..... 93
Correcting Image Shape with Quick Corner ..... 96
Correcting Image Shape with Arc Correction ..... 98
Selecting an Image Source ..... 99
Remote Control Operation ..... 101
Projection Modes ..... 103
Changing the Projection Mode Using the Remote Control ..... 103
Changing the Projection Mode Using the Menus ..... 103
Image Aspect Ratio ..... 104
Changing the Image Aspect Ratio ..... 105
Available Image Aspect Ratios ..... 105
Color Mode ..... 106
Changing the Color Mode ..... 107
Available Color Modes ..... 107
Turning On Auto Iris ..... 108
Controlling the Volume with the Volume Buttons ..... 109
Setting the Date and Time ..... 109
Date and Time Settings ..... 110

**Adjusting Projector Features ..... 112**
Shutting Off the Picture and Sound Temporarily ..... 112
Stopping Video Action Temporarily ..... 113
Zooming Into and Out of Images ..... 114
Projector Security Features ..... 115
Password Security Types ..... 115
Setting a Password ..... 116
Selecting Password Security Types ..... 117
Entering a Password to Use the Projector ..... 118
Saving a User's Logo Image to Display ..... 119
Locking the Projector's Buttons ..... 121
Unlocking the Projector's Buttons ..... 122
Locking the Remote Control Buttons ..... 123
Installing a Security Cable ..... 124
Projecting Two Images Simultaneously ..... 125
Using Multiple Projectors ..... 126
Multiple Projector Adjustment Overview ..... 127
Projector Identification System for Multiple Projector Control ..... 127
Setting the Projector ID ..... 128
Setting the Remote Control ID ..... 128
Matching the Image Colors ..... 129
Saving Settings to Memory and Using Saved Settings ..... 130
Adjusting the Color Tone (Color Uniformity) ..... 132
Scheduling Projector Events ..... 134
Saving a Scheduled Event ..... 134
Viewing Scheduled Events ..... 135
Editing a Scheduled Event ..... 135
Copying Menu Settings Between Projectors ..... 136
Saving Settings to a USB Flash Drive ..... 137
Transferring Settings From a USB Flash Drive ..... 139
Saving Settings to a Computer ..... 141
Transferring Settings From a Computer ..... 143

**Adjusting the Menu Settings ..... 146**
Using the Projector's Menus ..... 146
Image Quality Settings - Image Menu ..... 148
Input Signal Settings - Signal Menu ..... 150
Projector Feature Settings - Settings Menu ..... 153
Projector Setup Settings - Extended Menu ..... 156
Projector Network Settings - Network Menu ..... 162
Projector Information Display - Info Menu ..... 164
Event ID Code List ..... 166
Projector Reset Options - Reset Menu ..... 168
**Maintaining and Transporting the Projector ..... 170**
Projector Maintenance ..... 170
Cleaning the Lens ..... 170
Cleaning the Projector Case ..... 171
Air Filter and Vent Maintenance ..... 171
Cleaning the Air Filter ..... 172
Replacing the Air Filter ..... 175
Projector Lamp Maintenance ..... 177
Replacing the Lamp ..... 177
Resetting the Lamp Timer ..... 181
Replacing the Remote Control Batteries ..... 182
Transporting the Projector ..... 184
**Solving Problems ..... 185**
Projection Problem Tips ..... 185
Projector Light Status ..... 186
Using the Projector Help Displays ..... 190
Solving Image or Sound Problems ..... 190
Solutions When No Image Appears ..... 191
Solutions When "No Signal" Message Appears ..... 191
Displaying From a PC Laptop ..... 192
Displaying From a Mac Laptop ..... 193
Solutions When No Image Appears on an External Monitor ..... 193
Solutions When "Not Supported" Message Appears ..... 193

Solutions When Only a Partial Image Appears ... 194
Solutions When the Image is Not Rectangular ... 194
Solutions When the Image Contains Noise or Static ... 195
Solutions When the Image is Fuzzy or Blurry ... 195
Solutions When the Image Brightness or Colors are Incorrect ... 196
Solutions to Sound Problems ... 197
Solving Projector or Remote Control Operation Problems ... 198
Solutions to Projector Power or Shut-Off Problems ... 198
Solutions to Problems with the Remote Control ... 199
Solutions to Password Problems ... 200
Solutions When Using HDMI Link ... 200
Solving Network Problems ... 201
Solutions When Wireless Authentication Fails ... 201
Solutions When You Cannot Access the Projector Through the Web ... 201
Solutions When Network Alert E-Mails are Not Received ... 202
Where to Get Help ... 202
**Technical Specifications ... 204**
General Projector Specifications ... 204
Projector Lamp Specifications ... 206
Remote Control Specifications ... 206
Projector Dimension Specifications ... 207
Projector Electrical Specifications ... 207
Projector Environmental Specifications ... 208
Projector Safety and Approvals Specifications ... 208
Supported Video Display Formats ... 209
**Notices ... 212**
Recycling ... 212
Important Safety Information ... 212
Important Safety Instructions ... 213
Restriction of Use ... 216
List of Safety Symbols (corresponding to IEC60950-1 A2) ... 216
FCC Compliance Statement ... 220
Open Source Software License ... 220

Binding Arbitration and Class Waiver ..... 275
Trademarks ..... 278
Copyright Notice ..... 278
A Note Concerning Responsible Use of Copyrighted Materials ..... 279
Copyright Attribution ..... 279

# PowerLite 5510/5520W/5530U/5535U User's Guide

Welcome to the PowerLite 5510/5520W/5530U/5535U *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
Projector Part Locations

## Projector Features

The PowerLite 5510, 5520W, 5530U, and 5535U projectors include these special features:

**Bright, high-resolution projection system**

- Up to 5500 lumens of brightness (white light output and color 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.

- PowerLite 5510: Native resolution of 1024 × 768 pixels (XGA)

  PowerLite 5520W: Native resolution of 1280 × 800 pixels (WXGA)

  PowerLite 5530U/5535U: Native resolution of 1920 × 1200 pixels (WUXGA)

**Flexible connectivity**

- Wired and wireless (optional) network support for projection, monitoring, and control via remote network computer
- Projection from iOS or Android devices and free Epson iProjection app
- Two HDMI ports for multiple high-definition input devices
- Miracast screen mirroring for laptops and mobile devices
- Variety of connection methods to computer or video devices including HDMI, BNC, and HDBaseT
- Ports for connecting an external monitor and external speakers

**Easy-to-use setup and operation features**

- Epson's quick-connect on-screen QR code feature for easy wireless setup
- Project images side by side from two separate input sources

- Epson's Instant Off and Direct Power On 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)

**Note:** The PowerLite 5530U/5535U is shown in most illustrations in this manual, unless noted otherwise.

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

**Parent topic:** Introduction to Your Projector

**Related concepts**
Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)
Projector Connections
Crestron RoomView Support

**Related references**
Additional Projector Software and Manuals

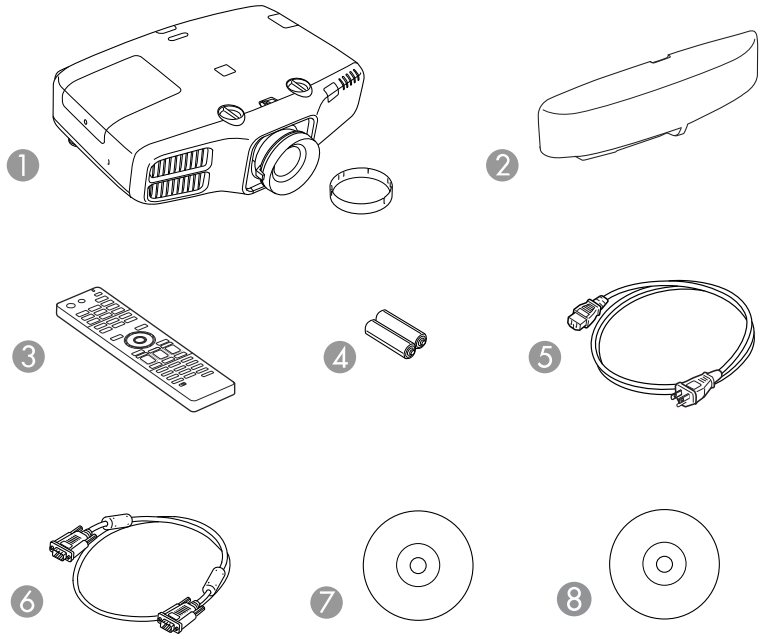
**Related tasks**
Using a QR Code to Connect a Mobile Device
Projecting Two Images Simultaneously

**Related topics**
Using the Projector on a Network

## 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 with lens cap
2 Cable cover
3 Remote control
4 Remote control batteries (two AA alkaline)
5 Power cord
6 VGA computer cable
7 Projector documentation CD
8 Projector software CD

**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 |
|---|---|
| Component video | D-sub, 15-pin, component-to-VGA video cable or adapter<br>Available for purchase from Epson or an authorized Epson reseller. |
| HDMI | Compatible HDMI cable<br>Available for purchase from Epson or an authorized Epson reseller.<br><br>**Note:** Older Mac computers (2009 and earlier) may not support HDMI audio. |
| Audio from certain ports | Commercially available audio cable compatible with your device |
| BNC | VGA-to-5-BNC cable or adapter<br>Available for purchase from Epson or an authorized Epson reseller. |
| HDBaseT | Compatible 100Base-TX LAN cable |

**Parent topic:** Projector Features

## 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.<br>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.<br>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 or Android device if your projector is connected to a network that includes a wireless access point.<br>Visit epson.com/iprojection (U.S.) or epson.ca/iprojection (Canada) for more information. |

**Parent topic:** Projector Features

**Related references**

Where to Get Help

## 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 (ELPLP95) | V13H010L95 |
| Replacement air filter (ELPAF45) | V13H134A45 |
| Wireless LAN module (ELPAP10) | V12H731P02 |
| HDBaseT transmitter (ELPHD01) | V12H547020 |
| Remote control cable set (ELPKC28) | V12H005C28 |
| Epson DC-11 document camera (ELPDC11) | V12H377020 |
| Epson DC-13 document camera (ELPDC13) | V12H757020 |
| Epson DC-20 document camera (ELPDC20) | V12H500020 |
| Epson DC-21 document camera (ELPDC21) | V12H758020 |
| Wireless IR mouse receiver for remote control (ELPST16) | V12H007T16 |
| PowerLite Pilot 2 (ELPCB02) | V12H614020 |
| Active speakers (ELPSP02) | V12H467020 |
| Ceiling mount (ELPMBPRH) | V12H809001 |
| Component-to-VGA video cable | ELPKC19 |
| HDMI audio video cable 3 feet (0.9 m) length | AV22300-03 |
| HDMI audio video cable 6 feet (1.8 m) length | AV22300-06 |

**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.

- 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

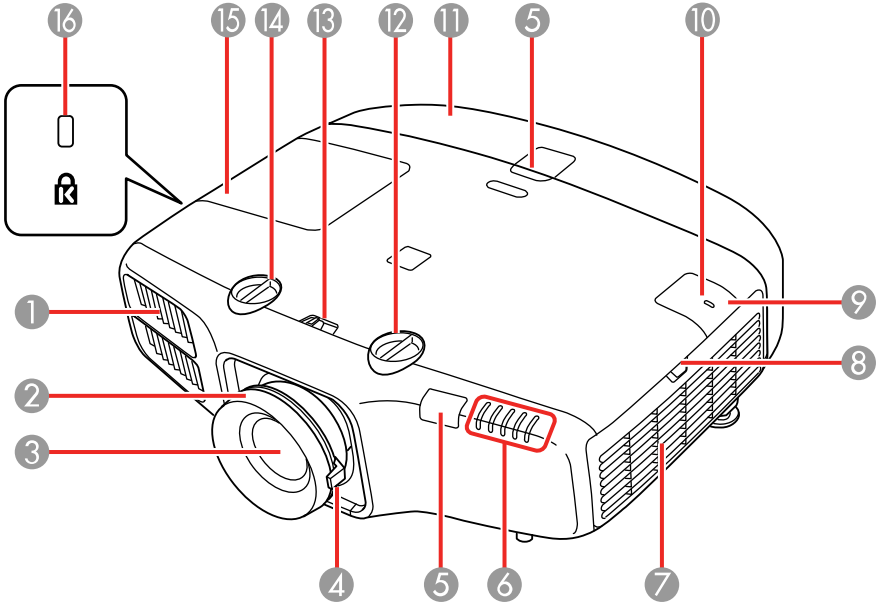
## Projector Part Locations

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

Projector Parts - Front/Top
Projector Parts - Rear
Projector Parts - Interface Ports
Projector Parts - Base
Projector Parts - Control Panel
Projector Parts - Remote Control

**Parent topic:** Introduction to Your Projector

## Projector Parts - Front/Top

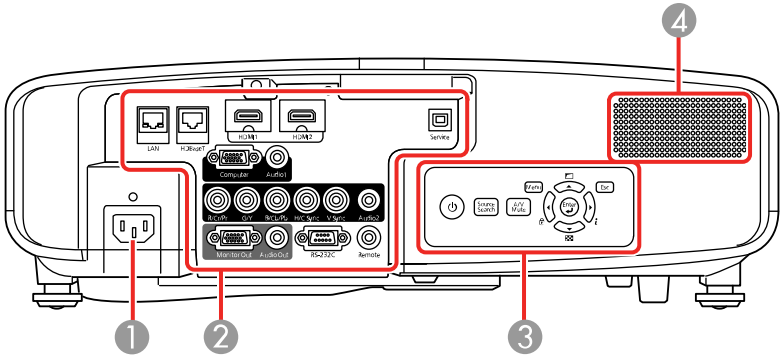



1 Exhaust vent
2 Focus ring
3 Projection lens
4 Zoom ring
5 Remote receivers
6 Status lights
7 Air filter cover/intake vent
8 Air filter cover latch
9 Wireless LAN module cover
10 Wireless LAN module light

11 Cable cover
12 Vertical lens shift dial
13 Lens shift dial lock
14 Horizontal lens shift dial
15 Lamp cover
16 Kensington security slot

**Parent topic:** Projector Part Locations

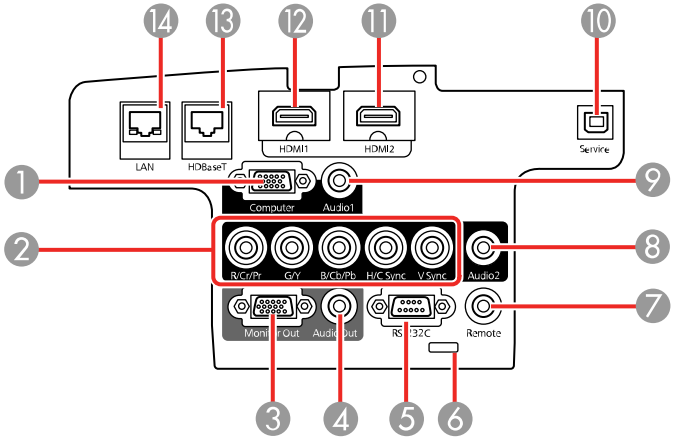
## Projector Parts - Rear




1 AC input
2 Interface ports
3 Control panel
4 Speaker

**Parent topic:** Projector Part Locations

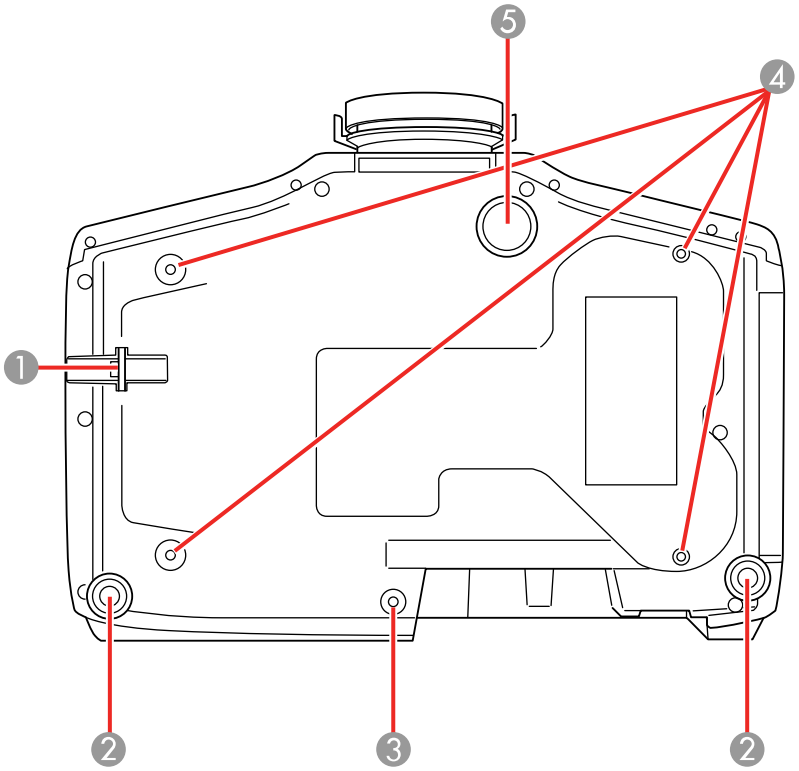
# Projector Parts - Interface Ports




1 **Computer** port
2 **BNC** ports
3 **Monitor Out** port
4 **Audio Out** port
5 **RS-232C** port
6 Cable clip slot
7 **Remote** port
8 **Audio2** port
9 **Audio1** port
10 **Service** port
11 **HDMI2** port
12 **HDMI1** port
13 **HDBaseT** port (PowerLite 5520W/5530U/5535U)
14 Network **LAN** port

**Parent topic:** Projector Part Locations

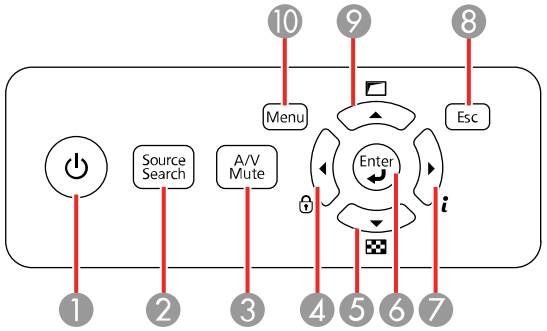
## Projector Parts - Base




1 Security cable attachment point
2 Rear feet
3 Screw hole for cable cover
4 Mounting bracket holes
5 Front adjustable foot

**Parent topic:** Projector Part Locations

# Projector Parts - Control Panel



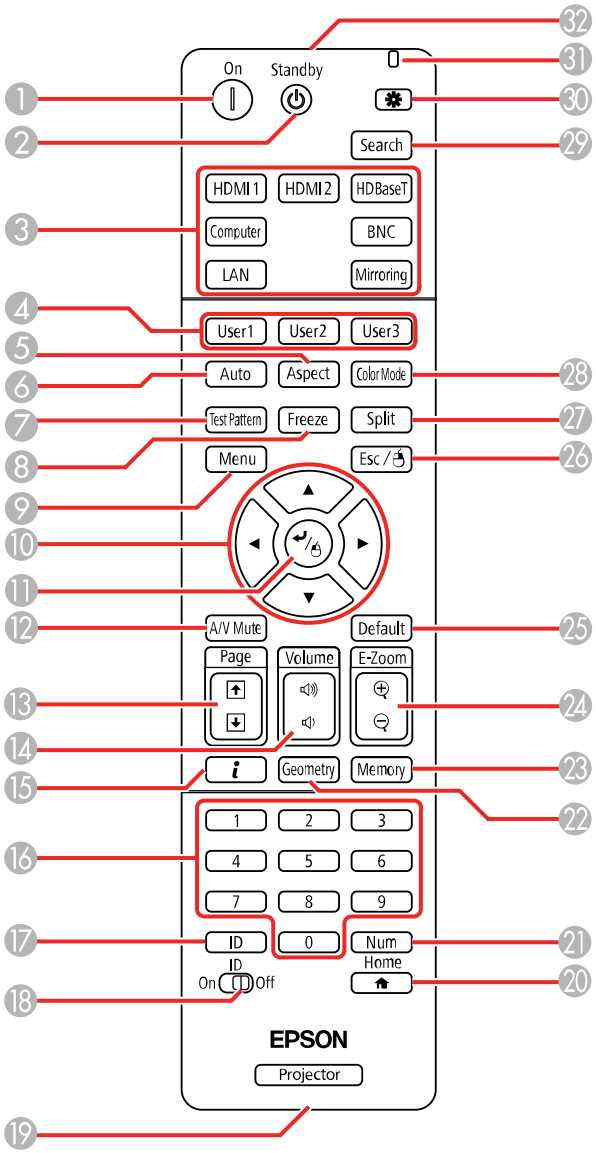

1 Power button (turns on the projector)
2 **Source Search** button (searches for connected sources)
3 **A/V Mute** button (turns the video and audio on or off)
4 Left arrow button and displays the Control Panel Lock screen
5 Down arrow button and displays a test pattern
6 **Enter** button (selects options)
7 Right arrow button and displays the Info menu
8 **Esc** button (cancels/exits functions)
9 Up arrow button and displays screen adjustment options
10 **Menu** button (accesses projector menu system)

**Parent topic:** Projector Part Locations

**Related references**

Projector Light Status

# Projector Parts - Remote Control



1 **On** button (turns on the projector)

2 **Standby** button (turns off the projector)

3 Source buttons (select an image source)

4 **User1**, **User2**, and **User3** buttons (open menu assigned by user)

5 **Aspect** button (selects the image aspect ratio)

6 **Auto** button (automatically adjusts computer images)

7 **Test Pattern** button (displays a test pattern)

8 **Freeze** button (stops video action)

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

10 Arrow buttons (move through on-screen options and move pointer)

11 Enter button (selects options and left mouse button)

12 **A/V Mute** button (turns the video and audio on or off)

13 **Page** up and down buttons (scroll through image files when projecting from a computer over a network connection or scroll through test patterns while displaying a test pattern)

14 **Volume** up and down buttons (adjust speaker volume)

15 **i** button (displays the Info menu)

16 Numeric buttons (enter numbers)

17 **ID** button (hold down and use numeric keys to select projector to control)

18 **ID** switch (control one or multiple projectors)

19 Remote port (connects to a remote control cable)

20 **Home** button (displays the Home screen)

21 **Num** button (hold down and use numeric keys to enter numbers)

22 **Geometry** button (corrects image distortion)

23 **Memory** button (saves and applies presets)

24 **E-Zoom +/–** buttons (zoom into and out of the image)

25 **Default** button (resets settings to their default values in the projector menu system)

26 **Esc** button (cancels/exits functions and right mouse button)

27 **Split** button (splits the screen between two inputs)

28 **Color Mode** button (selects display modes)

29 **Search** button (searches for connected sources)

30 Light button (lights up the remote control buttons temporarily)

31 Indicator light (lights up when the remote control is in use)

32 Remote control signal emitter (emits remote control signals)

**Parent topic:** Projector Part Locations

# Setting Up the Projector

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

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

## Projector Placement

You can place the projector on almost any flat surface to project an image.

You can also install the projector in a ceiling mount if you want to use it in a fixed location.

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

- Place the projector on a sturdy, level surface or install it using a compatible mount.
- 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.

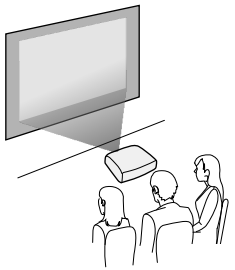
Projector Setup and Installation Options
Projection Distance

**Parent topic:** Setting Up the Projector

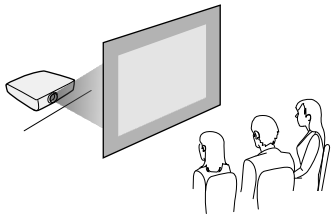
### Projector Setup and Installation Options

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

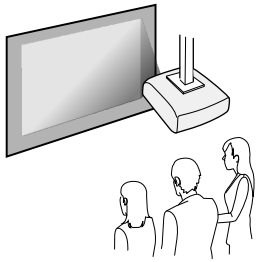
Front



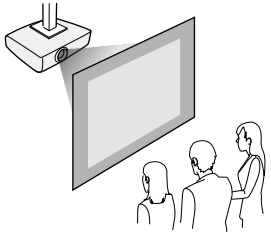
Rear



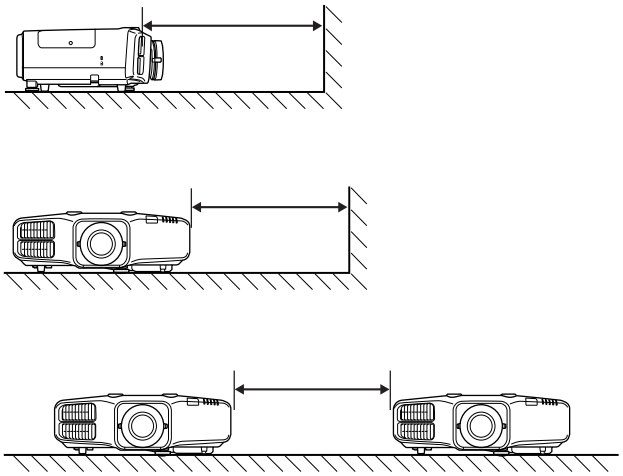
Front ceiling



Rear ceiling

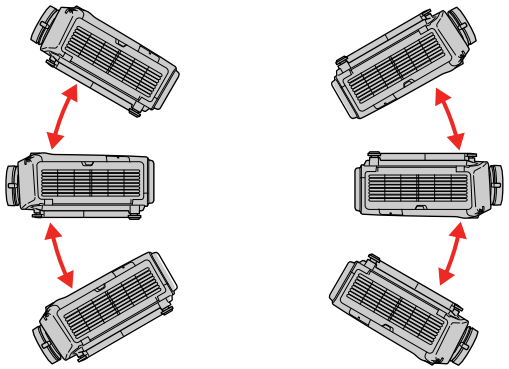


**Note:** Be sure to leave at least 20 inches (50 cm) of space in front of the air exhaust and intake vents and, when setting up multiple projectors, 20 inches (50 cm) of space between the projectors.



If you mount the projector to the ceiling, it can be installed at the following angles:

- **Vertically**: Any angle up to ±30°.



- **Horizontally**: Can be tilted within the range of the rear feet.

If you project from the ceiling, select **On** as the **Inv Direction Button** setting in the Extended menu so that the operations on the screen match the control panel button commands.

**Parent topic:** Projector Placement

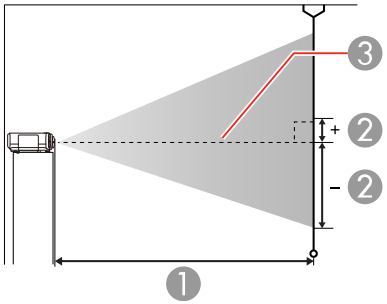
**Related references**

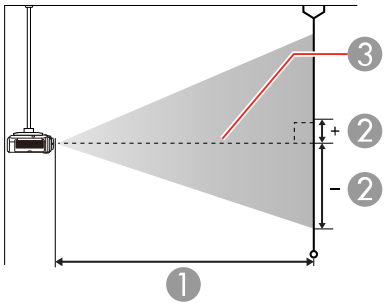
Projector Setup Settings - Extended Menu

## 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.

Use the tables here 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).




1 Projection distance

2 Distance from the center of the lens to the base of the image

3 Center of lens

**PowerLite 5510**

| 4:3 Aspect Ratio Image or Screen | | |
|---|---|---|
| **Screen or image size** | **Projection distance (1) Wide to Tele** | **Vertical lens shift from bottom to top (2)** |
| 50 inches | 50 to 103 inches (127 to 261 cm) | –32.7 to 2.7 inches (–83 to 7 cm) |
| 80 inches | 81 to 166 inches (206 to 421 cm) | –52.3 to 4.3 inches (–133 to 11 cm) |
| 100 inches | 102 to 208 inches (258 to 527 cm) | –65.3 to 5.3 inches (–166 to 13 cm) |
| 150 inches | 153 to 312 inches (390 to 793 cm) | –98 to 8 inches (–249 to 20 cm) |

**PowerLite 5520W/5530U/5535U**

| 16:10 Aspect Ratio Image or Screen | | |
|---|---|---|
| **Screen or image size** | **Projection distance (1) Wide to Tele** | **Vertical lens shift from bottom to top (2)** |
| 50 inches | 53 to 97 inches (135 to 247 cm) | –26.5 to 0 inches (–67 to 0 cm) |
| 80 inches | 86 to 156 inches (219 to 397 cm) | –42.4 to 0 inches (–108 to 0 cm) |
| 100 inches | 108 to 196 inches (275 to 498 cm) | –53 to 0 inches (–135 to 0 cm) |
| 150 inches | 164 to 295 inches (415 to 749 cm) | –106 to 0 inches (–202 to 0 cm) |

**Parent topic:** Projector Placement

# 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 to an HDBaseT Transmitter
Connecting to an External Computer Monitor
Connecting to External Speakers

**Parent topic:** Setting Up the Projector

**Related references**

Additional Components
Projector Setup Settings - Extended Menu

## Connecting to Computer Sources

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

Connecting to a Computer for VGA Video
Connecting to a Computer for HDMI Video and Audio
Connecting to a Computer for 5 BNC Video
Connecting to a Computer for Sound

**Parent topic:** Projector Connections

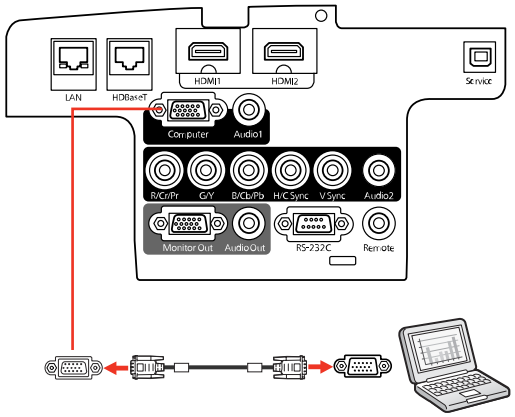
### Connecting to a Computer for VGA Video

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

**Related tasks**

Connecting to a Computer for Sound

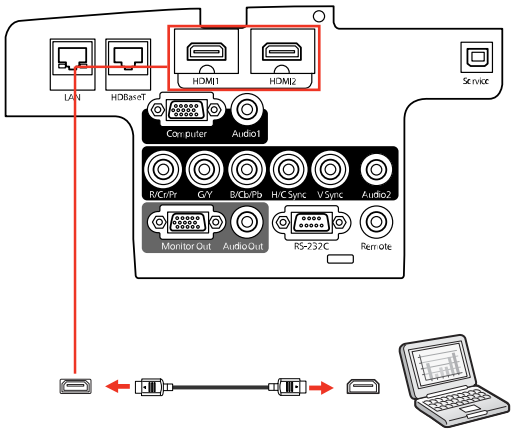
## Connecting to a Computer for HDMI Video and Audio

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

**Related references**

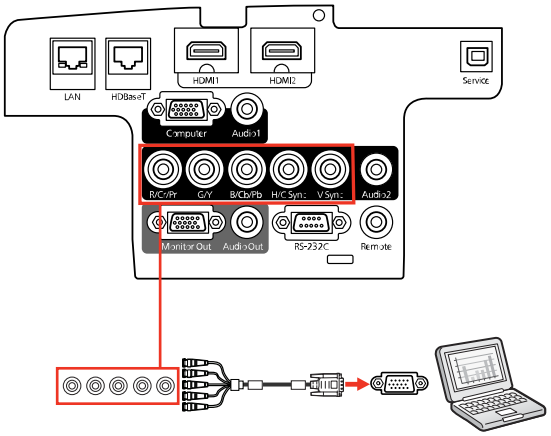
Additional Components
Projector Setup Settings - Extended Menu

### Connecting to a Computer for 5 BNC Video

You can connect the projector to your computer using an optional VGA-to-5-BNC cable.

