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PROJECTOR OWNER'S MANUAL

Epson
PowerLite Home Cinema 3000

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PowerLite® Home Cinema 3000/3500/3510/3600e User's Guide

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PowerLite Home Cinema 3000/3500/3510/3600e User's Guide

Welcome to the PowerLite Home Cinema 3000/3500/3510/3600e *User's Guide*.

Note: The availability of models may vary by region.

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 Home Cinema 3000, 3500, 3510, and 3600e projectors include these special features:

Bright, high-resolution projection system

- PowerLite Home Cinema 3000: Up to 2300 lumens of color brightness (color light output) and 2300 lumens of white brightness (white light output)

  PowerLite Home Cinema 3500/3510/3600e: Up to 2500 lumens of color brightness (color light output) and 2500 lumens of white brightness (white light output)

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

- 1080p native resolution
- Images up to 300 inches (762 cm)

Full 3D projection

- Active 3D projection with RF active shutter glasses
- Supports side-by-side, top-and-bottom, and frame packing 3D formats

Flexible connectivity

- Two HDMI ports for computer or video device connection
- One MHL-compatible (Mobile High-definition Link) HDMI port for high-quality audio and video from tablets and smartphones (PowerLite Home Cinema 3500/3510/3600e)
- Photo slide shows via connected USB memory devices
- Audio Out port for connection to external speakers or stereo system (PowerLite Home Cinema 3500/3510/3600e)

Easy-to-use setup and operation features

- Vertical and horizontal lens shift dials for flexible projector placement
- 1.6× optical zoom ratio for improved zooming capability

Note: The PowerLite Home Cinema 3600e projector is shown in most illustrations in this manual, unless noted otherwise.

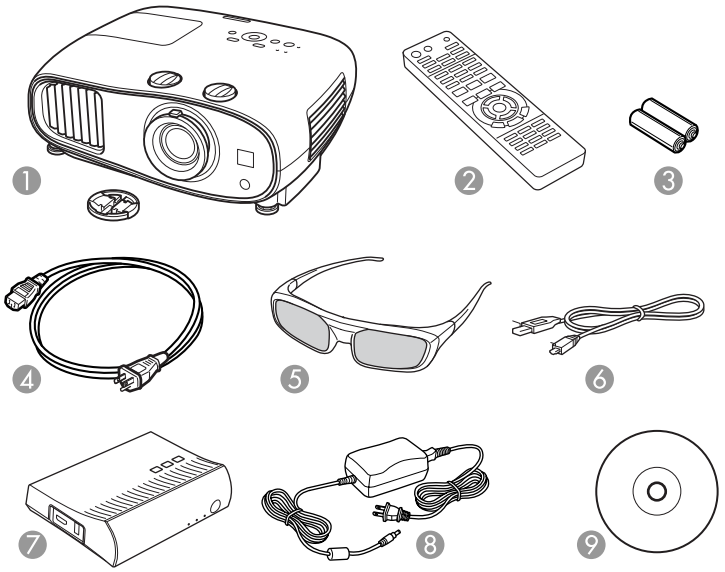
Product Box Contents
Additional Components
Optional Equipment and Replacement Parts
Warranty and Registration Information

Parent topic: Introduction to Your Projector

Product Box Contents

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

Make sure your projector box included all of these parts:



1 Projector with lens cap
2 Remote control
3 Remote control batteries (two AA alkaline)
4 Power cord
5 3D glasses (2 pairs for PowerLite Home Cinema 3500/3510/3600e)
6 3D glasses charging cable (2 cables for PowerLite Home Cinema 3500/3510/3600e)
7 WirelessHD transmitter (PowerLite Home Cinema 3600e)
8 WirelessHD transmitter AC adapter (PowerLite Home Cinema 3600e)
9 Projector documentation CD

Parent topic: Projector Features

Additional Components

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

- To receive a component video signal, you need a compatible component cable. You can purchase one from Epson or an authorized Epson reseller.
- To receive an HDMI signal, you need a compatible HDMI cable. You can purchase one from Epson or an authorized Epson reseller.

  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.

- To receive an HDMI signal via MHL, you need an MHL-compatible device, an MHL cable, or an HDMI cable and an MHL adapter compatible with your device. Devices with an integrated MHL connector may not require a cable (PowerLite Home Cinema 3500/3510/3600e).
- To receive and view a 3D signal, you need a compatible HDMI cable and active shutter 3D glasses (3D glasses not included with PowerLite Home Cinema 3000). You can purchase them from Epson or an authorized Epson reseller. If your video source is a 3D Blu-ray disc, you also need a Blu-ray player that supports 3D playback. See your local computer or electronics dealer for purchase information.

- To project with audio from certain ports, you may need a commercially available audio cable compatible with your device (PowerLite Home Cinema 3500/3510/3600e). See your local computer or electronics dealer for purchase information.
- To add additional sound, you need speakers, an audio video receiver or a video source with speaker connections, and the cables necessary to connect to the speakers and the projector. See your local computer or electronics dealer for purchase information.

Parent topic: Projector Features

Related references

Optional Equipment and Replacement Parts

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). Or you can purchase online at epsonstore.com (U.S. sales) or epson.ca (Canadian sales).

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

Option or part	Part number
Genuine Epson replacement lamp (ELPLP85)	V13H010L85
Replacement air filter (ELPAF39)	V13H134A39
RF 3D glasses (ELPGS03)	V12H548006
Wireless LAN module (ELPAP07)	V12H418P12
Projector ceiling mount	CHF1000
Accolade Duet ultra portable projector screen	ELPSC80
ES1000 ultra portable tabletop projection screen	V12H002S4Y
ES3000 ultra portable projector screen	V12H002S3Y
Belkin Pro Series VGA/SVGA cable, 6 ft	F3H982-06
Belkin Pro Series VGA/SVGA cable, 10 ft	F3H982-10
Belkin Pro Series VGA/SVGA cable, 25 ft	F3H982-25
Belkin PureAV HDMI audio video cable, 3 ft	AV22300-03
Belkin PureAV HDMI audio video cable, 6 ft	AV22300-06
Belkin PureAV HDMI audio video cable, 12 ft	AV22300-12

Option or part	Part number
Kensington security lock	ELPSL01
Remote control	1631362

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

Parent topic: Projector Features

Warranty and Registration Information

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

In addition, Epson offers free Extra Care Home 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 Home 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:

- 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.

- For detailed instructions on using your projector in a network environment, see the *EasyMP Network Projection Operation Guide*.
- If you still need help after checking this manual and the sources listed above, 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

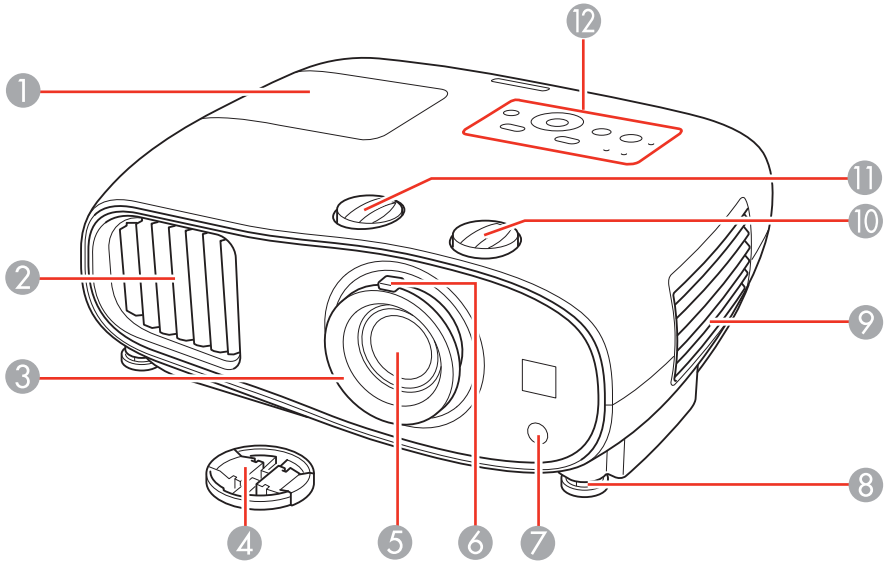
Projector Part Locations

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

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

Parent topic: Introduction to Your Projector

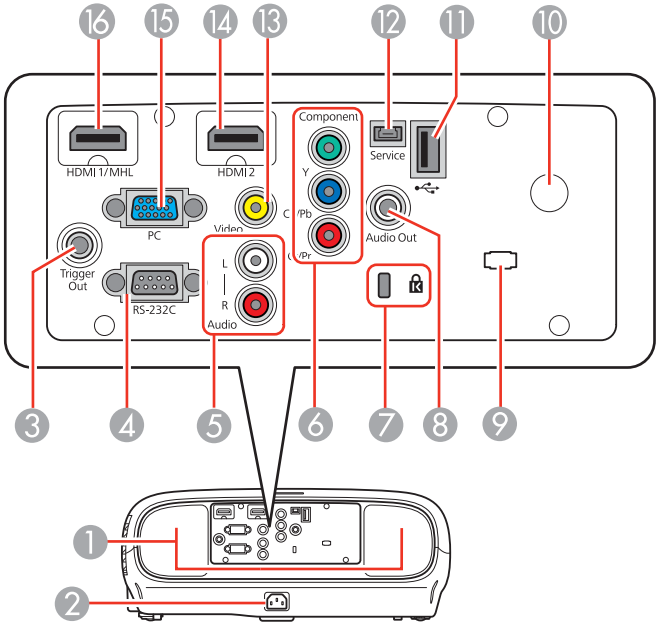
Projector Parts - Front/Top



1	Lamp cover
2	Exhaust vent
3	Focus ring
4	Lens cap
5	Lens
6	Zoom ring
7	Remote receiver
8	Front adjustable foot
9	Air filter cover and vent
10	Vertical lens shift dial
11	Horizontal lens shift dial
12	Control panel

Parent topic: Projector Part Locations

Projector Parts - Rear



1 Speakers (PowerLite Home Cinema 3500/3510/3600e)
2 AC input port
3 **Trigger out** port
4 **RS-232C** port
5 **Audio** ports (PowerLite Home Cinema 3500/3510/3600e)
6 **Component** ports
7 Security cable attachment point
8 **Audio Out** port (PowerLite Home Cinema 3500/3510/3600e)
9 Cable holder
10 Remote receiver
11 USB Type A port

12 **Service** port

13 **Video** port

14 **HDMI 2** port

15 **PC** port

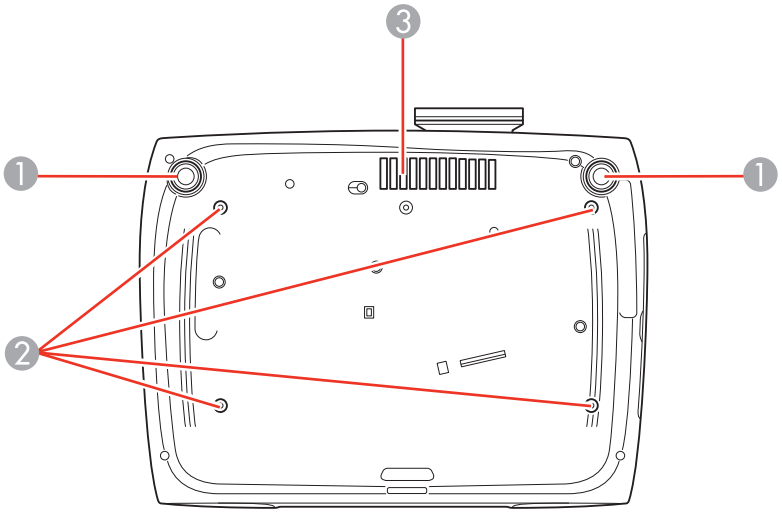
16 **HDMI 1/MHL** (PowerLite Home Cinema 3500/3510/3600e) or **HDMI 1** (PowerLite Home Cinema 3000) port

Parent topic: Projector Part Locations

Related tasks

Installing a Security Cable

Projector Parts - Base



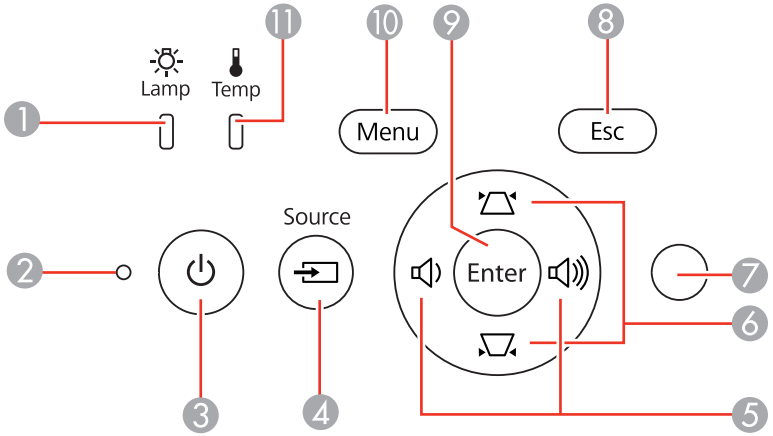
1 Front adjustable feet

2 Mounting bracket holes

3 Intake vent

Parent topic: Projector Part Locations

Projector Parts - Control Panel



1 **Lamp** light

2 Status light

3 Power button/light

4 **Source** button (cycles through the list of sources)

5 Volume control buttons, horizontal keystone adjustment buttons (adjust screen shape), and arrow buttons

6 Vertical keystone adjustment buttons (adjust screen shape) and arrow buttons

7 Brightness sensor

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

9 **Enter** button (selects options)

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

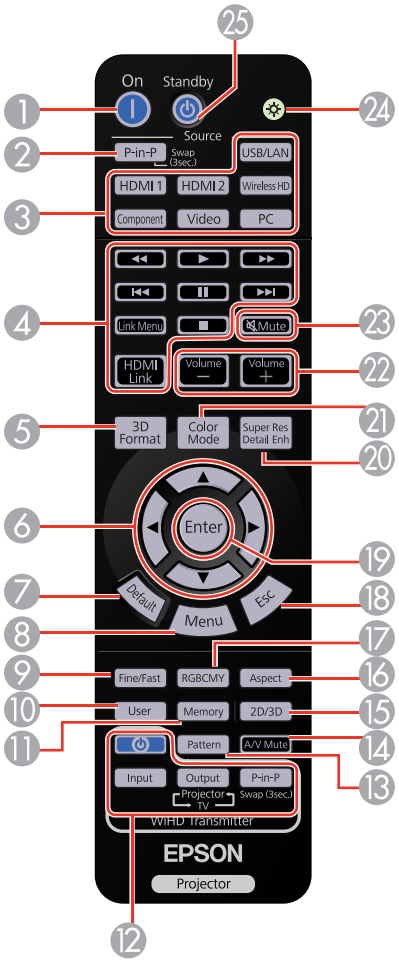
11 **Temp** light

Parent topic: Projector Part Locations

Related references

Projector Light Status

Projector Parts - Remote Control



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

2 **P-in-P** button (controls the Picture-in-Picture mode)

3 **Source** buttons (select specific video input sources)

4 **HDMI Link** button (displays the settings menu for HDMI Link)

Link Menu button (displays the main menu of the connected device)

Control buttons (control playback and other features of connected devices that support the HDMI CEC or MHL standard)

5 **3D Format** button (changes the 3D format)

6 Arrow buttons (move though on-screen options)

7 **Default** button (returns selected setting to default value)

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

9 **Fine/Fast** button (improves image response time for high frame rate sources)

10 **User** button (customizable for different functions)

11 **Memory** button (accesses the Memory menu)

12 WiHD Transmitter control buttons (PowerLite Home Cinema 3600e)

The ⏻ power button (turns the WirelessHD transmitter on or off)

Input button (cycles through image sources connected to the WirelessHD transmitter)

Output button (cycles output signal between the projector and a display device connected to the transmitter's **Output** port)

P-in-P button (controls the Picture in Picture when using transmitter)

13 **Pattern** button (displays a test pattern)

14 **A/V Mute** button (turns off picture and sound)

15 **2D/3D** button (cycles between 2D and 3D modes; PowerLite Home Cinema 3500/3510/3600e)

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

17 **RGBCMY** button (adjusts hue, saturation, and brightness for each RGBCMY color)

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

19 **Enter** button (selects options)

20 **Super Res Detail Enh** (reduces blurring around the edges of images and enhances image contrast; PowerLite Home Cinema 3500/3510/3600e)

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

22 **Volume** up/down buttons (adjust speaker volume; PowerLite Home Cinema 3500/3510/3600e)

23 **Mute** button (turns off sound only; PowerLite Home Cinema 3500/3510/3600e)

24 Illumination button (temporarily lights the remote control buttons)

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

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
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.

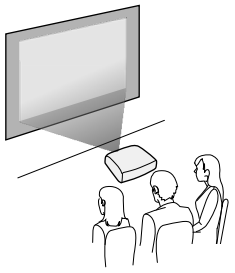
Projector Setup and Installation Options
Projection Distance

Parent topic: Setting Up the Projector

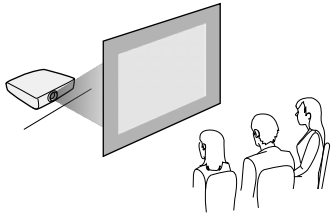
Projector Setup and Installation Options

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

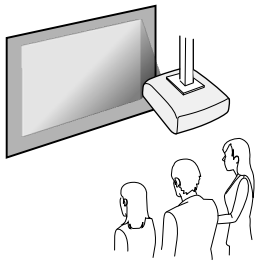
Front



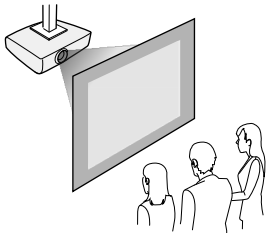
Rear



Front Ceiling



Rear Ceiling



Wherever you set up the projector, make sure to position it squarely in front of the center of the screen, not at an angle, if possible. If the projector cannot be centered in front of the screen, use lens shift to reposition the image instead of using keystone correction for better image quality.