1. Connect the VGA connector to your computer's monitor port.

2. Connect the 5 BNC connectors to the projector's **BNC** ports.




**Parent topic:** Connecting to Computer Sources

**Related references**

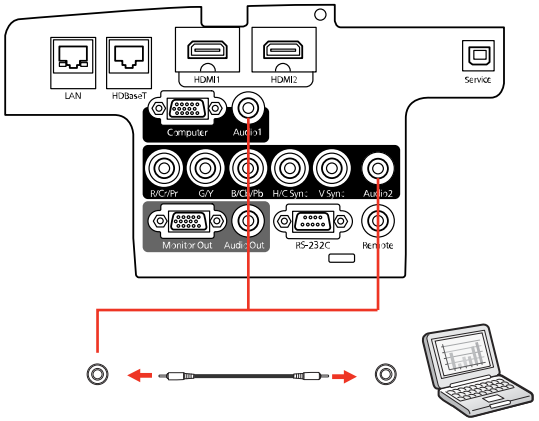
Additional Components

## Connecting to a Computer for Sound

If your computer presentation includes sound and you did not connect it to the projector's **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** or **BNC** port you are using.




**Parent topic:** Connecting to Computer Sources

**Related references**

Additional Components

**Related tasks**

Connecting to an External Computer Monitor

## 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 a Component-to-BNC Video Source
Connecting to a Component Video Source
Connecting to a Video Source for Sound

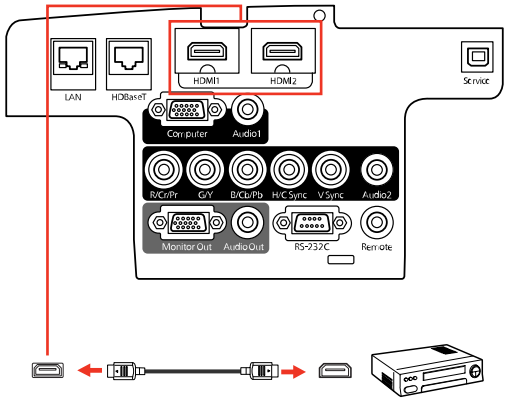
**Parent topic:** Projector Connections

### 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 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 Video Sources

**Related references**

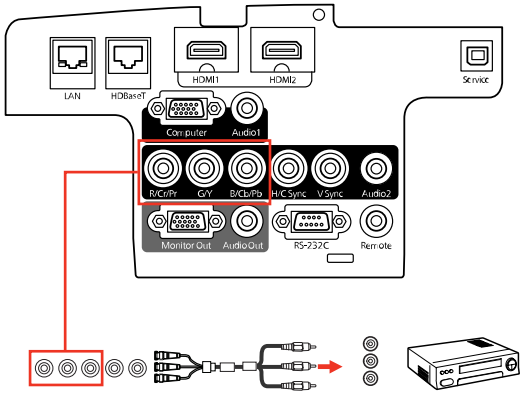
Additional Components
Projector Setup Settings - Extended Menu

### Connecting to a Component-to-BNC Video Source

If your video source has component video ports, you can connect it to the projector using an optional component-to-BNC 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 BNC connectors to the projector's **R/Cr/Pr**, **G/Y**, **B/Cb/Pb** ports.




**Parent topic:** Connecting to Video Sources

**Related references**

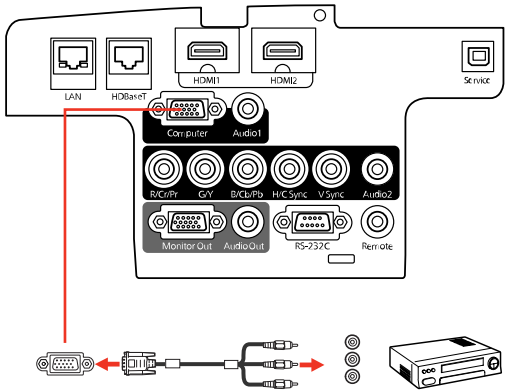
Additional Components

## 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**

Additional Components

## Connecting to a Video Source for Sound

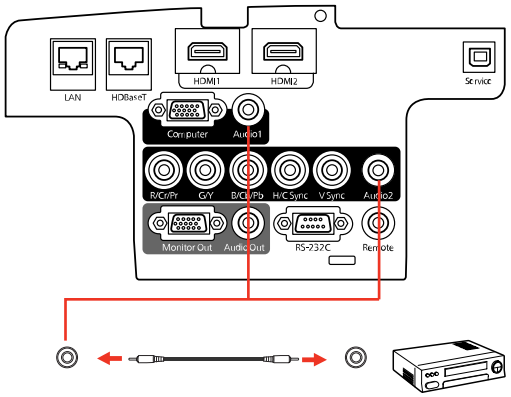
You can play sound through the projector's speaker system if your video source has audio output ports.

If you are projecting video using the **Computer** or **BNC** ports, connect the projector to the video source using an optional stereo 3.5 mm 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 **Computer** or **BNC** port you are using for video.




**Parent topic:** Connecting to Video Sources

**Related tasks**

Connecting to an External Computer Monitor

## Connecting to an HDBaseT Transmitter

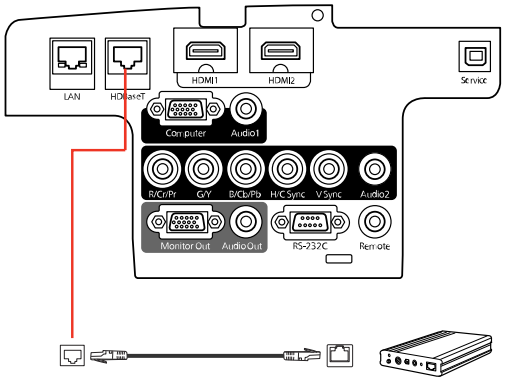
To send an HDMI or RS-232C signal over a long distance, you can connect the projector to an optional HDBaseT transmitter using a 100Base-TX network cable. This is useful when you want to send a signal to or control the projector from a remote location, such as in a hall or event site, since you can use a network cable up to 328 feet (100 m) in length. To ensure proper data transmission, use a Category 5e STP cable or better.

1. Turn off the projector and HDBaseT transmitter.

   **Note:** Make sure the projector and HDBaseT transmitter are turned off when connecting or disconnecting a network cable between the two devices.

2. Connect one end of the network cable to the **HDBaseT** port on the transmitter.

3. Connect the other end to the projector's **HDBaseT** port.




**Note:** See the documentation that came with the HDBaseT transmitter for instructions on connecting it to your video device or computer.

4. Turn on the projector and HDBaseT transmitter.

**Note:** To enable communication from the Ethernet and serial ports on the transmitter, select **On** as the **Control Communications** setting in the projector's Extended menu. Turning on this setting disables the projector's **LAN**, **RS-232C**, and **Remote** ports. If you connected an Extron XTP transmitter or switcher to the projector's **HDBaseT** port, select **On** as the **Extron XTP** setting in the projector's Extended menu.

**Parent topic:** Projector Connections

**Related references**

Projector Setup Settings - Extended Menu

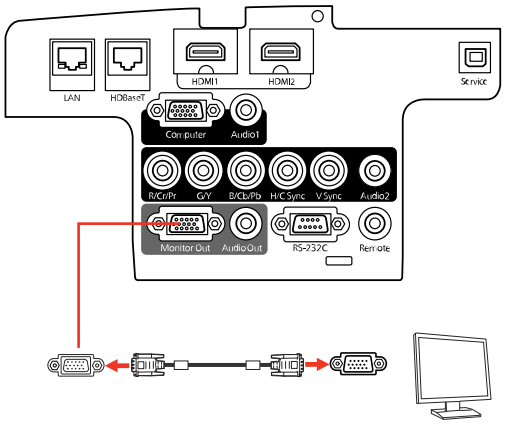
## Connecting to an External Computer Monitor

If you connected a computer to the projector's **Computer** or **BNC** 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 Extended menu.

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




**Note:** If you do not see an image on the external monitor, you may need to change the **Monitor Out** setting in the Extended menu.

**Parent topic:** Projector Connections

**Related references**

Projector Setup Settings - Extended Menu

**Related tasks**

Connecting to a Computer for VGA Video

Connecting to a Component-to-BNC Video Source

## Connecting to External Speakers

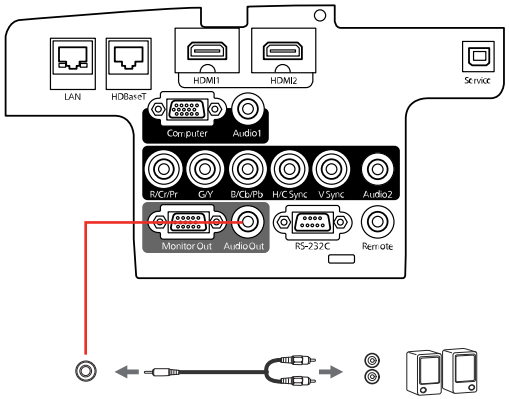
To enhance the sound from your presentation, you can connect the projector to external self-powered speakers. You can control the volume using the projector's remote control.

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** for the **Standby Mode** setting and **Always On** for the **A/V Output** setting in the projector's Extended menu.

**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:** Projector Connections

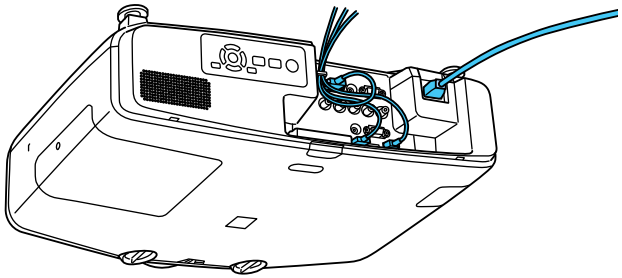
**Related references**

Projector Setup Settings - Extended Menu

# Attaching and Removing the Cable Cover

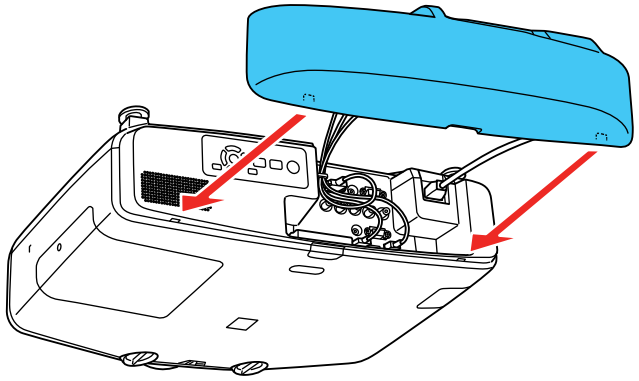
You can attach the cable cover that came with your projector to hide the attached cables from view.

1. Bundle the cables together using a band or other fastener (not provided).

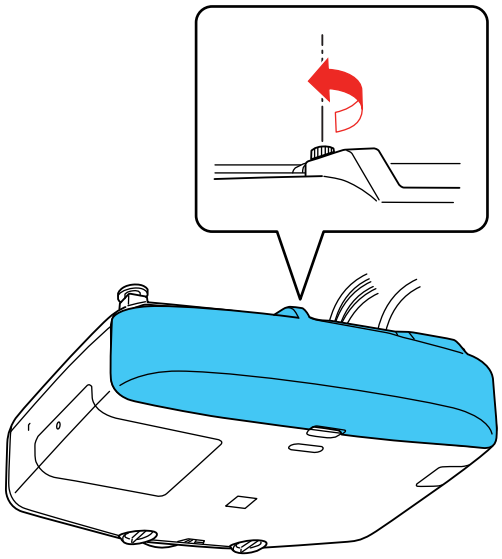


**Caution:** Do not bundle the power cord to the other cables. Otherwise, a fire may occur.

2. Place the cable cover on the projector as shown, guiding the cables through the notch on the base of the cable cover.



3. Tighten the cable cover screw.



To remove the cover, loosen the cover screw and pull the cover off of the projector.

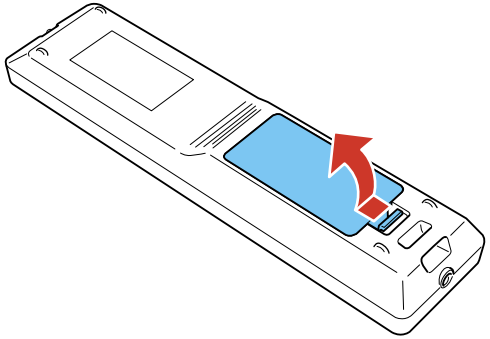
**Parent topic:** Setting Up the Projector

## Installing Batteries in the Remote Control

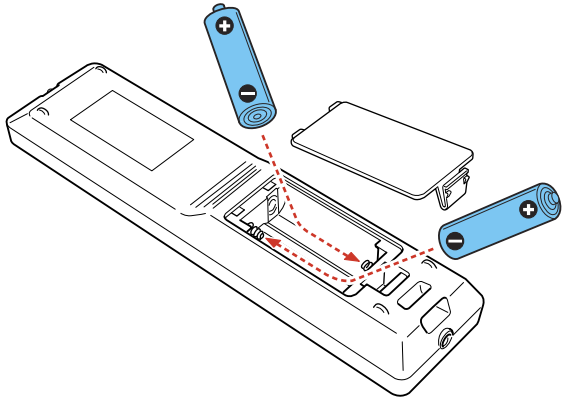
The remote control uses the two AA batteries that came with the projector.

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

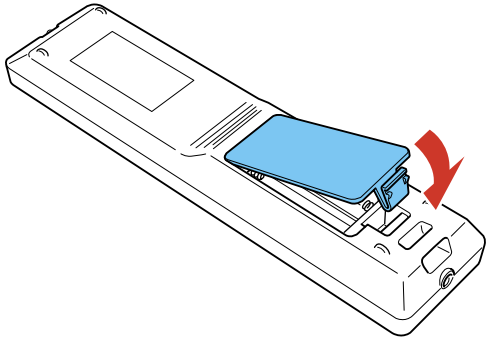
1. Remove the battery cover.



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

# Using the Projector on a Network

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

Wired Network Projection
Wireless Network Projection
Setting Up Projector Network E-Mail Alerts
Setting Up Monitoring Using SNMP
Controlling a Networked Projector Using a Web Browser
Crestron RoomView Support

## 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**

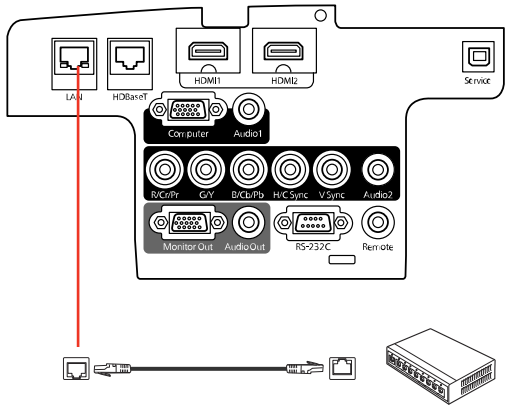
Additional Projector Software and Manuals

### 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

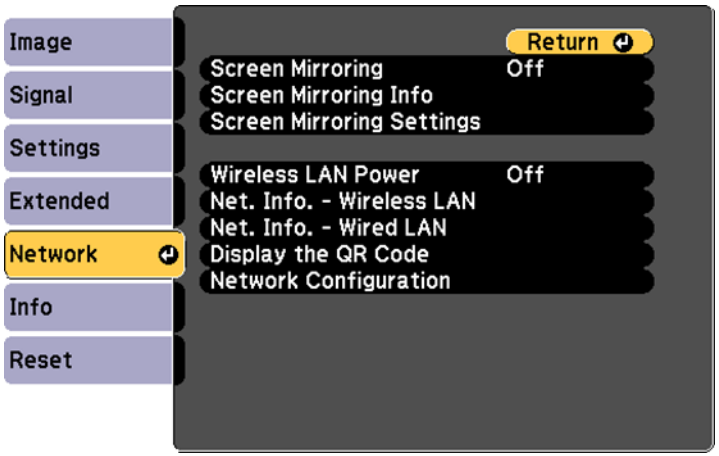
## Selecting Wired Network Settings

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

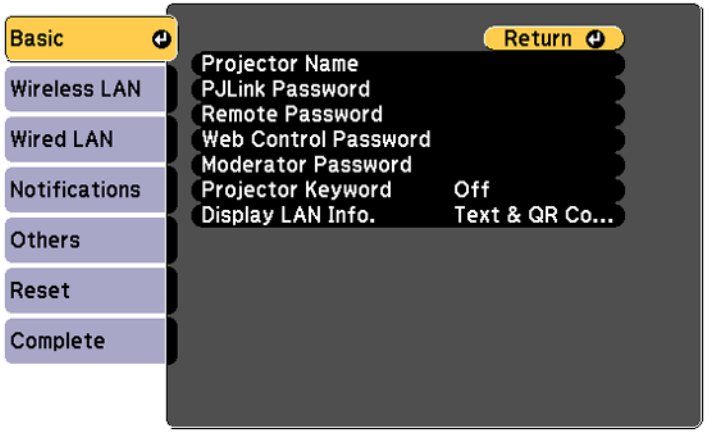
**Note:** Make sure you already connected the projector to your wired network using the **LAN** port.

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**.

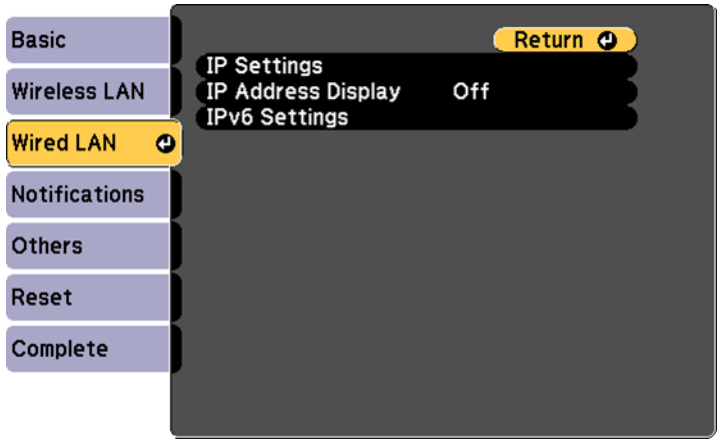



6. Select the following basic options as necessary:
   - **Projector Name** lets you enter a name up to 16 alphanumeric characters long to identify the projector over the network.

- **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.
- **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**.
10. To prevent display of the IP address on the standby screen, turn off **IP Address Display**.
11. To connect the projector to the network using IPv6, select **On** as the **IPv6 Settings** option. Then select the **Auto Configuration** and **Use Temporary Address** settings as necessary.
12. 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.

**Note:** The Epson 802.11b/g/n wireless LAN module is not included with your projector and is optional.

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
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
Using a QR Code to Connect a Mobile Device

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

**Parent topic:** Using the Projector on a Network

**Related references**

Additional Projector Software and Manuals

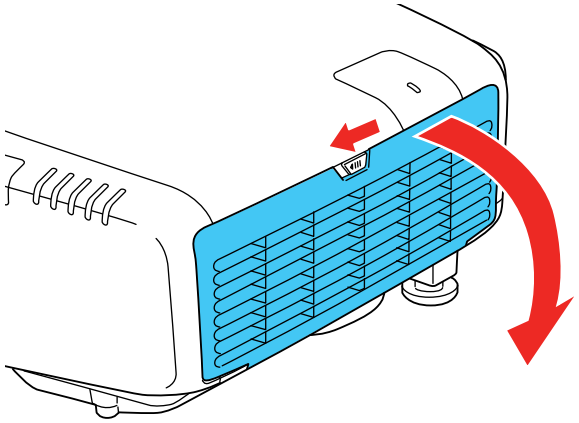
Optional Equipment and Replacement Parts

## Installing the Wireless LAN Module

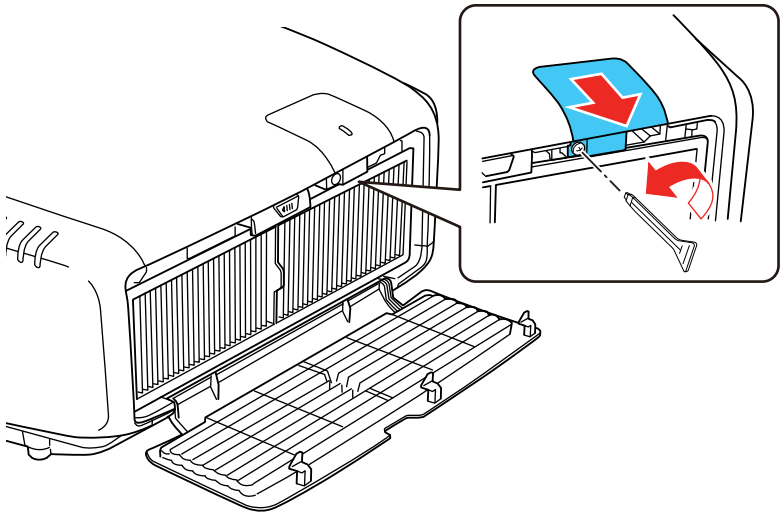
To use the projector over a wireless network, install the optional Epson 802.11b/g/n wireless LAN module. Do not install any other type of wireless LAN module.

**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.

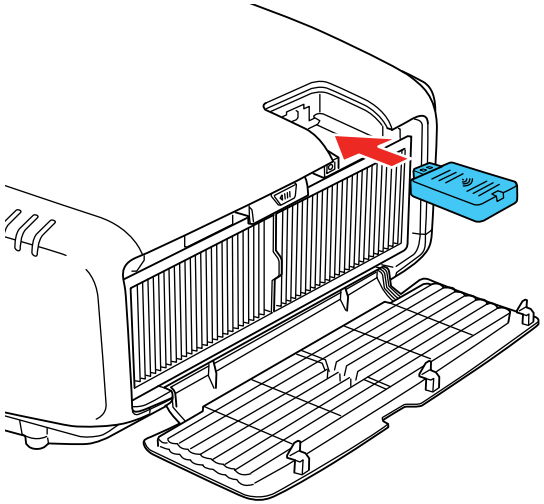
1. Turn off the projector and unplug the power cord.
2. Slide the air filter cover latch and open the air filter cover.



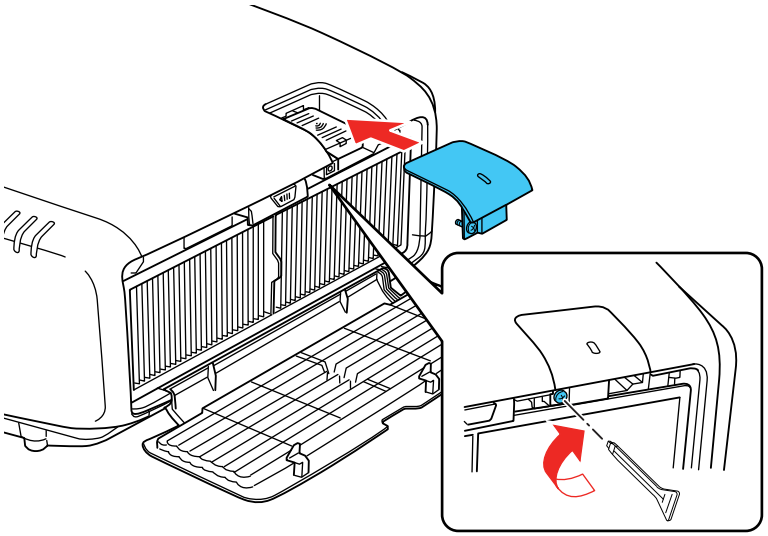
3. Loosen the screw securing the wireless LAN module cover, then remove the cover.



4. Insert the wireless LAN module into the port.



5. Replace the wireless LAN module cover and secure it using the screw you loosened.



6. Close the air filter cover.
7. Plug in and turn on the projector.

**Parent topic:** Wireless Network Projection

**Related references**

Optional Equipment and Replacement Parts

## 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. Press the **LAN** button on the remote control.

   You see the LAN standby screen.
4. Verify that an SSID and IP address are displayed.
5. Remove the wireless LAN module from the projector.
6. Insert the USB key into the same port used for the wireless LAN module.

   You see a projected message that the network information update is complete.
7. Remove the USB key.
8. Reinsert the wireless LAN module into the projector.
9. 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.

10. 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.
11. Run your presentation as necessary.
12. When you finish projecting wirelessly, select the **Safely Remove Hardware** option in the Windows taskbar, then remove the USB key from your computer.

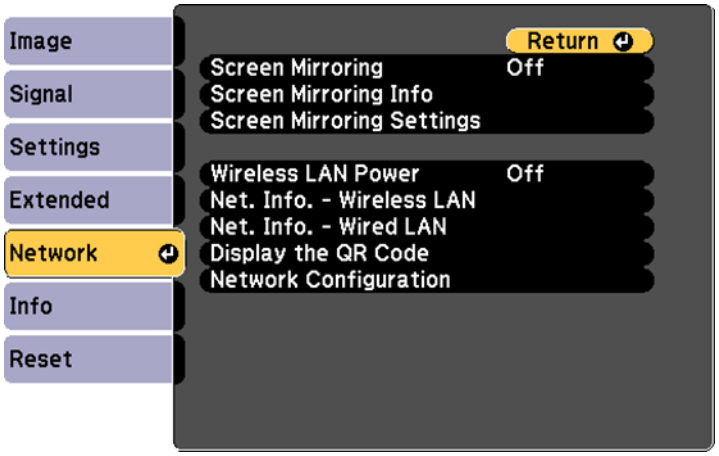
    **Note:** You can share the USB key with other computers without disconnecting your computer. You may need to restart your computer to reactivate your wireless LAN connection.

**Parent topic:** Wireless Network Projection

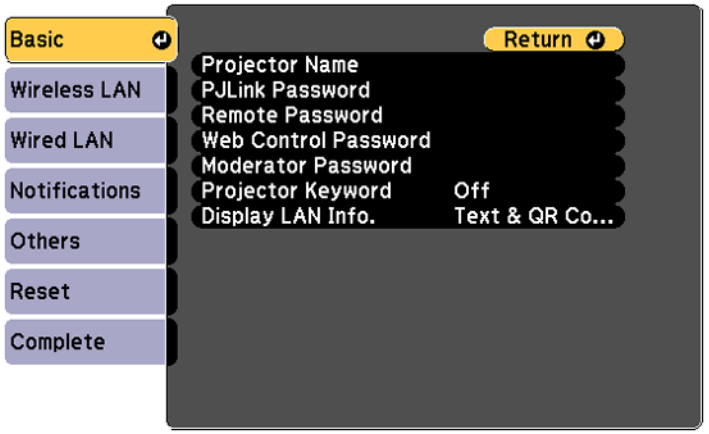
## Selecting Wireless Network Settings Manually

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**.



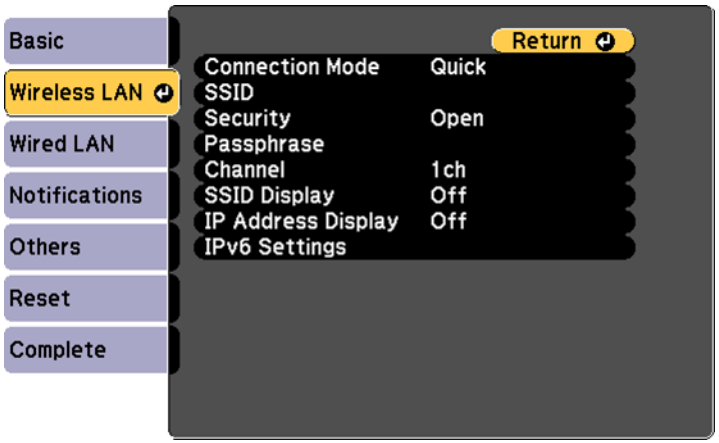

4. Make sure the **Wireless LAN Power** setting is set to **On**.
5. Select **Network Configuration** and press **Enter**.
6. Select the **Basic** menu and press **Enter**.



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 **Wireless LAN** 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**<br>**Advanced** | Selects the type of wireless connection:<br>**Quick**: lets you quickly connect to one computer (ad hoc mode)<br>**Advanced**: lets you connect to multiple computers via a wireless network access point (infrastructure mode) |

| Setting | Options | Description |
|---|---|---|
| **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 |
| **Security** | **Open**<br>**WPA2-PSK**<br>**WPA/WPA2-PSK**<br>**WPA2-EAP**<br>**WPA/WPA2-EAP** | Selects the type of wireless security used in the wireless network (some options are only available when the **Connection Mode** setting is set to **Advanced**) |
| **Passphrase** | Between 8 to 63 alphanumeric characters | Enter a paraphrase for the wireless network |
| **EAP Method** | **EAP Type**<br>**User name**<br>**Password**<br>**Client Certificate**<br>**Verify Server Cert.**<br>**CA certificate**<br>**RADIUS Serv.Name** | Sets the EAP settings for WPA2-EAP and WPA/WPA2-EAP security |
| **Channel** | **1ch**<br>**6ch**<br>**11ch** | In **Quick** connection mode, selects the frequency band (channel) used by the wireless LAN |
| **IP Settings** | **DHCP**<br>**IP Address**<br>**Subnet Mask**<br>**Gateway Address** | Turns on DHCP if your network assigns addresses automatically; set to **Off** to manually enter the network's **IP Address**, **Subnet Mask**, and **Gateway Address** |

| Setting | Options | Description |
|---|---|---|
| **SSID Display** | **On**<br>**Off** | Selects whether to display the SSID on the network standby screen |
| **IP Address Display** | **On**<br>**Off** | Selects whether to display the IP address on the network standby screen |
| **IPv6 Settings** | **IPv6**<br>**Auto Configuration**<br>**Use Temporary Address** | Selects the IPv6 settings when you connect the projector to the network using IPv6 |

**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

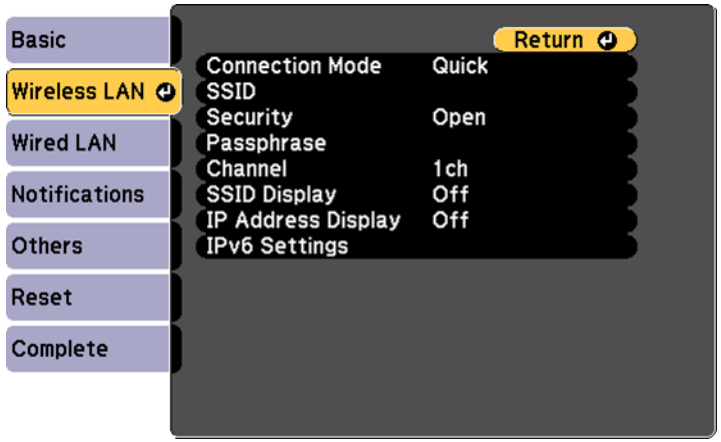
## Setting Up Wireless Network Security

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

- WPA/WPA2-PSK security (Advanced connection mode)
- WPA2-EAP security (Advanced connection mode)
- WPA/WPA2-PSK security (Quick connection mode)
- WPA/WPA2-EAP security (Advanced connection mode)

Check with your network administrator for guidance on entering the correct information.

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




5. Select the **Security** setting and press **Enter**.
6. Select the security settings for your network.
7. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

**Parent topic:** Wireless Network Projection

**Related references**

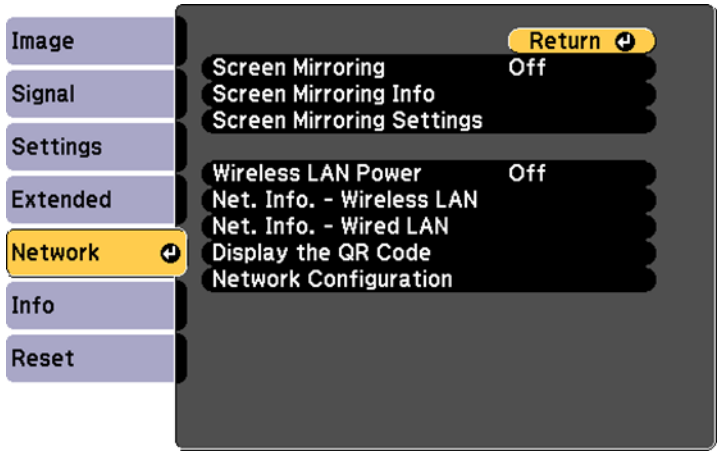
Wireless LAN Menu Settings

## Using a QR Code to Connect a Mobile Device

After you select the wireless network settings for your projector, you can display a QR code on the screen and use it to connect a mobile device using the Epson iProjection app.

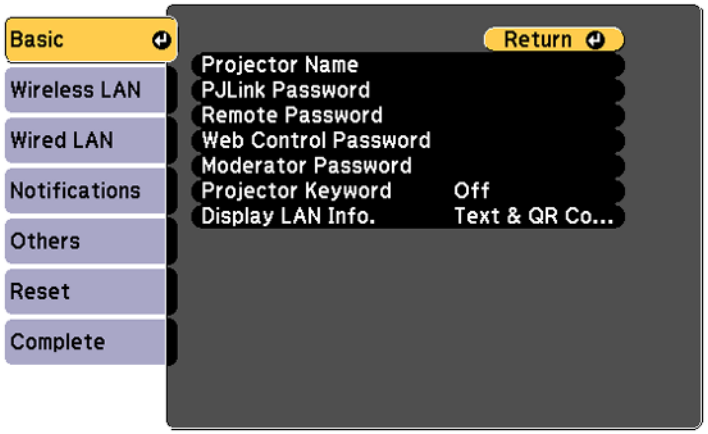
**Note:** Make sure you have installed the latest version of Epson iProjection on your device. Visit epson.com/iprojection (U.S.) or epson.ca/iprojection (Canada) for more information.

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




3. Select **Network Configuration** and press **Enter**.

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




5. Set the **Display LAN Info** setting to **Text & QR Code**.
6. Select **Complete** and follow the on-screen instructions to save your settings and exit the menus.
7. Press the **LAN** button on the remote control or select **Display the QR Code** in the projector's Network menu. (You can also press the **Home** button on the remote control and select **Display the QR Code** on the Home screen.)

   Your projector displays the QR code on the projection surface.

   **Note:** If you do not see the QR code after pressing the **LAN** button, press **Enter** to display it.

8. Start Epson iProjection on your mobile device.
9. Use the QR code reader feature to read the QR code and connect your device to the projector. Visit epson.com/iprojection (U.S.) or epson.ca/iprojection (Canada) for instructions.

**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 (PowerLite 5520W/5530U/5535U). 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 Miracast
Connecting for Screen Mirroring with a Windows 8.x/10 Computer

**Parent topic:** Wireless Network Projection

### Screen Mirroring Restrictions

Note the following when using Screen Mirroring features (PowerLite 5520W/5530U/5535U):

- You cannot project an interlaced image.
- You cannot play audio with more than 3 channels.
- You cannot project images with a resolution above 1920 × 1080 and a frame rate above 30 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.

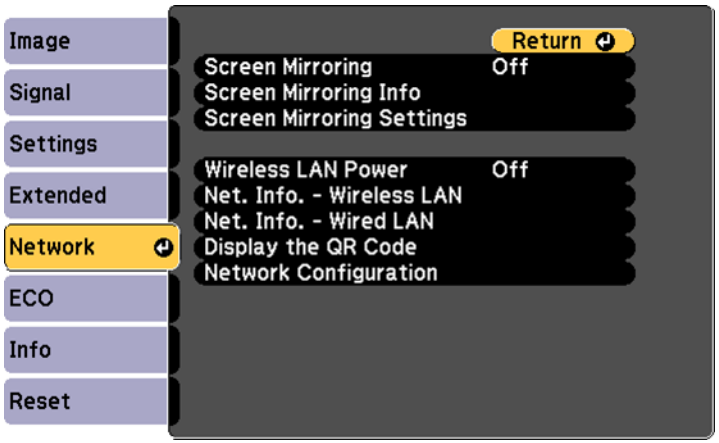
**Parent topic:** Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

### Selecting Screen Mirroring Settings

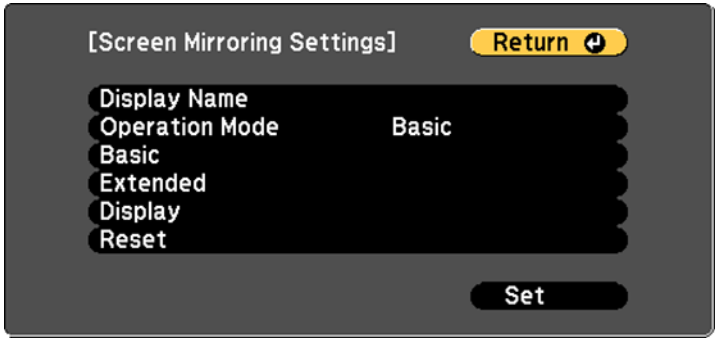
You can select Screen Mirroring settings for your projector and then project images from your mobile device or computer (PowerLite 5520W/5530U/5535U).

1. Press the **Menu** button.

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




3. Set the **Screen Mirroring** setting to **On**.
4. Select **Screen Mirroring Settings** and press **Enter**.
5. Select the **Screen Mirroring Settings** options as necessary.




6. When you finish selecting settings, select **Set** and follow the on-screen instructions to save your settings and exit the menus.
7. Press the **Home** button on the control panel or remote control.

   You see the Display Name on the Home screen

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

### 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 (PowerLite 5520W/5530U/5535U).

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.

   **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. 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 tasks**

Selecting Screen Mirroring Settings

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

You can set up your computer to wirelessly project images and play sound using Screen Mirroring (PowerLite 5520W/5530U/5535U).

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 tasks**

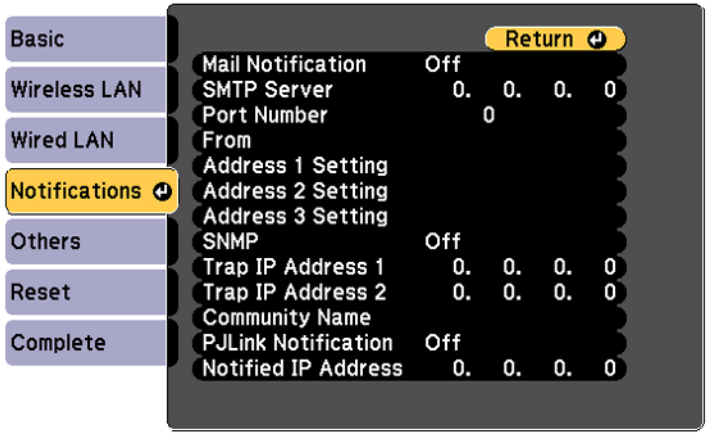
Selecting Screen Mirroring Settings

## 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 for the **From** option.
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 **PJLink Notification** and enter the IP address where you want to receive PJLink notifications for 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.

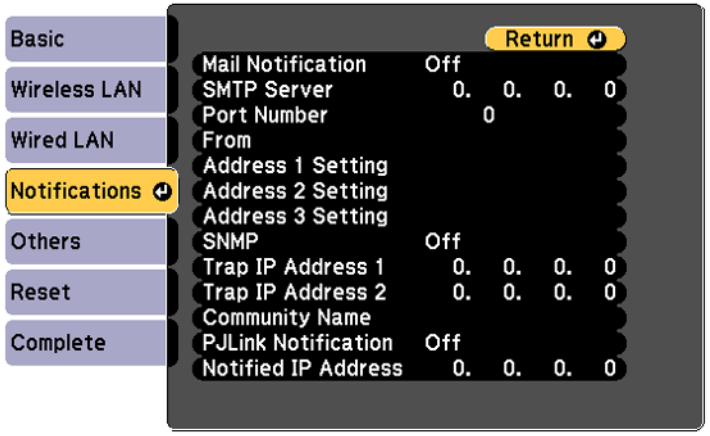
**Parent topic:** Setting Up Projector Network E-Mail Alerts

# 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**.

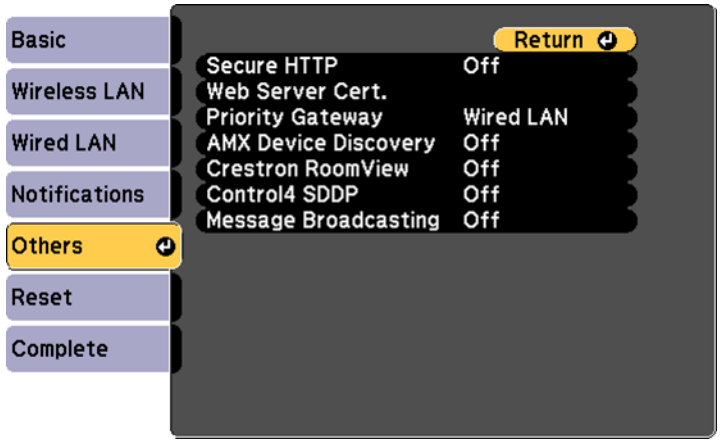
4. Select the **Notifications** menu and press **Enter**.




5. Turn on the **SNMP** setting.
6. Enter up to two IP addresses to receive SNMP notifications, 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 to 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.

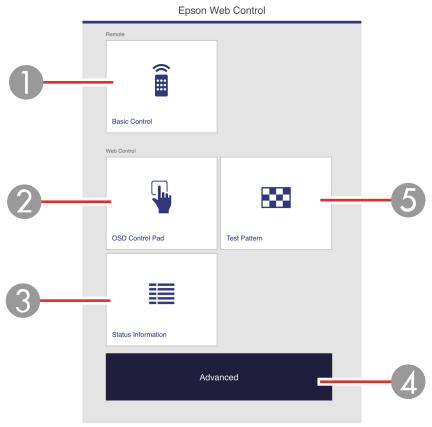
**Note:** The web setup and control features support Microsoft Internet Explorer 9.0 or later, and Safari on networks that do not use a proxy server for connection. You cannot select all of the projector menu settings or control all projector functions using a web browser.

**Note:** If you set Standby Mode to **Communication On**, 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.

   You see the Web Control screen.




   1 Select **Basic Control** to control the projector remotely.

   2 Select **OSD Control Pad** to change the projector's menu settings.

   3 Select **Status Information** to view the projector's status.

   4 Select **Advanced** to open the advanced menu screen.

   5 Select **Test Pattern** to display a test pattern

4. Select the option corresponding to the projector function you want to control.

   **Note:** You may need to log in to access some of the options on 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**.)

Web Control Options

**Parent topic:** Using the Projector on a Network

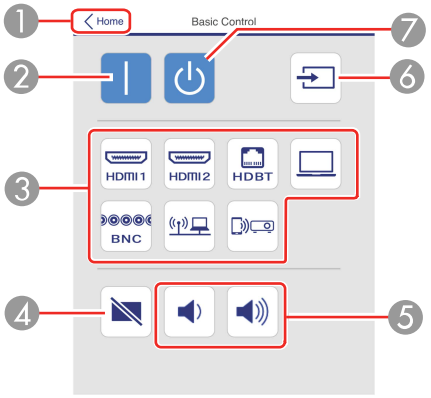
**Related references**

Projector Setup Settings - Extended Menu

# Web Control Options

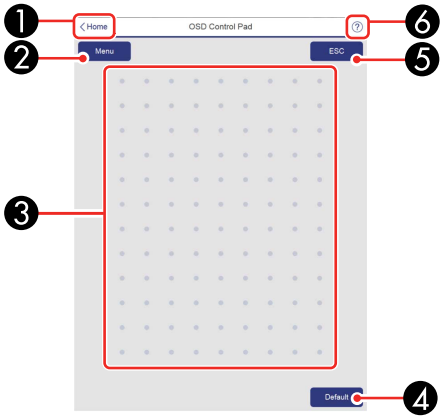
## Basic Control

**Note:** If the Remote Password is set to **On**, you need to enter your user name and password. (The default username is **EPSONREMOTE** and the default password is **guest**).




1 Returns to the Home screen
2 Turns on the projector
3 Input source selection controls
4 **A/V Mute** button control
5 **Volume** button controls
6 Searches for sources
7 Turns off the projector

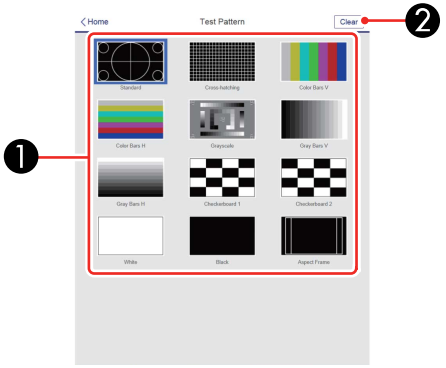
### OSD Control Pad




1 Returns to the Home screen
2 Displays the projector's setting menus
3 Use your finger or mouse to navigate the menus
4 Returns settings to their default values
5 Returns to the previous menu
6 Displays help topics

**Note:** You cannot change some settings using Epson Web Control.

## Test Pattern screen




1 Displays available test patterns; select to project a test pattern

2 Turns off test pattern display

## Status Information




1 Returns to the Home screen

2 Displays a list of monitored settings

3 Displays the setting status

4 Select to view different status information

**Parent topic:** Controlling a Networked Projector Using a Web Browser

# 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

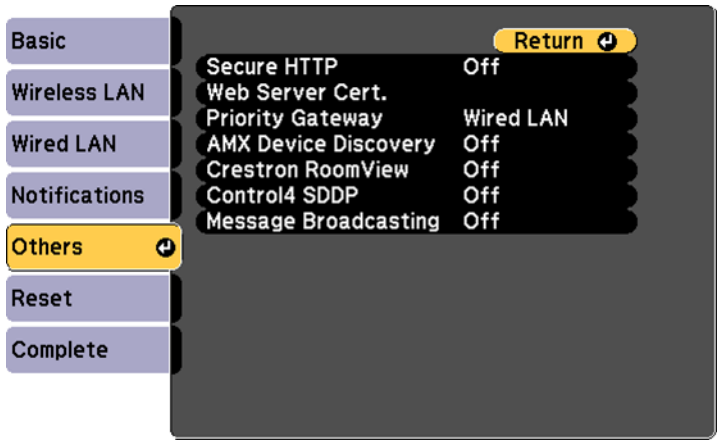
## Setting Up Crestron RoomView Support

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** settings in the Extended 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 tasks**

Selecting Wireless Network Settings Manually

## 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

# Using Basic Projector Features

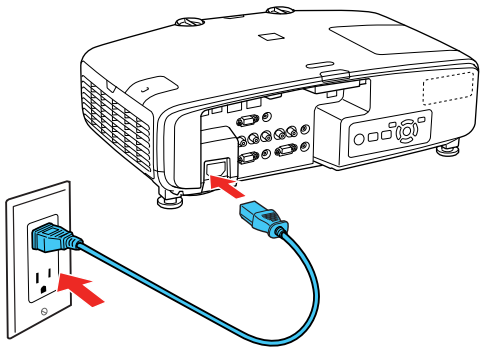
Follow the instructions in these sections to use your projector's basic features.


Turning On the Projector
Turning Off the Projector
Selecting the Language for the Projector Menus
Resizing the Image with the Zoom Ring
Focusing the Image Using the Focus Ring
Setting the Screen Type
Adjusting the Image Position Using Lens Shift
Adjusting the Image Position Using Screen Position
Displaying a Test Pattern
Adjusting the Image Height
Image Shape
Selecting an Image Source
Remote Control Operation
Projection Modes
Image Aspect Ratio
Color Mode
Controlling the Volume with the Volume Buttons
Setting the Date and Time


## 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.

   The projector's On/Standby light turns blue. This indicates that the projector is receiving power, but is not yet turned on (it is in standby mode).

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

3. Press the power button on the projector or the **On** button on the remote control to turn on the projector.

   The projector beeps and the Status light flashes blue as the projector warms up. After about 30 seconds, 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 and pets.

   **Note:** If the **Auto Source Search** setting in the Extended menu is enabled, the projector automatically detects the input signal when you turn it on.

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 the **Search** button on the remote control to detect the video source.

- Press the **Home** button and select the source you want to project on the Home screen.

Using the Home Screen

**Parent topic:** Using Basic Projector Features

**Related references**

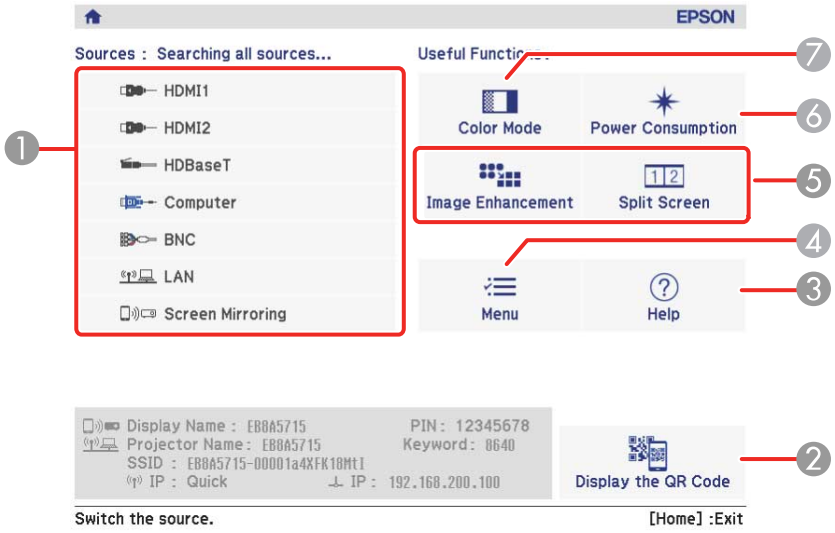
Projector Setup Settings - Extended Menu

Projector Light Status

## 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 Select the video source you want to project

2 Display the QR code

3 Display the Help screen

4 Display the projector's menus

5 Select customizable menu options

6 Select to change the **Power Consumption** setting

7 Select to change the Color Mode

**Note:** You can select the customizable menu options using the **Custom Function 1** and **Custom Function 2** settings in the Extended menu.

3. Press the **Home** button 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.

1. Press the power button on the projector or the **Standby** button on the remote control.
2. If you see a shutdown confirmation screen, press the power button on the projector or the **Standby** button on the remote control again. (To leave the projector 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).

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

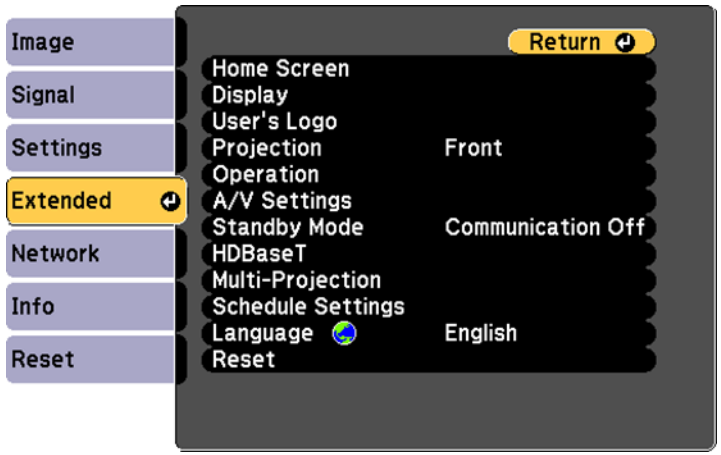
   **Caution:** To avoid damaging the projector or lamp, never unplug the power cord when the Status light is on or flashing blue.

**Parent topic:** Using Basic Projector Features

## 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

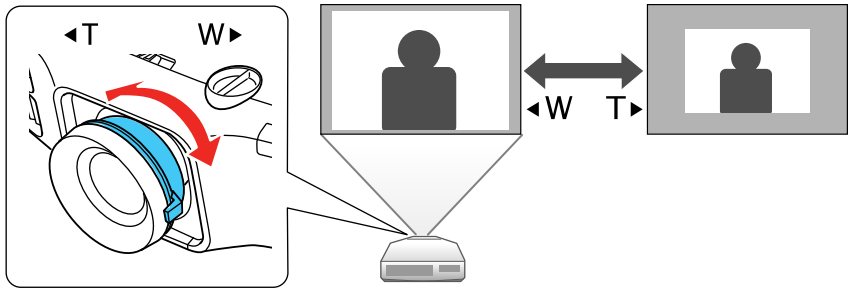
## Resizing the Image with the Zoom Ring

1. Turn on the projector and display an image. Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

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

   **Note:** You can also display a pattern to aid in adjusting the projected image using the **Test Pattern** button on the remote control.

2. To enlarge or reduce the image size, rotate the projector's zoom ring.




**Parent topic:** Using Basic Projector Features

**Related references**

Projector Feature Settings - Settings Menu

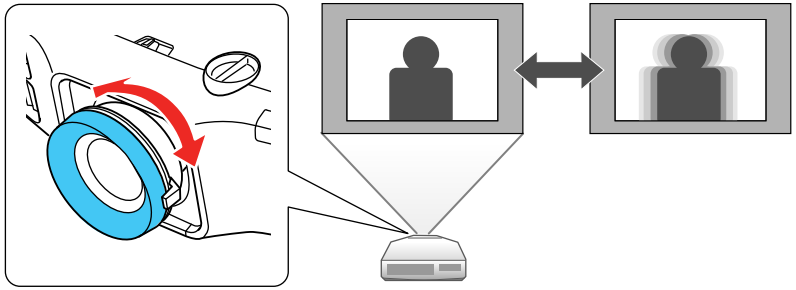
## Focusing the Image Using the Focus Ring

1. Turn on the projector and display an image. Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

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

   **Note:** You can also display a pattern to aid in adjusting the projected image using the **Test Pattern** button on the remote control.

2. To sharpen the image focus, rotate the projector's focus ring.



**Parent topic:** Using Basic Projector Features

**Related references**

Projector Feature Settings - Settings Menu

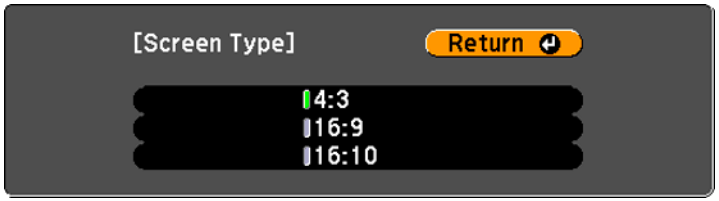
## Setting the Screen Type

You can use the Screen Type setting to match the aspect ratio of the displayed image to the screen you are using.

**Note:** This setting is unavailable when projecting images from a computer over a network.

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

   You see this screen:



5. Select your screen's aspect ratio and press **Enter**.
6. Press the **Menu** button to exit.
7. Adjust the aspect ratio for the projected image, if necessary.

**Parent topic:** Using Basic Projector Features

**Related concepts**
Image Aspect Ratio

## Adjusting the Image Position Using Lens Shift

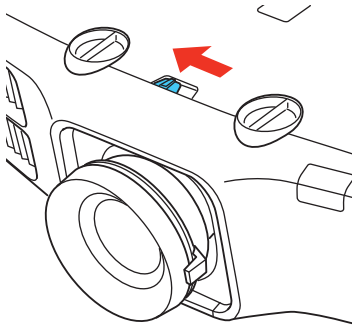
If you cannot install the projector directly in front of the screen, you can adjust the position of the projected image using the lens shift feature.

Follow these guidelines when using lens shift to adjust your images:

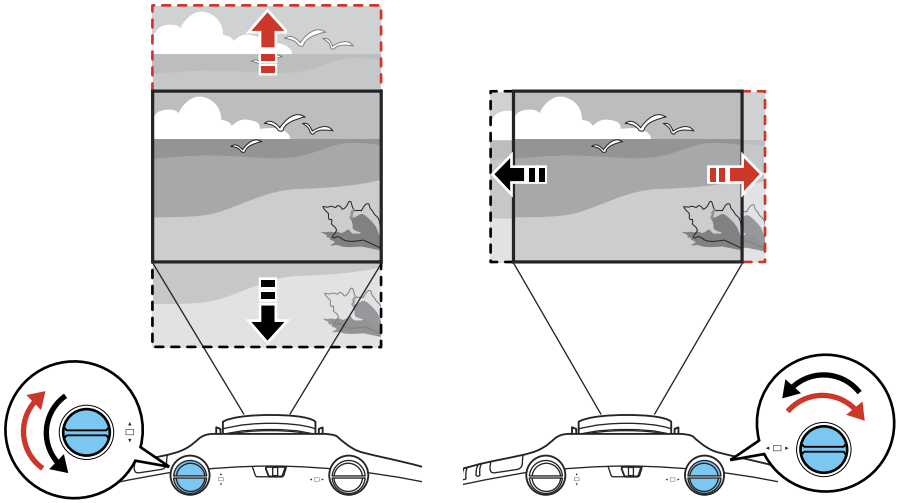
- When adjusting the image height, position the image lower than where you want it to be and then move it up using the vertical lens shift dial. This helps prevent the image from moving down after adjustment.
- Keep the vertical and horizontal lens shift dials in their center positions for the clearest picture.

**Note:** Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

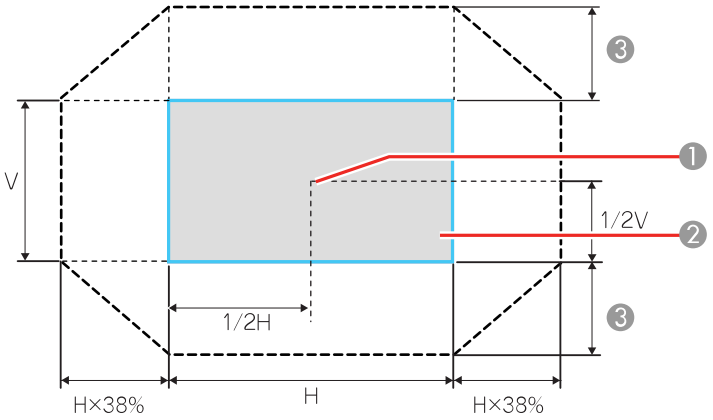
1. Turn on the projector and display an image.
2. Slide the lens shift dial lock as shown to release the lock.



3. Turn the vertical and horizontal lens shift dials on the projector to adjust the position of the projected image as necessary.



**PowerLite 5510**



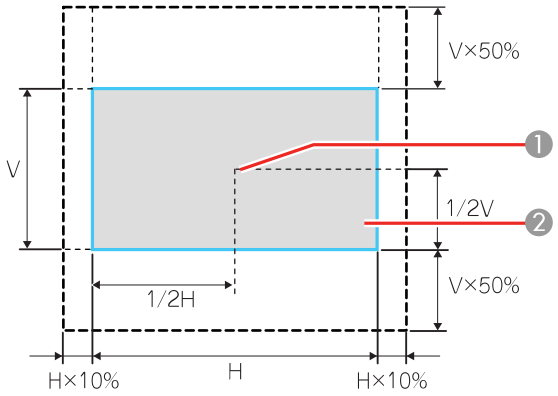

1 Center of lens

2 Projected image when the lens is set to the home position

3 Maximum range: V × 58%

**Note:** You cannot move the image upward when the lens is shifted horizontally all the way.

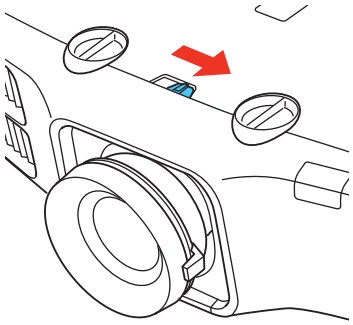
**PowerLite 5520W/5530U/5535U**




1 Center of lens

2 Projected image when the lens is set to the home position

4. When you are finished, slide the lens shift dial lock as shown to lock the dials.



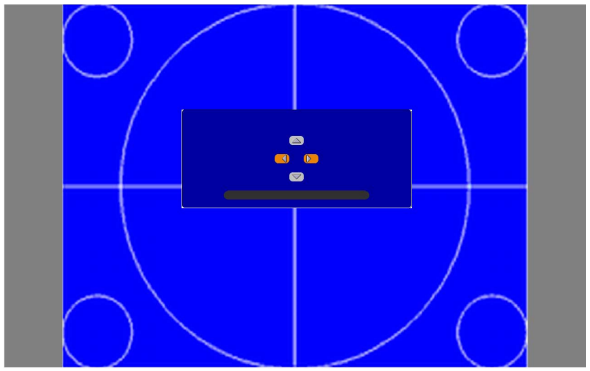
**Parent topic:** Using Basic Projector Features

# Adjusting the Image Position Using Screen Position

You can adjust the image position if there are margins between the edge of the image and the projected screen frame.

**Note:** You cannot adjust the screen position if the **Screen Type** setting is set to **16:10** for a WXGA/WUXGA projector model or **4:3** for a XGA projector model.

1. Turn on the projector and display an image.
2. Press the **Menu** button.
3. Select the **Extended** menu and press **Enter**.
4. Select **Display** > **Screen** > **Screen Position**.
5. Use the arrow buttons on the remote control or projector to adjust the position of the image.



6. When you are finished, press the **Menu** button.

**Parent topic:** Using Basic Projector Features

# Displaying a Test Pattern

You can display a test pattern to adjust the projected image without connecting a computer or video device.

**Note:** The test pattern's shape is determined by the **Screen Type** setting. Be sure to set the correct screen type before adjusting with the test pattern.

1. Turn on the projector.
2. Press the **Test Pattern** button on the remote control or the down arrow button on the control panel.
3. Press the left or right arrow button on the remote control or press **Enter** on the control panel to cycle through the available test patterns.
4. Adjust the image as necessary.
5. Press the **Esc** to clear the test pattern.

Available Test Pattern Image Adjustments

**Parent topic:** Using Basic Projector Features

**Related tasks**
Setting the Screen Type

## Available Test Pattern Image Adjustments

You can adjust the following settings while the test pattern is displayed.

| Menu | Settings |
|---|---|
| **Image** | **Color Mode** |
| | **White Balance** |
| | **Advanced**<br>• **Gamma**[1]<br>• **RGBCMY** |
| **Settings** | **Geometry Correction** |
| **Extended** | **Multi-Projection**[2] |

[1] Except for custom **Gamma** settings

[2] Except for the **Color Uniformity** setting

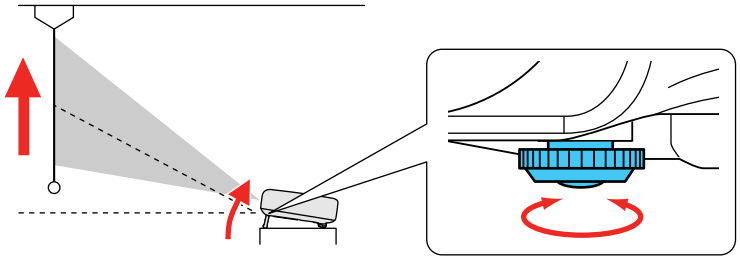
**Parent topic:** Displaying a Test Pattern

# Adjusting the Image Height

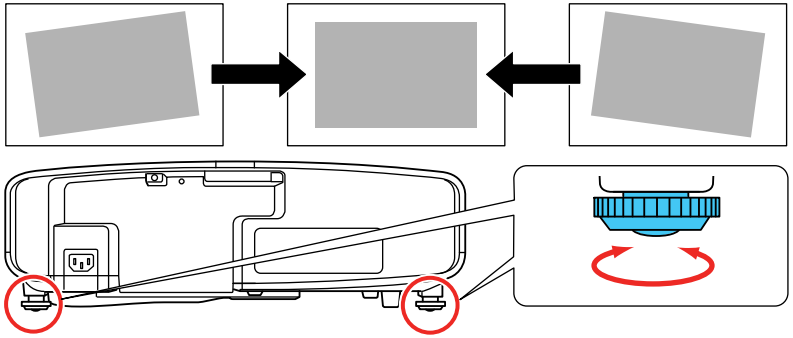
If you are projecting from a table or other flat surface, and the image is too high or low, you can adjust the image height using the projector's adjustable feet.