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

Parent topic: Projector Placement

Related references

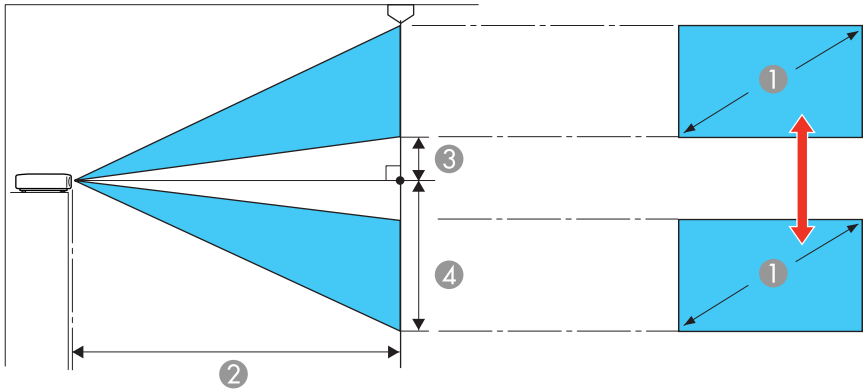
Projector Feature Settings - Settings Menu

Projection Distance

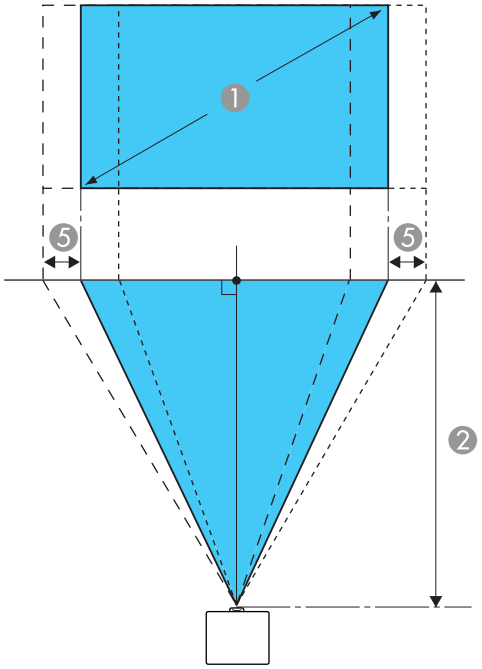
The distance at which you place the projector from the screen determines the approximate size of the image. The image size increases the farther the projector is from the screen, but can vary depending on the zoom factor, aspect ratio, and other settings.

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.)

Vertical lens shift adjustment



Horizontal lens shift adjustment



1 Screen or image size

2 Distance between projector and screen

3 Distance from center of lens to bottom of the projected image when the lens is shifted to the highest position

4 Distance from center of lens to bottom of the projected image when the lens is shifted to the lowest position

5 Distance the projected image moves from the center when the lens is shifted to its maximum position left or right

16:9 Aspect Ratio Image or Screen

Screen or image size (1)	Projection distance (2) Wide to Tele
40 inches (101.6 cm)	46 to 75 inches (116 to 190 cm)
60 inches (152.4 cm)	69 to 113 inches (176 to 286 cm)
80 inches (203.2 cm)	93 to 150 inches (235 to 382 cm)
100 inches (254 cm)	116 to 188 inches (295 to 478 cm)
120 inches (304.8 cm)	139 to 226 inches (354 to 575 cm)
150 inches (381 cm)	174 to 283 inches (443 to 719 cm)
200 inches (508 cm)	233 to 378 inches (591 to 959 cm)

Screen or image size (1)	Offset from lens center (3)	Offset from lens center (4)	Offset from lens center (5)
40 inches (101.6 cm)	2 inches (5 cm)	21.6 inches (55 cm)	8.4 inches (21 cm)
60 inches (152.4 cm)	2.9 inches (7 cm)	32.4 inches (82 cm)	12.6 inches (32 cm)
80 inches (203.2 cm)	3.9 inches (10 cm)	43.1 inches (110 cm)	16.7 inches (43 cm)
100 inches (254 cm)	4.9 inches (12 cm)	53.9 inches (137 cm)	20.9 inches (53 cm)
120 inches (304.8 cm)	5.9 inches (15 cm)	64.7 inches (164 cm)	25.1 inches (64 cm)
150 inches (381 cm)	7.4 inches (19 cm)	80.9 inches (205 cm)	31.4 inches (80 cm)
200 inches (508 cm)	9.8 inches (25 cm)	107.9 inches (274 cm)	41.8 inches (106 cm)

4:3 Aspect Ratio Image or Screen

Screen or image size (1)	Projection distance (2) Wide to Tele
40 inches (101.6 cm)	56 to 92 inches (143 to 233 cm)
60 inches (152.4 cm)	85 to 138 inches (216 to 351 cm)
80 inches (203.2 cm)	114 to 184 inches (288 to 468 cm)
100 inches (254 cm)	142 to 231 inches (361 to 586 cm)
120 inches (304.8 cm)	171 to 277 inches (434 to 704 cm)
150 inches (381 cm)	214 to 347 inches (543 to 717 cm)
200 inches (508 cm)	285 to 463 inches (724 to 1175 cm)

Screen or image size	Offset from lens center (2)	Offset from lens center (3)	Offset from lens center (4)
40 inches (101.6 cm)	2.4 inches (6 cm)	26.4 inches (67 cm)	10.2 inches (26 cm)
60 inches (152.4 cm)	3.6 inches (9 cm)	39.6 inches (101 cm)	15.4 inches (39 cm)
80 inches (203.2 cm)	4.8 inches (12 cm)	52.8 inches (134 cm)	20.5 inches (52 cm)
100 inches (254 cm)	6 inches (15 cm)	66 inches (168 cm)	25.6 inches (65 cm)
120 inches (304.8 cm)	7.2 inches (18 cm)	79.2 inches (201 cm)	30.7 inches (78 cm)
150 inches (381 cm)	9 inches (23 cm)	99 inches (251 cm)	38.4 inches (98 cm)
200 inches (508 cm)	12 inches (30 cm)	132 inches (335 cm)	51.2 inches (130 cm)

Parent topic: Projector Placement

Projector Connections

You can connect the projector to a variety of computer, video, and audio sources to display presentations, movies, or other images, with or without sound (audio available only for PowerLite Home Cinema 3500/3510/3600e).

- For video projection, connect devices such as DVD players, gaming consoles, streaming devices, digital cameras, smartphones, and tablets with compatible video output ports.

  Note: 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.

- For sound, you can connect audio input cables, if necessary (PowerLite Home Cinema 3500/3510/3600e).
- Connect any type of computer that has a standard video output (monitor) port, or HDMI port.
- For slide shows without a video source or computer, you can connect USB devices such as a flash drive or camera.

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.

Removing and Attaching the Cable Cover
Connecting to Video Sources
Connecting to Computer Sources
Connecting to External Speakers
Connecting to External USB Devices

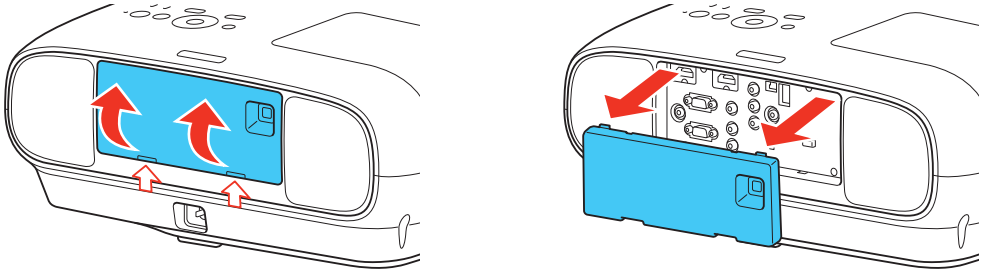
Parent topic: Setting Up the Projector

Related references

Projector Feature Settings - Settings Menu

Removing and Attaching the Cable Cover

Before you can connect equipment to your projector, you need to remove the cable cover (PowerLite Home Cinema 3600e). Use coins or your fingernails to lift up and out on the gaps at the bottom of the cable cover, then remove the cable cover.



To attach the cable cover, insert the top end first, then push the cable cover in.

Parent topic: Projector Connections

Connecting to Video Sources

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

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

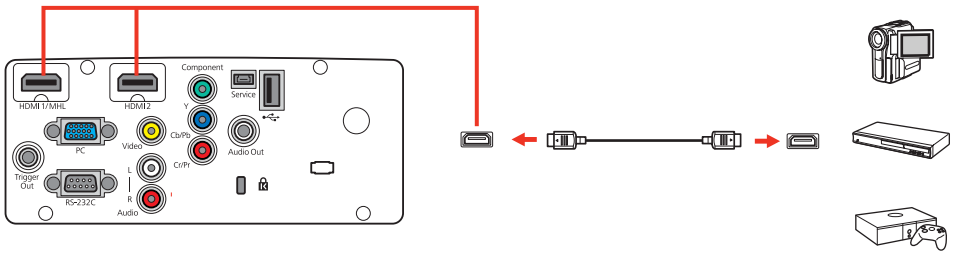
Parent topic: Projector Connections

Connecting to an HDMI Video Source

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

1. Connect the HDMI cable to your video source's HDMI output port.

2. Connect the other end to one of the projector's HDMI ports.



Note: If you connected a game console, it may take a few seconds for your image to appear when you switch to the game console's input source. To reduce the potential lag in response time to game commands, set your game console's output format to a progressive signal of 480p, 720p, or higher. See your game console documentation for instructions.

You can also select the **Fast** setting using the **Fast/Fine** button on the remote control to reduce lag time.

Note: When an audio/video source that meets the HDMI CEC standard is connected to the projector's HDMI port, you can use the projector's remote control to control certain features of the linked device by pressing the **HDMI Link** button on the remote control and setting **HDMI Link** to **On**.

Parent topic: Connecting to Video Sources

Related references

Projector Feature Settings - Settings Menu

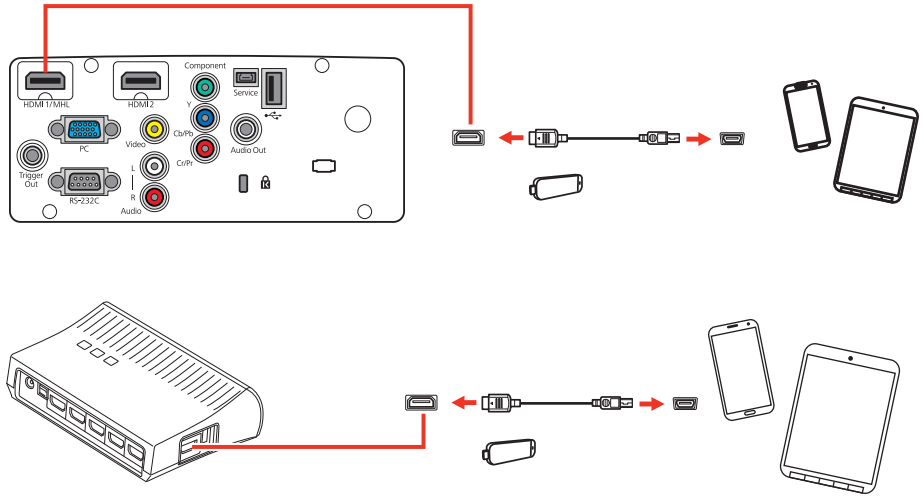
Connecting to an MHL-Compatible Device

If you have an MHL-compatible smartphone or tablet, you can connect it to the projector or WirelessHD transmitter using either an MHL cable or an HDMI cable with a device-compatible MHL adapter (PowerLite Home Cinema 3500/3510/3600e). If you have a device with a built-in MHL connector, plug it directly into the projector's **HDMI 1/MHL** port or the WirelessHD transmitter's **HDMI 5 / MHL (IN)** port. (WirelessHD connection available only for the PowerLite Home Cinema 3600e.)

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

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

3. Connect the other end of the cable to projector's **HDMI 1/MHL** port or the WirelessHD transmitter's **HDMI 5 / MHL (IN)** port.

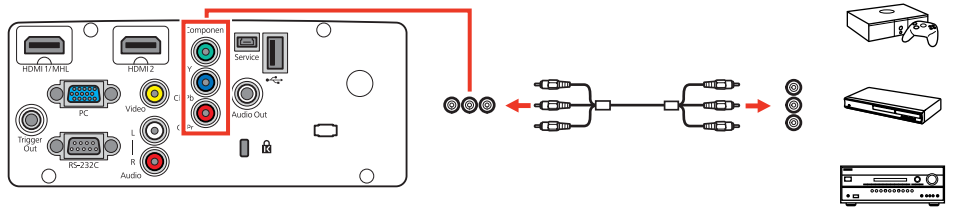


Parent topic: Connecting to Video Sources

Connecting to a Component Video Source

If your video source has component video ports, you can connect it to the projector using an optional component 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 other end to the projector's color-coded **Component** video input ports.



Note: If you connected a game console, it may take a few seconds for your image to appear when you switch to the game console's input source. To reduce the potential lag in response time to game commands, set your game console's output format to a progressive signal of 480p, 720p, or higher. See your game console documentation for instructions.

You can also select the **Fast** Image Processing setting to reduce lag time.

Parent topic: Connecting to Video Sources

Related references

Projector Feature Settings - Settings Menu

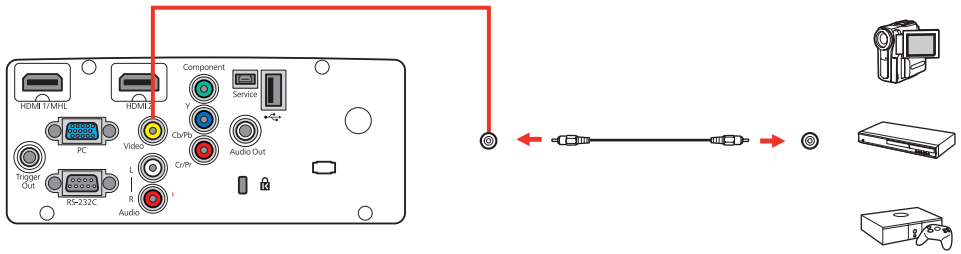
Related tasks

Connecting to a Video Source for Sound

Connecting to a Composite Video Source

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

1. Connect the cable with the yellow connector to your video source's yellow video output port.
2. Connect the other end to the projector's **Video** port.



Parent topic: Connecting to Video Sources

Related tasks

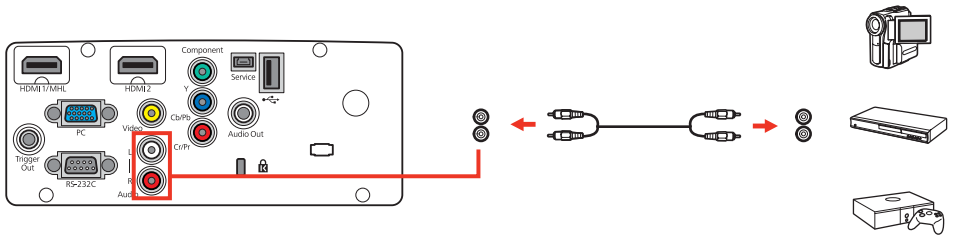
Connecting to a Video Source for Sound

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 (PowerLite Home Cinema 3500/3510/3600e). Connect the projector to the video source using an RCA audio cable.

Note: If you connected your video source to the projector using an HDMI or MHL 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 or ports.



Note: To add additional sound, connect your video source and speakers to an audio video receiver, then connect the receiver to the projector using one of the receiver's compatible video outputs (an HDMI connection provides the best image quality, if available). You can also connect speakers to any video source that has its own speaker connections. You can also connect externally powered speakers or headphones to the **Audio Out** port using a 3.5 mm stereo mini jack cable.

Parent topic: Connecting to Video Sources

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 Sound

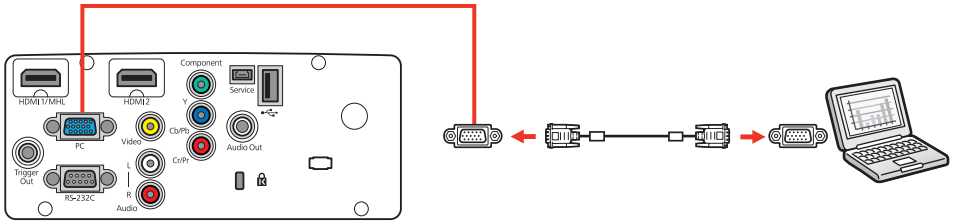
Parent topic: Projector Connections

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 **PC** port on the projector.



4. Tighten the screws on the VGA connector.

Parent topic: Connecting to Computer Sources

Related tasks

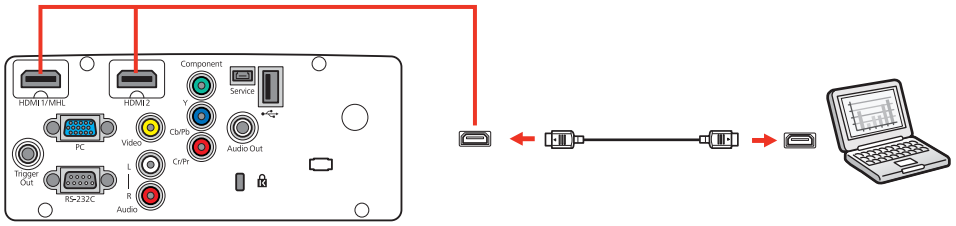
Connecting to a Computer for Sound

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.

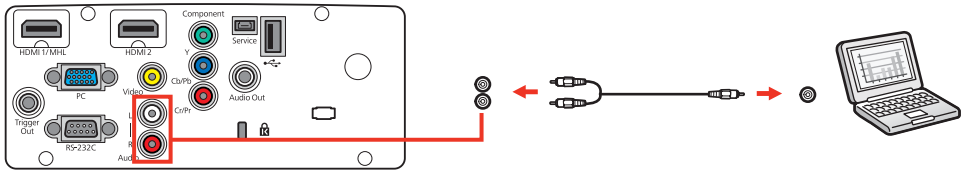


Parent topic: Connecting to Computer Sources

Connecting to a Computer for Sound

If your computer presentation includes sound and you did not connect it using the projector's **HDMI** port, you can still play sound through the projector's speaker system (PowerLite Home Cinema 3500/3510/3600e). Connect an optional stereo mini-jack adapter cable (with one 3.5 mm mini-plug and two RCA plugs).

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 projector's **Audio** ports.



Parent topic: Connecting to Computer Sources

Connecting to External Speakers

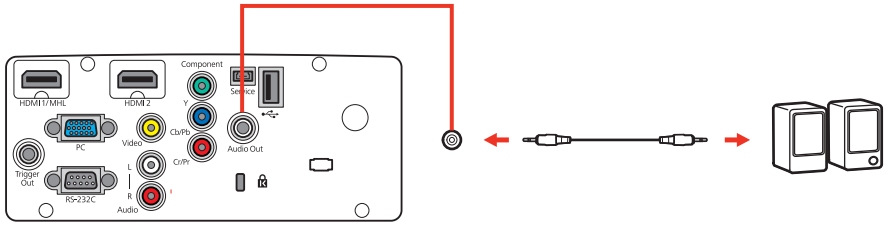
To enhance the sound from your presentation, you can connect the projector to external self-powered speakers (PowerLite Home Cinema 3500/3510/3600e). You can control the volume using the projector's remote control.

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

Note: The projector's built-in speaker system (PowerLite Home Cinema 3500/3510/3600e) 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

Connecting to External USB Devices

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

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

Parent topic: Projector Connections

USB Device Projection

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

- USB flash drive
- Digital camera or smartphone
- USB hard drive
- Multimedia storage viewer
- USB memory card reader

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

Note: USB hard drives must meet these requirements:

- USB Mass Storage Class-compliant (not all USB Mass Storage Class devices are supported)

- Formatted in FAT or FAT32
- Self-powered by their own AC power supplies (bus-powered hard drives are not recommended)
- Avoid using hard drives with multiple partitions

You can project slide shows from image files on a connected USB device or memory card reader.

Parent topic: Connecting to External USB Devices

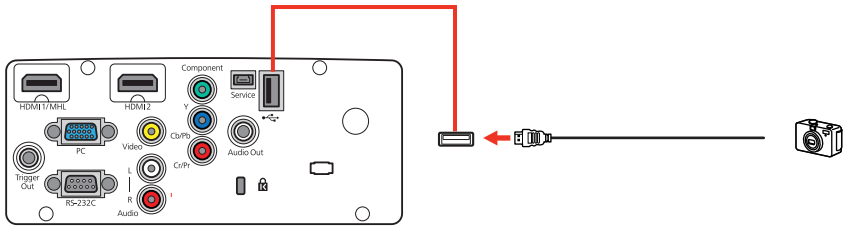
Related references

Supported Slideshow File Types

Connecting a USB Device or Camera to the Projector

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

1. If your USB device came with a power adapter, plug the device into an electrical outlet.
2. Connect the USB cable (or USB flash drive or USB memory card reader) to the projector's USB Type A port shown here.



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

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

Parent topic: Connecting to External USB Devices

Related references

Supported Slideshow File Types

Selecting the Connected USB Source

You can switch the projector's display to the source you connected to the USB Type A port.

1. Make sure the connected USB source is turned on, if necessary.

2. Press the **USB/LAN** button on the remote control.
3. Press the button again to cycle through other USB sources, if available.

Parent topic: Connecting to External USB Devices

Disconnecting a USB Device or Camera From the Projector

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

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

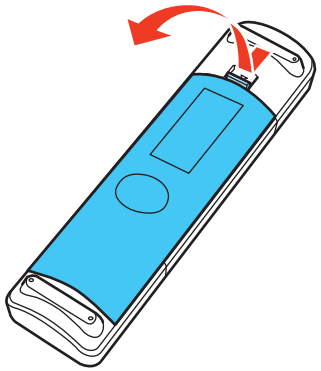
Parent topic: Connecting to External USB Devices

Installing Batteries in the Remote Control

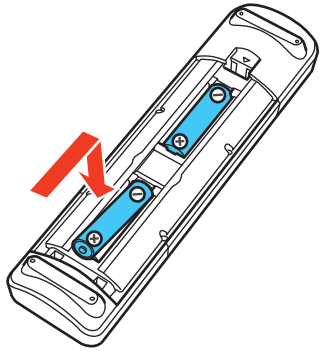
The remote control uses the two AA batteries that came with the projector.

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

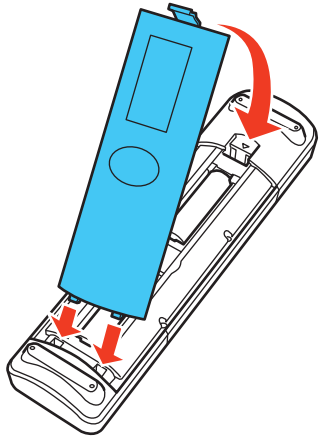
1. Remove the battery cover.



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

Wireless Network Projection

You can send images to your projector through a wireless network. To do this, you must install the Epson 802.11b/g/n wireless LAN module, and then set up your projector and computer for wireless projection.

Note: The wireless LAN module is not included with your projector.

You can connect the projector to your wireless network by configuring the connection manually using the projector's Network menus.

After installing the module and setting up the projector, install the network software. You can download the latest software and documentation from the Epson web site.

Use the following software and documentation to set up, control, and monitor wireless projection:

- EasyMP Network Projection software sets up your computer for wireless network projection. Go to epson.com/support (U.S.) or epson.ca/support (Canada) and select your projector.
- Projection from iOS or Android devices with the wireless LAN module and free Epson iProjection app; visit epson.com/projectorapp (U.S.) or epson.ca/projectorapp (Canada) for more information

Installing the Wireless LAN Module
Selecting Wireless Network Settings Manually
Selecting Wireless Network Settings in Windows
Selecting Wireless Network Settings in OS X
Setting Up Wireless Network Security

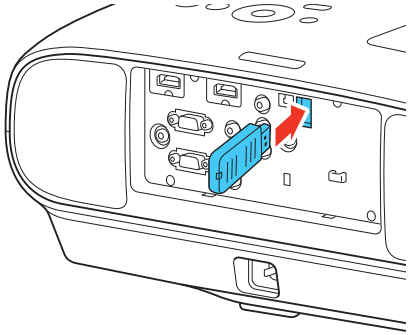
Related references

Optional Equipment and Replacement Parts

Installing the Wireless LAN Module

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

Insert the wireless LAN module into the USB Type A port.



The light on the wireless LAN module turns on when the module is installed and operating. The light flashes when the module is communicating over the network.

Parent topic: Wireless Network Projection

Related references

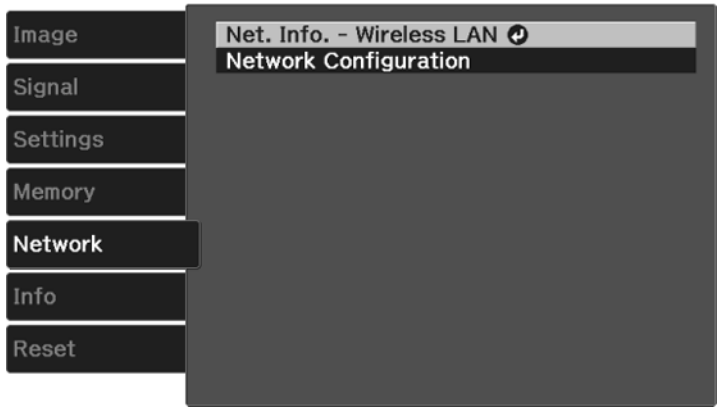
Optional Equipment and Replacement Parts

Selecting Wireless Network Settings Manually

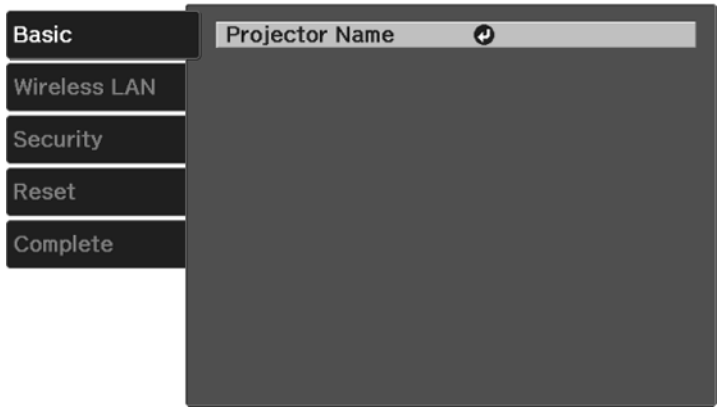
Before you can project from your wireless network, you must select the network settings for the projector using its menu system.

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

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



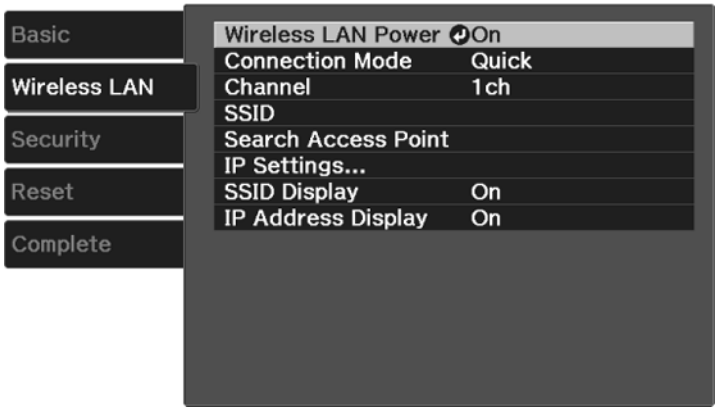
4. Select **Network Configuration** and press **Enter**.
5. Select the **Basic** menu and press **Enter**.



6. Select the **Projector Name** setting and enter a name up to 16 alphanumeric characters long to identify the projector over the network.

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

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



8. Select the settings on the Wireless LAN menu as necessary for your network.

   Note: Some items may be unavailable if Quick or Advanced connection mode is selected.

9. 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.

Wireless LAN Menu Settings

Parent topic: Wireless Network Projection

Wireless LAN Menu Settings

Setting	Options	Description
Wireless LAN Power	**On** **Off**	Turns on wireless LAN support

Setting	Options	Description
Connection Mode	**Quick** **Advanced**	Selects the type of wireless connection: **Quick**: lets you quickly connect to one computer, smartphone, or tablet **Advanced**: lets you connect a wireless network access point
Channel	**1ch** **6ch** **11ch**	In **Quick** connection mode, selects the frequency band (channel) used by the wireless LAN
SSID	Up to 32 alphanumeric characters (spaces not recommended)	Sets the SSID (network name) of the wireless LAN system the projector is connecting to
Search Access Point	—	Displays the access point status; indicates currently connected access points; indicates access points where security is set
IP Settings	**DHCP** (**On** or **Off**) **IP Address** **Subnet Mask** **Gateway Address**	Selects DHCP if your network assigns addresses automatically, or turns off DHCP so you can enter the network's IP address, subnet mask, and gateway address as needed
SSID Display	**On** **Off**	Selects whether to display the SSID on the network standby screen
IP Address Display	**On** **Off**	Selects whether to display the IP address on the network standby screen

Parent topic: Selecting Wireless Network Settings Manually

Selecting Wireless Network Settings in Windows

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

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

Parent topic: Wireless Network Projection

Selecting Wireless Network Settings in OS X

Before connecting to the projector, select the correct wireless network in OS X.

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

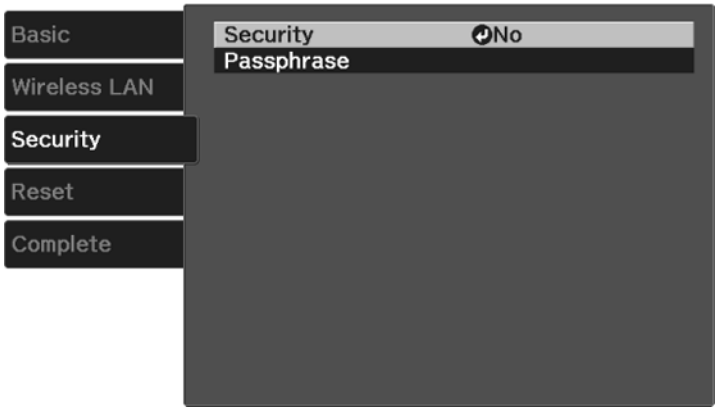
You can set up security for your projector to use on the wireless network. Set up one of the following security options to match the settings used on your network:

- WPA/WPA2-PSK security (Advanced connection mode)
- WPA2-PSK security (Quick 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 **Security** menu and press **Enter**.



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

Wireless Security Menu Settings

Parent topic: Wireless Network Projection

Wireless Security Menu Settings

Settings on the Security menu let you select the type of security and security settings that match the network you are connecting the projector to.

Setting	Options	Description
Security	**WPA2-PSK** and **WPA** types available	Selects the type of security used on the wireless network
Passphrase	Various keys from 8 to 32 characters	Selects the pre-shared key used on the network; passphrases are case-sensitive

Parent topic: Setting Up Wireless Network Security

Using Basic Projector Features

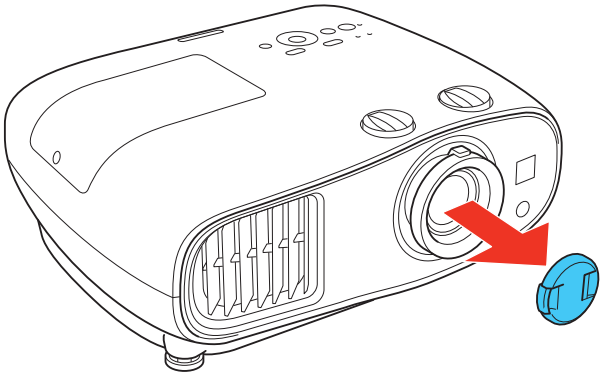
Follow the instructions in these sections to use your projector's basic features.

Turning On the Projector
Turning Off the Projector
Viewing 3D Images
Selecting the Language for the Projector Menus
Adjusting the Image Height
Adjusting the Image Position Using Lens Shift
Image Shape
Resizing the Image with the Zoom Ring
Focusing the Image Using the Focus Ring
Remote Control Operation
Selecting an Image Source
Projection Modes
Image Aspect Ratio
Color Mode
Using Picture in Picture
Controlling the Volume with the Volume Buttons
Projecting a Slide Show

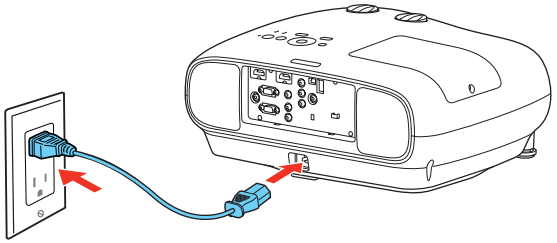
Turning On the Projector

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. Remove the projector's lens cover.



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



3. Plug the power cord into an electrical outlet.

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

   The projector's power light turns blue. This indicates that the projector is receiving power.

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

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

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

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

- Turn on the connected computer or video device.
- Insert a DVD or other video media and press the play button, if necessary.
- Press the **Source** button on the projector to detect the video source, or press a source button on the remote control.

Parent topic: Using Basic Projector Features

Related references

Projector Feature Settings - Settings Menu

Related tasks

Selecting an Image Source

Turning Off the Projector

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

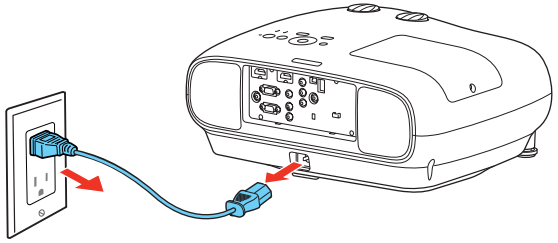
Note: Turn off this product when not in use to prolong the life of the projector. Lamp life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

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

1. Do one of the following:
   - Press the power button on the projector. When you see the confirmation screen, press the power button again or press any other button to leave the projector on.
   - Press the **Standby** button on the remote control.

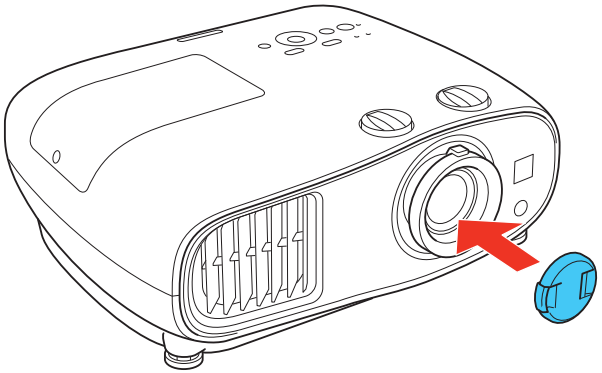
   The lamp and the Status light turns off.

2. 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.

3. Replace the projector's lens cover.



Parent topic: Using Basic Projector Features

Viewing 3D Images

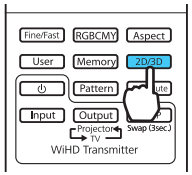
You can view 3D images using your projector. Viewing 3D images requires a 3D-compatible video device and a pair of Epson RF 3D glasses (not included with PowerLite Home Cinema 3000). You can also convert 2D images to 3D using the **2D-to-3D Conversion** setting in your projector's **Signal** > **3D Setup** menu.

You can purchase Epson RF 3D glasses from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766). Or you can purchase online at epsonstore.com (U.S. sales) or epson.ca (Canadian sales).

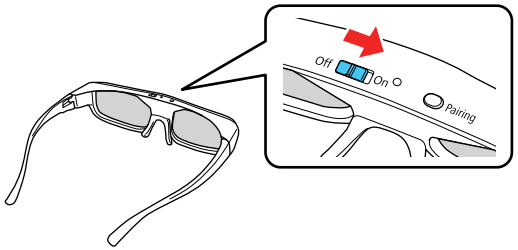
1. Connect a 3D-compatible video device to the projector using a compatible HDMI cable.
2. Turn on the video device, then turn on the projector.
3. Begin playback from the video device.

   Note: Make sure you set the video device to play content in 3D mode.

4. Press the **2D/3D** button on the remote control to activate 3D mode, if necessary.



5. Slide the power switch on the 3D glasses to the **On** position.



6. Put on the 3D glasses. If you do not see a 3D image, pair the glasses with the projector.

   Note: If you change the video source or you are not within range of your projector, the glasses enter standby mode and the status light flashes green. Slide the power switch on the glasses to the **Off** position and then back to the **On** position to resume 3D viewing.