1. Turn on the projector and display an image.

2. To adjust the image height, rotate the front foot to extend or retract it.



3. If the image is tilted, rotate the rear feet to adjust their height.



If the projected image is unevenly rectangular, you need to adjust the image shape.

**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.

Correcting Image Shape with H/V Keystone

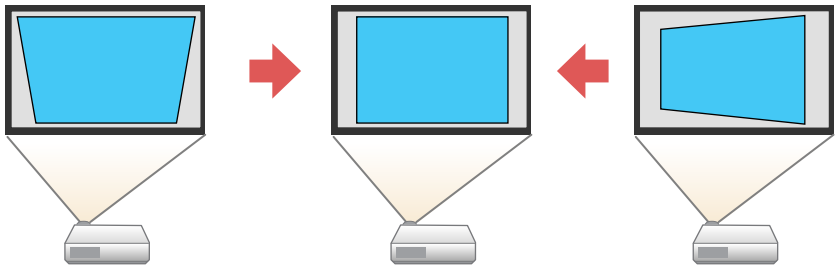
Correcting Image Shape with Quick Corner

Correcting Image Shape with Arc Correction

**Parent topic:** Using Basic Projector Features

## Correcting Image Shape with H/V Keystone

You can use the projector's **H/V Keystone** setting to correct the shape of an image that is unevenly rectangular on the sides.



**Note:** You cannot combine H/V Keystone correction with other image shape correction methods.

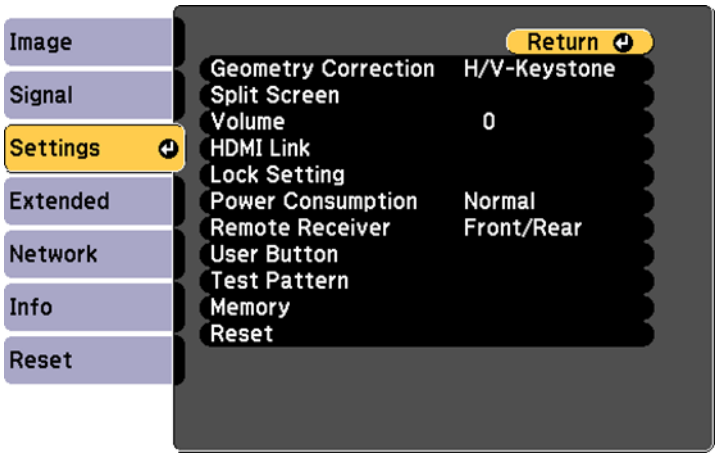
1. Turn on the projector and display an image.

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

   **Note:** You can also display a pattern to aid in adjusting the projected image using the **Test Pattern** button on the remote control.

2. Press the **Menu** button.

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




4. Select the **Geometry Correction** setting and press **Enter**.

   **Note:** You can also access the geometric adjustment screen by pressing the **Geometry** button on the remote control or the up arrow button on the control panel.

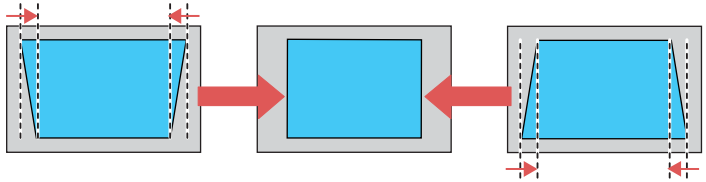
5. Select the **H/V-Keystone** setting and press **Enter**. Then press **Enter** again.

   You see the H/V-Keystone adjustment screen:

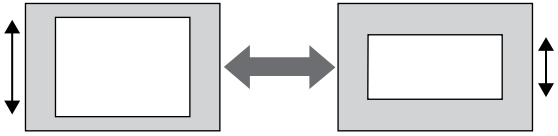


6. Use the arrow buttons on the projector or the remote control to select between vertical and horizontal keystone correction and to adjust the image shape as necessary.

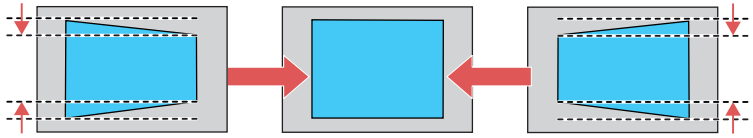
**V-Keystone**



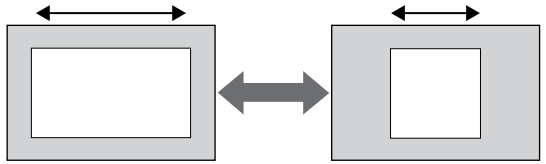
**V-Balance**



**H-Keystone**



**H-Balance**



7. When you are finished, press **Esc**.

   After correction, your image is slightly smaller.

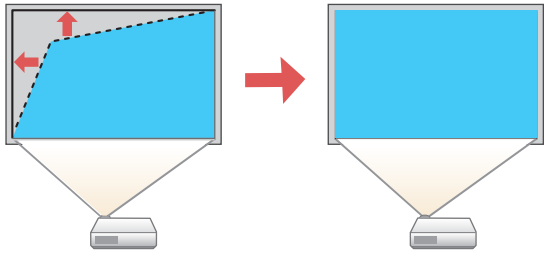
**Parent topic:** Image Shape

**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:** You cannot combine Quick Corner correction with other image shape correction methods.

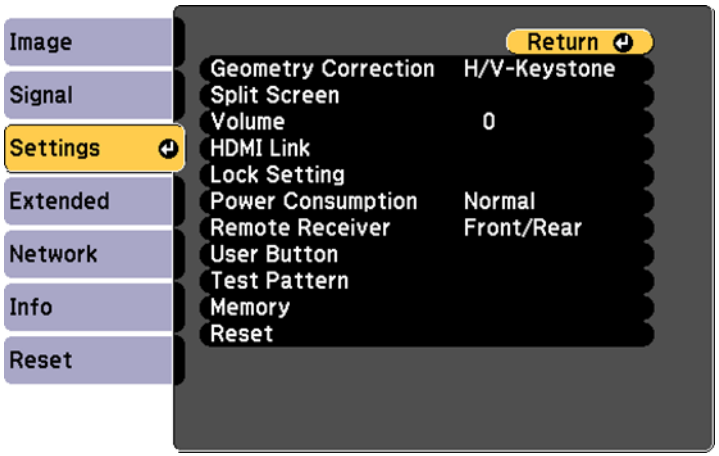
1. Turn on the projector and display an image.

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

   **Note:** You can also display a pattern to aid in adjusting the projected image using the **Test Pattern** button on the remote control.

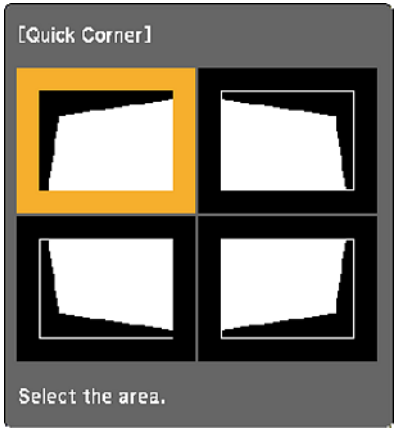
2. Press the **Menu** button.

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.
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.

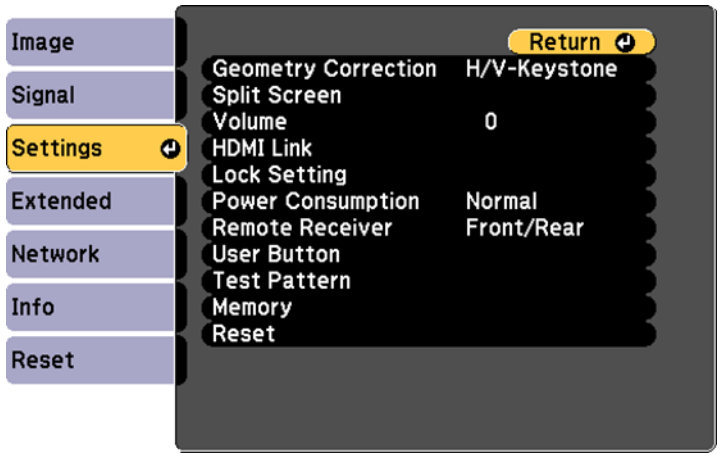
**Note:** You cannot combine Arc Correction with other image shape correction methods.

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.

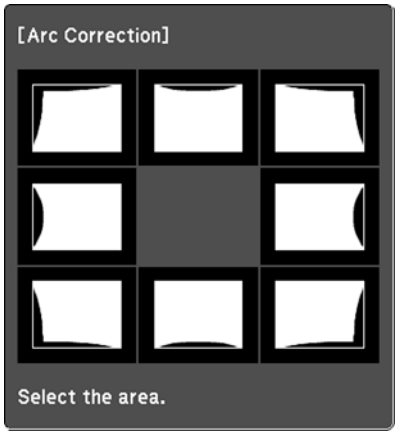
   **Note:** You can also display a pattern to aid in adjusting the projected image using the **Test Pattern** button on the remote control.

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 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**.

**Parent topic:** Image Shape

**Related references**

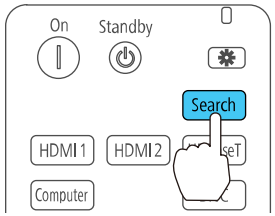
Projector Feature Settings - Settings Menu

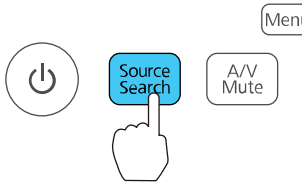
## Selecting an Image Source

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.

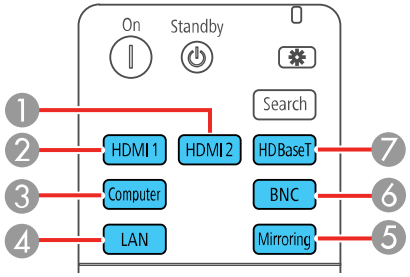
**Note:** If the **Auto Source Search** setting in the Extended menu is enabled, the projector automatically switches to another detected image source if the signal to the current image source is lost.

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 **Search** button on the remote control or the **Source Search** button on the projector until you see the image from the source you want.




   - Press the button for the source you want on the remote control.




1 HDMI1 port source
2 HDMI2 port source

3 Computer port source

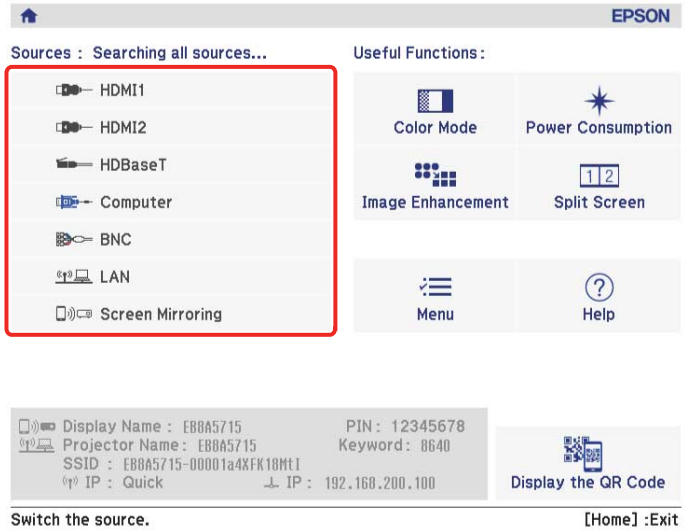
4 Network port source (LAN, EasyMP Multi PC Projection, or Epson iProjection)

5 Screen Mirroring source (PowerLite 5520W/5530U/5535U)

6 BNC port source

7 HDBaseT port source (PowerLite 5520W/5530U/5535U)

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




**Parent topic:** Using Basic Projector Features

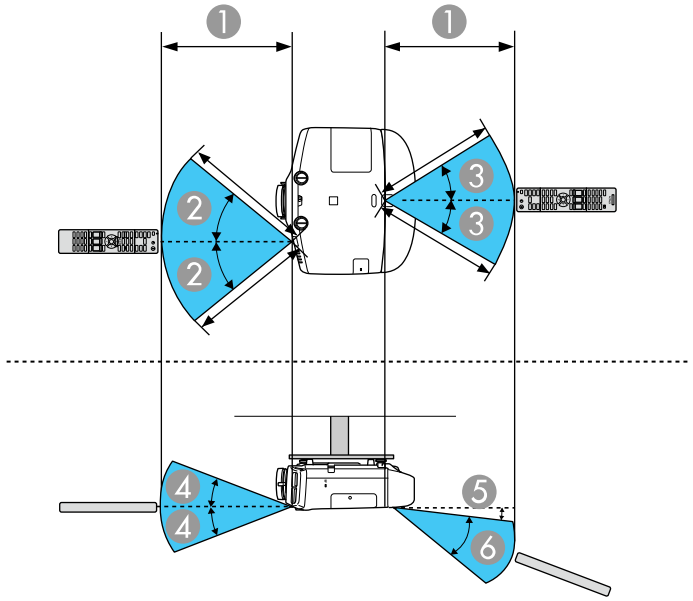
**Related references**

Projector Setup Settings - Extended Menu

# Remote Control Operation

The remote control lets you control the projector from almost anywhere in the room, up to 49 feet (15 m) away. You can point it at the front or rear of the projector.

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




| | |
|---|---|
| 1 | 49 feet (15 m) |
| 2 | 60° |
| 3 | 30° |
| 4 | 20° |
| 5 | 10° |
| 6 | 35° |

**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.

**Parent topic:** Using Basic Projector Features

# Projection Modes

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

- **Front** (default setting) lets you project from a table in front of the screen.
- **Front/Ceiling** flips the image over top-to-bottom to project upside-down from a ceiling or wall mount.
- **Rear** flips the image horizontally to project from behind a translucent screen.
- **Rear/Ceiling** flips the image over top-to-bottom and horizontally to project from the ceiling and behind a translucent screen.

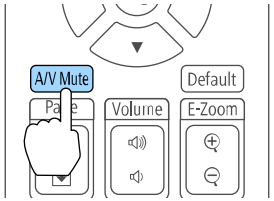
Changing the Projection Mode Using the Remote Control
Changing the Projection Mode Using the Menus

**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.

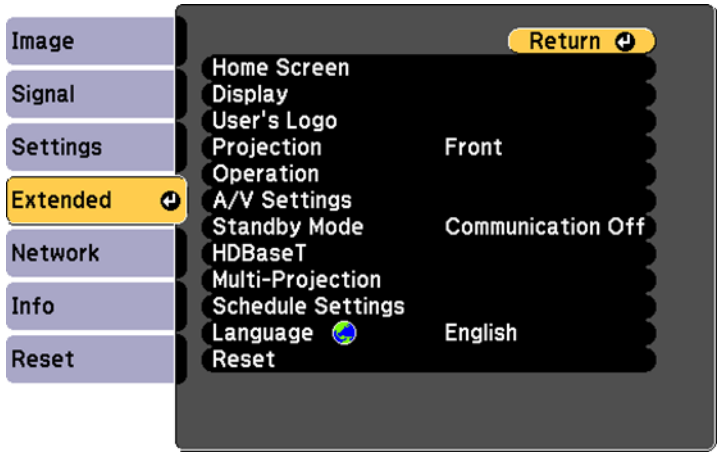
3. To change projection back to the original mode, hold down the **A/V Mute** button for five seconds again.

**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

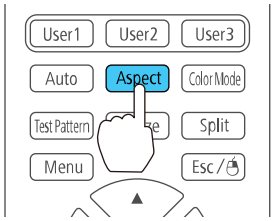
**Parent topic:** Using Basic Projector Features

## Changing the Image Aspect Ratio

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

**Note:** Set the **Screen Type** setting in the projector's Extended menu before changing the aspect ratio.

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:** If you are projecting from a computer and parts of the image are cut off, set the **Resolution** setting to **Wide** or **Normal** in the Signal menu.

**Parent topic:** Image Aspect Ratio

**Related references**

Projector Setup Settings - Extended Menu

Input Signal Settings - Signal Menu

## Available Image Aspect Ratios

You can select the following image aspect ratios, depending on the selected Screen Type setting and the input signal from your image source.

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

| Screen Type setting | Available aspect ratios |
|---|---|
| **4:3** | Auto, Normal, 4:3, 6:9, Native* |
| **16:9** | Auto, Normal, Full, Zoom, H-Zoom, V-Zoom, Native |
| **16:10** | Auto, Normal, 16:9, Full, Zoom, H-Zoom, V-Zoom, Native |

*The image shape may differ depending on the resolution of the input signal.

| Aspect ratio setting | Description |
|---|---|
| **Auto** | Automatically sets the aspect ratio according to the input signal. |
| **Normal** | Displays images in the same aspect ratio of the input signal. |
| **4:3** | Displays images at a 4:3 aspect ratio. |
| **16:9** | Displays images at a 16:9 aspect ratio. |
| **Full** | Displays images using the full size of the projection area, but does not maintain the aspect ratio. |
| **H-Zoom**<br>**V-Zoom** | Displays images using the full width (H-Zoom) or full height (V-Zoom) of the projection area and maintains the aspect ratio of the image. Areas that exceed the edges of the projected screen are not projected. |
| **Native** | Displays images as is (aspect ratio and resolution are maintained). Areas that exceed the edges of the projected screen are not projected. |

**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.

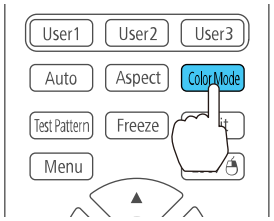
Changing the Color Mode
Available Color Modes
Turning On Auto Iris

**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 |
|---|---|
| **Dynamic** | Best for projecting in a bright room |
| **Presentation** | Best for color presentations in a bright room |
| **Cinema** | Best for movies projected in a dark room |
| **sRGB** | Best for standard sRGB computer displays |
| **DICOM SIM*** | Best for projecting X-ray photographs and other medical images |

| Color Mode | Description |
|---|---|
| **Multi-Projection** | Best for projecting from multiple projectors (reduces the color tone difference between images) |

* Available only when inputting RGB signals

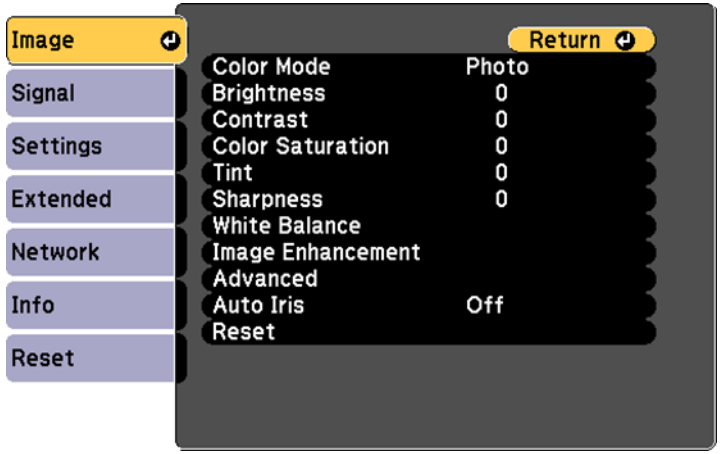
**Note:** The **DICOM SIM** Color Mode is for reference purposes only and should not be used to make medical diagnoses.

**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:** Select **Normal** for quieter performance. You can turn **Auto Iris** on or off for each Color Mode that supports the feature.

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

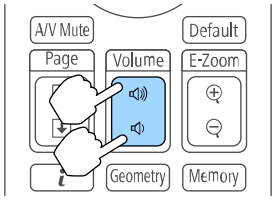
**Parent topic:** Color Mode

## Controlling the Volume with the Volume Buttons

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

## Setting the Date and Time

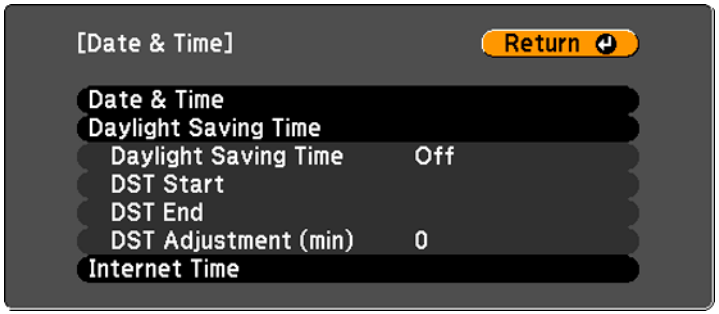
You can set the date and time for the projector.

**Note:** If the **Schedule Protection** setting in the Password Protection screen is enabled, you cannot change the date and time settings.

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

3. Select the **Operation** setting and press **Enter**.
4. Select the **Date & Time** setting and press **Enter**.

   You see a screen like this:




5. Select your date and time settings. Then select **Set** and press **Enter** to confirm your changes.
6. When you are finished, press the **Menu** button to exit.

Date and Time Settings

**Parent topic:** Using Basic Projector Features

**Related tasks**

Selecting Password Security Types

## Date and Time Settings

| Settings | Options | Description |
|---|---|---|
| **Date & Time** | **Date**<br>**Time**<br>**Time Difference (UTC)** | Adjusts the projector's date and time settings<br>**Date** and **Time**: sets the date and time<br>**Time Difference (UTC)**: sets the time difference from Coordinated Universal Time |

| Settings | Options | Description |
| --- | --- | --- |
| **Daylight Saving Time** | **Daylight Saving Time**<br>**DST Start**<br>**DST End**<br>**DST Adjustment (min)** | Adjusts the daylight saving time settings<br>**Daylight Saving Time**: enables or disables daylight saving time<br>**DST Start** and **DST End**: sets the date and time to start or end daylight saving time<br>**DST Adjustment (min)**: sets the difference between standard and daylight saving time |
| **Internet Time** | **Internet Time**<br>**Internet Time Server** | Automatically adjusts the time through an Internet connection<br>**Internet Time**: turn on this setting to update the date and time automatically through an Internet time server<br>**Internet Time Server**: sets the IP address for the Internet time server |

**Parent topic:** Setting the Date and Time

# Adjusting Projector Features

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


Shutting Off the Picture and Sound Temporarily
Stopping Video Action Temporarily
Zooming Into and Out of Images
Projector Security Features
Projecting Two Images Simultaneously
Using Multiple Projectors
Saving Settings to Memory and Using Saved Settings
Adjusting the Color Tone (Color Uniformity)
Scheduling Projector Events
Copying Menu Settings Between Projectors


## Shutting Off the Picture and Sound Temporarily

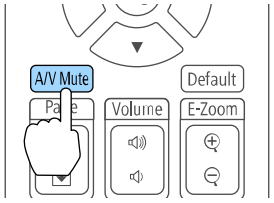
You can temporarily turn off the projected picture and sound if you want to redirect your audience's attention during a presentation. Any sound or video action continues to run, however, so you cannot resume projection at the point that you stopped it.

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.

**Note:** If the picture and sound are off for more than 30 minutes, the power automatically turns off. You can adjust this setting using the projector's menu system.

**Note:** The lamp is still lit while using A/V Mute and the lamp hours will continue to accumulate.

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 the **A/V Mute** button again.

**Note:** If you selected **A/V Mute** as the **A/V Mute Release** setting in the Extended menu, you can still control the projector while A/V Mute is enabled.

**Parent topic:** Adjusting Projector Features

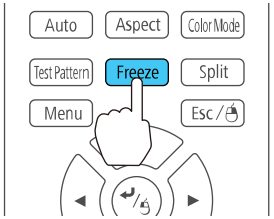
**Related references**

Projector Setup Settings - Extended Menu

## 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.

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

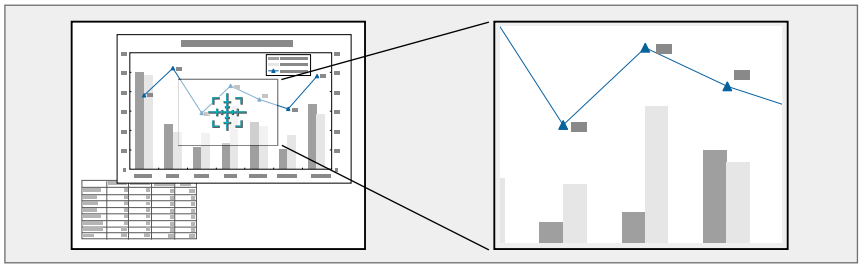



2. To restart the video action in progress, press **Freeze** again.

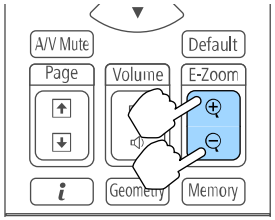
**Parent topic:** Adjusting Projector Features

# 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.



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

# 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 or remote control.
- Security cabling to physically cable the projector in place.

Password Security Types
Locking the Projector's Buttons
Locking the Remote Control 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.
- **Screen Mirroring Protec.** password prevents anyone from changing the projector's Screen Mirroring settings.

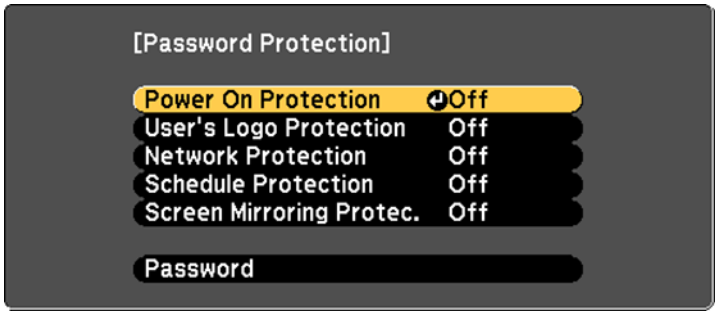
Setting a Password
Selecting Password Security Types
Entering a Password to Use the Projector
Saving a User's Logo Image to Display

**Parent topic:** Projector Security Features

### Setting a Password

To use password security, you must set a password.

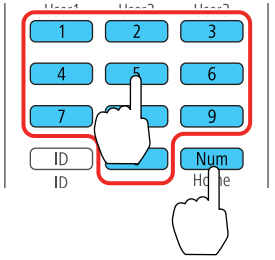
1. Hold down the **Freeze** button on the remote control for about seconds or until you see this menu.




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.

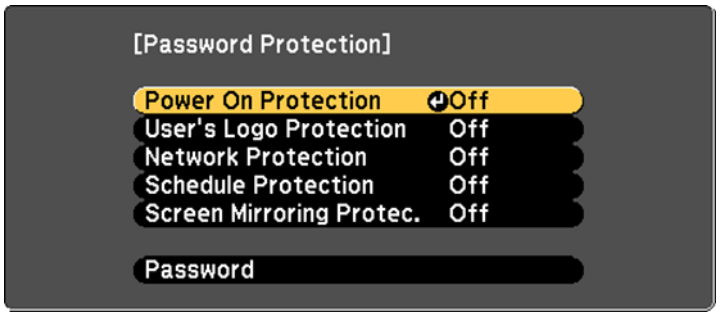
   You see the message "Password accepted."

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.

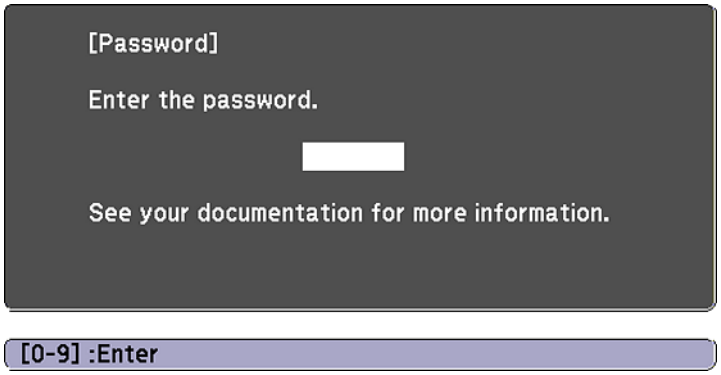
1. To prevent unauthorized use of the projector, select **Power On Protection**, press **Enter**, select **On**, press **Enter** again, and press **Esc**.
2. To prevent changes to the User's Logo screen or related display settings, select **User's Logo Protection**, press **Enter**, select **On**, press **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 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

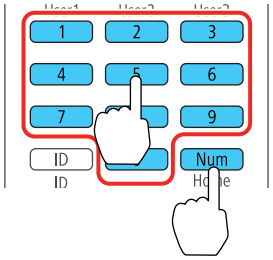
## Entering a Password to Use the Projector

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

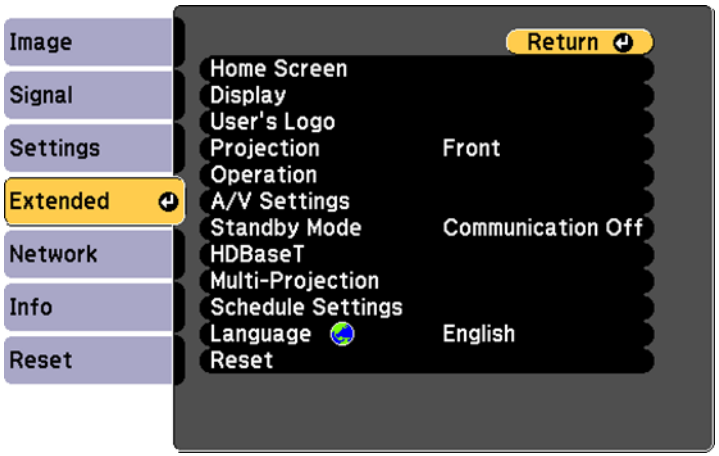
You can transfer an image to the projector and then display it whenever the projector turns on. You can also display the image when the projector is not receiving an input signal or when you temporarily stop projection (using the A/V Mute feature). This transferred image is called the User's Logo screen.

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**.

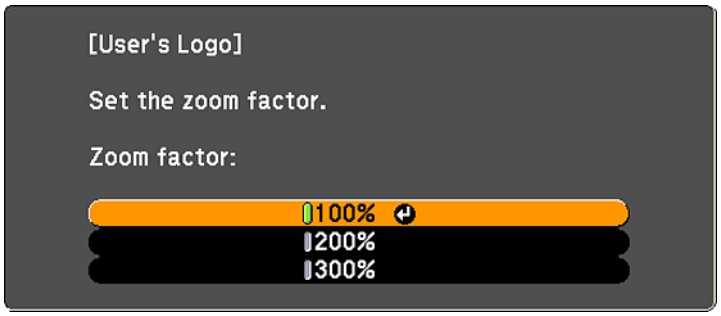
   You see a selection box overlaying your image.

5. Use the arrow buttons on the remote control or control panel 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.

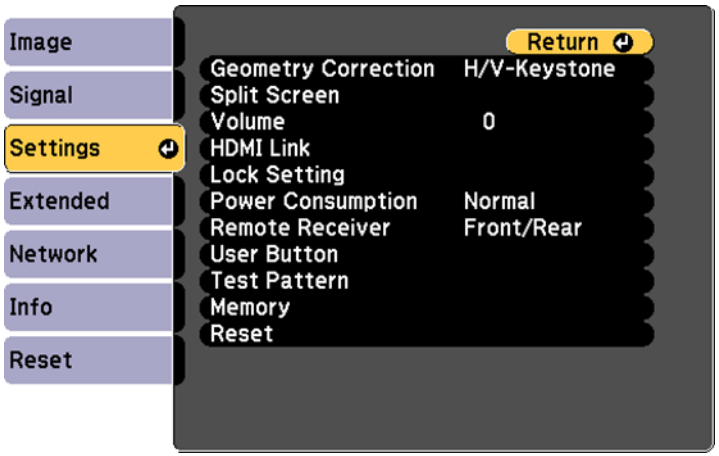
**Parent topic:** Password Security Types

## 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**.

   **Note:** You can also press the left arrow button on the control panel to display the Control Panel Lock screen.

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

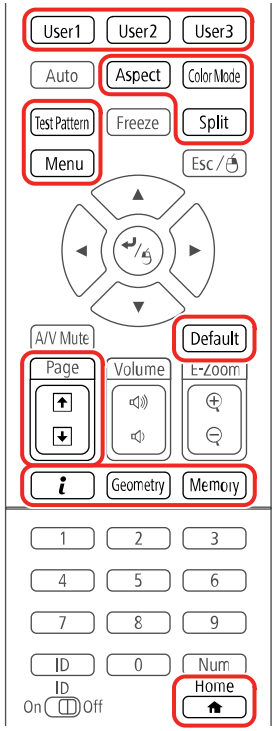
If the projector's buttons have been locked, hold the button on the projector's control panel for seven seconds to unlock them.