Pairing the 3D Glasses with the Projector

Charging the 3D Glasses

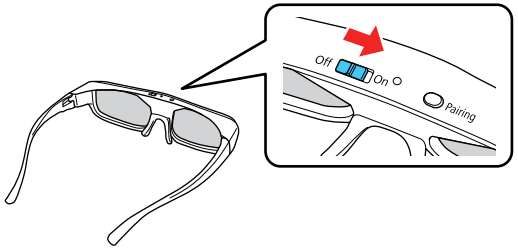
3D Viewing Range

Parent topic: Using Basic Projector Features

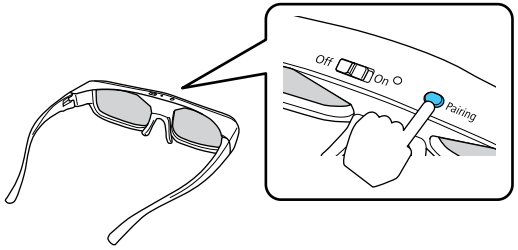
Pairing the 3D Glasses with the Projector

Pair the glasses with the projector to establish communication between them for 3D viewing.

1. Turn on the projector.
2. Set the image source to HDMI.
3. Project a 3D image.
4. Slide the power switch on the 3D glasses to the **On** position.



5. Move the glasses within 10 feet (3 m) of the projector, then hold down the **Pairing** button on the glasses for at least three seconds.



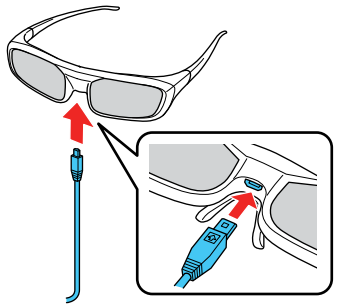
The status light on the glasses flashes green and red. If pairing is successful, the light turns green for 10 seconds and then turns off.

Parent topic: Viewing 3D Images

Charging the 3D Glasses

Charge the glasses when the status light on the glasses flashes red to indicate a low battery.

1. Connect the smaller end of the charging cable to the port on the bridge of the glasses.



Note: Make sure you connect the cable in the correct orientation or you may damage the glasses or cable.

2. Connect the other end of the cable to the USB Type A port on the projector or any other device such as a computer that has an active USB Type A port.

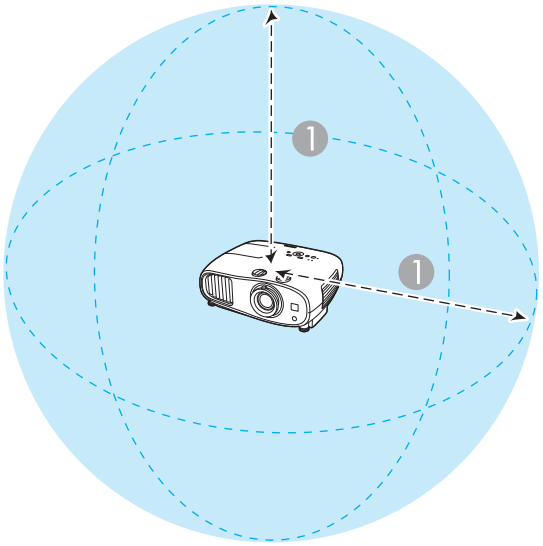
Note: The projector must be turned on to charge the glasses.

The glasses are fully charged when the status light on the glasses stays green.

Parent topic: Viewing 3D Images

3D Viewing Range

When you view 3D images, make sure you are positioned within the viewing range shown here.



1 32 ft (10 m)

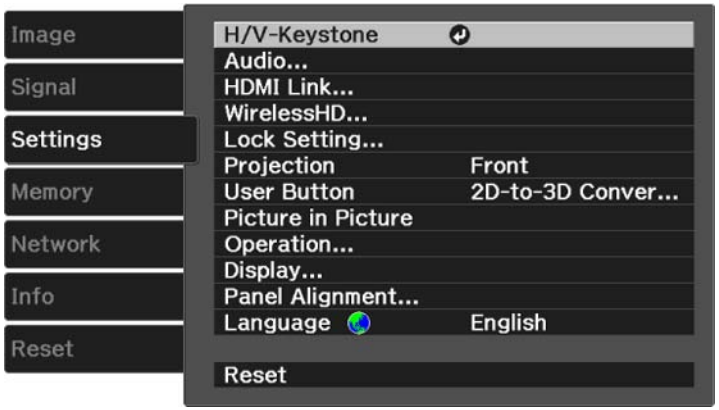
Parent topic: Viewing 3D Images

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 menu and press **Enter**.



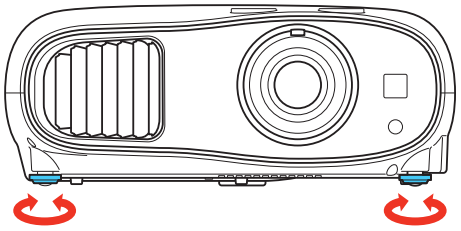
4. Select the **Language** setting and press **Enter**.
5. Select the language you want to use and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

Parent topic: Using Basic Projector Features

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



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

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

Parent topic: Using Basic Projector Features

Related concepts

Image Shape

Related tasks

Adjusting the Image Position Using Lens Shift

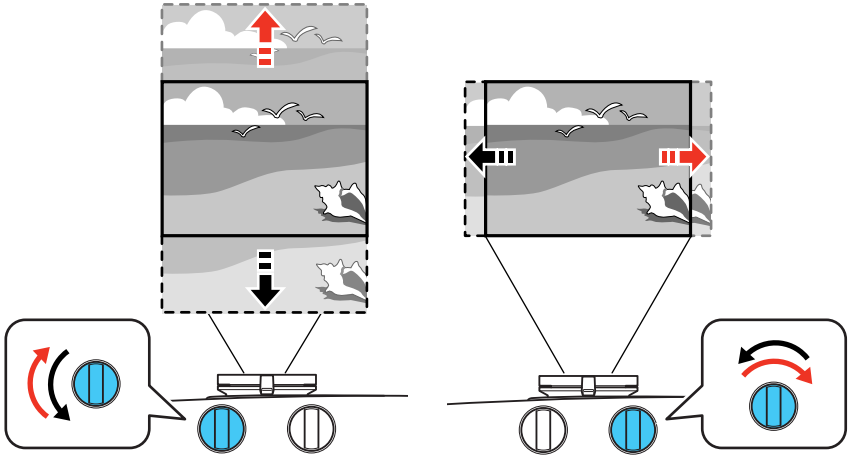
Adjusting the Image Position Using Lens Shift

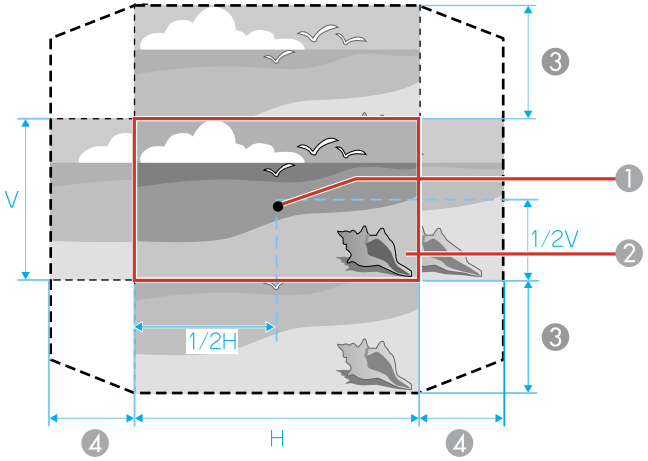
If you cannot install the projector directly in front of the screen, you can adjust the position of the projected image using the lens shift feature.

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





1 Center of lens

2 Projected image when lens shift is set in the center

3 V × 60%

4 H × 24%

Note: You cannot move the image to both the horizontal and vertical maximum values.

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 will help prevent the image from moving down after adjustment.
- Keep the vertical and horizontal lens shift dials in their center positions for the clearest picture.

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.

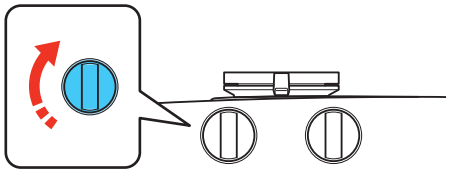
Correcting Image Shape with the Keystone Buttons

Parent topic: Using Basic Projector Features

Correcting Image Shape with the Keystone Buttons

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

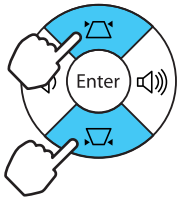
Note: To use the keystone correction feature, you must first set the lens to the center-top position using the lens shift dials.



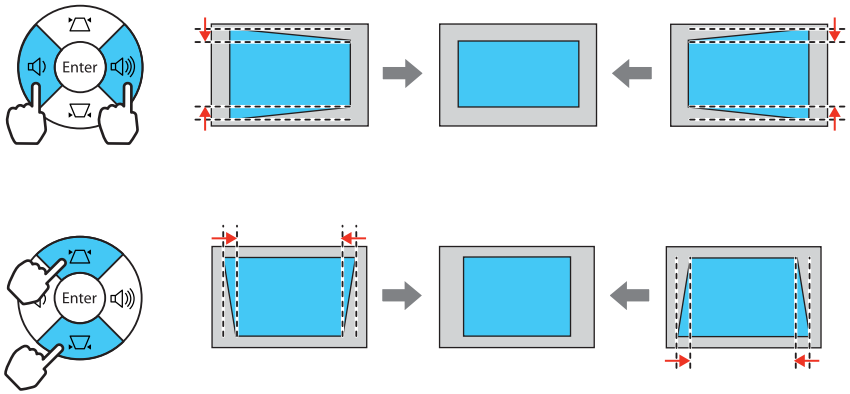
1. Turn on the projector and display an image.

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

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



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



After correction, your image is slightly smaller.

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

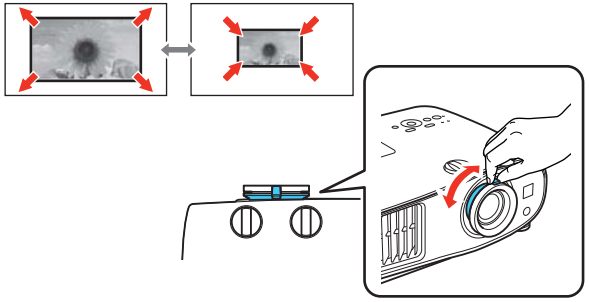
Parent topic: Image Shape

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 **Pattern** button on the remote control.

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



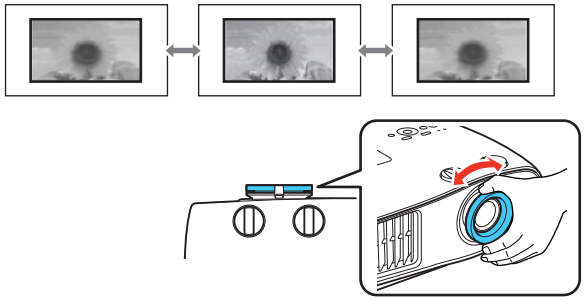
Parent topic: Using Basic Projector Features

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 **Pattern** button on the remote control.

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



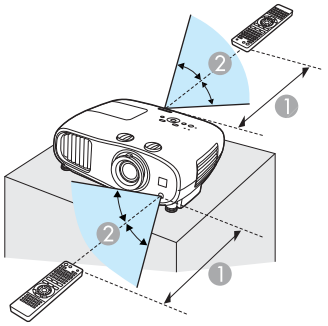
Parent topic: Using Basic Projector Features

Remote Control Operation

The remote control lets you control the projector from almost anywhere in the room. You can point it at the screen, or the front or back of the projector.

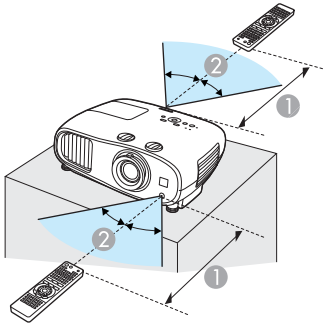
Make sure that you aim the remote control at the projector's receivers within the distance and angles listed here.

Vertical



1	32 feet (10 m)
2	± 30°

Horizontal



1	32 feet (10 m)
2	± 30°

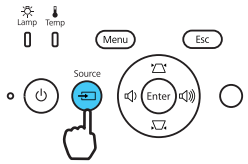
Note: Avoid using the remote control in conditions with bright fluorescent lights or in direct sunlight, or the projector may not respond to commands. If you will not use the remote control for a long time, remove the batteries.

Parent topic: Using Basic Projector Features

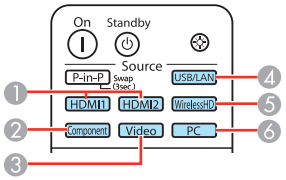
Selecting an Image Source

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.

1. Make sure the connected image source you want to use is turned on.
2. For video image sources, insert a DVD or other video media and press its play button, if necessary.
3. Do one of the following:
   - Press the **Source** 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. If there is more than one port for that source, press the button again to cycle through the sources.



1 HDMI port sources
2 Component source
3 Composite video source
4 USB and network port sources
5 WirelessHD sources (PowerLite Home Cinema 3600e)
6 **PC** port (VGA) source

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.

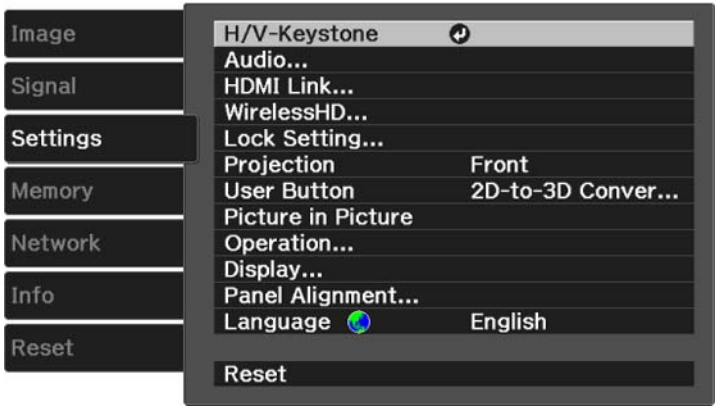
Changing the Projection Mode Using the Menus

Parent topic: Using Basic Projector Features

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 **Settings** 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

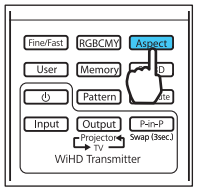
Related references
Input Signal Settings - Signal Menu

Changing the Image Aspect Ratio

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

Note: For HDMI sources, the input signal determines the image's 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.



A list of the available aspect ratios appears.

3. To cycle through the available aspect ratios for your input signal, press the up or down arrow button.
4. Press **Enter** to select the aspect ratio.

Parent topic: Image Aspect Ratio

Available Image Aspect Ratios

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

Note: When the projector is in 3D mode, the aspect ratio is automatically set to **Normal**.

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

Aspect ratio setting	Description
Auto	Automatically sets the aspect ratio according to the input signal.
Normal	Displays images using the full projection area and maintains the aspect ratio of the image.
Zoom	Displays images using the full width of the projection area and maintains the aspect ratio of the image.

Aspect ratio setting	Description
Full	Displays images using the full width of the projection area, but does not maintain the aspect ratio.

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

Parent topic: Image Aspect Ratio

Color Mode

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

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

Changing the Color Mode

Available Color Modes

Turning On Auto Iris

Parent topic: Using Basic Projector Features

Related references

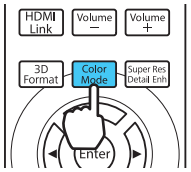
Input Signal Settings - Signal Menu

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.



A list of available Color Modes appears.

4. To cycle through all the available Color Modes for your input signal, press the up or down arrow button.
5. Press **Enter** to select a Color Mode.

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:

2D Images

Color Mode	Description
Auto	Sets the color mode automatically based on the brightness of the room detected by the brightness sensor (available only when the **Projection** setting in the Settings menu is set to **Front**)
Dynamic	Best for projecting in a bright room
Living Room	Best for projecting in a room with closed curtains
Cinema	Best for movies projected in a dark room
Natural	Best for projecting in a dark room

3D Images

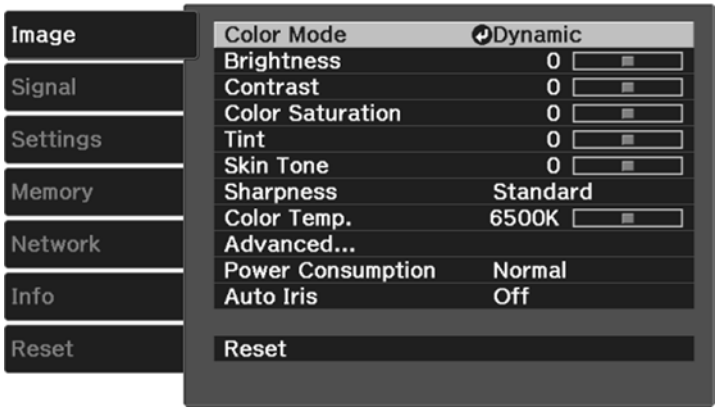
Color Mode	Description
3D Dynamic	Best for projecting in a bright room
3D Cinema	Best for movies projected in a dark room

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 choose one of the following:
   - **High Speed** to adjust brightness as soon as the scene changes.
   - **Normal** for standard brightness adjustment.

   Note: You can set **Auto Iris** for each Color Mode that supports the feature.

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

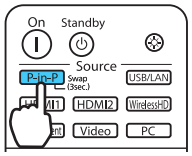
Parent topic: Color Mode

Using Picture in Picture

You can use Picture in Picture mode to view two image sources simultaneously.

Note: You cannot use Picture in Picture while projecting 3D images or when **Image Processing** is set to **Fast** in the Signal menu.

1. Press the **P-in-P** button on the remote control.



The second HDMI video source appears as a sub-screen in the corner of the image.

Note: While Picture in Picture mode is active, press the **Menu** button on the remote control to adjust the size and position of the sub-screen.

2. To swap the main screen and sub-screen video sources, press and hold the **P-in-P** button for at least three seconds.
3. Press the **P-in-P** button again to close the sub-screen and resume normal projection.

Available Picture in Picture Options

Parent topic: Using Basic Projector Features

Available Picture in Picture Options

You can adjust the following options by pressing the **Menu** button on the remote control while Picture in Picture mode is active:

Setting	Description
Subscreen Size	Adjusts the size of the sub-screen
Subscreen Position	Adjusts the location where the sub-screen is displayed
Subscreen Source	Selects which source appears in the sub-screen
Swap Main/Sub	Switches the video source displayed on the main screen with the source displayed on the sub-screen
Exit Picture in Picture	Closes the sub-screen and resumes normal projection

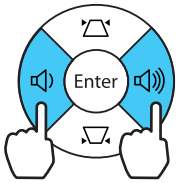
Parent topic: Using Picture in Picture

Controlling the Volume with the Volume Buttons

You can use the **Volume** buttons on the projector or the remote control to adjust the volume as you project a presentation with audio. The volume buttons control the projector's internal speaker system or any external speakers you connected to the projector (PowerLite Home Cinema 3500/3510/3600e).

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 or these buttons on the control panel.



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

Related references

Projector Feature Settings - Settings Menu

Projecting a Slide Show

You can use your projector's Slideshow feature whenever you connect a USB device that contains compatible image files. This lets you quickly and easily display a slide show, and control it using the projector's remote control.

Supported Slideshow File Types

Slideshow Features

Starting a Slide Show

Parent topic: Using Basic Projector Features

Related concepts

USB Device Projection

Related tasks

Connecting a USB Device or Camera to the Projector

Supported Slideshow File Types

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

Note: For best results, place your files on media that is formatted in FAT16/32.

File contents	File type (extension)	Details
Image	.jpg	Make sure the file is not: • CMYK format • Progressive format • Highly compressed • Above 8192 × 8192 resolution

Parent topic: Projecting a Slide Show

Slideshow Features

Your projector's Slideshow feature lets you do the following:

- Display individual images
- Present a slide show of all images in a folder

Parent topic: Projecting a Slide Show

Starting a Slide Show

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

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

1. Press the **USB/LAN** button on the projector remote control.

   The Slideshow screen appears.



2. Do the following as necessary to locate your files:
   - If you need to display files inside a subfolder on your device, press the arrow buttons to highlight the folder and press the **Enter** button.
   - To move back up a folder level on your device, highlight **Back to Top** and press **Enter**.
   - To view additional images in a folder, highlight **Next page** or **Previous page** and press **Enter**.
3. Do one of the following to start your slide show:
   - To display an individual image, press the arrow buttons to highlight the image and press **Enter**. (Press the **Esc** button to return to the file list screen.)
   - To display a slide show of all the images in a folder, press the arrow buttons to highlight the **Slideshow** option at the bottom of the screen and press **Enter**.

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

4. While projecting, use the following commands to control the display as necessary:
   - To rotate a displayed image, press the up or down arrow button.
   - To move to the next or previous image, press the left or right arrow button.

5. To stop the display, follow the on-screen instructions or press the **Esc** button.

Slideshow Display Options

Parent topic: Projecting a Slide Show

Related tasks

Connecting a USB Device or Camera to the Projector

Disconnecting a USB Device or Camera From the Projector

Slideshow Display Options

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



Setting	Options	Description
Display Order	**Name Order**	Displays files in name order
	Date Order	Displays files in date order
Sort Order	**In Ascending**	Sorts files in first-to-last order
	In Descending	Sorts files in last-to-first order
Continuous Play	**On**	Displays a slide show continuously
	Off	Displays a slide show one time through

Setting	Options	Description
Screen Switching Time	**No**	Does not display the next file automatically
	1 Second to 60 Seconds	Displays files for the selected time and switches to the next file automatically; high resolution images may switch at a slightly slower rate
Effect	**Wipe**	Transitions between images with a wipe effect
	Dissolve	Transitions between images with a dissolve effect
	Random	Transitions between images using a random variety of effects

Parent topic: Starting a Slide Show

Adjusting Projector Features

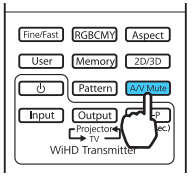
Follow the instructions in these sections to use your projector's feature adjustments.

Shutting Off the Picture and Sound Temporarily
Adjusting the Color Convergence (Panel Alignment)
Saving Settings to Memory and Using Saved Settings
Projector Security Features

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.

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



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

Note: To mute only the audio, press the **Mute** button on the remote control.

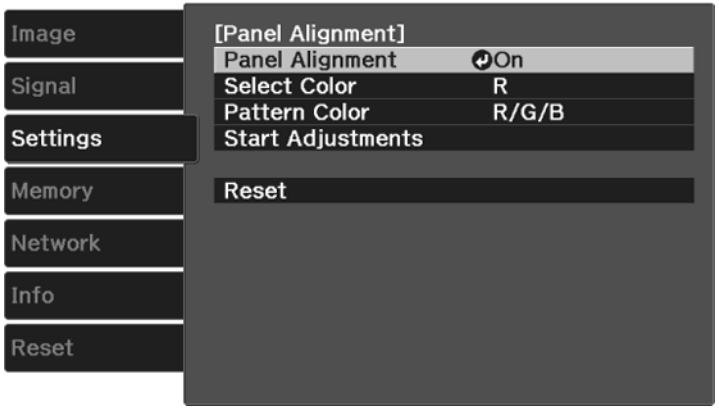
Parent topic: Adjusting Projector Features

Adjusting the Color Convergence (Panel Alignment)

You can use the Panel Alignment feature to manually adjust the color convergence (the alignment of the red, green and blue colors) in the projected image.

Note: Allow your projector to warm up for at least 10 to 15 minutes and make sure the image is in focus before you use the Panel Alignment feature. The projected image should be a minimum of 60 inches (152 cm) diagonally and the projection surface should not be colored or textured, otherwise the adjustment grids will be difficult to align.

1. Turn on the projector.
2. Press the **Menu** button.
3. Select the **Settings** menu and press **Enter**.
4. Select the **Panel Alignment** setting and press **Enter**.



5. Select the **Panel Alignment** setting and press **Enter**.
6. Select **On** and press **Enter**.
7. Select the **Select Color** setting and choose one of the following:
   - **R** to adjust the red color convergence.
   - **B** to adjust the blue color convergence.

   Note: You can only adjust the red or blue color convergence. Green is the standard color panel and cannot be adjusted.

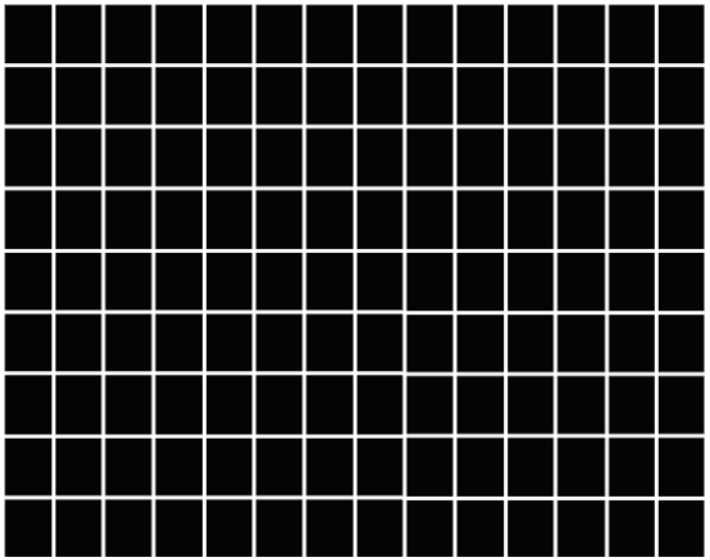
8. Select the **Pattern Color** setting and press **Enter**.
9. Select the pattern you want to use and press **Enter**.
10. Select **Start Adjustments** and press **Enter**.

You see this screen:



11. Press **Enter**.

    You see a screen like this:

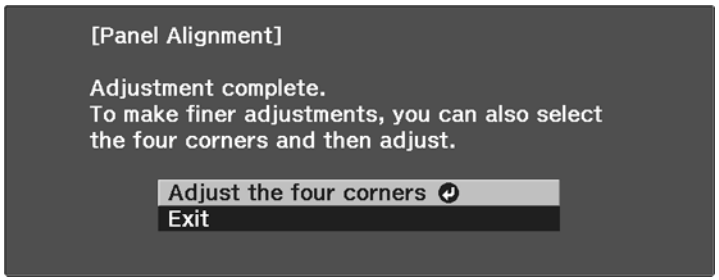


12. Use the arrow buttons on the remote control to adjust the color alignment of the color you selected for the **Select Color** setting.

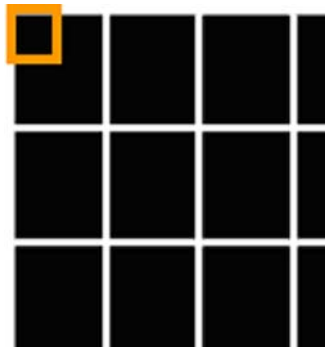
    Note: Your adjustments affect the gridlines in the entire screen. You can fine-tune your adjustments by continuing with the next steps.

13. When you are finished adjusting the screen, press **Enter**.

You see this screen:

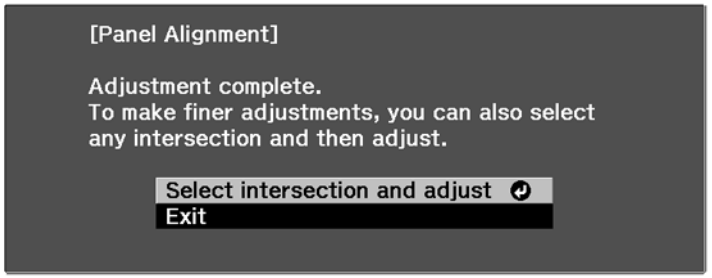


14. Select **Adjust the four corners** and press **Enter**.
15. Use the arrow buttons on the remote control to adjust the color alignment in the corner of the screen highlighted by the orange box.



16. Press the **Enter** button to move to the next corner of the screen.
17. When you are finished adjusting each corner of the screen, press **Enter**.

You see this screen:



18. Do one of the following:
    - If your projector's panel alignment is now correct, select **Exit** and press **Enter** to return to the Panel Alignment menu.
    - If your projector needs additional panel alignment, select **Select intersection and adjust** and press **Enter**. Use the arrow keys on the remote control to highlight the corner of any box on the screen that is misaligned and press **Enter** to adjust the color convergence. Repeat this step as necessary.

Parent topic: Adjusting Projector Features

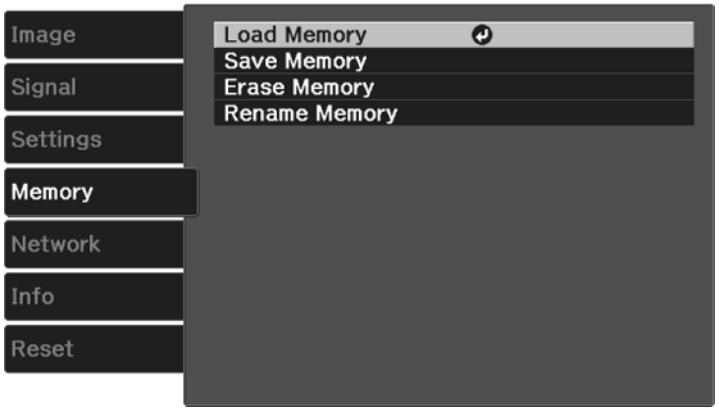
Saving Settings to Memory and Using Saved Settings

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. You see this screen:



4. 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
5. Press **Esc** to exit.

Parent topic: Adjusting Projector Features

Related references

Projector Memory Options - Memory Menu

Projector Security Features

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

- Button lock security to block operation of the projector using the buttons on the control panel.

- Security cabling to physically cable the projector in place.

Locking the Projector's Buttons
Installing a Security Cable

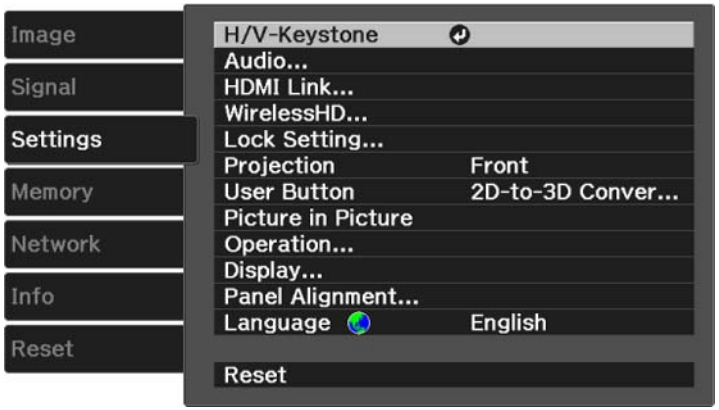
Parent topic: Adjusting Projector Features

Locking the Projector's Buttons

You can lock the buttons on the projector's control panel to prevent anyone from using the projector.

Note: You can use the remote control to control the projector when the control panel buttons are locked.

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



3. Select the **Lock Setting** setting and press **Enter**.
4. Select one of these lock types and press **Enter**:
   - To lock the projector's power button, select **Child Lock**. To turn the projector on, you must press the power button for longer than three seconds.

     Note: Child Lock does not prevent the projector from turning on when the power cord is connected if the **Direct Power On Setting** is set to **On**.

- To lock all buttons except the power button, select **Control Panel Lock**. The lock icon is displayed on the screen if any control panel buttons are pressed while this setting is enabled.

You see a confirmation prompt.

5. Select **Yes** and press **Enter**.
6. Restart the projector for the lock settings to take effect.

Unlocking the Projector's Buttons

Parent topic: Projector Security Features

Related references

Projector Feature Settings - Settings Menu

Unlocking the Projector's Buttons

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

Parent topic: Locking the Projector's Buttons

Related references

Projector Feature Settings - Settings Menu

Installing a Security Cable

You can use the security slot on the back of the projector to attach a Kensington Microsaver Security system, available from Epson.

Parent topic: Projector Security Features

Related references

Optional Equipment and Replacement Parts

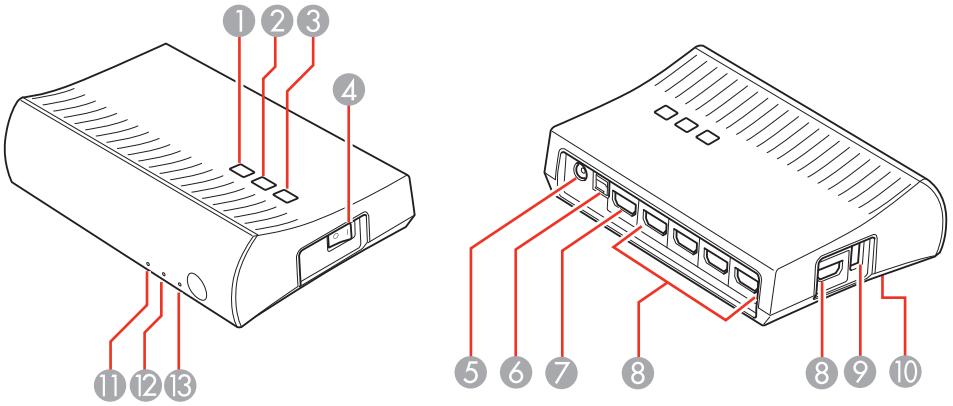
Projector Parts - Rear

Using WirelessHD

You can use the included WirelessHD transmitter to wirelessly stream HD content from a video device to the projector (PowerLite Home Cinema 3600e).

WirelessHD Transmitter Parts
WirelessHD Transmitter Placement
Connecting the WirelessHD Transmitter
Viewing WirelessHD Content
Switching WirelessHD Sources
Using the WirelessHD Picture in Picture Feature

WirelessHD Transmitter Parts



1 The ⏻ power button (turns the transmitter on or off)

2 **Input** button (cycles through image sources)

3 **Output** button (cycles output signal between the projector and a display device connected to the transmitter's **Output** port)

4 Power switch (turns the transmitter on or off)

5 AC adapter port (connects the AC adapter)

6 **Optical (OUT)** port (connects to devices with an optical digital audio input port)

7 **HDMI (OUT)** port (connects to display devices such as a television)

8 HDMI input ports (connect to your input devices; HDMI/MHL port on the side of transmitter)

9 3D glasses charging port (connects a USB cable to charge the 3D glasses)

10 **Setup** button (press for 5 seconds to reset the transmitter's settings)

11 ⏻ power light (lights green when transmitter is operating or turned on; lights orange when the transmitter is on standby)

12 WiHD light (lights orange when sending a wireless signal to the projector)

13 Link light (lights orange when connected to the projector; flashes orange when searching for the projector or when on standby)

Parent topic: Using WirelessHD

WirelessHD Transmitter Placement

Keep these considerations in mind as you select a WirelessHD transmitter location:

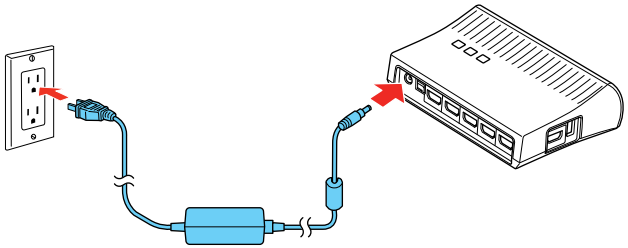
- Orient the WirelessHD transmitter so its lights face the front of the projector.
- Place the WirelessHD transmitter within 32 feet (10 m) of the projector and in the same room.
- Ensure there is a clear path between the projector and the WirelessHD transmitter.
- Avoid placing the WirelessHD transmitter in an area with many large or metal objects. Do not place the WirelessHD transmitter on a metal surface, as this may interfere with the signal.

Parent topic: Using WirelessHD

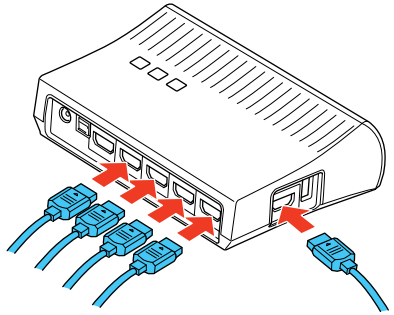
Connecting the WirelessHD Transmitter

You can connect up to five HDMI input sources and one HDMI output source to your WirelessHD transmitter.