**Parent topic:** Locking the Projector's Buttons

# Locking the Remote Control Buttons

You can lock some of the buttons on the remote control.

To lock the remote control buttons shown here, press and hold the **Home** button on the remote control for approximately 5 seconds. (To unlock the buttons, press and hold the **Home** button again for approximately 5 seconds.)




**Note:** If you lock the remote control buttons, you can still reset the **Remote Receiver** setting in the Settings menu to the default settings.

**Parent topic:** Projector Security Features

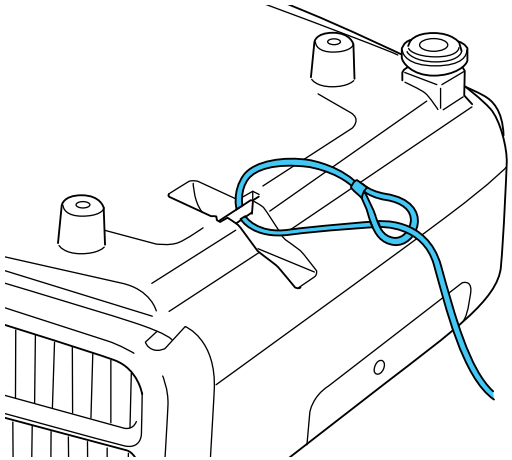
**Related references**

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.

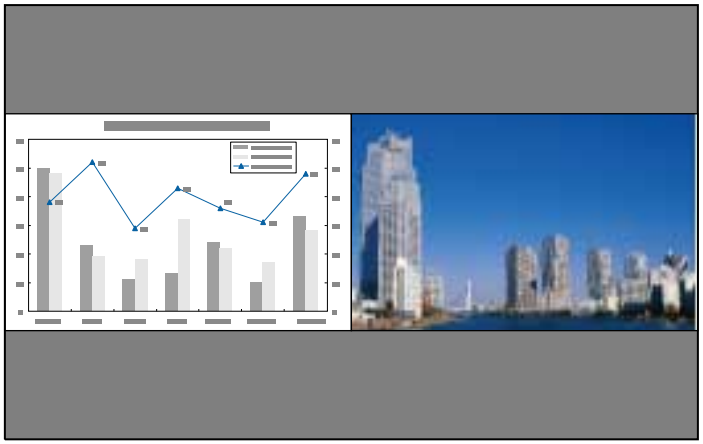


**Note:** Do not pass drop-prevention cables through the security cable attachment point when mounting the projector on a wall or ceiling.

**Parent topic:** Projector Security Features

# Projecting Two Images Simultaneously

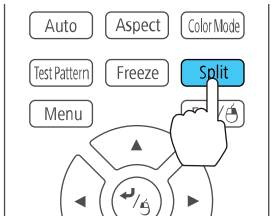
You can use the split screen feature to simultaneously project two images from different image sources next to each other. You can control the split screen feature using the remote control or the projector menus.



**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.

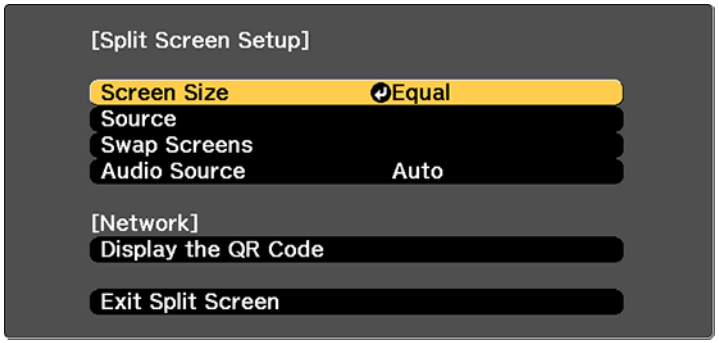
1. Press the **Split** button on the remote control.




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.

   **Note:** Select **Auto** to hear audio from the largest screen or the left screen.

7. To exit the split screen feature, press the **Split** or **Esc** button.

**Parent topic:** Adjusting Projector Features

# Using Multiple Projectors

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.

Multiple Projector Adjustment Overview

Projector Identification System for Multiple Projector Control
Matching the Image Colors

**Parent topic:** Adjusting Projector Features

## Multiple Projector Adjustment Overview

If you are combining images from multiple projectors, you can adjust the brightness and color tone difference between each image.

**Note:** You can display a pattern to aid in adjusting the projected image. Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

1. Set an ID for the remote control and projectors.
2. Select **Multi-Projection** as the **Color Mode** setting on each projector.
3. Adjust the color tone for each screen using the **Color Uniformity** setting.
4. Adjust the color balance and brightness for each screen using the **Color Matching** setting.

**Parent topic:** Using Multiple Projectors

**Related concepts**

Projector Identification System for Multiple Projector Control
Color Mode

**Related tasks**

Adjusting the Color Tone (Color Uniformity)
Matching the Image Colors

## 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.

You can also match the colors displayed by any projectors you plan to use near each other.

**Caution:** Leave at least 20 inches (50 cm) of space between the projectors to prevent them from overheating.

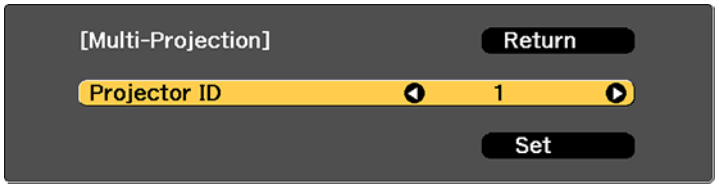
Setting the Projector ID
Setting the Remote Control ID

**Parent topic:** Using Multiple Projectors

## 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 left or right arrow buttons on the remote control to select the identification number you want to use for the projector. Then select **Set** and 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, hold down the **ID** button and press the **Home** button to temporarily display the projector's ID on the screen.

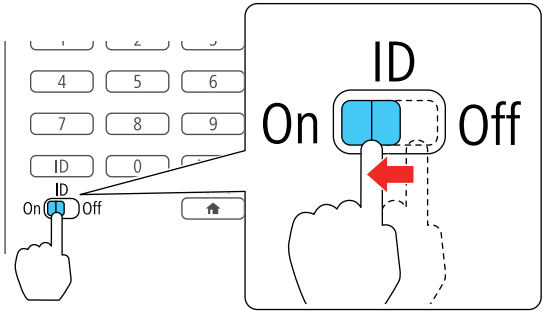
**Parent topic:** Projector Identification System for Multiple Projector Control

## Setting the Remote Control ID

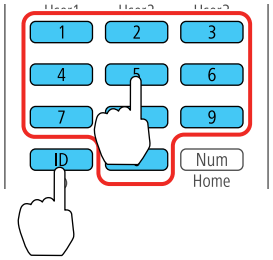
The remote control's ID is set to **0** by default so it can operate any compatible projector. If you want to set the remote control to operate only a particular projector, you need to set the remote control's ID to match the projector's ID.

1. Turn on the projector you want the remote control to operate with exclusively.

2. Set the remote control **ID** switch to **On**.




3. 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.




**Note:** If you don't know the projector's ID, hold down the **ID** button and press the **Home** button to temporarily display the projector's ID on the screen. If the batteries are left out of the remote control for an extended period, the remote control ID returns to its default setting.

**Parent topic:** Projector Identification System for Multiple Projector Control

## Matching the Image Colors

You can match the display quality of multiple projectors that will project next to each other.

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**.

   You see this screen:




   **Note:** Press **Enter** to toggle between the projected image and the adjustment screen.

5. Set the **Adjustment Level** setting to **1** and press **Enter**.
6. Set the remote control ID to match the second projector.
7. Access the Extended menu **Color Matching** setting on the second projector and set the **Adjustment Level** setting to **1**.
8. Adjust the color tone settings for **Red**, **Green**, and **Blue** on both projectors in the same way.
9. Adjust the **Brightness** setting on the projector with the darkest display so it matches the lighter display, and press **Enter**. (You may need to switch the remote control ID back and forth to make adjustments to each projector in all of these steps.)
10. Change the **Adjustment Level** setting to **5** on each projector, but this time match the lighter display to the darker one.
11. Adjust the **Brightness** setting on **Adjustment Level 2**, **3**, and **4** in the same way.
12. If you need to match more projectors, repeat these steps matching projector 3 to projector 2, 4 to 3, and so on.

**Parent topic:** Using Multiple Projectors

## Saving Settings to Memory and Using Saved Settings

You can save customized settings for each of your video inputs and then select the saved settings whenever you want to use them.

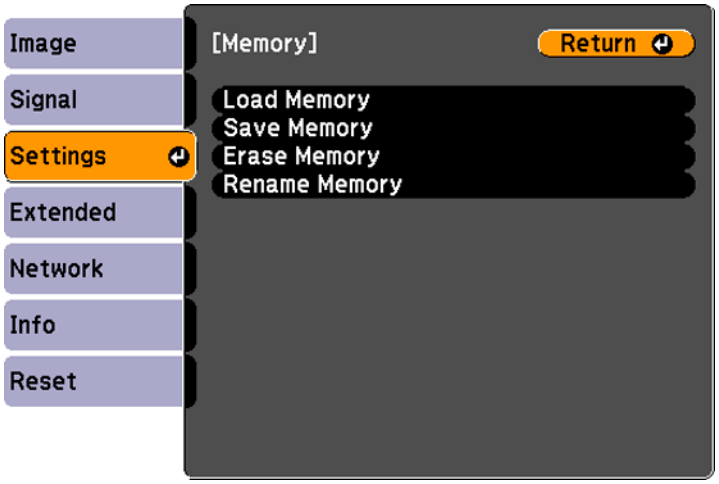
1. Turn on the projector and display an image.

2. Press the **Menu** button.

   **Note:** You can also press the **Memory** button on the remote control to access the Memory menu directly.

3. Select the **Settings** menu and press **Enter**.
4. Select the **Memory** setting and press **Enter**.

   You see this screen:




5. Select one of the following options:
   - **Load Memory**: Overwrites your current settings with saved settings
   - **Save Memory**: Saves your current settings to memory (10 memories with different names are available)

     **Note:** A memory name that has already been used is indicated by a blue mark. Saving over a previously saved memory overwrites the settings with your current settings.

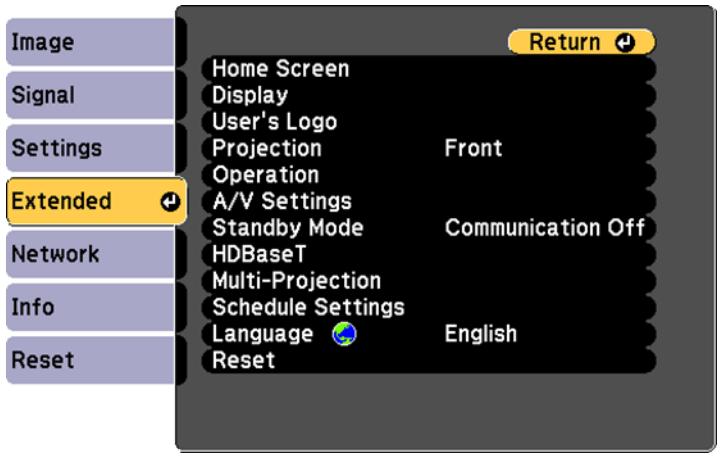
   - **Erase Memory**: Erases the selected memory settings
   - **Rename Memory**: Renames a saved memory
6. Press **Esc** to exit.

**Parent topic:** Adjusting Projector Features

# Adjusting the Color Tone (Color Uniformity)

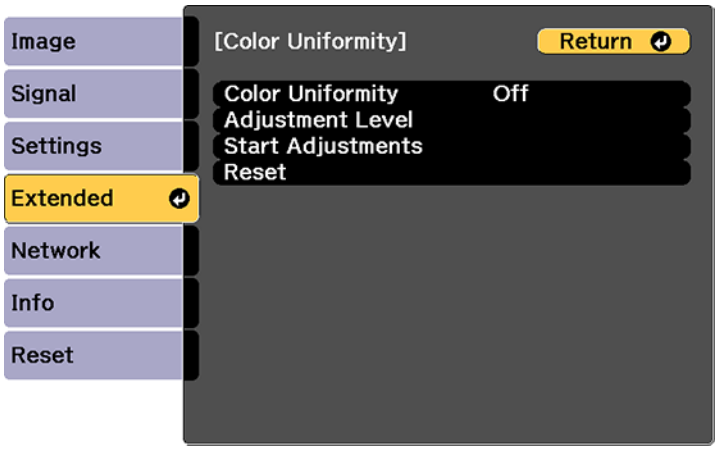
You can use the Color Uniformity feature to manually adjust the color tone balance in the projected image.

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

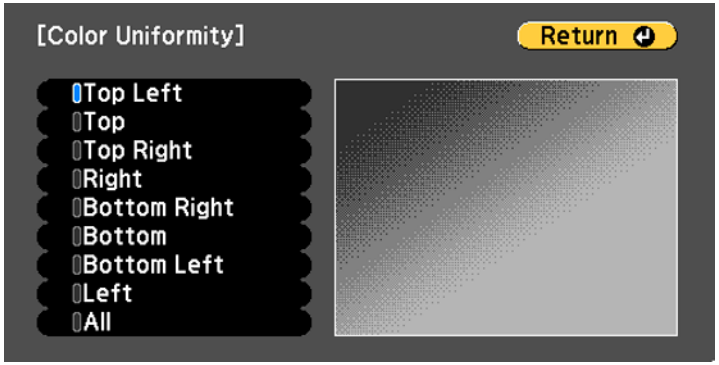



3. Select the **Display** setting and press **Enter**.
4. Select the **Color Uniformity** setting and press **Enter**.

You see this screen:




5. Press **Enter** and select **On**.
6. Press **Esc**.
7. Select the **Adjustment Level** setting and press **Enter**.
8. Press the right and left arrow buttons to adjust the level, then press **Esc**.
9. Select the **Start Adjustments** setting and press **Enter**.




10. Select the area of the screen that you want to adjust and press **Enter**.

11. Select the color (**Red**, **Green**, or **Blue**) you want to adjust, and use the left arrow button to weaken the color tone and the right arrow button to strengthen the color tone.
12. Press **Esc**.
13. Repeat steps 10 and 11 for each area you want to adjust.
14. When you are finished, press the **Menu** button.

**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**
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**.

   The Schedule Settings screen appears.
4. Select the **Schedule** menu and press **Enter**.
5. Select **Add New** and press **Enter**.
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 any currently scheduled events.

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:




The colored boxes in the calendar indicate the following about the scheduled events:

- One-time event
- Recurring event
- Communication is on/off
- Event is invalid

**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**: Enable or disable the selected event.
   - **Edit**: Edit the settings for the selected event.
   - **Clear**: Delete the selected event.
   - **Add New**: 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

# 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

**Related references**

Projector Feature Settings - Settings Menu
Projector Information Display - Info Menu
Additional Projector Software and Manuals

## Saving Settings to a USB Flash Drive

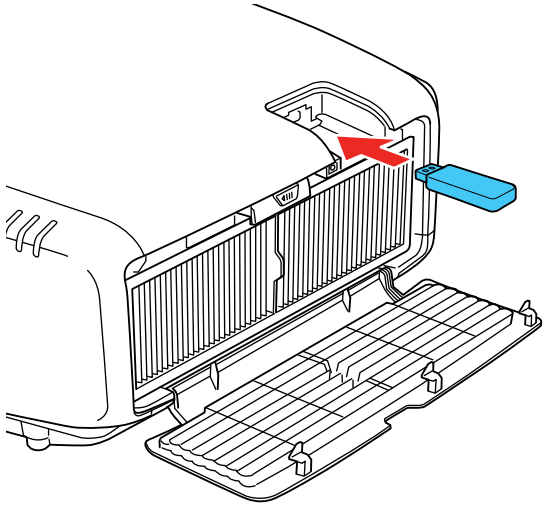
You can save the projector settings you want to transfer to a USB flash drive.

**Note:** Use an empty flash drive. If the drive contains other files, the transfer may not complete correctly.

**Note:** The flash drive must use the FAT format and cannot have any security features.

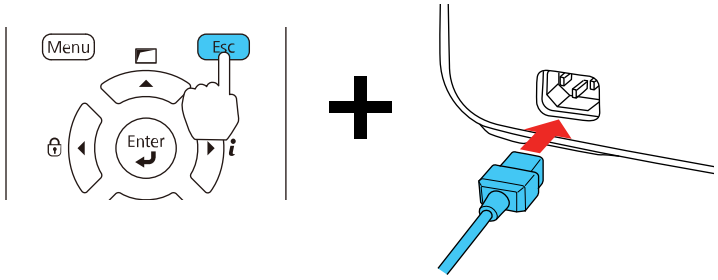
1. Turn off the projector and unplug the power cord from the projector's power inlet.

2. Insert the flash drive into the wireless LAN module 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

**Related references**

Projector Light Status

## Transferring Settings From a USB Flash Drive

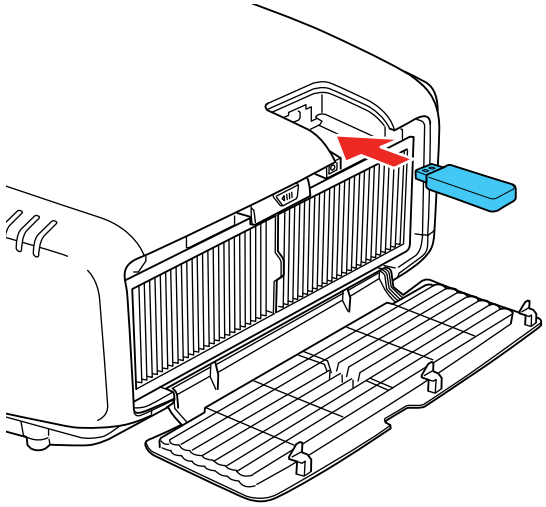
After saving projector settings to a USB flash drive, you can transfer them to another projector of the same model.

**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.

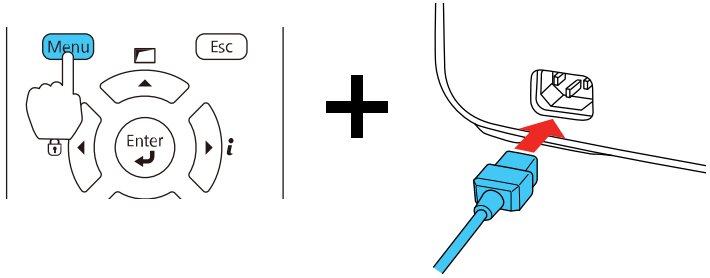
1. Turn off the projector and unplug the power cord from the projector's power inlet.

2. Insert the flash drive into the wireless LAN module 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

**Related references**

Projector Light Status

## Saving Settings to a Computer

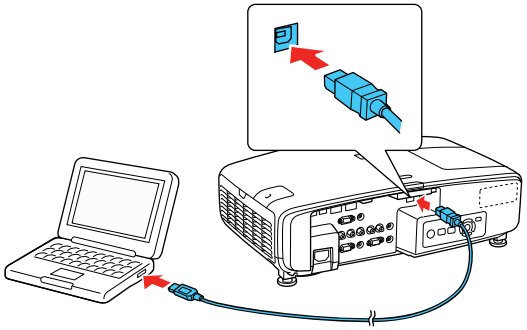
You can save the projector settings you want to transfer to a computer.

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

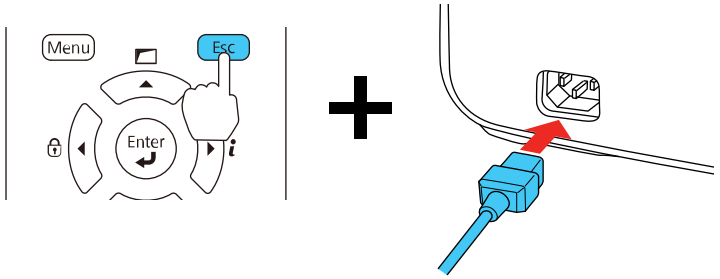
- Windows Vista
- Windows 7
- Windows 8.x
- Windows 10
- OS X 10.5.8
- OS X 10.6.x
- OS X 10.7.x
- OS X 10.8.x
- OS X 10.9.x
- OS X 10.10.x
- OS X 10.11.x
- macOS 10.12.x

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 **Service** 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.

**Parent topic:** Copying Menu Settings Between Projectors

**Related references**

Projector Light Status

## Transferring Settings From a Computer

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

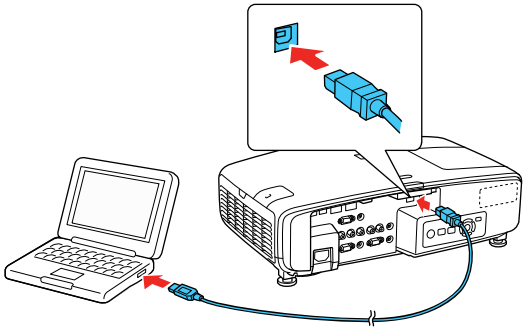
Your computer must be running one of the following operating systems:

- Windows Vista
- Windows 7
- Windows 8.x
- Windows 10
- OS X 10.5.8
- OS X 10.6.x
- 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

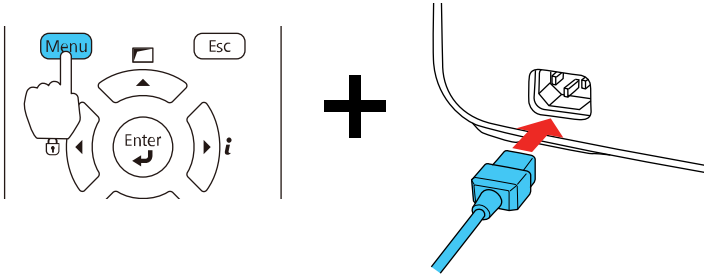
Do not adjust image settings on a projector until after you transfer settings to it. Otherwise, you may have to repeat your adjustments.

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 **Service** 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

**Related references**

Projector Light Status

# Adjusting the Menu Settings

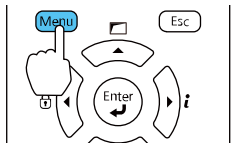
Follow the instructions in these sections to access the projector menu system and change projector settings.

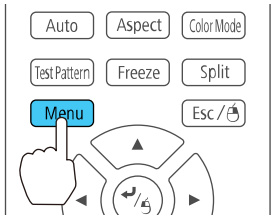

Using the Projector's Menus
Image Quality Settings - Image Menu
Input Signal Settings - Signal Menu
Projector Feature Settings - Settings Menu
Projector Setup Settings - Extended Menu
Projector Network Settings - Network Menu
Projector Information Display - Info Menu
Projector Reset Options - Reset Menu


## Using the Projector's Menus

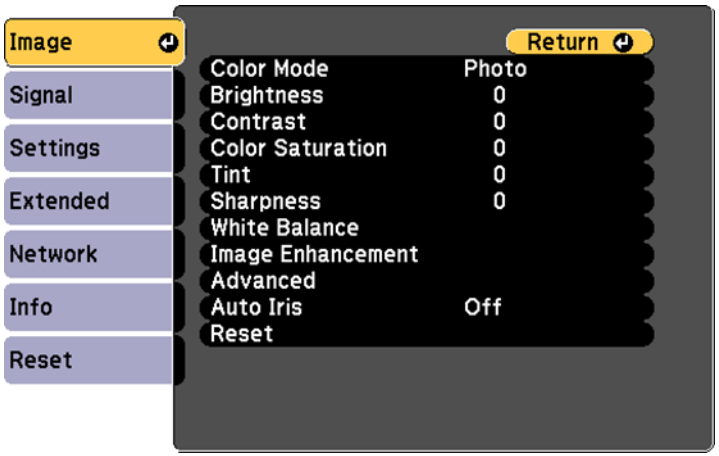
You can use the projector's menus to adjust the settings that control how your projector works. The projector displays the menus on the screen.

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.

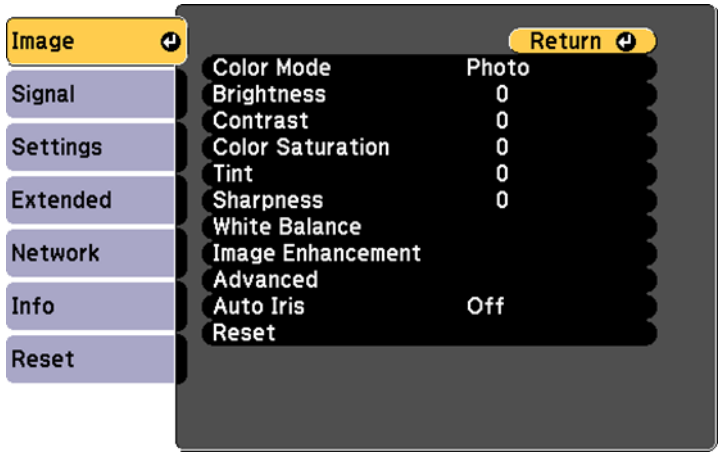
   **Note:** The available settings depend on the current input source.

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 of image details |

| Setting | Options | Description |
|---|---|---|
| **White Balance** | **Color Temp.**<br>**G-M Correction**<br>**Customized** | Adjusts the overall tint of the image<br>**Color Temp.**: sets the color tone based on color temperature<br>**G-M Correction**: higher values tint the image blue and lower values tint the image red<br>**Customized**: lets you adjust the offset and gain of each color R (red), G (green), and B (blue) individually |
| **Image Enhancement** | **Noise Reduction**<br>**MPEG Noise Reduction** | Adjusts the image resolution<br>**Noise Reduction**: reduces flickering in analog images<br>**MPEG Noise Reduction**: reduces the noise or artifacts seen in MPEG video |
| **Advanced** | **Gamma** | Adjusts the gamma levels of the image. Select **Customized** to adjust the gamma while viewing the image or a 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<br>**Off**: for fast-moving video images<br>**Video**: for most video images<br>**Film/Auto**: for movies, computer graphics, and animation |

| Setting | Options | Description |
|---|---|---|
| **Auto Iris** | **Off**<br>**Normal**<br>**High Speed** | Adjusts the projected luminance based on the image brightness when certain Color Modes are selected<br>**Normal**: for standard brightness adjustment<br>**High Speed**: to adjust brightness as soon as the scene changes |

**Note:** The **Noise Reduction** setting is not available if you have selected an interlaced (480i/576i/1080i) input signal.

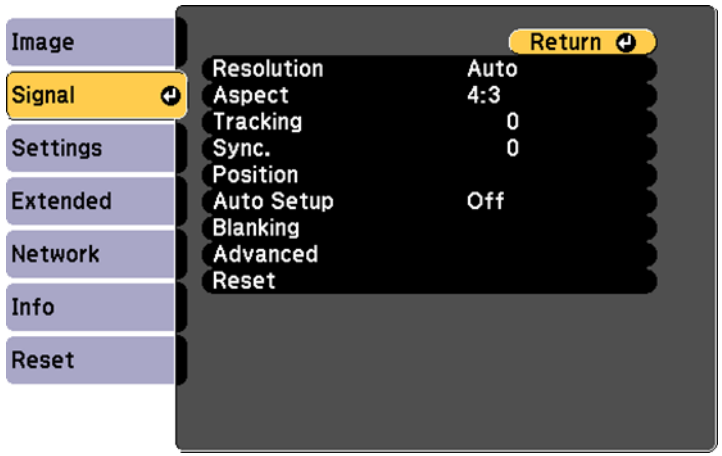
**Parent topic:** Adjusting the Menu Settings

**Related concepts**

Color Mode

## 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.

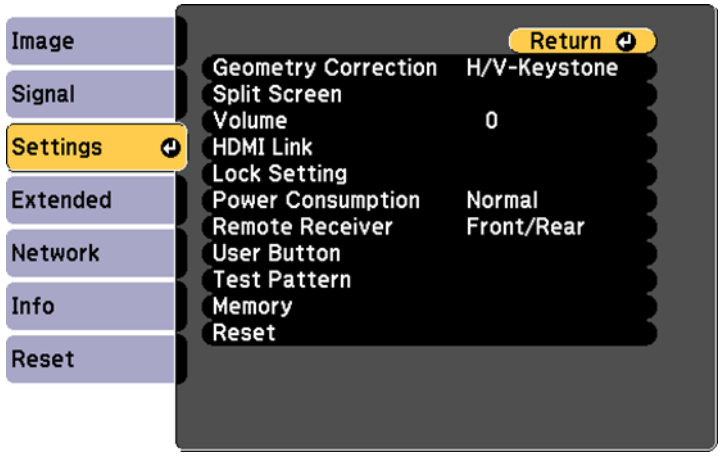
| Setting | Options | Description |
|---|---|---|
| **Resolution** | **Auto**<br>**Normal**<br>**Wide**<br>**Manual** | Sets the input signal resolution from an analog RGB computer connection<br>**Auto**: detects the resolution automatically<br>**Normal**: for 4:3 or 5:4 screens<br>**Wide**: for widescreen<br>**Manual**: allows you to specify a resolution |
| **Aspect** | See the list of available aspect ratios | Sets the aspect ratio (width-to-height ratio) for the selected input source |
| **Tracking** | Varying levels available | Adjusts signal to eliminate vertical stripes in images from an analog RGB computer connection |
| **Sync.** | Varying levels available | Adjusts signal to eliminate fuzziness or flickering in images from an analog RGB computer connection |
| **Position** | Up, down, left, right | Adjusts the image location on the screen |
| **Auto Setup** | **On**<br>**Off** | Automatically optimizes image quality from an analog RGB computer connection (when On) |

| Setting | Options | Description |
|---|---|---|
| **Overscan** | **Auto**<br>**Off**<br>**4%**<br>**8%** | Changes the projected image ratio to make the edges visible by a selectable percentage or automatically |
| **Blanking** | **Top**<br>**Bottom**<br>**Left**<br>**Right** | Hides an area of the projected image that you select using the arrow buttons |
| **Advanced** | **Video Range** | Sets the video range to match the setting of the device connected to the **HDMI1**, **HDMI2**, or **HDBaseT** (PowerLite 5520W/5530U/5535U) port |
| | **Input Signal** | Specifies the signal type from input sources connected to the computer port<br>**Auto**: detects signals automatically<br>**RGB**: corrects color for computer/RGB video inputs<br>**Component**: corrects color for component video inputs |

**Parent topic:** Adjusting the Menu Settings

# Projector Feature Settings - Settings Menu

Options on the Settings menu let you customize various projector features.




| Setting | Options | Description |
|---|---|---|
| **Geometry Correction** | **H/V-Keystone**<br>**Quick Corner**<br>**Arc Correction** | Adjusts the projected image shape<br>**H/V Keystone**: lets you manually correct the angles of the horizontal and vertical sides<br>**Quick Corner**: select to adjust the position of the four corners<br>**Arc Correction**: select to correct image distortion when projecting on a curved surface |
| **Split Screen** | — | Divides the viewing area horizontally and displays two images side-by-side |
| **Volume** | Varying levels available | Adjusts the volume of the projector's speaker system |

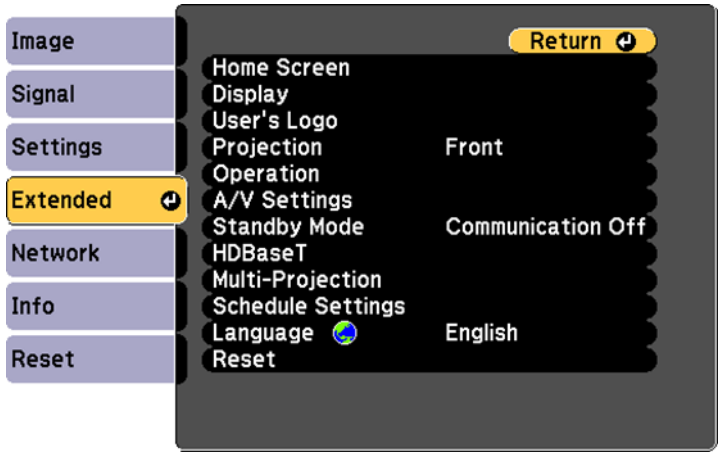
| Setting | Options | Description |
|---|---|---|
| **HDMI Link** | **Device Connections**<br>**HDMI Link**<br>**Power On Link**<br>**Power Off Link**<br>**Link Buffer** | Adjusts the HDMI Link options that allow the projector remote to control HDMI-connected devices that support the CEC standard<br>**Device Connections**: lists the devices connected to the HDMI ports<br>**HDMI Link**: enables or disables the HDMI Link function<br>**Power On Link**: controls the projector or a linked device<br>• **PJ -> Device** or **Bidirectional**: turns on the linked device when the projector is turned on<br>• **Device -> PJ** or **Bidirectional**: turns on the projector when the linked device is turned on<br>**Power Off Link**: controls whether linked devices are turned off when the projector is turned off<br>**Link Buffer**: improves the performance of the linked operations by changing the settings if the HDMI Link function is not working correctly |
| **Lock Setting** | **Control Panel Lock** | Controls projector button locking to secure the projector<br>**Full Lock**: locks all buttons<br>**Partial Lock**: locks all buttons except the power button<br>**Off**: no buttons locked |

| Setting | Options | Description |
|---|---|---|
| **Power Consumption** | **Normal**<br>**ECO** | Selects the brightness mode of the projector lamp<br>**Normal**: sets maximum lamp brightness<br>**ECO**: reduces lamp brightness and fan noise, and saves power and lamp life |
| **Remote Receiver** | **Front/Rear**<br>**Front**<br>**Rear**<br>**Off** | Limits reception of remote control signals by the selected receiver; **Off** turns off all receivers |
| **User Button** | **User1**<br>**User2**<br>**User3** | Assigns a menu option to the **User1**, **User2**, and **User3** buttons on the remote control for one-touch access |
| **Test Pattern** | — | Displays a test pattern to assist in adjusting the image |
| **Memory** | **Load Memory**<br>**Save Memory**<br>**Erase Memory**<br>**Rename Memory** | Save customized sets of settings to memory |

**Parent topic:** Adjusting the Menu Settings

# Projector Setup Settings - Extended Menu

Settings on the Extended menu let you customize various projector setup features that control its operation.




| Setting | Options | Description |
|---|---|---|
| **Home Screen** | **Home Screen Auto Disp.**<br>**Custom Function 1**<br>**Custom Function 2** | Select various options for the projector's Home screen<br>**Home Screen Auto Disp.**: controls whether the Home Screen displays automatically when the projector is turned on<br>**Custom Function 1/Custom Function 2**: lets you customize the options displayed on the Home Screen and save your settings as a preset |
| **Display** | — | See the **Display** settings table in this topic |
| **User's Logo** | — | Creates a screen that the projector displays to identify itself and enhance security |

| Setting | Options | Description |
| --- | --- | --- |
| **Projection** | **Front**<br>**Front/Ceiling**<br>**Rear**<br>**Rear Ceiling** | Selects the way the projector faces the screen so the image is oriented correctly |
| **Operation** | — | See the **Operation** settings table in this topic |
| **A/V Settings** | **A/V Output**<br>**Monitor Out**<br>**Audio Settings** | Selects various audio and video output settings<br>**A/V Output**: select to output audio and video to an external monitor when the projector is in standby mode (Standby Mode must be turned on to use this setting)<br>**Monitor Out**: select the image source to output to an external monitor when the projector is in standby mode; when set to **Auto**, selects output from the **Computer** or **BNC** port depending on which was used when the projector went into standby mode<br>**Audio Settings**: selects audio output settings<br>• **Audio Output**: select the audio source to output when projecting images from the **Computer** or **BNC** ports<br>• **HDMI1 Audio Output/HDMI2 Audio Output**: select the audio source to output when projecting images from the **HDMI1** or **HDMI2** ports |

| Setting | Options | Description |
|---|---|---|
| **Standby Mode** | **Communication On**<br>**Communication Off** | Enable this setting to allow the following operations to occur when the projector is in standby mode:<br>• Monitor and control the projector over a network<br>• Output audio and video to an external device (A/V Output must be set to **Always On**)<br>• Communication from the **HDBaseT** port (Control Communications must be set to **On**) |
| **HDBaseT**<br>(PowerLite 5520W/5530U/5535U) | **Control Communications**<br>**Extron XTP** | Selects the communication settings for connections to an HDBaseT transmitter or switcher<br>**Control Communications**: enables or disables communication from the Ethernet and serial ports on the transmitter; turning on this setting disables the projector's **LAN**, **RS-232C**, and **Remote** ports (**Extron XTP** must be turned off to use this setting)<br>**Extron XTP**: set to **On** when you connect an Extron XTP transmitter or switcher to the **HDBaseT** port |

| Setting | Options | Description |
|---|---|---|
| **Multi-Projection** | **Projector ID**<br>**Geometry Correction**<br>**Color Mode**<br>**Color Matching**<br>**Color Uniformity**<br>**RGBCMY** | Select various options when projecting from multiple projectors<br>**Projector ID**: sets the projector to a particular ID number which allows you to use a remote control to individually control projectors<br>**Geometry Correction**: corrects image distortion<br>**Color Mode**: adjusts the vividness of image colors for various image types and environments; select **Multi-Projection** for all the projectors<br>**Color Matching**: corrects the difference between the tint and brightness of each projected image<br>**Color Uniformity**: adjusts the color tone balance<br>**RGBCMY**: adjusts the hue, saturation, and brightness for each color |
| **Schedule Settings** | Various scheduling options | Lets you schedule various projector tasks |
| **Language** | Various languages available | Selects the language for projector menu and message displays (not changed by **Reset** option) |

**Display** settings

| Setting | Description |
|---|---|
| **Menu Position** | Selects the position of the projector menu displayed on the screen |
| **Message Position** | Selects the position of messages displayed on the screen |
| **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 |
| **Standby Confirmation** | Displays a confirmation message after pressing the **Standby** button on the remote control or power button on the projector (this feature is unavailable if the Remote Control Type setting is set to **Simple**) |
| **Air Filter Notice** | Displays a message when a clog in the air filter is detected |
| **Screen** | Sets the aspect ratio and position of the projected image according to the type of screen being used (this setting is unavailable when projecting images from a computer over a network) |
| **Color Uniformity** | Adjusts the color tone balance |

**Operation** settings

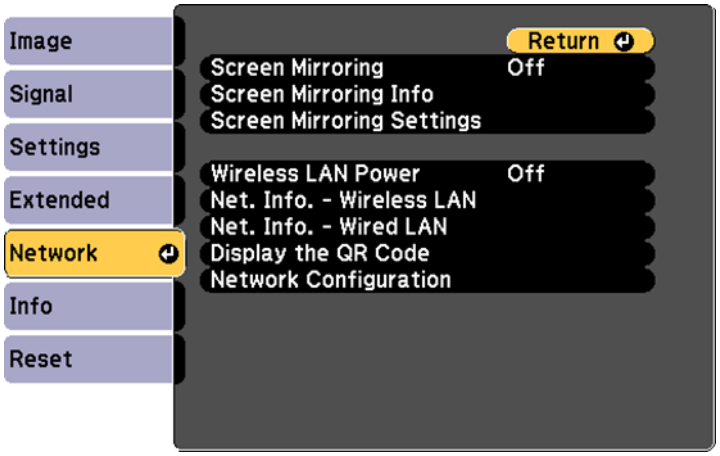
| Setting | Description |
|---|---|
| **Direct Power On** | Turns on the projector when you plug it in |
| **Sleep Mode** | Automatically places the projector in standby mode after an interval of inactivity |
| **Sleep Mode Timer** | Sets the time before the projector automatically turns off (Sleep Mode must be turned on) |
| **High Altitude Mode** | Regulates the projector's operating temperature at altitudes above 4921 feet (1500 m) |
| **Auto Source Search** | Automatically select an input source |

| Setting | Description |
|---|---|
| **Auto Power On** | If **Computer** or **BNC** is selected, the projector turns on when an input signal is detected from those ports |
| **A/V Mute Settings** | Adjusts the A/V Mute settings<br>**A/V Mute Timer**: turns off the projector automatically if A/V Mute is enabled and 30 minutes of inactivity have passed<br>**A/V Mute Release**: select **A/V Mute** if you want to use only the **A/V Mute** button to turn off A/V mute, or select **Any Button** to use any button to turn it off |
| **Advanced** | **Remote Control Type**: select **Normal** to use the remote control that came with the projector, or **Simple** to use a different Epson projector remote control and disable the remote control that came with the projector |
| | **Beep**: controls the beep that sounds when you turn the projector on or off |
| | **Indicators**: select **Off** to turn off projector lights, except warning lights |
| | **Inv Direction Button**: enable this setting if you installed the projector on a ceiling and want to invert the direction of the arrow buttons on the control panel |
| **Date & Time** | Adjusts the projector's time and date settings |

**Parent topic:** Adjusting the Menu Settings

# 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.



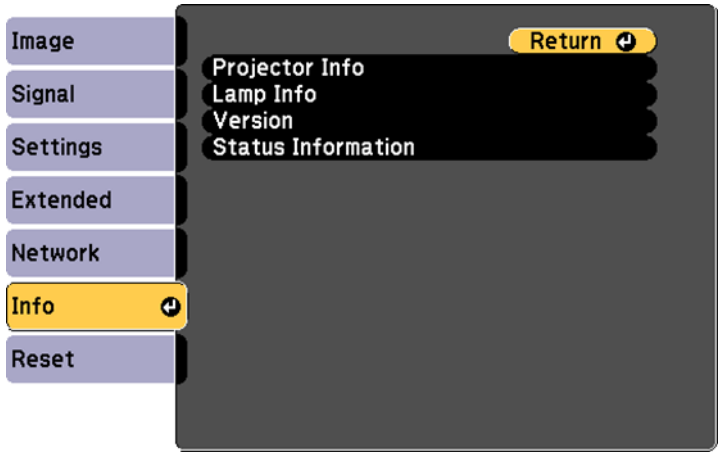

| Setting | Options | Description |
|---|---|---|
| **Screen Mirroring**<br>(PowerLite 5520W/5530U/5535U) | **On**<br>**Off** | Turns on screen mirroring mode |
| **Screen Mirroring Info**<br>(PowerLite 5520W/5530U/5535U) | **Display Name**<br>**MAC Address**<br>**Region Code**<br>**Channel**<br>**Connected Device** | Displays screen mirroring status and details |
| **Screen Mirroring Settings**<br>(PowerLite 5520W/5530U/5535U) | Various screen mirroring options | Configures your screen mirroring settings; only available when **Screen Mirroring** is **On** |
| **Wireless LAN Power** | **On**<br>**Off** | Turns on wireless LAN mode |

| Setting | Options | Description |
|---|---|---|
| **Net. Info - Wireless LAN** | **Connection mode**<br>**Wireless LAN System**<br>**Antenna level**<br>**Projector Name**<br>**SSID**<br>**DHCP**<br>**IP Address**<br>**Subnet Mask**<br>**Gateway Address**<br>**MAC Address**<br>**Region Code**<br>**IPv6 Address** | Displays wireless network status and details |
| **Net. Info - Wired LAN** | **Projector Name**<br>**DHCP**<br>**IP Address**<br>**Subnet Mask**<br>**Gateway Address**<br>**MAC Address**<br>**IPv6 Address** | Displays wired network status and details |
| **Display the QR Code** | — | Displays a QR code for connecting with iOS or Android devices using the Epson iProjection app |
| **Network Configuration** | Accesses additional network menus | Configures your network settings |

**Parent topic:** Adjusting the Menu Settings

# 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.




**Note:** The lamp usage timer does not register any hours until you have used the projector for at least 10 hours. Available settings depend on the current input source.

| Setting | Options | Description |
|---|---|---|
| **Projector Info** | **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 |
| | **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 |
| | **HDBaseT Signal Level**<br>(PowerLite 5520W/5530U/5535U) | Displays the image signal information from the HDBaseT port |
| **Lamp Info** | **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 |
| **Version** | **Main**<br>**Screen Mirroring**<br>(PowerLite 5520W/5530U/5535U) | Displays the projector's firmware information |
| **Status Information** | — | Displays basic status information |

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 | Screen mirroring communication error occurred. Turn the projector off and then on again, or restart the network software. |
| 0026 | |
| 0032 | |
| 0036 | |
| 0037 | |
| 0038 | |
| 0021 | Screen Mirroring did not start. Turn the projector off and then 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 connected devices, then check the connection settings. |
| 0024 | |
| 0025 | |
| 0041 | Connection failed. Delete the recorded projector information on your computer and try connecting again. |
| 00432 | The network software did not start. Turn the projector off and then on again. |
| 00435 | |

| Event ID code | Cause and solution |
|---|---|
| 0433 | Cannot display the transferred images. Restart the network software. |
| 0434 | Unstable network communication. Check the network communication status, wait a few moments, and try connecting to the network again. |
| 0481 | |
| 0482 | |
| 0485 | |
| 0483 | The network software quit unexpectedly. Check the network communication status, then turn the projector off and then on again. |
| 04FE | |
| 0484 | Communication with computer was disconnected. Restart the network software. |
| 0479 | A projector system error has occurred. Turn the projector off and then on again. |
| 04FF | |
| 0891 | Cannot find an access point with the same SSID. Set your computer, access point, and projector to the same 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 EasyMP Network Projection program 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. |
| 089C | EAP server 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. |

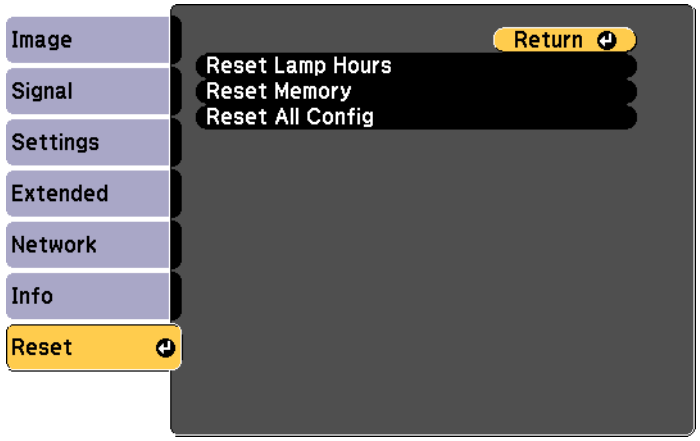
| Event ID code | Cause and solution |
|---|---|
| 0920 | The internal power supply that saves your clock settings is running low. Contact Epson for help. |

**Parent topic:** Projector Information Display - Info Menu

# 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, or reset the saved names and settings in the Save Memory list using the **Reset Memory** option.




You cannot reset the following settings using the **Reset All Config** option:

- Input Signal
- User's Logo
- Language
- Network menu items
- Lamp Hours
- Date & Time

- Color Uniformity
- Memory
- 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 lens 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, 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 Lens
Cleaning the Projector Case
Air Filter and Vent Maintenance
Projector Lamp Maintenance
Replacing the Remote Control Batteries

**Parent topic:** Maintaining and Transporting the Projector

### Cleaning the Lens

Clean the projector's lens periodically, or whenever you notice dust or smudges on the surface.

- To remove dust or smudges, gently wipe the lens with lens-cleaning paper.

- To remove stubborn smudges, moisten a soft, lint-free cloth with lens cleaner and gently wipe the lens. Do not spray any liquid directly on the lens.

  **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 glass cleaner or any harsh materials to clean the lens and do not subject the lens to any impacts; you may damage it. Do not use canned air, or the gases may leave a residue. Avoid touching the lens with your bare hands to prevent fingerprints on or damage to the lens surface.

**Parent topic:** Projector Maintenance

## 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

## 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
Replacing the Air Filter

**Parent topic:** Projector Maintenance

**Related references**

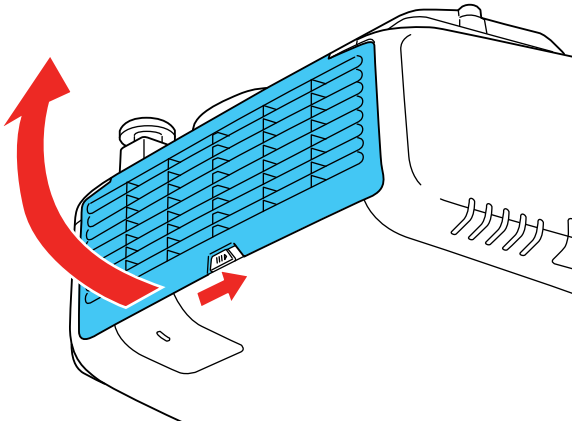
Projector Light Status

## Cleaning the Air Filter

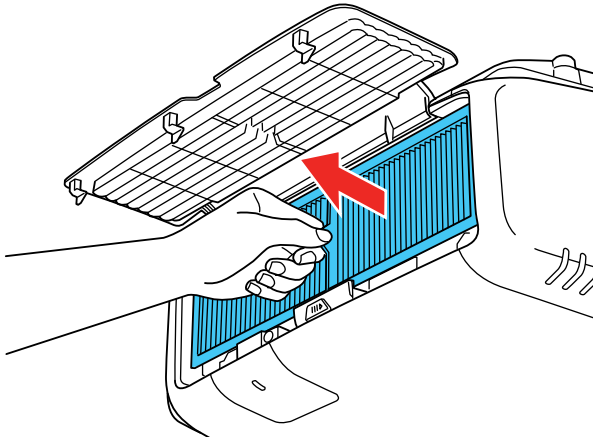
You need to clean the projector's air filter in the following situations:

- The filter or vents get dusty.
- You see a message telling you to clean it.
- The projector's Filter light flashes orange.

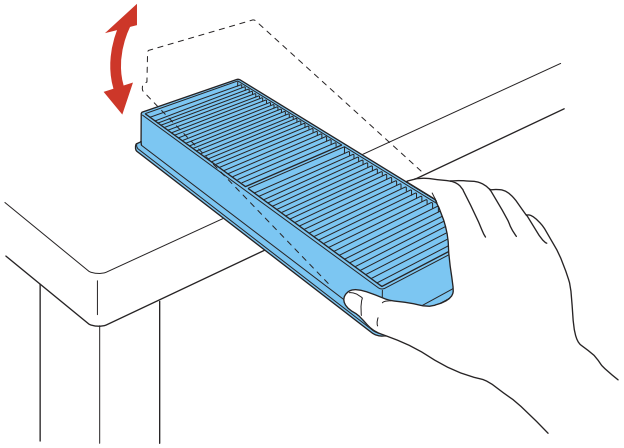
1. Turn off the projector, wait for the projector to beep, and unplug the power cord.
2. Slide the air filter cover latch and open the air filter cover.



3. Pull the air filter out of the projector.

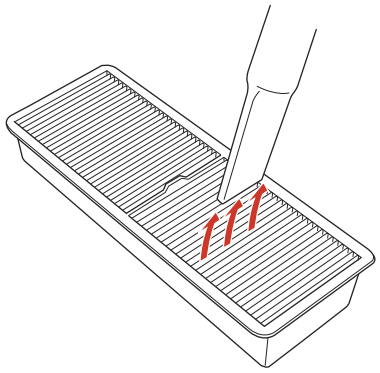


4. Tap each side of the air filter 4 to 5 times to shake off any excess dust.



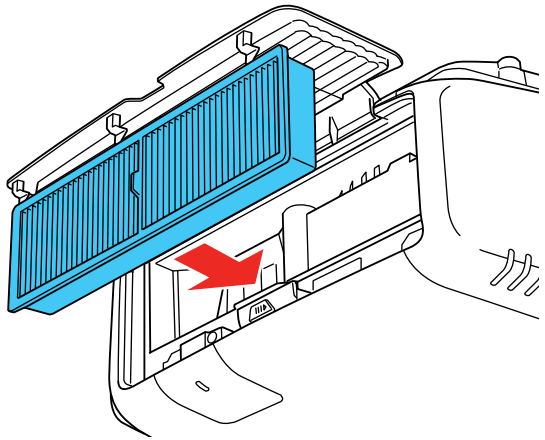
**Caution:** Do not use excessive force when tapping the air filter, or it may crack and become unusable. Do not rinse the air filter in water, or use any detergent or solvent to clean it. Do not use canned air; the gases may leave a residue, or push dust and debris into the projector's optics or other 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 and push gently until it clicks into place.



7. Close the air filter cover.

**Parent topic:** Air Filter and Vent Maintenance

**Related references**

Projector Light Status

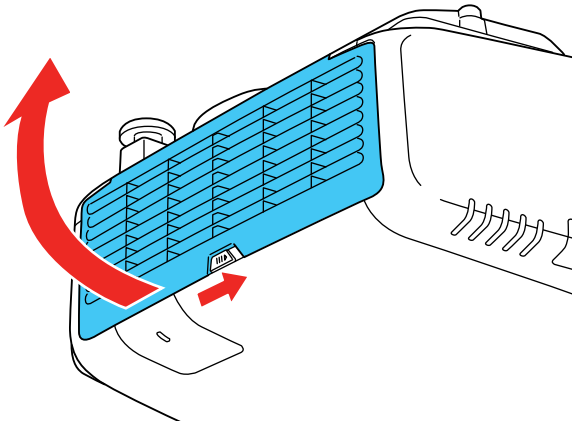
### Replacing the Air Filter

You need to replace the air filter in the following situations:

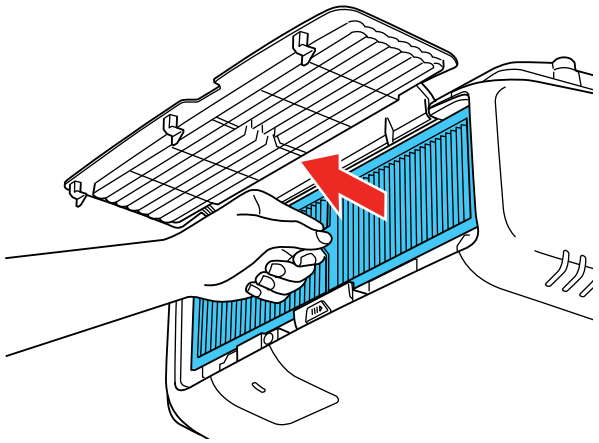
- After cleaning the air filter, you see a message telling you to clean or replace it
- The air filter is torn or damaged

You can replace the air filter while the projector is mounted to the ceiling or placed on a table.

1. Turn off the projector, wait for the projector to beep, and unplug the power cord.
2. Slide the air filter cover latch and open the air filter cover.

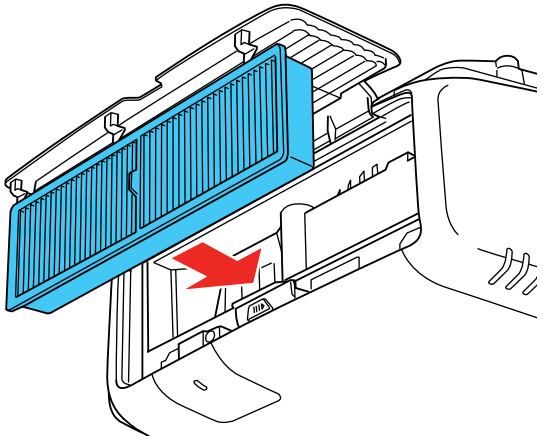


3. Pull the air filter out of the projector.



**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 and push gently until it clicks into place.



5. Close the air filter cover.

**Parent topic:** Air Filter and Vent Maintenance

**Related references**

Optional Equipment and Replacement Parts

## 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

**Related references**

Projector Light Status

### Replacing the Lamp

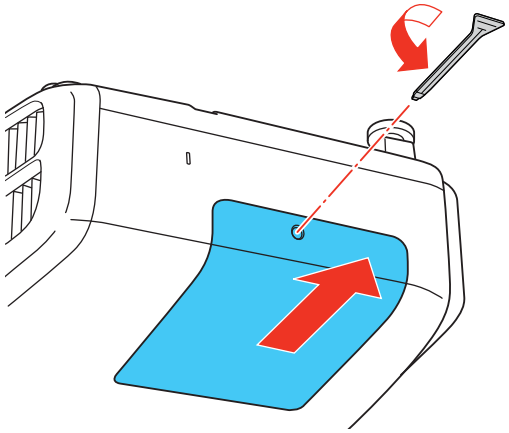
Before you replace the lamp, let the projector cool down for at least one hour so the lamp will not be hot.

**Warning:** Let the lamp fully cool before replacing it to avoid injury.

You can replace the lamp while the projector is mounted to the ceiling, if necessary.

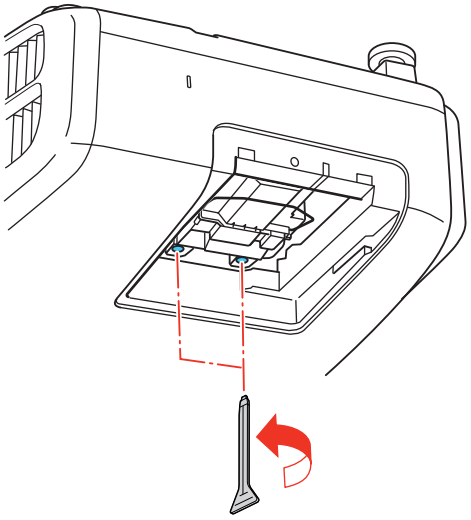
1. Turn off the projector, wait for the projector to beep, and unplug the power cord.
2. Allow the projector lamp to cool down for at least one hour.

3. Use the screwdriver included with the replacement lamp to loosen the screw securing the lamp cover, and then remove the lamp cover.

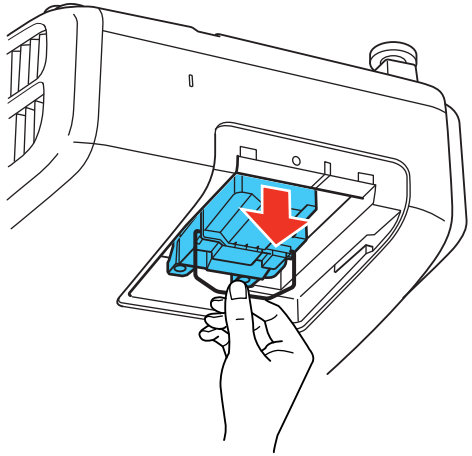


**Warning:** If the lamp is broken, glass fragments may be loose inside the lamp chamber. Be careful removing any broken glass to avoid injury.

4. Loosen the screws securing the lamp to the projector. The screws do not come all the way out.

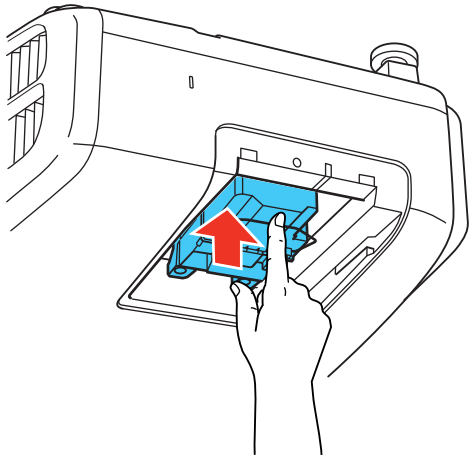


5. Hold the lamp by its handle and gently pull it out of the projector.



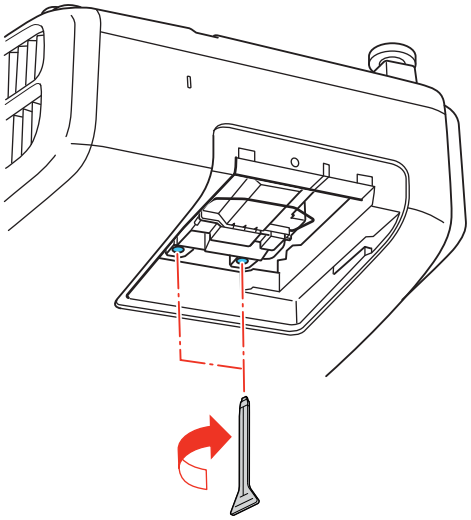
**Note:** (Hg) The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

6. Gently insert the new lamp into the projector. If it does not fit easily, make sure it is facing the right way.

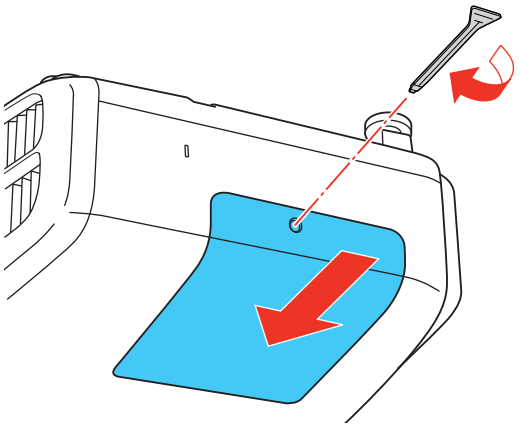


**Caution:** Do not touch any glass on the lamp assembly to avoid premature lamp failure.

7. Push in the lamp firmly and tighten the screws to secure it.



8. 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 references**

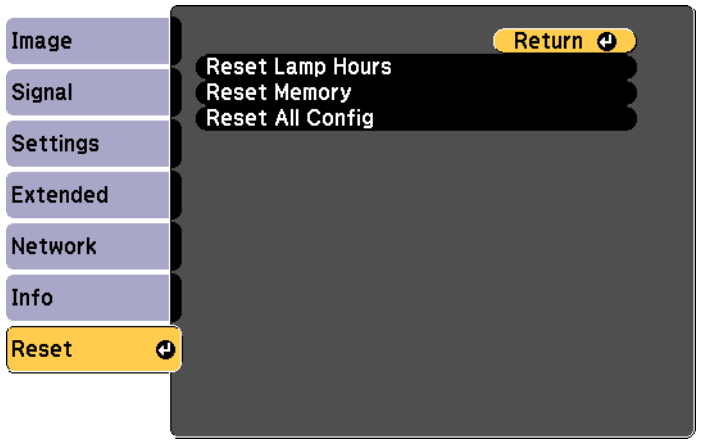
Optional Equipment and Replacement Parts

### 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.

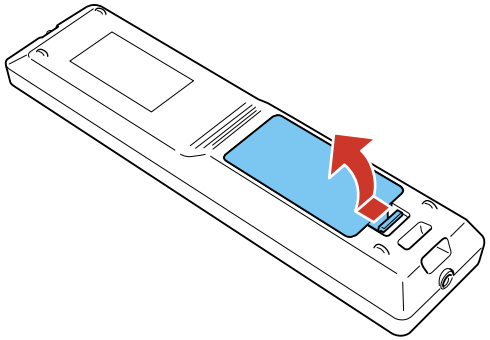
**Parent topic:** Projector Lamp Maintenance

## 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.

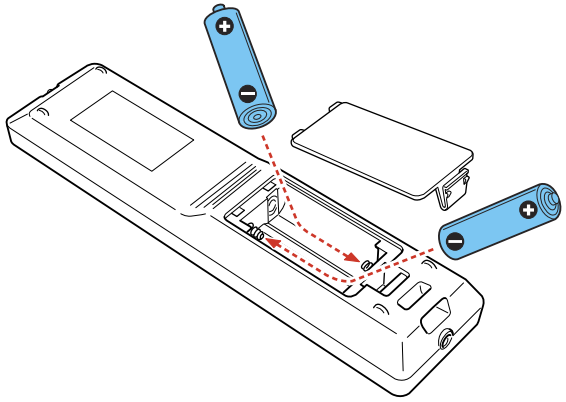
1. Remove the battery cover as shown.