1. Plug the AC adapter into the AC input port on the WirelessHD transmitter and into an electrical outlet.

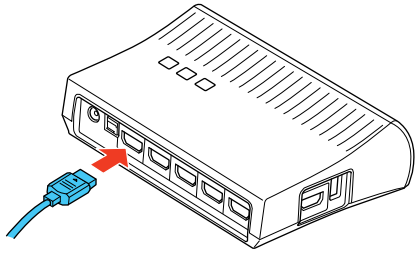


2. Connect HDMI cables to your video devices and to the HDMI input ports on the side and back of the WirelessHD transmitter.



Note: You can connect an MHL-compatible smartphone or tablet to the **HDMI 5 / MHL (IN)** port on the WirelessHD Transmitter.

3. To use the WirelessHD transmitter as a pass-through device to a television or other display, connect an HDMI cable to the display device and to the **HDMI (OUT)** port on the back of the transmitter.



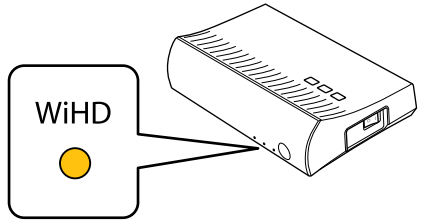
Parent topic: Using WirelessHD

Viewing WirelessHD Content

You can project content wirelessly from any device connected to the WirelessHD transmitter.

1. Turn on the video equipment or computer you connected to the transmitter and want to project from.
2. Press the power switch on the side of the transmitter to turn on the transmitter.
3. Turn on the projector.
4. Press the **WirelessHD** button on the remote control.

   The WiHD light on the transmitter lights up and your projector displays content wirelessly.



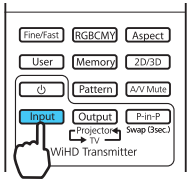
Note: If the WirelessHD connection fails, press the **Setup** button on the bottom of the WirelessHD transmitter and try again.

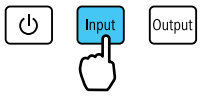
Parent topic: Using WirelessHD

Switching WirelessHD Sources

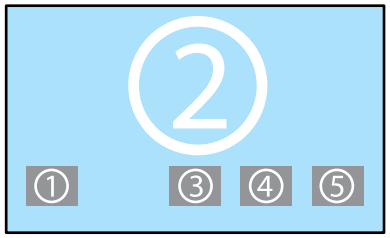
If you have connected multiple HDMI input sources to your WirelessHD transmitter, you can use the projector remote control to switch between sources.

1. Aim the remote control at the WirelessHD transmitter.
2. Press the **Input** button on the remote control or the WirelessHD transmitter.

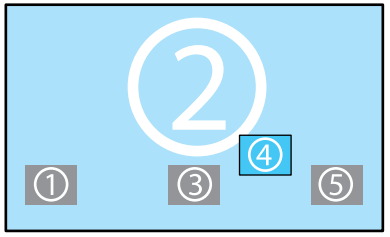




You see this screen:



3. Press the **Input** button repeatedly to highlight different input sources.



4. When you have highlighted the source you want to switch to, release the **Input** button.

After a few seconds, the display switches to the highlighted source.

Parent topic: Using WirelessHD

Using the WirelessHD Picture in Picture Feature

If you have connected multiple video sources to the WirelessHD transmitter, you can use the transmitter's Picture in Picture (P-in-P) feature to wirelessly project images from two separate sources at the same time. This feature is independent of any Picture-in-Picture capabilities of your projector.

1. Make sure that the WirelessHD source is selected.
2. Point the remote at the WirelessHD transmitter and press the WirelessHD **P-in-P** button on the remote control.
3. Do the following to control the P-in-P display:
   - Press the **Input** button on the remote control or the WirelessHD transmitter to change the video source displayed in the sub-screen. Keep pressing the button to cycle through the connected video devices.
   - Press the **Output** button on the remote control or the WirelessHD transmitter to change the position of the sub-screen. The screen moves counterclockwise from corner to corner each time you press the **Output** button.
   - Press and hold the **P-in-P** button on the remote control to switch the sources shown in the main display and the sub-screen.
4. When you are finished using Picture in Picture, press the WirelessHD **P-in-P** button on the remote control to resume normal projection.

Parent topic: Using WirelessHD

Adjusting the Menu Settings

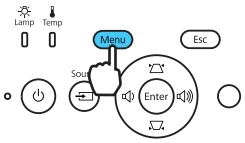
Follow the instructions in these sections to access the projector menu system and change projector settings.

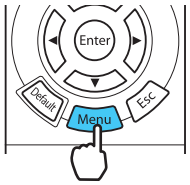
Using the Projector's Menus
Image Quality Settings - Image Menu
Input Signal Settings - Signal Menu
Projector Feature Settings - Settings Menu
Projector Memory Options - Memory Menu
Projector Network Settings - Network Menu
Projector Information Display - Info Menu
Projector Reset Options - Reset Menu

Using the Projector's Menus

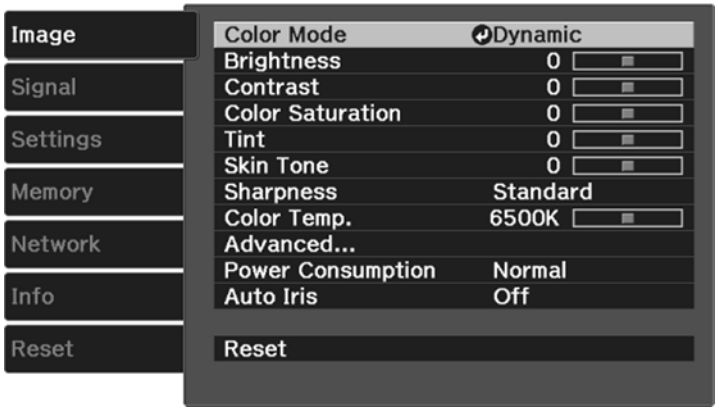
You can use the projector's menus to adjust the settings that control how your projector works. The projector displays the menus on the screen.

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.

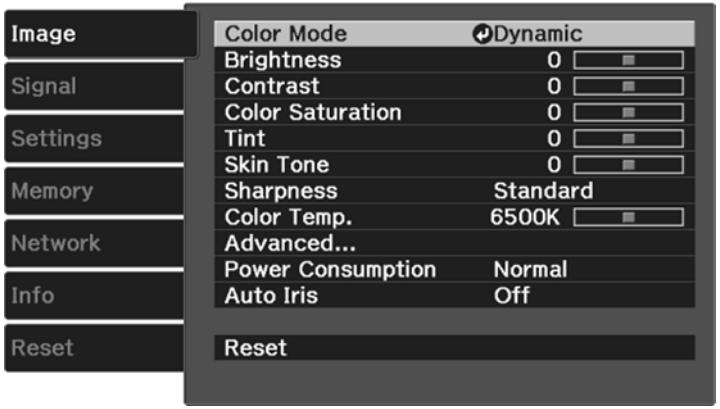
   Note: The available settings depend on the current input source.

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
Skin Tone	Varying levels available	Makes fine adjustments to the color tone; higher values tint the image green and lower values tint the image red

Setting	Options	Description
Sharpness	Varying levels available	Adjusts the sharpness or softness of image details
Color Temp. (color temperature)	Varying levels available	Sets the overall color tone; higher values tint the image blue and lower values tint the image red
Advanced	**Gamma** **RGB** **RGBCMY** **Epson Super White***	Selects the various detailed color settings **Gamma**: adjusts the gamma levels of the image **RGB**: adjusts the offset and gain for each color **RGBCMY**: adjusts the hue, saturation, and brightness for each color **Epson Super White**: reduces over-exposure of whites in your image
Power Consumption	**High** **Medium** **ECO**	Adjusts the brightness level, power usage, and fan noise; select **ECO** for the lowest level
Auto Iris	**Off** **Normal** **High Speed**	Adjusts the projected luminance based on the image brightness when certain Color Modes are selected

* Can only be set when Color Mode is set to **Natural**, **Cinema**, or **3D Cinema** and receiving an input signal from the **HDMI 1** or **HDMI 2** ports, or from the WirelessHD transmitter.

Note: The **Brightness** setting does not affect lamp brightness. To change the lamp brightness mode, use the **Power Consumption** setting.

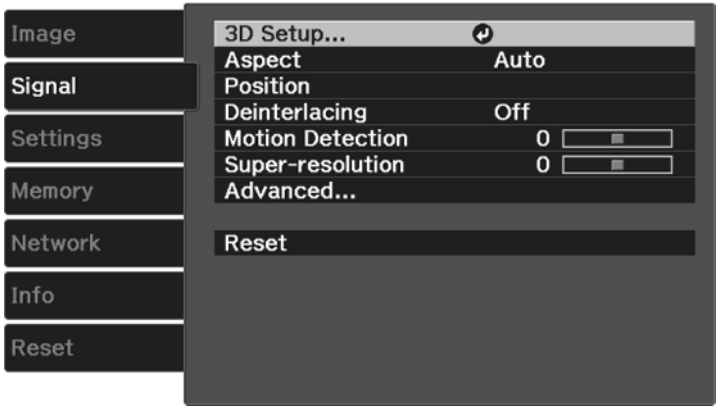
Parent topic: Adjusting the Menu Settings

Related 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.



To change settings for an input source, make sure the source is connected and select that source.

Setting	Options	Description
3D Setup	**3D Display** **2D-to-3D Conversion** (PowerLite Home Cinema 3500/3510/3600e) **3D Format** **3D Depth** **Diagonal Screen Size** **3D Brightness** **Inverse 3D Glasses** **3D Viewing Notice**	Selects various 3D options **3D Display**: enables 3D mode **2D-to-3D Conversion**: converts 2D images to 3D **3D Format**: selects the 3D format **3D Depth**: sets the depth for the 3D image **Diagonal Screen Size** : sets the actual size of the screen to maximize the 3D effect **3D Brightness**: adjusts the brightness of the 3D image **Inverse 3D Glasses**: reverses the images projected for the left and right eyes (enable only if 3D images are not displaying correctly) **3D Viewing Notice**: enables the viewing notice displayed when 3D mode is activated
Aspect	See the list of available aspect ratios	Sets the aspect ratio (width-to-height ratio) for the selected input source; not available for HDMI sources
Tracking	Varying levels available	Adjusts signal to eliminate vertical stripes in computer images
Sync.	Varying levels available	Adjusts signal to eliminate fuzziness or flickering in computer images
Position	Up, down, left, right	Adjusts the image location on the screen

Setting	Options	Description
Deinterlacing*	**Off** **Video** **Film/Auto**	Sets whether to convert interlaced to progressive signals for certain video image types **Off**: for fast-moving video images **Video**: for most video images **Film/Auto**: for movies, computer graphics, and animation
Motion Detection	**1** to **5**	Selects how the image is converted to a progressive signal (Adjust this setting if you experience problems with still image quality or flickering video. Select a lower setting for still images or a higher setting for fast-moving video content.)
Super-resolution (PowerLite Home Cinema 3500/3510/3600e)	**0** to **5** **Detail Enhancement**	Adjusts the resolution and contrast of images **0** to **5**: sharpens blurred images **Detail Enhancement**: adjusts image contrast
Auto Setup	**On** **Off**	Automatically optimizes computer image quality when set to **On**

Setting	Options	Description
Advanced	**Noise Reduction** **Setup Level** **Overscan** **HDMI Video Range** **Image Processing**	**Noise Reduction**: reduces flickering in analog images in three levels **Setup Level**: adjusts the level at which dark areas of the image are rendered black; leave this setting at **0%** for most video equipment; check your video equipment specifications to verify the correct setting **Overscan**: changes the projected image ratio to make the edges visible by a selectable percentage or automatically **HDMI Video Range**: sets the video range to match the setting of the device connected to the HDMI input port **Image Processing**: adjusts how images are processed; select **Fast** to display images quicker or **Fine** to display images in higher quality

* You can set **Deinterlacing** only when receiving an input signal from the **Video** port or when receiving 480i, 576i or 1080i signals from the **Component**, **HDMI 1**, or **HDMI 2** ports, or from the WirelessHD transmitter (PowerLite Home Cinema 3600e).

Note: The **Reset** setting does not reset the **Diagonal Screen Size**, **3D Viewing Notice**, **Aspect**, and **Image Processing** settings.

Parent topic: Adjusting the Menu Settings

Related references

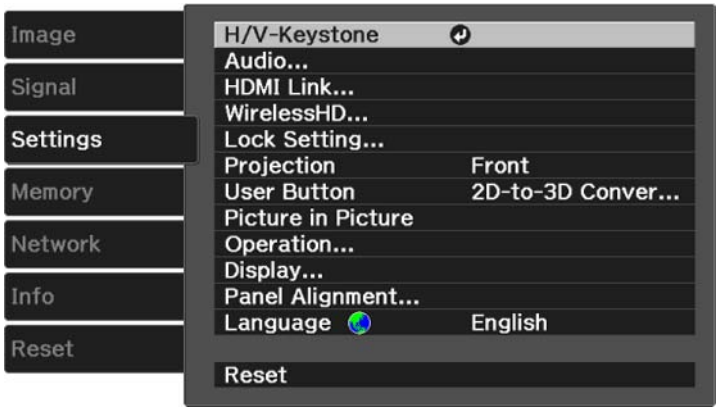
Available Image Aspect Ratios

Related tasks

Viewing 3D Images

Projector Feature Settings - Settings Menu

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



Setting	Options	Description
H/V-Keystone	**V-Keystone** **H-Keystone**	Adjusts the angle of the horizontal and vertical sides in the projected image
Audio (PowerLite Home Cinema 3500/3510/3600e)	**Volume** **Inverse Audio**	Adjusts the projector's audio output **Volume**: adjusts the volume **Inverse Audio**: inverts the left and right audio output channels; select **On** when projecting from a ceiling and playing sound from the projector's speakers

Setting	Options	Description
HDMI Link	**Device Connections** **HDMI Link** **Audio Out Device** **Power On Link** **Power Off Link**	Adjusts the HDMI Link options so you can use the projector remote to control HDMI-connected devices that support the CEC standard **Device Connections**: lists the devices connected to the **HDMI 1** and **HDMI 2** ports, or to the WirelessHD transmitter (PowerLite Home Cinema 3600e) **HDMI Link**: enables or disables the HDMI Link function **Audio Out Device**: selects whether to output audio from the internal speakers or a connected audio/video system **Power On Link**: controls what happens when you turn on the projector or linked device • **PJ -> Device** or **Bidirectional**: turns the linked device on when the projector is turned on • **Device -> PJ** or **Bidirectional**: turns the projector on when the linked device is turned on **Power Off Link**: controls whether linked devices are turned off when the projector is turned off

Setting	Options	Description
WirelessHD (PowerLite Home Cinema 3600e)	**Device Connections** **WirelessHD** **Reception** **WiHD Mode** **Reset**	Adjusts settings for use with the WirelessHD transmitter **Device Connections**: displays a list of available WirelessHD devices **WirelessHD**: controls whether the projector receives WirelessHD signals **Reception**: displays the strength of the WirelessHD signal **WiHD Mode**: adjusts the WirelessHD signal strength and range • **Full**: uses the maximum video bandwidth at all times • **Dynamic**: provides extended signal range while adjusting the video bandwidth in real time; if your WirelessHD signal is weak, try selecting this setting **Reset**: resets the **WirelessHD** settings to the default settings (projector only)*
Lock Setting	**Child Lock** **Control Panel Lock**	Controls projector button locking to secure the projector **Child Lock**: locks the power button **Control Panel Lock**: locks all buttons except the power button
Projection	**Front** **Front/Ceiling** **Rear** **Rear/Ceiling**	Selects the way the projector faces the screen so the image is oriented correctly
User Button	**2D-to-3D Conversion** **Power Consumption** **Info**	Assigns a menu option to the **User** button on the remote control for one-touch access

Setting	Options	Description
Picture in Picture	See the list of available Picture in Picture options	Adjusts the size and location of the sub-screen, swaps sources, and exits Picture in Picture mode
Operation	**Direct Power On** **Sleep Mode** **Illumination** **Trigger Out** **High Altitude Mode**	Selects various operation options **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 **Illumination**: turns off the lights on the projector **Trigger Out**: outputs a signal (12V DC) that communicates the projector's on/off status to any device connected to the **Trigger Out** port **High Altitude Mode**: regulates the projector’s operating temperature at altitudes above 4921 feet (1500 m)
Display	**Messages** **Display Background** **Startup Screen** **Standby Confirmation**	Selects various display options **Messages**: controls whether messages are displayed on the screen **Display Background**: selects the screen color or logo to display when no signal is received **Startup Screen**: controls whether a special screen appears when the projector starts up **Standby Confirmation**: displays a confirmation message after pressing the **Standby** button on the remote control

Setting	Options	Description
Panel Alignment	**Panel Alignment** **Select Color** **Pattern Color** **Start Adjustments** **Reset**	Corrects color misalignment in the projected image **Panel Alignment**: enables adjustments for color convergence (the alignment of the red and blue colors in the projected image) **Select Color**: specifies the color convergence to correct **Pattern Color**: specifies the color pattern used during panel alignment **Start Adjustments**: starts the Panel Alignment feature **Reset**: resets the correction values
Language	Various languages available	Selects the language for projector menu and message displays (not changed by **Reset** option)

* Resets the projector's settings but does not reset the WirelessHD transmitter settings. To reset the WirelessHD transmitter, press the **Setup** button on the base of the transmitter for at least 5 seconds.

Note: The **Reset** setting does not reset the **Inverse Audio**, **Audio Out Device**, **Power On Link**, **Power Off Link**, **Projection**, **User Button**, **High Altitude Mode**, and **Language** settings.