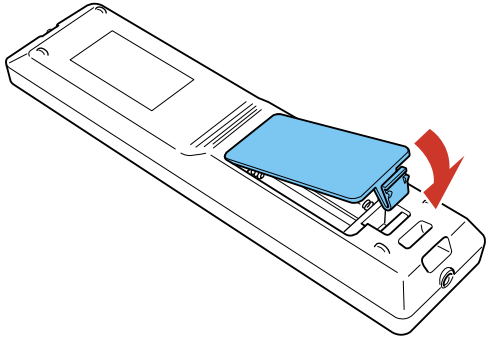
2. Remove the old batteries.

   **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

# 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.
- Center the lens position using the vertical and horizontal lens shift dials.
- Attach the protective lens pad that was included with 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
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**

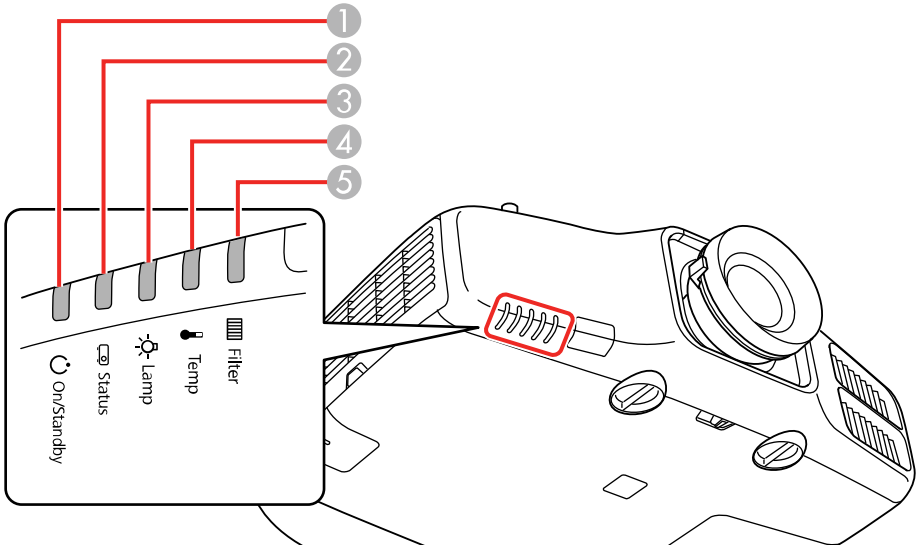
Projector Light Status

**Related tasks**

Using the Projector Help Displays

# 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 (power) light
2 Status light
3 Lamp light
4 Temp (temperature) light
5 Filter light

| On/Standby (power) light | Status light | Lamp light | Temp light | Filter light | Status and solution |
|---|---|---|---|---|---|
| Blue | Off | Off | Off | Off | Standby or network monitoring and control (when **Standby Mode** is set to **Communication On**). |
| Blue | Flashing blue | Varies | Off | Off | Warming up. Wait for an image to appear. |

| On/Standby (power) light | Status light | Lamp light | Temp light | Filter light | Status and solution |
|---|---|---|---|---|---|
| Blue | Blue | Varies | Off | Off | Normal operation. |
| Blue | Flashing blue | Off | Off | Off | Cooling down. All control panel buttons are disabled. |
| Flashing blue | Off | Off | Off | Off | Preparing for network monitoring or shutting down. |
| Off | Flashing blue | Flashing orange | Off | Off | Internal error. Turn off the projector, unplug it from the electrical outlet, and contact Epson for help. |
| Off | Flashing blue | Off | Flashing orange | Off | A fan or sensor has a problem. Turn the projector off, unplug it, and contact Epson for help. |
| Off | Flashing blue | Off | Orange | Off | Projector has overheated and turned off. Leave it turned off to cool down for five minutes.<br>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects.<br>• Clean or replace the air filter.<br>• If operating the projector at high altitude, turn on **High Altitude Mode**.<br>• If the problem persists, unplug the projector and contact Epson for help. |

| On/Standby (power) light | Status light | Lamp light | Temp light | Filter light | Status and solution |
|---|---|---|---|---|---|
| Off | Flashing blue | Orange | Off | Off | Lamp has a problem.<br>• Check to see if the lamp is burned out, broken, or installed incorrectly. Reseat or replace the lamp as necessary.<br>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects.<br>• If operating the projector at high altitude, turn on **High Altitude Mode**.<br>• If the problem persists, unplug the projector and contact Epson for help. |
| Off | Flashing blue | Off | Off | Orange | Low air flow through the projector.<br>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects.<br>• Clean or replace the air filter.<br>• If the problem persists, unplug the projector and contact Epson for help. |
| Off | Flashing blue | Flashing orange | Flashing orange | Off | Auto Iris error. Turn off the projector, unplug it from the electrical outlet, and contact Epson for help |
| Off | Flashing blue | Orange | Orange | Off | Power error (balast) or Lens Shift error. Turn off the projector, unplug it from the electrical outlet, and contact Epson for help |

| On/Standby (power) light | Status light | Lamp light | Temp light | Filter light | Status and solution |
|---|---|---|---|---|---|
| Flashing blue | Varies | Varies | Flashing orange | Varies | High temperature warning. If the temperature gets too high, projection will automatically stop.<br>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects.<br>• Clean or replace the air filter. |
| Flashing blue | Varies | Flashing orange | Varies | Varies | The lamp is past its replacement period and needs to be replaced to avoid damage. Do not continue using the projector. |
| Flashing blue | Varies | Varies | Varies | Orange | Low air flow through the air filter.<br>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects.<br>• Clean or replace the air filter.<br>• If the problem persists, unplug the projector and contact Epson for help. |
| Varies | Varies | Varies | Varies | Flashing orange | It is time to clean the air filter. |

**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 concepts**

Air Filter and Vent Maintenance

Projector Lamp Maintenance

**Related references**

Projector Setup Settings - Extended Menu

Where to Get Help

**Related tasks**

Turning Off the Projector

## 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 remote control.
3. Press the arrow buttons to select **Help**.
4. Press **Enter**.

   You see the Help menu.
5. Press the up and down arrow buttons to highlight the problem you want to solve.
6. Press **Enter** to view the solutions.
7. 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 "No Signal" Message Appears
Solutions When No Image Appears on an External Monitor
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 Settings**.
- 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.
- 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.

**Parent topic:** Solving Image or Sound Problems

**Related concepts**

Projector Connections

**Related references**

Image Quality Settings - Image Menu
Input Signal Settings - Signal Menu
Projector Setup Settings - Extended Menu

**Related tasks**

Unlocking the Projector's Buttons

## Solutions When "No Signal" Message Appears

If the "No Signal" message appears, try the following solutions:

- Press the **Source Search** or **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 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 concepts**

Projector Connections

**Related references**

Projector Reset Options - Reset Menu

**Related tasks**

Selecting an Image Source

### 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.
2. To display on both the laptop's monitor and the projector, try pressing the same keys again.
3. 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.)
4. 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**.
2. Click the **Arrangement** tab.
3. Select the **Mirror Displays** checkbox.

**Parent topic:** Solutions When "No Signal" Message Appears

## Solutions When No Image Appears on an External Monitor

If no image appears on a connected external monitor, try the following solutions:

- Make sure a VGA cable is connected to your computer and the projector's **Computer** or **BNC** ports.
- Make sure your external monitor's cable is connected to the monitor and to the projector's **Monitor Out** port.

**Parent topic:** Solving Image or Sound Problems

**Related tasks**

Connecting to a Computer for VGA Video

Connecting to a Component-to-BNC Video Source

Connecting to an External Computer Monitor

## Solutions When "Not Supported" Message Appears

If the "Not Supported" message appears, try the following solutions:

- Make sure the correct input signal is selected on the Signal menu.
- 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.

**Parent topic:** Solving Image or Sound Problems

**Related references**

Input Signal Settings - Signal Menu

Supported Video Display Formats

## Solutions When Only a Partial Image Appears

If only a partial computer image appears, try the following solutions:

- Press the **Auto** button on the remote control to optimize the image signal.
- Make sure you selected the correct **Screen Type** setting for the screen you are using.
- Try adjusting the image position using the **Screen 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 the cables connecting the computer or video source to the projector. Try connecting different cables.
- 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.)

**Parent topic:** Solving Image or Sound Problems

**Related concepts**

Image Aspect Ratio

Projector Connections

**Related references**

Supported Video Display Formats

**Related tasks**

Setting the Screen Type

Adjusting the Image Position Using Screen Position

## Solutions When the Image is Not Rectangular

If the projected image is not evenly rectangular, try the following solutions:

- Place the projector directly in front of the center of the screen, facing it squarely, if possible.
- Adjust the image shape using the **Geometry Correction** menu settings.

**Parent topic:** Solving Image or Sound Problems

**Related references**

Projector Feature Settings - Settings Menu

## 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, 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.
- Try a different cable.

**Parent topic:** Solving Image or Sound Problems

**Related references**

Image Quality Settings - Image Menu
Input Signal Settings - Signal Menu
Supported Video Display Formats

## 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 projector lens.

**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, 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.

**Parent topic:** Solving Image or Sound Problems

**Related concepts**

Projector Placement

**Related references**

Image Quality Settings - Image Menu

**Related tasks**

Focusing the Image Using the Focus Ring

Cleaning the Lens

## 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**, **Advanced**, and **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 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.
- 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 concepts**

Projector Connections

Projector Placement

Projector Lamp Maintenance

**Related references**

Input Signal Settings - Signal Menu

Image Quality Settings - Image Menu

## 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** or **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 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.
- 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 - Extended Menu

**Related tasks**

Controlling the Volume with the Volume Buttons

Connecting to a Computer for Sound

Connecting to a Video Source for Sound

# 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

Solutions When Using HDMI Link

**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.
- If the projector's lamp shuts off, the Status light is flashing blue, and the Temp light is orange, 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. Try another power cord. If that doesn't work, disconnect the cord and contact Epson.

**Parent topic:** Solving Projector or Remote Control Operation Problems

**Related references**

Projector Light Status

Projector Feature Settings - Settings Menu

**Related tasks**

Turning On the Projector

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).
- Make sure the **Remote Control Type** setting in the Extended menu is set to **Normal** if you are using the remote control that came with the projector.
- Make sure the **Control Communications** or **Extron XTP** setting in the Extended menu is set to **Off** if you are using the optional remote control cable set.
- 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 concepts**

Projector Identification System for Multiple Projector Control

**Related references**

Remote Control Operation

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

**Related tasks**

Installing Batteries in the Remote Control

## 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**

Password Security Types

## Solutions When Using HDMI Link

If you cannot control an HDMI device using the HDMI Link buttons, try the following solutions:

- Make sure all necessary cables are securely connected and the power is on for the projector and connected video sources.
- Make sure the cables meet the HDMI standards.
- Make sure the connected device supports the CEC standards.
- If you connected a new device or changed any connections, you may need to restart the device.

- Connect no more than three devices that support HDMI Link at the same time.
- If you have connected a speaker or receiver, set the output to PCM.

**Parent topic:** Solving Projector or Remote Control Operation Problems

**Related references**

Projector Feature Settings - Settings Menu

# 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 You Cannot Access the Projector Through the Web

Solutions When Network Alert E-Mails are Not Received

**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**.
- Check the Security settings and passphrase in the Network Configuration menu.

**Parent topic:** Solving Network Problems

**Related references**

Projector Setup Settings - Extended Menu

Projector Network Settings - Network Menu

**Related tasks**

Setting Up Wireless Network Security

## 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.

- For the user ID, enter **EPSONWEB**. (You cannot change the user ID.)

- For the password, enter the password set in the projector's Network menu. The default password is **admin**.
- 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

**Related tasks**

Controlling a Networked Projector Using a Web Browser

## 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 Notifications 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 references**

Projector Setup Settings - Extended Menu

**Related tasks**

Setting Up Projector Network E-Mail Alerts

**Related topics**

Using the Projector on a Network

# 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

# Technical Specifications

These sections list the technical specifications of your projector.


General Projector Specifications
Projector Lamp Specifications
Remote Control Specifications
Projector Dimension Specifications
Projector Electrical Specifications
Projector Environmental Specifications
Projector Safety and Approvals Specifications
Supported Video Display Formats


## General Projector Specifications

| | |
|---|---|
| **Type of display** | Poly-silicon TFT active matrix |
| **Resolution** | **PowerLite 5510**:<br>1024 × 768 pixels (XGA)<br>**PowerLite 5520W**:<br>1280 × 800 pixels (WXGA)<br>**PowerLite 5530U/5535U**:<br>1920 × 1200 pixels (WUXGA) |
| **Lens** | **PowerLite 5510**:<br>F=1.50 to 2.15<br>Focal length: 16.72 to 33.47 mm<br>**PowerLite 5520W/5530U/5535U**:<br>F=1.65 to 2.55<br>Focal length: 21.34 to 37.99 mm |
| **Color reproduction** | Up to 1 billion |

| | |
|---|---|
| **Brightness** | Normal Power Consumption mode:<br>White light output 5500 lumens (ISO 21118 standard)<br>Color light output 5500 lumens<br>ECO Power Consumption mode:<br>White light output 3700 lumens (ISO 21118 standard)<br><br>**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** | 15000:1 with Auto Iris on, Dynamic color mode, Normal Power Consumption mode, and Wide Zoom mode |
| **Image size**<br>(in native aspect ratio) | **PowerLite 5510**:<br>30 inches (0.76 m) to 300 inches (7.62 m)<br>**PowerLite 5520W/5530U/5535U**:<br>50 inches (1.27) to 300 (7.62) inches |
| **Projection distance**<br>(in native aspect ratio) | **PowerLite 5510**:<br>29.1 inches (0.74 m) to 625.9 inches (15.90 m)<br>**PowerLite 5520W/5530U/5535U**:<br>53.1 inches (1.35 m) to 590.9 inches (15.01 m) |
| **Projection methods** | Front, rear, ceiling-mounted |
| **Optical aspect ratio**<br>(width-to-height) | **PowerLite 5510**:<br>4:3<br>**PowerLite 5520W/5530U/5535U**:<br>16:10 |
| **Focus adjustment** | Manual |
| **Zoom adjustment** | Manual |

| | |
|---|---|
| **Zoom ratio** (Tele-to-Wide) | **PowerLite 5510**:<br>1.0 to 2.0<br>**PowerLite 5520W/5530U/5535U**:<br>1.0 to 1.8 |
| **Internal sound system** | 10 W monaural |
| **Noise level** | 38 dB (Normal Power Consumption mode)<br>28 dB (ECO Power Consumption mode) |
| **Keystone correction angle** | Vertical: ± 30º<br>Horizontal: ± 30º |
| **Lens shift range** (approximate) | Vertical: ± 50º<br>Horizontal: ± 10º |

**Parent topic:** Technical Specifications

## Projector Lamp Specifications

| | |
|---|---|
| **Type** | UHE (Ultra High Efficiency) |
| **Power consumption** | 300 W |
| **Lamp life** | Normal Power Consumption mode:<br>Up to about 5000 hours<br>ECO Power Consumption mode:<br>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

## Remote Control Specifications

| | |
|---|---|
| **Reception range** | 49 feet (15 m) |

| | |
|---|---|
| **Batteries** | Two alkaline or manganese AA |

**Parent topic:** Technical Specifications

## Projector Dimension Specifications

| | |
|---|---|
| **Height** (excluding feet) | 5.3 inches (134 mm) |
| **Width** | 18.6 inches (472 mm) |
| **Depth** | 12.6 inches (320 mm) |
| **Weight** | **PowerLite 5510**:<br>14.7 lb (6.7 kg)<br>**PowerLite 5520W/5530U/5535U**:<br>15.2 lb (6.9 kg) |

**Parent topic:** Technical Specifications

## Projector Electrical Specifications

| | |
|---|---|
| **Rated frequency** | 50/60 Hz |
| **Power supply** | 100 to 240 VAC ±10%<br>4.4 to 1.9 A |
| **Power consumption**<br>(100 to 120 V) | Operating:<br>Normal Power Consumption mode: 435 W<br>ECO Power Consumption mode: 324 W<br>Standby:<br>2.24 W (Communication On), 0.24 W (Communication Off) |

| | |
|---|---|
| **Power consumption**<br>(220 to 240 V) | Operating:<br>Normal Power Consumption mode: 411 W<br>ECO Power Consumption mode: 309 W<br>Standby:<br>2.33 W (Communication On), 0.34 W (Communication Off) |

**Parent topic:** Technical Specifications

## Projector Environmental Specifications

| | |
|---|---|
| **Temperature** | Operating:<br>Up to 4921 feet (1500 m): 32 to 113 °F (0 to 45 °C)<br>4921 feet (1500 m) to 10000 ft (3048 m): 32 to 104 °F (0 to 40 °C)<br>Storage: 14 to 140 °F (–10 to 60 °C) |
| **Humidity** (relative, non-condensing) | Operating: 20 to 80%<br>Storage: 10 to 90% |
| **Operating altitude** | Up to 4921 feet (1500 m)<br>4921 feet (1500 m) to 10000 feet (3048 m) with High Altitude Mode enabled |

**Parent topic:** Technical Specifications

## Projector Safety and Approvals Specifications

| | |
|---|---|
| **United States** | FCC Part 15 Class B (DoC)<br>UL60950-1 2nd edition (cTUVus Mark) |
| **Canada** | ICES-003 Class B<br>CSA C22.2 No. 60950-1 |

**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 | 60/72/75/85 | 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** | 60 | 1920 × 1200 |
| **Component video** | | |
| SDTV (480i/480p) | 60 | 720 × 480 |
| SDTV (576i/576p) | 50 | 720 × 576 |
| HDTV (720p) | 50/60 | 1280 × 720 |

| Display format | Refresh rate (in Hz) | Resolution (in pixels) |
|---|---|---|
| HDTV (1080i) | 50/60 | 1920 × 1080 |
| **HDMI and HDBaseT*** 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 |
| SXGA | 60 | 1280 × 960 |
| | 60 | 1280 × 1024 |
| SXGA+ | 60 | 1400 × 1050 |
| WSXGA+** | 60 | 1680 × 1050 |
| UXGA | 60 | 1600 × 1200 |
| WUXGA**** | 60 | 1920 × 1200 |
| 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 |
| SDTV (480i/480p) | 60 | 720 × 480 |
| SDTV (576i/576p) | 50 | 720 × 576 |
| HDTV (720p) | 50/60 | 1280 × 720 |
| HDTV (1080i) | 50/60 | 1920 × 1080 |

| Display format | Refresh rate (in Hz) | Resolution (in pixels) |
|---|---|---|
| HDTV (1080p) | 24/30 | 1920 × 1080 |

* **Wide** resolution only for PowerLite 5520W/5530U/5535U

** PowerLite 5520W/5530U/5535U only

*** HDMI connection using HDBaseT transmitter for PowerLite 5520W/5530U/5535U only

**** Compatible only with VESA CVT-RB (Reduced Blanking) input signal for PowerLite 5530U/5535U

**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 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 30° 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 20 inches (50 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:

  32 to 113 °F (0 to 45 °C) at an altitude of 4921 feet (1500 m) or less, or 32 to 104 °F (0 to 40 °C) at a higher altitude

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.

**Note:** Ⓗg 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.

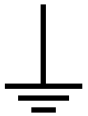
**Parent topic:** Important Safety Instructions

# 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<br>No.5007 | "ON" (power)<br>To indicate connection to the mains. |
| 2 |  | IEC60417<br>No.5008 | "OFF" (power)<br>To indicate disconnection from the mains. |
| 3 |  | IEC60417<br>No.5009 | Stand-by<br>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<br>No.0434B,<br>IEC3864-B3.1 | Caution<br>To identify general caution when using the product. |

| No. | Symbol | Approved Standards | Description |
|---|---|---|---|
| 5 |  | IEC60417<br>No.5041 | Caution, hot surface<br>To indicate that the marked item can be hot and should not be touched without taking care. |
| 6 |  | IEC60417<br>No.6042<br>ISO3864-B3.6 | Caution, risk of electric shock<br>To identify equipment that has risk of electric shock. |
| 7 |  | IEC60417<br>No.5957 | For indoor use only<br>To identify electrical equipment designed primarily for indoor use. |
| 8 |  | IEC60417<br>No.5926 | Polarity of DC power connector<br>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<br>To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC. power supply may be connected. |
| 10 |  | IEC60417<br>No.5001B | Battery, general<br>On battery powered equipment. To identify a device for instance a cover for the battery compartment, or the connector terminals. |
| 11 |  | IEC60417<br>No.5002 | Positioning of cell<br>To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder. |

| No. | Symbol | Approved Standards | Description |
|---|---|---|---|
| 12 |  | — | Positioning of cell<br>To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder. |
| 13 |  | IEC60417<br>No.5019 | Protective earth<br>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<br>No.5017 | Earth<br>To identify an earth (ground) terminal in cases where neither the symbol No.13 is explicitly required. |
| 15 |  | IEC60417<br>No.5032 | Alternating current<br>To indicate on the rating plate that the equipment is suitable for alternating current only; to identify relevant terminals. |
| 16 |  | IEC60417<br>No.5031 | Direct current<br>To indicate on the rating plate that the equipment is suitable for direct current only; to identify relevant terminals. |
| 17 |  | IEC60417<br>No.5172 | Class II equipment<br>To identify equipment meeting the safety requirements specified for Class II equipment according to IEC 61140. |
| 18 |  | ISO 3864 | General prohibition<br>To identify actions or operations that are prohibited. |

| No. | Symbol | Approved Standards | Description |
|---|---|---|---|
| 19 |  | ISO 3864 | Contact prohibition<br>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<br>IEC60825-1 | Caution, laser radiation<br>To indicate the equipment has a laser radiation part. |
| 23 |  | ISO 3864 | Disassembly prohibition<br>To indicate a risk of injury, such as electric shock, if the equipment is disassembled. |
| 24 |  | IEC60417<br>No. 5266 | Standby, partial standby<br>To indicate that part of the equipment is in the ready status. |
| 25 |  | ISO3864<br>IEC60417<br>No. 5057 | Caution, movable parts<br>To indicate that you must keep away from movable parts according to protection standards. |
| 26 |  | — | Never look into the lens while the LED for lighting is on. |

**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 or later version ("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.

These GPL Programs are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

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
- dibbler-1.0.1
- linux-2.6.32
- u-boot-2001.06
- busybox-1.19.4
- backports-3.10.4-1
- wifi driver

The GNU General Public License Version 2 is as follows. You also can see the GNU General Public License Version 2 at http://www.gnu.org/licenses/.

**GNU GENERAL PUBLIC LICENSE**

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

**Preamble**

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

**GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION**

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

**NO WARRANTY**

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

**How to Apply These Terms to Your New Programs**

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

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>

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA.

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:

Gnomovision version 69, Copyright (C) year name of author Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

**GNU LGPL**

This projector product includes the open source software programs which apply the GNU Lesser General Public License Version 2 or later version ("LGPL Programs").

We provide the source code of the LGPL 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 LGPL Programs, please contact Epson.

These LGPL Programs are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

The list of LGPL Programs is as follows and the names of author are described in the source code of the LGPL Programs.

LGPL Programs

- glibc 2.17
- 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
- libiconv-1.14

The GNU Lesser General Public License Version 2 is as follows. You also can see the GNU Lesser General Public License Version 2 at http://www.gnu.org/licenses/.

**GNU LESSER GENERAL PUBLIC LICENSE**

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc. 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

**Preamble**

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages--typically libraries--of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can

change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used

non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

**GNU LESSER GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION**

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate

copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(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.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer

version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

**NO WARRANTY**

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

**END OF TERMS AND CONDITIONS**

How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. 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 library's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

<signature of Ty Coon>, 1 April 1990

Ty Coon, President of Vice

That's all there is to it!

**BSD License (Berkeley Software Distribution License)**

This projector product includes the open source software program "University of California, Berkeley License (Berkeley Software Distribution License)" which applies the terms and conditions provided by owner of the copyright to the "BSD License".

The "BSD License" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of BSD License programs

- tcpdump-4.2.1
- libpcap-1.2.1

License terms of conditions of each program which are provided by owner of the copyright to the "BSD License" are as follows.

Copyright (c) The Regents of the University of California. All rights reserved.

This code is derived from software contributed to Berkeley by Kenneth Almquist.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

### libjpeg

This projector product includes the open source software program "libjpeg" which applies the terms and conditions provided by owner of the copyright to the "libjpeg".

The "libjpeg" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of libjpeg programs

- libjpeg-6b
- libjpeg-8b

License terms of conditions of each program which are provided by owner of the copyright to the "libjpeg" are as follows.

Copyright (C) 1994-1997, Thomas G. Lane. This file is part of the Independent JPEG Group's software. For conditions of distribution and use, see the accompanying README file.

This distribution contains the sixth public release of the Independent JPEG Group's free JPEG software. You are welcome to redistribute this software and to use it for any purpose, subject to the conditions under LEGAL ISSUES, below.

LEGAL ISSUES

==========

In plain English:

1. We don't promise that this software works. (But if you find any bugs, please let us know!)

2. You can use this software for whatever you want. You don't have to pay us.

3. You may not pretend that you wrote this software. If you use it in a program, you must acknowledge somewhere in your documentation that you've used the IJG code.

In legalese:

The authors make NO WARRANTY or representation, either express or implied, with respect to this software, its quality, accuracy, merchantability, or fitness for a particular purpose. This software is provided "AS IS", and you, its user, assume the entire risk as to its quality and accuracy.

This software is copyright (C) 1991-1998, Thomas G. Lane. All Rights Reserved except as specified below.

Permission is hereby granted to use, copy, modify, and distribute this software (or portions thereof) for any purpose, without fee, subject to these conditions:

(1) If any part of the source code for this software is distributed, then this README file must be included, with this copyright and no-warranty notice unaltered; and any additions, deletions, or changes to the original files must be clearly indicated in accompanying documentation.

(2) If only executable code is distributed, then the accompanying documentation must state that "this software is based in part on the work of the Independent JPEG Group".

(3) Permission for use of this software is granted only if the user accepts full responsibility for any undesirable consequences; the authors accept NO LIABILITY for damages of any kind.

These conditions apply to any software derived from or based on the IJG code, not just to the unmodified library. If you use our work, you ought to acknowledge us.

Permission is NOT granted for the use of any IJG author's name or company name in advertising or publicity relating to this software or products derived from it. This software may be referred to only as "the Independent JPEG Group's software".

We specifically permit and encourage the use of this software as the basis of commercial products, provided that all warranty or liability claims are assumed by the product vendor.

ansi2knr.c is included in this distribution by permission of L. Peter Deutsch, sole proprietor of its copyright holder, Aladdin Enterprises of Menlo Park, CA. ansi2knr.c is NOT covered by the above copyright and conditions, but instead by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that "The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

### libpng

This projector product includes the open source software program "libpng" which applies the terms and conditions provided by owner of the copyright to the "libpng".

The "libpng" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of libpng programs

- libpng-1.2.49
- libpng-1.2.44

License terms of conditions of each program which are provided by owner of the copyright to the "libpng" are as follows.

This copy of the libpng notices is provided for your convenience. In case of any discrepancy between this copy and the notices in the file png.h that is included in the libpng distribution, the latter shall prevail.

COPYRIGHT NOTICE, DISCLAIMER, and LICENSE:

If you modify libpng you may insert additional notices immediately following this sentence.

This code is released under the libpng license.

libpng versions 1.2.6, August 15, 2004, through 1.2.49, March 29, 2012, are Copyright (c) 2004, 2006-2009 Glenn Randers-Pehrson, and are distributed according to the same disclaimer and license as libpng-1.2.5 with the following individual added to the list of Contributing Authors

Cosmin Truta

libpng versions 1.0.7, July 1, 2000, through 1.2.5 - October 3, 2002, are Copyright (c) 2000-2002 Glenn Randers-Pehrson, and are distributed according to the same disclaimer and license as libpng-1.0.6 with the following individuals added to the list of Contributing Authors

Simon-Pierre Cadieux

Eric S. Raymond

Gilles Vollant

and with the following additions to the disclaimer:

There is no warranty against interference with your enjoyment of the library or against infringement. There is no warranty that our efforts or the library will fulfill any of your particular purposes or needs. This library is provided with all faults, and the entire risk of satisfactory quality, performance, accuracy, and effort is with the user.

libpng versions 0.97, January 1998, through 1.0.6, March 20, 2000, are Copyright (c) 1998, 1999 Glenn Randers-Pehrson, and are distributed according to the same disclaimer and license as libpng-0.96, with the following individuals added to the list of Contributing Authors:

Tom Lane

Glenn Randers-Pehrson

Willem van Schaik

libpng versions 0.89, June 1996, through 0.96, May 1997, are Copyright (c) 1996, 1997 Andreas Dilger Distributed according to the same disclaimer and license as libpng-0.88, with the following individuals added to the list of Contributing Authors:

John Bowler

Kevin Bracey

Sam Bushell

Magnus Holmgren

Greg Roelofs

Tom Tanner

libpng versions 0.5, May 1995, through 0.88, January 1996, are Copyright (c) 1995, 1996 Guy Eric Schalnat, Group 42, Inc.

For the purposes of this copyright and license, "Contributing Authors" is defined as the following set of individuals:

Andreas Dilger

Dave Martindale

Guy Eric Schalnat

Paul Schmidt

Tim Wegner

The PNG Reference Library is supplied "AS IS". The Contributing Authors and Group 42, Inc. disclaim all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The Contributing Authors and Group 42, Inc. assume no liability for direct, indirect, incidental, special, exemplary, or consequential damages, which may result from the use of the PNG Reference Library, even if advised of the possibility of such damage.

Permission is hereby granted to use, copy, modify, and distribute this source code, or portions hereof, for any purpose, without fee, subject to the following restrictions:

1. The origin of this source code must not be misrepresented.

2. Altered versions must be plainly marked as such and must not be misrepresented as being the original source.

3. This Copyright notice may not be removed or altered from any source or altered source distribution.

The Contributing Authors and Group 42, Inc. specifically permit, without fee, and encourage the use of this source code as a component to supporting the PNG file format in commercial products. If you use this source code in a product, acknowledgment is not required but would be appreciated.

A "png_get_copyright" function is available, for convenient use in "about" boxes and the like:

printf("%s",png_get_copyright(NULL));

Also, the PNG logo (in PNG format, of course) is supplied in the files "pngbar.png" and "pngbar.jpg (88x31) and "pngnow.png" (98x31).

Libpng is OSI Certified Open Source Software. OSI Certified Open Source is a certification mark of the Open Source Initiative.

Glenn Randers-Pehrson

glennrp at users.sourceforge.net

March 29, 2012

**zlib**

This projector product includes the open source software program "zlib" which applies the terms and conditions provided by owner of the copyright to the "zlib".

The "zlib" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of zlib programs

- zlib-1.1.4
- zlib-1.2.5

License terms of conditions of each program which are provided by owner of the copyright to the "zlib" are as follows.

Copyright notice:

(C) 1995-1998 Jean-loup Gailly and Mark Adler

This software is provided 'as-is', without any express or implied warranty. In no event will the authors be held liable for any damages arising from the use of this software.

Permission is granted to anyone to use this software for any purpose, including commercial applications, and to alter it and redistribute it freely, subject to the following restrictions:

1. The origin of this software must not be misrepresented; you must not claim that you wrote the original software. If you use this software in a product, an acknowledgment in the product documentation would be appreciated but is not required.

2. Altered source versions must be plainly marked as such, and must not be misrepresented as being the original software.

3. This notice may not be removed or altered from any source distribution.

Jean-loup Gailly

jloup@gzip.org

Mark Adler

madler@alumni.caltech.edu

If you use the zlib library in a product, we would appreciate *not* receiving lengthy legal documents to sign. The sources are provided for free but without warranty of any kind. The library has been entirely written by Jean-loup Gailly and Mark Adler; it does not include third-party code.

If you redistribute modified sources, we would appreciate that you include in the file ChangeLog history information documenting your changes.