Parent topic: Adjusting the Menu Settings

Related references

Available Picture in Picture Options

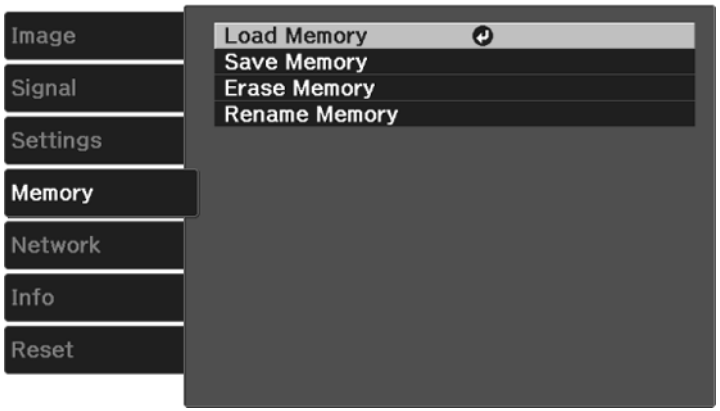
Related tasks

Locking the Projector's Buttons

Unlocking the Projector's Buttons

Projector Memory Options - Memory Menu

Your projector comes with 10 memory locations where you can save customized settings to obtain the best picture quality for each of your video inputs.

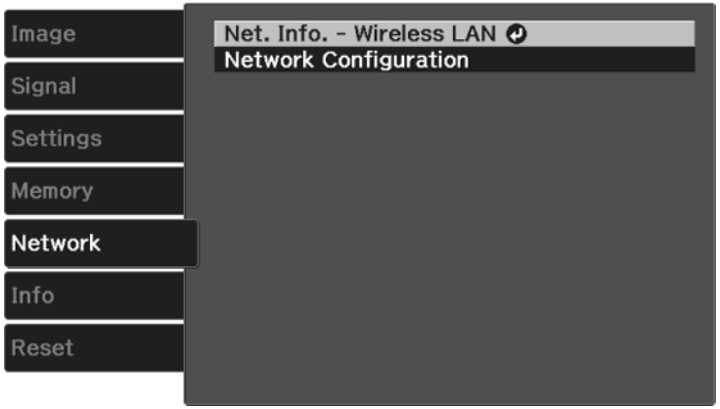


Setting	Description
Load Memory	Displays the list of customized settings entries that you have created; select an entry and press **Enter** on the remote control to load it
Save Memory	Saves the current projector settings to the projector's memory
Erase Memory	Displays the list of customized settings entries that you have created; select an entry and press **Enter** on the remote control to erase it
Rename Memory	Displays the list of customized settings entries that you have created; select an entry and press **Enter** on the remote control to rename it

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 control over a network.

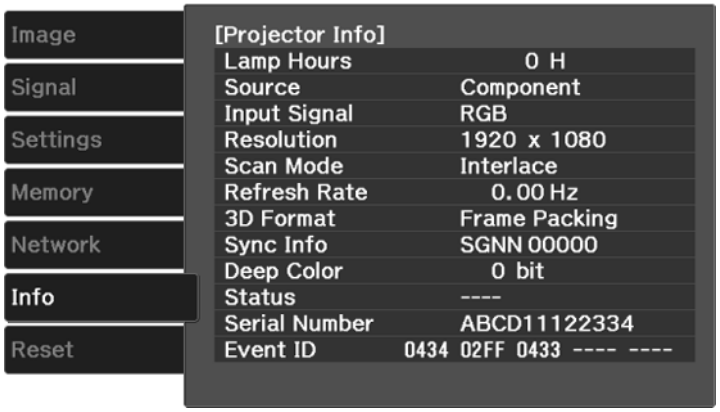


Setting	Options	Description
Net. Info - Wireless LAN	**Connection mode** **Wireless LAN system** **Antenna level** **Projector Name** **SSID** **DHCP** **IP Address** **Subnet Mask** **Gateway Address** **MAC Address** **Region Code**	Displays wireless network status and details
Network Configuration	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. The information displayed depends on the currently selected input source.



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

Setting	Options	Description
Projector Info	**Lamp Hours**	Displays the number of hours (**H**) the lamp has been used in each Power Consumption mode; if the information is displayed in yellow, obtain a genuine Epson replacement lamp soon
	Source	Displays the name of the port to which the current input source is connected
	Input Signal	Displays the input signal type setting of the current input source
	Resolution	Displays the resolution of the current input source
	Scan Mode	Displays the scan mode (progressive or interlaced)
	Refresh Rate	Displays the refresh rate of the current input source
	3D Format	Displays the 3D format of the current input source
	Sync Info	Displays information that may be needed by a service technician
	Deep Color	Displays Deep Color information
	Video Signal	Displays the video signal format of the current input source
	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

Setting	Options	Description
Version	**Main** **Video** **Video2**	Displays the firmware version of the projector

Event ID Code List

Parent topic: Adjusting the Menu Settings

Related references

Optional Equipment and Replacement Parts

Related tasks

Replacing the Lamp

Resetting the Lamp Timer

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
0432	The EasyMP Network Projection program did not start. Turn the projector off and then on again.
0435	
0434	Unstable network communication. Check the network communication status, wait a few moments, and try connecting to the network again.
0481	
0482	
0485	
0433	Cannot display the transferred images. Restart the EasyMP Network Projection program.
0484	Communication with computer was disconnected. Restart the EasyMP Network Projection program.
0483	The EasyMP Network Projection program quit unexpectedly. Check the network communication status, then turn the projector off and then on again.
04FE	

Event ID code	Cause and solution
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.
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.

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** option on the Reset menu.

You can reset the projector's lamp usage timer to zero when you replace the lamp using the **Reset Lamp Hours** option and you can also reset all memory entries using the **Reset Memory** option.



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

- Language
- Lamp Hours
- Memory settings
- All settings in the Network menu
- Panel Alignment

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 3D Glasses
Cleaning the Projector Case
Air Filter and Vent Maintenance
Projector Lamp Maintenance
Replacing the Remote Control Batteries

Parent topic: Maintaining and Transporting the Projector

Related references
Where to Get Help

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.

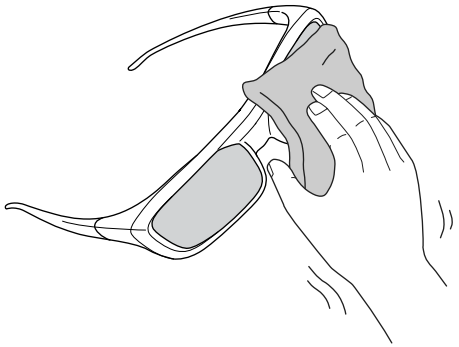
  Caution: Do not use glass cleaner or any harsh materials to clean the lens and do not subject the lens to any impacts; you may damage it. Do not use canned air, or the gases may leave a residue. Avoid touching the lens with your bare hands to prevent fingerprints on or damage to the lens surface.

Parent topic: Projector Maintenance

Cleaning the 3D Glasses

To remove dust, dirt, smudges, or fingerprints from the glasses, use a lint-free cloth.

Note: Unplug any charging cables from the glasses before cleaning them.



Caution: Do not use paper towels or any other abrasive materials to clean the glasses.

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

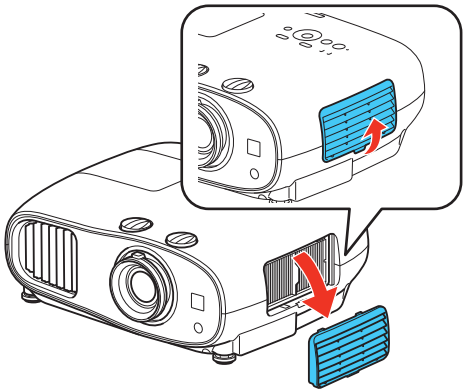
Cleaning the Air Filter

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

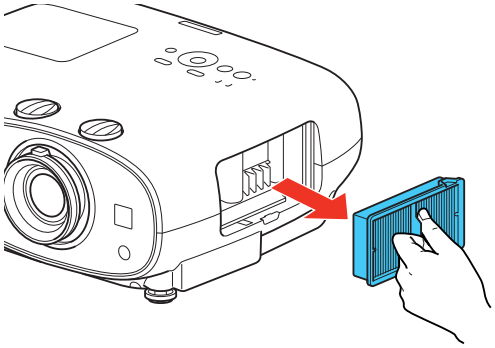
- The filter or vents get dusty.
- You see a message telling you to clean it.

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

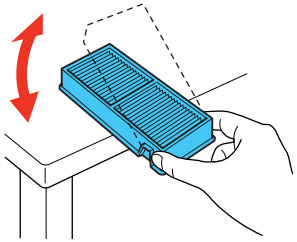
2. Lift the tab on the bottom of the air filter cover and pull down to remove the cover.



3. Pull the air filter out of the projector.

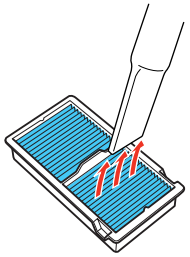


4. Tap each side of the air filter 4 to 5 times to shake off any excess dust.



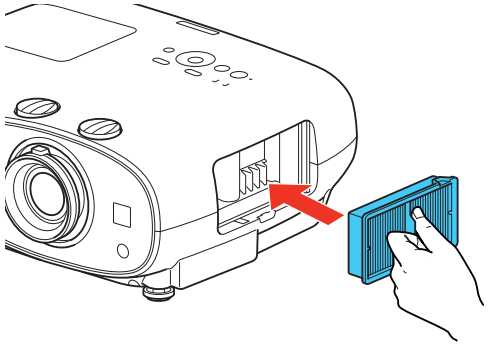
Caution: Do not use excessive force when tapping the air filter, or it may crack and become unusable. Do not rinse the air filter in water, or use any detergent or solvent to clean it. Do not use canned air; the gases may leave a residue, or push dust and debris into the projector's optics or other sensitive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

5. Vacuum the front of the air filter (the side with the tabs) to remove any remaining dust.

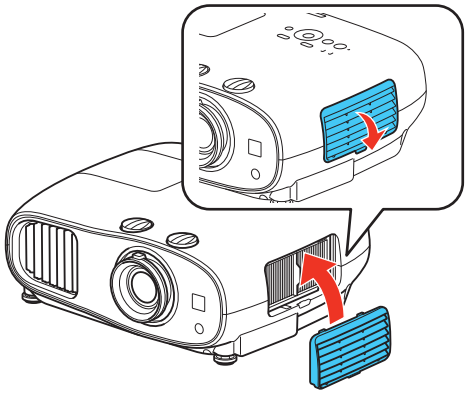


Note: If dust is difficult to remove or the air filter is damaged, replace the air filter.

6. Place the air filter back in the projector as shown.



7. Attach the air filter cover as shown, and press it gently until it clicks into place.



Parent topic: Air Filter and Vent Maintenance

Related tasks

Replacing the Air Filter

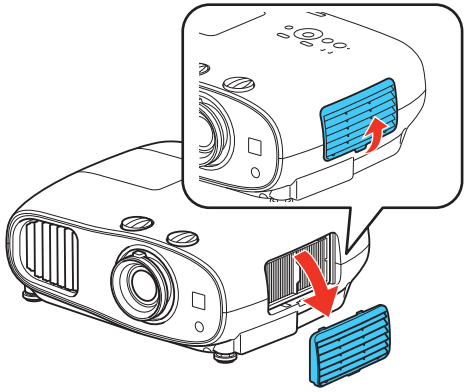
Replacing the Air Filter

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

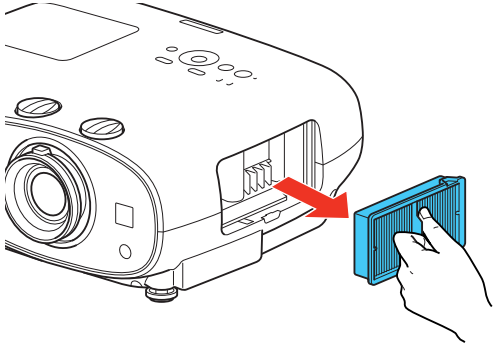
- After cleaning the air filter, you see a message telling you to clean or replace it
- The air filter is torn or damaged

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

1. Turn off the projector and unplug the power cord.
2. Lift the tab on the bottom of the air filter cover and pull down to remove the cover.

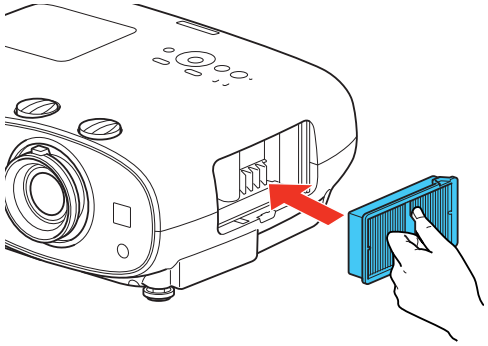


3. Pull the air filter out of the projector.

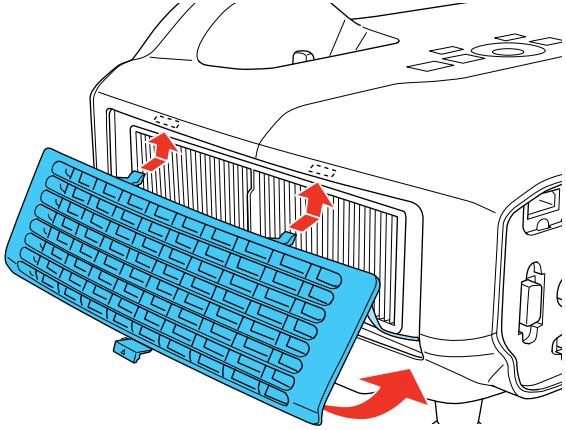


Note: Air filters contain polypropylene. Dispose of used air filters according to local regulations.

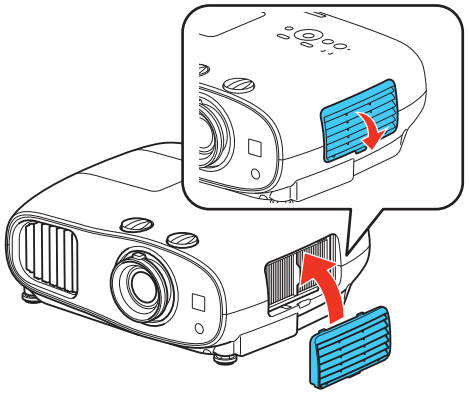
4. Place the new air filter in the projector as shown.



5. Close the air filter cover.



6. Attach the air filter cover as shown, and press it gently until it clicks into place.



Parent topic: Air Filter and Vent Maintenance

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 lamp light is flashing orange and its power light is flashing blue

Replacing the Lamp
Resetting the Lamp Timer

Parent topic: Projector Maintenance

Related references

Optional Equipment and Replacement Parts
Projector Information Display - Info Menu
Projector Lamp Specifications

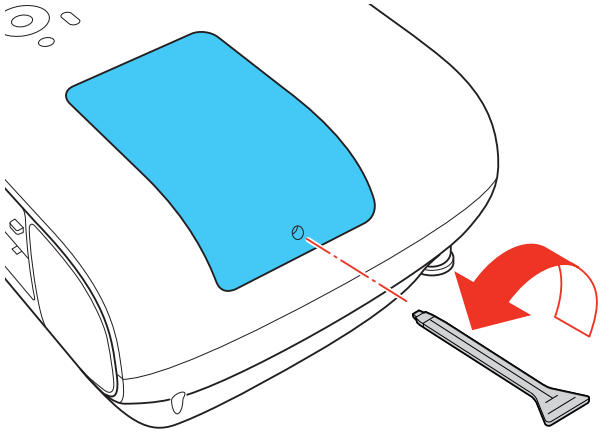
Replacing the Lamp

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.

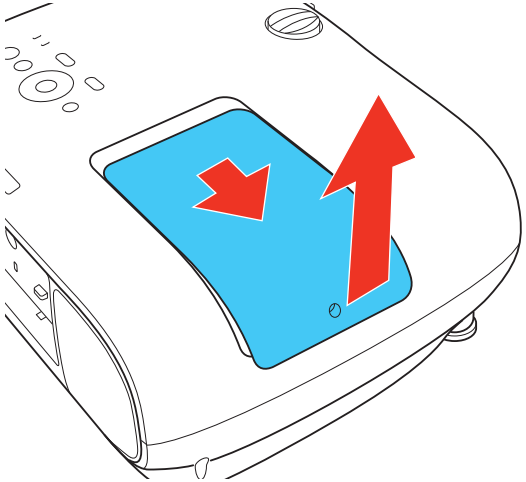
You can replace the lamp while the projector is mounted to the ceiling, if necessary.

1. Turn off the projector 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.

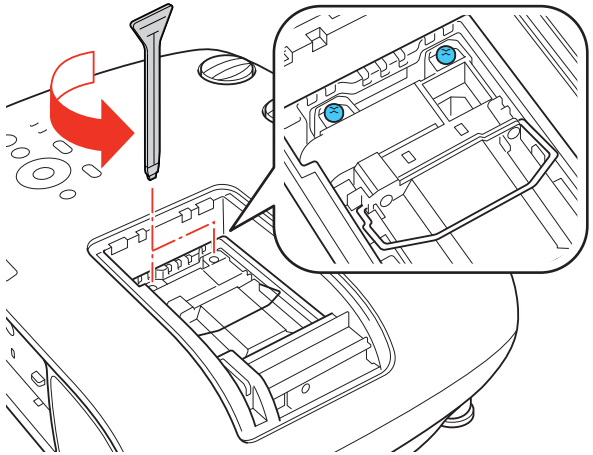


Warning: If the lamp is broken, glass fragments may be loose inside the lamp chamber. Be careful removing any broken glass to avoid injury. If the projector is installed on the ceiling, stand to the side of the lamp cover and not underneath it; pieces of glass could fall into your eyes or mouth when you open the lamp cover.

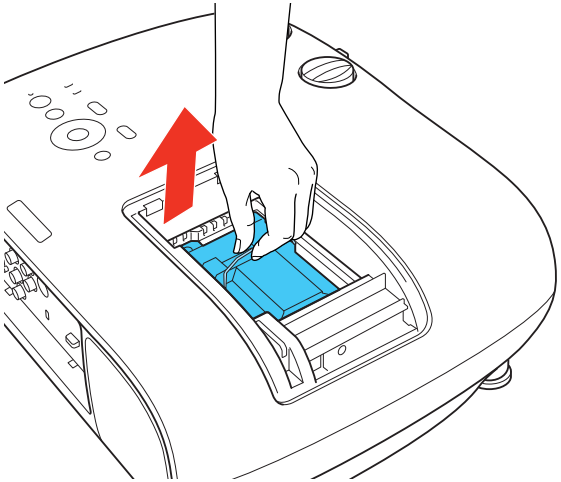
4. Slide the lamp cover out and lift it off.