**aes-src-29-04-09**

This projector product includes the open source software program "aes-src-29-04-09" which applies the terms and conditions provided by owner of the copyright to the "aes-src-29-04-09".

The "aes-src-29-04-09" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of aes-src-29-04-09 programs

- aes-src-29-04-09

License terms of conditions of each program which are provided by owner of the copyright to the "aes-src-29-04-09" are as follows.

Copyright (c) 1998-2008, Brian Gladman, Worcester, UK. All rights reserved.

LICENSE TERMS

The redistribution and use of this software (with or without changes) is allowed without the payment of fees or royalties provided that:

1. source code distributions include the above copyright notice, this list of conditions and the following disclaimer;

2. binary distributions include the above copyright notice, this list of conditions and the following disclaimer in their documentation;.

3. the name of the copyright holder is not used to endorse products built using this software without specific written permission.

DISCLAIMER

This software is provided 'as is' with no explicit or implied warranties in respect of its properties, including, but not limited to, correctness and/or fitness for purpose.

**newlib**

This projector product includes the open source software program "newlib" which applies the terms and conditions provided by owner of the copyright to the "newlib".

The "newlib" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of newlib programs

- newlib 1.17.0

License terms of conditions of each program which are provided by owner of the copyright to the "newlib" are as follows.

The newlib subdirectory is a collection of software from several sources.

Each file may have its own copyright/license that is embedded in the source file. Unless otherwise noted in the body of the source file(s), the following copyright notices will apply to the contents of the newlib subdirectory:

(1) Red Hat Incorporated

Copyright (c) 1994-2007 Red Hat, Inc. All rights reserved.

This copyrighted material is made available to anyone wishing to use, modify, copy, or redistribute it subject to the terms and conditions of the BSD License. This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY expressed or implied, including the implied warranties of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. A copy of this license is available at http://www.opensource.org/licenses. Any Red Hat trademarks that are incorporated in the source code or documentation are not subject to the BSD License and may only be used or replicated with the express permission of Red Hat, Inc.

(2) University of California, Berkeley

Copyright (c) 1981-2000 The Regents of the University of California.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(3) David M. Gay (AT&T 1991, Lucent 1998)

The author of this software is David M. Gay.

Copyright (c) 1991 by AT&T.

Permission to use, copy, modify, and distribute this software for any purpose without fee is hereby granted, provided that this entire notice is included in all copies of any software which is or includes a copy or modification of this software and in all copies of the supporting documentation for such software.

THIS SOFTWARE IS BEING PROVIDED "AS IS", WITHOUT ANY EXPRESS OR IMPLIED WARRANTY. IN PARTICULAR, NEITHER THE AUTHOR NOR AT&T MAKES ANY REPRESENTATION OR WARRANTY OF ANY KIND CONCERNING THE MERCHANTABILITY OF THIS SOFTWARE OR ITS FITNESS FOR ANY PARTICULAR PURPOSE.

---

The author of this software is David M. Gay.

Copyright (C) 1998-2001 by Lucent Technologies

All Rights Reserved

Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that the copyright notice and this permission notice and warranty disclaimer appear in supporting documentation, and that the name of Lucent or any of its entities not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission.

LUCENT DISCLAIMS ALL WARRANTIES WITH REGARD TO THIS SOFTWARE, INCLUDING ALL IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS. IN NO EVENT SHALL LUCENT OR ANY OF ITS ENTITIES BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

(4) Advanced Micro Devices

Copyright 1989, 1990 Advanced Micro Devices, Inc.

This software is the property of Advanced Micro Devices, Inc (AMD) which specifically grants the user the right to modify, use and distribute this software provided this notice is not removed or altered. All other rights are reserved by AMD.

AMD MAKES NO WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, WITH REGARD TO THIS SOFTWARE. IN NO EVENT SHALL AMD BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH OR ARISING FROM THE FURNISHING, PERFORMANCE, OR USE OF THIS SOFTWARE.

So that all may benefit from your experience, please report any problems or suggestions about this software to the 29K Technical Support Center at 800-29-29-AMD (800-292-9263) in the USA, or 0800-89-1131 in the UK, or 0031-11-1129 in Japan, toll free. The direct dial number is 512-462-4118.

Advanced Micro Devices, Inc.

29K Support Products

Mail Stop 573

5900 E. Ben White Blvd.

Austin, TX 78741

800-292-9263

(5) C.W. Sandmann

Copyright (C) 1993 C.W. Sandmann

This file may be freely distributed as long as the author's name remains.

(6) Eric Backus

(C) Copyright 1992 Eric Backus

This software may be used freely so long as this copyright notice is left intact. There is no warrantee on this software.

(7) Sun Microsystems

Copyright (C) 1993 by Sun Microsystems, Inc. All rights reserved.

Developed at SunPro, a Sun Microsystems, Inc. business. Permission to use, copy, modify, and distribute this software is freely granted, provided that this notice is preserved.

(8) Hewlett Packard

(c) Copyright 1986 HEWLETT-PACKARD COMPANY

To anyone who acknowledges that this file is provided "AS IS" without any express or implied warranty: permission to use, copy, modify, and distribute this file for any purpose is hereby granted without fee, provided that the above copyright notice and this notice appears in all copies, and that the name of Hewlett-Packard Company not be used in advertising or publicity pertaining to distribution of the software without specific, written prior permission. Hewlett-Packard Company makes no representations about the suitability of this software for any purpose.

(9) Hans-Peter Nilsson

Copyright (C) 2001 Hans-Peter Nilsson

Permission to use, copy, modify, and distribute this software is freely granted, provided that the above copyright notice, this notice and the following disclaimer are preserved with no changes.

THIS SOFTWARE IS PROVIDED "AS IS" AND WITHOUT ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

(11) Christopher G. Demetriou

Copyright (c) 2001 Christopher G. Demetriou

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. The name of the author may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(12) SuperH, Inc.

Copyright 2002 SuperH, Inc. All rights reserved

This software is the property of SuperH, Inc (SuperH) which specifically grants the user the right to modify, use and distribute this software provided this notice is not removed or altered. All other rights are reserved by SuperH.

SUPERH MAKES NO WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, WITH REGARD TO THIS SOFTWARE. IN NO EVENT SHALL SUPERH BE LIABLE FOR INDIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH OR ARISING FROM THE FURNISHING, PERFORMANCE, OR USE OF THIS SOFTWARE.

So that all may benefit from your experience, please report any problems or suggestions about this software to the SuperH Support Center via e-mail at softwaresupport@superh.com.

SuperH, Inc.

405 River Oaks Parkway

San Jose

CA 95134

USA

(13) Royal Institute of Technology

Copyright (c) 1999 Kungliga Tekniska Högskolan (Royal Institute of Technology, Stockholm, Sweden).

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. Neither the name of KTH nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY KTH AND ITS CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL KTH OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF

LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(14) Alexey Zelkin

Copyright (c) 2000, 2001 Alexey Zelkin <phantom@FreeBSD.org>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(15) Andrey A. Chernov

Copyright (C) 1997 by Andrey A. Chernov, Moscow, Russia.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO

EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(16) FreeBSD

Copyright (c) 1997-2002 FreeBSD Project.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(17) S. L. Moshier

Author: S. L. Moshier.

Copyright (c) 1984,2000 S.L. Moshier

Permission to use, copy, modify, and distribute this software for any purpose without fee is hereby granted, provided that this entire notice is included in all copies of any software which is or includes a copy or modification of this software and in all copies of the supporting documentation for such software.

THIS SOFTWARE IS BEING PROVIDED "AS IS", WITHOUT ANY EXPRESS OR IMPLIED WARRANTY. IN PARTICULAR, THE AUTHOR MAKES NO REPRESENTATION OR WARRANTY OF

ANY KIND CONCERNING THE MERCHANTABILITY OF THIS SOFTWARE OR ITS FITNESS FOR ANY PARTICULAR PURPOSE.

(18) Citrus Project

Copyright (c)1999 Citrus Project,

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(19) Todd C. Miller

Copyright (c) 1998 Todd C. Miller <Todd.Miller@courtesan.com>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. The name of the author may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND

FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(20) DJ Delorie (i386)

Copyright (C) 1991 DJ Delorie

All rights reserved.

Redistribution and use in source and binary forms is permitted provided that the above copyright notice and following paragraph are duplicated in all such forms.

This file is distributed WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.

(23) Intel (i960)

Copyright (c) 1993 Intel Corporation

Intel hereby grants you permission to copy, modify, and distribute this software and its documentation. Intel grants this permission provided that the above copyright notice appears in all copies and that both the copyright notice and this permission notice appear in supporting documentation. In addition, Intel grants this permission provided that you prominently mark as "not part of the original" any modifications made to this software or documentation, and that the name of Intel Corporation not be used in advertising or publicity pertaining to distribution of the software or the documentation without specific, written prior permission.

Intel Corporation provides this AS IS, WITHOUT ANY WARRANTY, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. Intel makes no guarantee or representations regarding the use of, or the results of the use of, the software and documentation in terms of correctness, accuracy, reliability, currentness, or otherwise; and you rely on the software, documentation and results solely at your own risk.

IN NO EVENT SHALL INTEL BE LIABLE FOR ANY LOSS OF USE, LOSS OF BUSINESS, LOSS OF PROFITS, INDIRECT, INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES OF ANY KIND. IN NO EVENT SHALL INTEL'S TOTAL LIABILITY EXCEED THE SUM PAID TO INTEL FOR THE PRODUCT LICENSED HEREUNDER.

(26) Mike Barcroft

Copyright (c) 2001 Mike Barcroft <mike@FreeBSD.org>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(27) Konstantin Chuguev (--enable-newlib-iconv)

Copyright (c) 1999, 2000

Konstantin Chuguev. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

iconv (Charset Conversion Library) v2.0

(28) Artem Bityuckiy (--enable-newlib-iconv)

Copyright (c) 2003, Artem B. Bityuckiy, SoftMine Corporation. Rights transferred to Franklin Electronic Publishers.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(30) - Alex Tatmanjants (targets using libc/posix)

Copyright (c) 1995 Alex Tatmanjants <alex@elvisti.kiev.ua>

at Electronni Visti IA, Kiev, Ukraine.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF

MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(31) - M. Warner Losh (targets using libc/posix)

Copyright (c) 1998, M. Warner Losh <imp@freebsd.org>

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(32) - Andrey A. Chernov (targets using libc/posix)

Copyright (C) 1996 by Andrey A. Chernov, Moscow, Russia.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(33) - Daniel Eischen (targets using libc/posix)

Copyright (c) 2001 Daniel Eischen <deischen@FreeBSD.org>.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

THIS SOFTWARE IS PROVIDED BY THE AUTHOR AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(35) - ARM Ltd (arm and thumb variant targets only)

Copyright (c) 2009 ARM Ltd

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. The name of the company may not be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY ARM LTD "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL ARM LTD BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(36) - CodeSourcery, Inc.

Copyright (c) 2009 CodeSourcery, Inc.

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* Neither the name of CodeSourcery nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY CODESOURCERY, INC. "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL CODESOURCERY BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS;

OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(37) MIPS Technologies, Inc

/*

* Copyright (c) 2009 MIPS Technologies, Inc.

* All rights reserved.

* Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* * Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* * Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* * Neither the name of MIPS Technologies Inc. nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

* THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

*/

**MIT License**

This projector product includes the open source software program which applies the terms and conditions provided by owner of the copyright to the "MIT License".

The "MIT License" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of MIT License programs

- jquery-1.7.2.min.js
- jquery-ui-1.8.20
- jquery.ui.touch-punch.js
- jquery.upload-1.0.2.min.js
- jquery-1.11.3.min.js
- jquery-ui-1.11.4
- expat-2.0.1
- jansson-2.4

License terms of conditions of each program which are provided by owner of the copyright to the "MIT License" are as follows.

Copyright © 2012 jQuery Foundation and other contributors, http://jquery.com/

Copyright © 2001, 2002, 2003, 2004, 2005, 2006 Expat maintainers.

Copyright © 2009-2012 Petri Lehtinen <petri@digip.org>

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

**TOPPERS/JSP**

This projector product includes the open source software program "TOPPERS/JSP" which applies the terms and conditions provided by owner of the copyright to the "TOPPERS/JSP".

The "TOPPERS/JSP" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of TOPPERS/JSP programs

- jsp-1.4.3

License terms of conditions of each program which are provided by owner of the copyright to the "TOPPERS/JSP" are as follows.

TOPPERS/JSP Kernel

Toyohashi Open Platform for Embedded Real-Time Systems/Just Standard Profile Kernel

Copyright (C) 2000-2003 by Embedded and Real-Time Systems Laboratory Toyohashi Univ. of Technology, JAPAN

Copyright (C) 2004 by Embedded and Real-Time Systems Laboratory Graduate School of Information Science, Nagoya Univ., JAPAN.

The above copyright holder, limited to cases in which one satisfies conditions (1) ~ (4) below, or the conditions described in Version 2 of the GNU Public License officially announced by the Free Software Foundation, consents to the use, reproduction, alteration, and redistribution (hereafter called utilization) of this software (this software includes alterations, likewise below) without compensation.

(1) When this software is utilized in the form of source code, the above copyright declaration, these conditions of utilization, and the following stipulation of no guarantee shall be included in unchanged form inside the source code.

(2) When this software is redistributed in a form in which it can be used in the development of other software, library form, etc., the above copyright display, these terms of utilization, and the following stipulation of no guarantee shall be inserted in documentation accompanying redistribution (user's manual, etc.).

(3) When this software is redistributed in a form in which it cannot be used in the development of other software, embedded in devices, etc., one of the following conditions shall be satisfied.

(a) The above copyright display, these terms of utilization, and the following stipulation of no guarantee shall be inserted in documentation accompanying redistribution (user's manual, etc.).

(b) The TOPPERS Project shall be notified owing to a method in which the form of distribution is decided otherwise.

(4) The above copyright holder and the TOPPERS Project shall be exempt from responsibility for whatever damages occur either directly or indirectly through the utilization of this software.

This software is something that is provided with no guarantee. The above copyright holder and the TOPPERS Project make no guarantee whatsoever in regard to this software, including the possibility of its application. In addition, the above copyright holder and the TOPPERS Project shall also not bear responsibility for whatever damages occur either directly or indirectly through the utilization of this software.

Note: The TOPPERS License has been revised several times; what is shown above is the latest version that is to be applied to software made public hereafter.

**TINET**

This projector product includes the open source software program "TINET" which applies the terms and conditions provided by owner of the copyright to the "TINET".

The "TINET" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of TINET programs

- tinet-1.4.4

License terms of conditions of each program which are provided by owner of the copyright to the "TINET" are as follows.

(1) FreeBSD

Copyright (c) 1980, 1986, 1993

The Regents of the University of California. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. All advertising materials mentioning features or use of this software must display the following acknowledgement:

This product includes software developed by the University of California, Berkeley and its contributors.

4. Neither the name of the University nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE REGENTS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE REGENTS OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING

NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

(6) TINET and TOPPERS

TINET (TCP/IP Protocol Stack)

Copyright (C) 2001-2006 by Dep. of Computer Science and Engineering Tomakomai National College of Technology, JAPAN

The above copyright holder, limited to cases in which one satisfies conditions (1) ~ (4) below, or the conditions described in Version 2 of the GNU Public License officially announced by the Free Software Foundation, consents to the use, reproduction, alteration, and redistribution (hereafter called utilization) of this software (this software includes alterations, likewise below) without compensation.

(1) When this software is utilized in the form of source code, the above copyright declaration, these conditions of utilization, and the following stipulation of no guarantee shall be included in unchanged form inside the source code.

(2) When this software is redistributed in a form in which it can be used in the development of other software, library form, etc., the above copyright display, these terms of utilization, and the following stipulation of no guarantee shall be inserted in documentation accompanying redistribution (user's manual, etc.).

(3) When this software is redistributed in a form in which it cannot be used in the development of other software, embedded in devices, etc., following conditions shall be satisfied.

(a) The above copyright display, these terms of utilization, and the following stipulation of no guarantee shall be inserted in documentation accompanying redistribution (user's manual, etc.).

(4) The above copyright holder and the TOPPERS Project shall be exempt from responsibility for whatever damages occur either directly or indirectly through the utilization of this software.

This software is something that is provided with no guarantee. The above copyright holder and the TOPPERS Project make no guarantee whatsoever in regard to this software, including the possibility of its application. In addition, the above copyright holder and the TOPPERS Project shall also not bear responsibility for whatever damages occur either directly or indirectly through the utilization of this software.

**WPA Supplicant**

This projector product includes the open source software program which applies the terms and conditions provided by owner of the copyright to the "WPA Supplicant".

The "WPA Supplicant" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of WPA Supplicant programs

- wpa_supplicant-2.3

License terms of conditions of each program which are provided by owner of the copyright to the "WPA Supplicant" are as follows.

Copyright (c) 2003-2014, Jouni Malinen <j@w1.fi> and contributors

All Rights Reserved.

This program is licensed under the BSD license (the one with advertisement clause removed).

If you are submitting changes to the project, please see CONTRIBUTIONS file for more instructions.

License

---

This software may be distributed, used, and modified under the terms of BSD license:

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. Neither the name(s) of the above-listed copyright holder(s) nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

### lighttpd

This projector product includes the open source software program "lighttpd" which applies the terms and conditions provided by owner of the copyright to the "lighttpd".

The "lighttpd" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of lighttpd programs

- lighttpd-1.4.35

License terms of conditions of each program which are provided by owner of the copyright to the "lighttpd" are as follows.

Copyright (c) 2004, Jan Kneschke, incremental

All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of the 'incremental' nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE

**PCRE**

This projector product includes the open source software program "PCRE" which applies the terms and conditions provided by owner of the copyright to the "PCRE".

The "PCRE" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of PCRE programs

- pcre-8.32

License terms of conditions of each program which are provided by owner of the copyright to the "PCRE" are as follows.

**PCRE LICENCE**

---

PCRE is a library of functions to support regular expressions whose syntax and semantics are as close as possible to those of the Perl 5 language.

Release 8 of PCRE is distributed under the terms of the "BSD" licence, as specified below. The documentation for PCRE, supplied in the "doc" directory, is distributed under the same terms as the software itself.

The basic library functions are written in C and are freestanding. Also included in the distribution is a set of C++ wrapper functions, and a just-in-time compiler that can be used to optimize pattern matching. These are both optional features that can be omitted when the library is built.

**THE BASIC LIBRARY FUNCTIONS**

---

Written by: Philip Hazel

Email local part: ph10

Email domain: cam.ac.uk

University of Cambridge Computing Service, Cambridge, England.

Copyright (c) 1997-2012 University of Cambridge

All rights reserved.

**PCRE JUST-IN-TIME COMPILATION SUPPORT**

---

Written by: Zoltan Herczeg

Email local part: hzmester

Emain domain: freemail.hu

Copyright(c) 2010-2012 Zoltan Herczeg

All rights reserved.

**STACK-LESS JUST-IN-TIME COMPILER**

---

Written by: Zoltan Herczeg

Email local part: hzmester

Emain domain: freemail.hu

Copyright(c) 2009-2012 Zoltan Herczeg

All rights reserved.

**THE C++ WRAPPER FUNCTIONS**

---

Contributed by: Google Inc.

Copyright (c) 2007-2012, Google Inc.

All rights reserved.

**THE "BSD" LICENCE**

---

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

* Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

* Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

* Neither the name of the University of Cambridge nor the name of Google Inc. nor the names of their contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

End

### FastCGI

This projector product includes the open source software program "FastCGI" which applies the terms and conditions provided by owner of the copyright to the "FastCGI"

The "FastCGI" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of FastCGI programs

- fcgi-2.4.0

License terms of conditions of each program which are provided by owner of the copyright to the "FastCGI" are as follows.

This FastCGI application library source and object code (the "Software") and its documentation (the "Documentation") are copyrighted by Open Market, Inc ("Open Market"). The following terms apply to all files associated with the Software and Documentation unless explicitly disclaimed in individual files.

Open Market permits you to use, copy, modify, distribute, and license this Software and the Documentation for any purpose, provided that existing copyright notices are retained in all copies and that this notice is included verbatim in any distributions. No written agreement, license, or royalty fee is required for any of the authorized uses. Modifications to this Software and Documentation may be copyrighted by their authors and need not follow the licensing terms described here. If modifications to this Software and Documentation have new licensing terms, the new terms must be clearly indicated on the first page of each file where they apply.

OPEN MARKET MAKES NO EXPRESS OR IMPLIED WARRANTY WITH RESPECT TO THE SOFTWARE OR THE DOCUMENTATION, INCLUDING WITHOUT LIMITATION ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL OPEN MARKET BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DAMAGES ARISING FROM OR RELATING TO THIS SOFTWARE OR THE DOCUMENTATION, INCLUDING, WITHOUT LIMITATION, ANY INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES OR SIMILAR DAMAGES, INCLUDING LOST PROFITS OR LOST DATA, EVEN IF OPEN MARKET HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE SOFTWARE AND DOCUMENTATION ARE PROVIDED "AS IS". OPEN MARKET HAS NO LIABILITY IN CONTRACT, TORT, NEGLIGENCE OR OTHERWISE ARISING OUT OF THIS SOFTWARE OR THE DOCUMENTATION.

### openssl

This projector product includes the open source software program "openssl" which applies the terms and conditions provided by owner of the copyright to the "openssl".

The "openssl" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of OpenSSL programs

- OpenSSL 1.0.2g
- openssl-1.01t

License terms of conditions of each program which are provided by owner of the copyright to the "openssl" are as follows.

**LICENSE ISSUES**

==========

The OpenSSL toolkit stays under a dual license, i.e. both the conditions of the OpenSSL License and the original SSLeay license apply to the toolkit. See below for the actual license texts. Actually both licenses are BSD-style Open Source licenses. In case of any license issues related to OpenSSL please contact openssl-core@openssl.org.

**OpenSSL License**

Copyright (c) 1998-2011 The OpenSSL Project. All rights reserved.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. All advertising materials mentioning features or use of this software must display the following acknowledgment: This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit. (http://www.openssl.org)

4. The names "OpenSSL Toolkit" and "OpenSSL Project" must not be used to endorse or promote products derived from this software without prior written permission. For written permission, please contact openssl-core@openssl.org

5. Products derived from this software may not be called "OpenSSL" nor may "OpenSSL" appear in their names without prior written permission of the OpenSSL Project.

6. Redistributions of any form whatsoever must retain the following acknowledgment: "This product includes software developed by the OpenSSL Project for use in the OpenSSL Toolkit (http://www.openssl.org)"

THIS SOFTWARE IS PROVIDED BY THE OpenSSL PROJECT "AS IS" AND ANY EXPRESSED OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF

MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE OpenSSL PROJECT OR ITS CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

==========

This product includes cryptographic software written by Eric Young (eay@cryptsoft.com). This product includes software written by Tim Hudson (tjh@cryptsoft.com).

**Original SSLeay license**

Copyright (c) 1995-1998 Eric Young (eay@cryptsoft.com) All rights reserved. This package is an SSL implementation written by Eric Young (eay@cryptsoft.com). The implementation was written so as to conform with Netscapes SSL. This library is free for commercial and non-commercial use as long as the following conditions are aheared to. The following conditions apply to all code found in this distribution, be it the RC4, RSA, lhash, DES, etc., code; not just the SSL code. The SSL documentation included with this distribution is covered by the same copyright terms except that the holder is Tim Hudson (tjh@cryptsoft.com).

Copyright remains Eric Young's, and as such any Copyright notices in the code are not to be removed. If this package is used in a product, Eric Young should be given attribution as the author of the parts of the library used. This can be in the form of a textual message at program startup or in documentation (online or textual) provided with the package. Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

1. Redistributions of source code must retain the copyright notice, this list of conditions and the following disclaimer.

2. Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

3. All advertising materials mentioning features or use of this software must display the following acknowledgement: "This product includes cryptographic software written by Eric Young (eay@cryptsoft.com)". The word 'cryptographic' can be left out if the routines from the library being used are not cryptographic related.

4. If you include any Windows specific code (or a derivative thereof) from the apps directory (application code) you must include an acknowledgment: "This product includes software written by Tim Hudson (tjh@cryptsoft.com)"

THIS SOFTWARE IS PROVIDED BY ERIC YOUNG "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE AUTHOR OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE. The licence and distribution terms for any publically available version or derivative of this code cannot be changed. i.e. this code cannot simply be copied and put under another distribution licence, including the GNU Public Licence.

**iperf**

This projector product includes the open source software program "iperf" which applies the terms and conditions provided by owner of the copyright to the "iperf".

The "iperf" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of iperf programs

- iperf-2.0.5

License terms of conditions of each program which are provided by owner of the copyright to the "iperf" are as follows.

Copyright (c) 1999-2007, The Board of Trustees of the University of Illinois

All Rights Reserved.

Iperf performance test

Mark Gates

Ajay Tirumala

Jim Ferguson

Jon Dugan

Feng Qin

Kevin Gibbs

John Estabrook

National Laboratory for Applied Network Research

National Center for Supercomputing Applications

University of Illinois at Urbana-Champaign

http://www.ncsa.uiuc.edu

Permission is hereby granted, free of charge, to any person obtaining a copy of this software (Iperf) and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimers.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimers in the documentation and/or other materials provided with the distribution.

Neither the names of the University of Illinois, NCSA, nor the names of its contributors may be used to endorse or promote products derived from this Software without specific prior written permission.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT SHALL THE CONTIBUTORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

**FreeType**

This projector product includes the open source software program "FreeType" which applies the terms and conditions provided by owner of the copyright to the "FreeType".

The "FreeType" are WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

List of FreeType programs

- freetype-2.4.8

License terms of conditions of each program which are provided by owner of the copyright to the "FreeType" are as follows.

The FreeType Project LICENSE

---

2006-Jan-27

Copyright 1996-2002, 2006 by David Turner, Robert Wilhelm, and Werner Lemberg

Introduction

==========

The FreeType Project is distributed in several archive packages; some of them may contain, in addition to the FreeType font engine, various tools and contributions which rely on, or relate to, the FreeType Project.

This license applies to all files found in such packages, and which do not fall under their own explicit license. The license affects thus the FreeType font engine, the test programs, documentation and makefiles, at the very least.

This license was inspired by the BSD, Artistic, and IJG (Independent JPEG Group) licenses, which all encourage inclusion and use of free software in commercial and freeware products alike. As a consequence, its main points are that:

- We don't promise that this software works. However, we will be interested in any kind of bug reports. (`as is' distribution)
- You can use this software for whatever you want, in parts or full form, without having to pay us. (`royalty-free' usage)
- You may not pretend that you wrote this software. If you use it, or only parts of it, in a program, you must acknowledge somewhere in your documentation that you have used the FreeType code. (`credits')

We specifically permit and encourage the inclusion of this software, with or without modifications, in commercial products. We disclaim all warranties covering The FreeType Project and assume no liability related to The FreeType Project.

Finally, many people asked us for a preferred form for a credit/disclaimer to use in compliance with this license. We thus encourage you to use the following text:

"""

Portions of this software are copyright © <year> The FreeType Project (www.freetype.org). All rights reserved.

"""

Please replace <year> with the value from the FreeType version you actually use.

Legal Terms

==========

0. Definitions

---

Throughout this license, the terms `package', `FreeType Project', and `FreeType archive' refer to the set of files originally distributed by the authors (David Turner, Robert Wilhelm, and Werner Lemberg) as the `FreeType Project', be they named as alpha, beta or final release.

`You' refers to the licensee, or person using the project, where `using' is a generic term including compiling the project's source code as well as linking it to form a `program' or `executable'. This program is referred to as `a program using the FreeType engine'.

This license applies to all files distributed in the original FreeType Project, including all source code, binaries and documentation, unless otherwise stated in the file in its original, unmodified form as distributed in the original archive.

If you are unsure whether or not a particular file is covered by this license, you must contact us to verify this.

The FreeType Project is copyright (C) 1996-2000 by David Turner, Robert Wilhelm, and Werner Lemberg. All rights reserved except as specified below.

1. No Warranty

---

THE FREETYPE PROJECT IS PROVIDED `AS IS' WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT WILL ANY OF THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY DAMAGES CAUSED BY THE USE OR THE INABILITY TO USE, OF THE FREETYPE PROJECT.

2. Redistribution

---

This license grants a worldwide, royalty-free, perpetual and irrevocable right and license to use, execute, perform, compile, display, copy, create derivative works of, distribute and sublicense the FreeType Project (in both source and object code forms) and derivative works thereof for any purpose; and to authorize others to exercise some or all of the rights granted herein, subject to the following conditions:

- Redistribution of source code must retain this license file (`FTL.TXT') unaltered; any additions, deletions or changes to the original files must be clearly indicated in accompanying documentation. The copyright notices of the unaltered, original files must be preserved in all copies of source files.
- Redistribution in binary form must provide a disclaimer that states that the software is based in part of the work of the FreeType Team, in the distribution documentation. We also encourage you to put an URL to the FreeType web page in your documentation, though this isn't mandatory.

These conditions apply to any software derived from or based on the FreeType Project, not just the unmodified files. If you use our work, you must acknowledge us. However, no fee need be paid to us.

3. Advertising

---

Neither the FreeType authors and contributors nor you shall use the name of the other for commercial, advertising, or promotional purposes without specific prior written permission.

We suggest, but do not require, that you use one or more of the following phrases to refer to this software in your documentation or advertising materials: `FreeType Project', `FreeType Engine', `FreeType library', or `FreeType Distribution'.

As you have not signed this license, you are not required to accept it. However, as the FreeType Project is copyrighted material, only this license, or another one contracted with the authors, grants you the right to use, distribute, and modify it.

Therefore, by using, distributing, or modifying the FreeType Project, you indicate that you understand and accept all the terms of this license.

4. Contacts

---

There are two mailing lists related to FreeType:

- 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.

- 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

**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.**

**Parent topic:** Notices

## Trademarks

EPSON®, EasyMP®, Instant Off®, PowerLite®, and Quick Corner® are registered trademarks, and EPSON Exceed Your Vision is a registered logomark of Seiko Epson Corporation.

PrivateLine® is a registered trademark; SizeWise™ is a trademark; and Epson Store℠ and Extra Care℠ are service marks of Epson America, Inc.

Mac and OS X are trademarks of Apple Inc., registered in the U.S. and other countries.

HDMI and High-Definition Multimedia Interface are the trademarks or registered trademarks of HDMI Licensing LLC.

HDBaseT™ and the HDBaseT Alliance logo are trademarks of the HDBaseT Alliance.

Miracast® is a registered trademark of Wi-Fi Alliance®.

General Notice: Other product names used herein are for identification purposes only and may be trademarks of their respective owners. Epson disclaims any and all rights in those marks.

EXCEED YOUR VISION

**Parent topic:** Notices

## Copyright Notice

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior written permission of Seiko Epson Corporation. The information contained herein is designed only for use with this Epson product. Epson is not responsible for any use of this information as applied to other products.

Neither Seiko Epson Corporation nor its affiliates shall be liable to the purchaser of this product or third parties for damages, losses, costs, or expenses incurred by purchaser or third parties as a result of:

accident, misuse, or abuse of this product or unauthorized modifications, repairs, or alterations to this product, or (excluding the U.S.) failure to strictly comply with Seiko Epson Corporation's operating and maintenance instructions.

Seiko Epson Corporation shall not be liable for any damages or problems arising from the use of any options or any consumable products other than those designated as Original Epson Products or Epson Approved Products by Seiko Epson Corporation.

This information is subject to change without notice.

A Note Concerning Responsible Use of Copyrighted Materials
Copyright Attribution

**Parent topic:** Notices

## A Note Concerning Responsible Use of Copyrighted Materials

Epson encourages each user to be responsible and respectful of the copyright laws when using any Epson product. While some countries' laws permit limited copying or reuse of copyrighted material in certain circumstances, those circumstances may not be as broad as some people assume. Contact your legal advisor for any questions regarding copyright law.

**Parent topic:** Copyright Notice

## Copyright Attribution

© 2016 Epson America, Inc.

11/16

CPD-52631

**Parent topic:** Copyright Notice