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

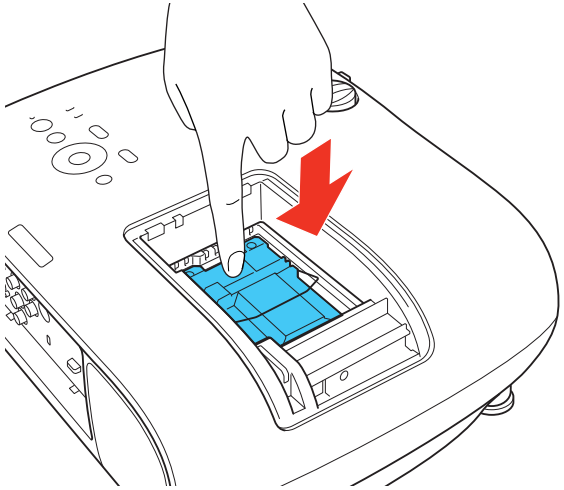


6. Lift up the lamp handle and gently pull the lamp out of the projector.



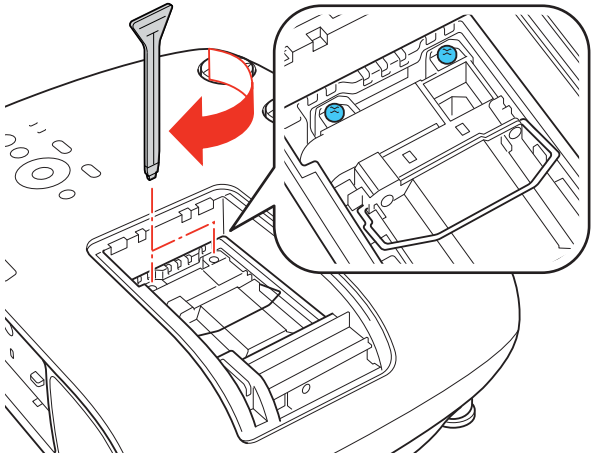
Note: (Hg) The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

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



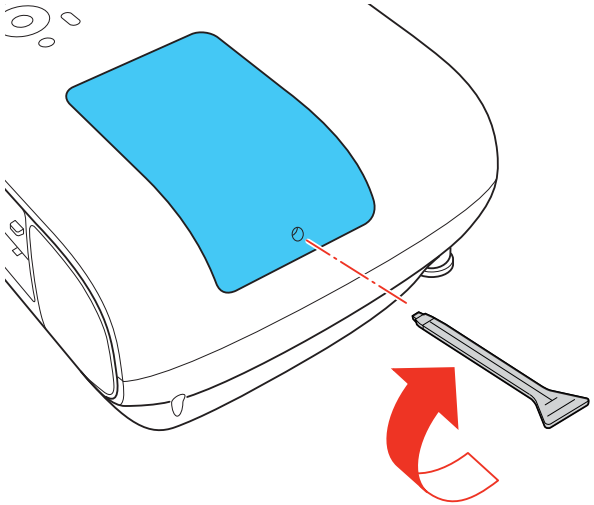
Caution: Do not touch any glass on the lamp assembly to avoid premature lamp failure.

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



Caution: Do not over-tighten the screws.

9. Replace the lamp cover and tighten the screw to secure it.



Note: Be sure the lamp cover is securely installed or the lamp will not come on.

Reset the lamp timer to zero to keep track of the new lamp's usage.

Parent topic: Projector Lamp Maintenance

Related tasks

Resetting the Lamp Timer

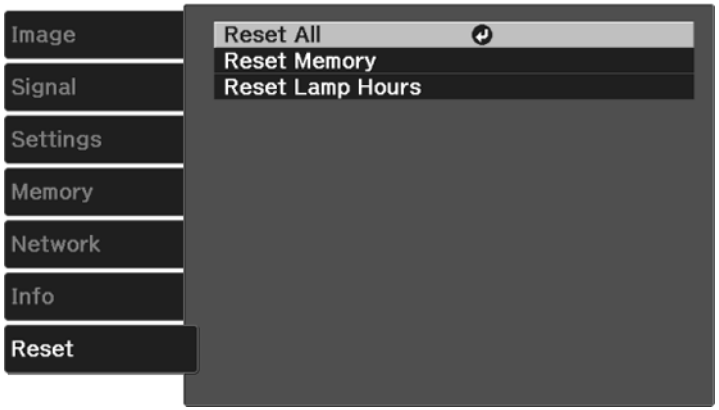
Resetting the Lamp Timer

You must reset the lamp timer after replacing the projector's lamp to clear the lamp replacement message and to keep track of lamp usage correctly.

Note: Do not reset the lamp timer if you have not replaced the lamp to avoid inaccurate lamp usage information.

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

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



4. Select **Reset Lamp Hours** and press **Enter**.

   You see a prompt asking if you want to reset the lamp hours.
5. Select **Yes** and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

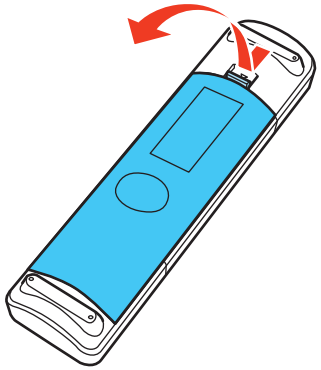
Parent topic: Projector Lamp Maintenance

Replacing the Remote Control Batteries

The remote control uses two AA manganese or alkaline batteries. Replace the batteries as soon as they run out.

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

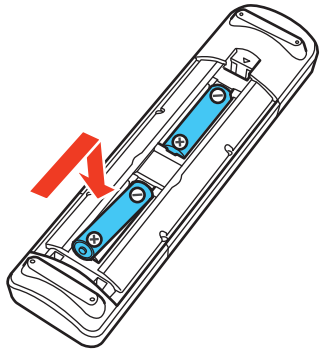
1. Open the battery cover as shown.



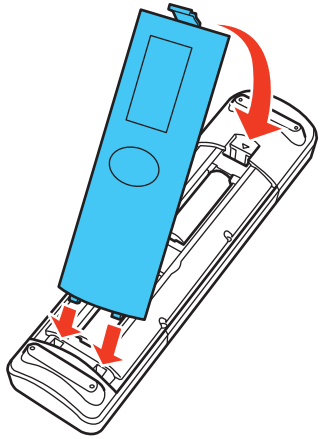
2. Remove the old batteries.

   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. Close 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

Related references

Remote Control Specifications

Transporting the Projector

The projector contains precision parts, some of which are glass. Follow these guidelines to transport, ship, or store the projector safely:

- Attach the lens cap to protect the lens.
- 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
Solving Image or Sound Problems
Solving Projector or Remote Control Operation 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 solutions in this manual can help you solve many problems.

If none of these solutions help, you can contact Epson for technical support.

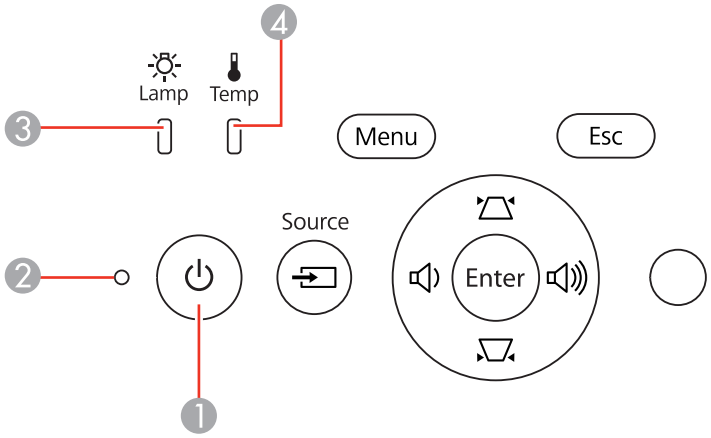
Parent topic: Solving Problems

Related references

Where to Get Help
Projector Light Status

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 Power light
2 Status light
3 Lamp light
4 Temp (temperature) light

Power light	Status light	Lamp light	Temp light	Status and solution
Blue	Blue	Off	Off	Normal operation
Blue	Flashing blue	Off	Off	Warming up; wait for an image to appear
				Shutting down; when the Status light stops flashing, you can unplug the projector
Off	Off	Off	Off	Standby or sleep mode

Power light	Status light	Lamp light	Temp light	Status and solution
Flashing blue	Varies	Off	Flashing orange	Projector is too hot • Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects • Clean or replace the air filter • Make sure the environmental temperature is not too hot
Off	Flashing blue	Off	Orange	Projector has overheated and turned off; leave it turned off to cool down for about five minutes, then do the following: • Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects • Clean or replace the air filter • If operating the projector at high altitude, turn on **High Altitude Mode** • If the problem persists, unplug the projector and contact Epson for help
Off	Flashing blue	Orange	Off	Lamp has a problem • Check to see if the lamp is burned out, broken, or installed incorrectly; reseat or replace the lamp as necessary • Clean or replace the air filter • If operating the projector at high altitude, turn on **High Altitude Mode** • If the problem persists, unplug the projector and contact Epson for help

Power light	Status light	Lamp light	Temp light	Status and solution
Flashing blue	Varies	Flashing orange	Off	Replace the lamp soon to avoid damage; do not continue using the projector
Off	Flashing blue	Off	Flashing orange	A fan or sensor has a problem; turn the projector off, unplug it, and contact Epson for help
Off	Flashing blue	Flashing orange	Flashing orange	Auto Iris error; turn the projector off, unplug it, and contact Epson for help
Off	Flashing blue	Orange	Orange	Power error; turn the projector off, unplug it, and contact Epson for help
Off	Flashing blue	Flashing orange	Off	Internal projector error; turn the projector off, unplug it, and contact Epson for help

Note: If the lights display a pattern not listed in the table above, turn the projector off, unplug it, and contact Epson for help.

Parent topic: Solving Problems

Related references

Where to Get Help

Related tasks

Cleaning the Air Filter
Replacing the Air Filter
Replacing the Lamp

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 "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 When a 3D Image Does Not Display Correctly
Solutions When a WirelessHD Source Does Not Display Correctly
Solutions to Sound Problems

Parent topic: Solving Problems

Solutions When No Image Appears

If no image appears, try the following solutions:

- Make sure the lens cap is off.
- 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.
- Check the settings on the Signal menu to make sure they are correct for the current video source.
- Adjust the **Brightness** setting or select the **High** Power Consumption setting.
- Check the **Display** setting to make sure **Messages** is set to **On**.
- If the projector does not respond when you press the control panel buttons, the buttons may be locked. Unlock the buttons.
- 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.

Parent topic: Solving Image or Sound Problems

Related references

Input Signal Settings - Signal Menu
Image Quality Settings - Image Menu
Projector Feature Settings - Settings 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** button on the projector repeatedly to cycle through the available sources. Wait a few seconds for an image to appear.
- 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 settings using the **Reset** menu.

Displaying From a PC Laptop
Displaying From a Mac Laptop

Parent topic: Solving Image or Sound Problems

Related concepts

Projector Connections

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 labelled 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 "Not Supported" Message Appears

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

- 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.)

Parent topic: Solving Image or Sound Problems

Related references

Supported Video Display Formats

Solutions When Only a Partial Image Appears

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

- Try adjusting the image position using the **Position** menu setting.
- Press the **Aspect** button on the remote control to select a different image aspect ratio.
- 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 references

Input Signal Settings - Signal Menu

Supported Video Display Formats

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.
- Before using the projector's keystone correction feature, make sure the projector lens is in the center-top position using the lens shift dials.

Parent topic: Solving Image or Sound Problems

Related concepts

Image Shape

Related tasks

Adjusting the Image Position Using Lens Shift

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 a computer video resolution and refresh rate that are compatible with the projector.
- 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.
- Adjust the **Sharpness** setting to improve image quality.
- 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 or try to match the projector's native resolution.

Parent topic: Solving Image or Sound Problems

Related references

Projection Distance
Image Quality Settings - Image Menu
Input Signal Settings - Signal 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 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 **High** 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 Lamp Maintenance

Related references

Available Color Modes

Image Quality Settings - Image Menu

Projection Distance

Solutions When a 3D Image Does Not Display Correctly

If a 3D image does not display correctly, try the following solutions:

- Press the **2D/3D** button on the remote control to switch to 3D mode, if necessary. You can also activate 3D mode by setting the **3D Display** setting on the Signal menu to **On**.
- Make sure your video device and media are both 3D-compatible. Refer to the documentation that came with your video device for more information.
- Make sure you are using an HDMI cable that supports 3D signals.
- Make sure you selected the correct **3D Format** setting on the Signal menu. Normally this should be set to **Auto**, but in some cases you may need to select a different setting to match the 3D signal from your video device.
- Make sure you are using RF 3D active shutter glasses. You can purchase them from Epson.
- Make sure your 3D glasses are turned on and fully charged. If the glasses have entered standby mode, slide the power switch on the glasses to the **Off** position and then back to the **On** position.
- Make sure your 3D glasses are paired with the projector.
- Make sure you are within the 3D viewing range.
- Avoid using the projector near wireless networks, microwave ovens, 2.4 GHz cordless phones, or other devices that use the 2.4 GHz frequency band. These devices can interfere with the signal between the projector and the 3D glasses.
- If the other solutions do not not solve the problem, change the **Inverse 3D Glasses** setting on the Signal menu. Return the setting to its original value if changing it does not solve the problem.

Parent topic: Solving Image or Sound Problems

Related references

Input Signal Settings - Signal Menu

3D Viewing Range

Optional Equipment and Replacement Parts

Related tasks

Pairing the 3D Glasses with the Projector

Charging the 3D Glasses

Solutions When a WirelessHD Source Does Not Display Correctly

If a WirelessHD source does not display correctly, try the following solutions:

- Make sure WirelessHD is selected as the image source on the projector.
- Open the WirelessHD reception monitor in the Settings menu and check the strength of the WirelessHD signal. If the signal is weak, you may need to move the transmitter closer to the projector or remove any large objects located between the transmitter and the projector.
- Make sure that your projector is connected to the correct WirelessHD device. It can take up to 30 seconds for a signal to sync and appear after connecting.
- You may need to reset the WirelessHD connection. Turn off both the WirelessHD transmitter and the projector. Start playback on your video device, then turn on the WirelessHD transmitter and the projector. Wait 10 seconds, then press the **Setup** button on the bottom of the transmitter.
- Make sure the WirelessHD transmitter is within 32 feet (10 m) of the projector, isn't obstructed by any large objects, and is not placed on a metal surface.
- If the green and orange lights on the transmitter are flashing, the unit may be overheating. Make sure the vents on the back of the transmitter are not blocked and that the room temperature does not exceed 95 °F (35 °C).
- If you are viewing wireless content, make sure that the WiHD light on the transmitter is on. If it is off, press the **Output** button on the remote control or transmitter.

Parent topic: Solving Image or Sound Problems

Related references

Projector Feature Settings - Settings Menu

Related tasks

Viewing WirelessHD Content

Switching WirelessHD Sources

Solutions to Sound Problems

If there is no sound when you expect it or the volume is too low or high, try the following solutions (PowerLite Home Cinema 3500/3510/3600e):

- 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** button on the projector or a source button on the remote control 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.
- 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.
- Make sure the **Audio Output Device** option is set to the correct audio port for your video device.
- 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 tasks

Connecting to a Video Source for Sound
Connecting to a Computer for Sound
Controlling the Volume with the Volume Buttons

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

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.

- The power cord may be defective. Disconnect the cord and contact Epson.
- 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.
- 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.

Parent topic: Solving Projector or Remote Control Operation Problems

Related references

Where to Get Help
Projector Light Status

Related tasks

Unlocking the Projector's Buttons

Solutions to Problems with the Remote Control

If the projector does not respond to remote control commands, try the following solutions:

- Check that the remote control batteries are installed correctly and have power. If necessary, replace the batteries.
- Make sure you are operating the remote control within the reception angle and range of the projector.
- Make sure the projector is not warming up or shutting down.
- Check to see if a button on the remote control is stuck down, causing it to enter sleep mode. Release the button to wake the remote control up.
- Strong fluorescent lighting, direct sunlight, or infrared device signals may be interfering with the projector's remote receivers. Dim the lights or move the projector away from the sun or interfering equipment.
- If available, turn off one of the remote receivers in the projector's menu system, or check if all the remote receivers were turned off.
- If you assigned an ID number to the remote control to operate multiple projectors, you may need to check or change the ID setting (feature not available with all projectors).
- If you lose the remote control, you can order another one from Epson.

Parent topic: Solving Projector or Remote Control Operation Problems

Related references

Remote Control Operation
Projector Light Status
Optional Equipment and Replacement Parts
Where to Get Help

Related tasks

Replacing the Remote Control Batteries

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.) or epson.ca/support (Canada) 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). Or you can purchase online at epsonstore.com (U.S. sales) or epson.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	1920 × 1080 pixels (1080p)
Lens	F=1.51 to 1.99
	Focal length: 18.2 to 29.2 mm
Color reproduction	Full color, up to 1 billion colors
Brightness	**PowerLite Home Cinema 3000**:
	High Power Consumption mode:
	White light output 2300 lumens (ISO 21118 standard)
	Color light output 2300 lumens
	Medium Power Consumption mode:
	White light output 1300 lumens (ISO 21118 standard)
	ECO Power Consumption mode:
	White light output 1000 lumens (ISO 21118 standard)

	PowerLite Home Cinema 3500/3510/3600e: High Power Consumption mode: White light output 2500 lumens (ISO 21118 standard) Color light output 2500 lumens Medium Power Consumption mode: White light output 1400 lumens (ISO 21118 standard) ECO Power Consumption mode: White light output 1100 lumens (ISO 21118 standard) **Note:** Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.
Contrast ratio	**PowerLite Home Cinema 3000**: 60000:1 with Auto Iris on, High Power Consumption mode, Dynamic Color Mode, and Wide Zoom **PowerLite Home Cinema 3500/3510/3600e**: 70000:1 with Auto Iris on, High Power Consumption mode, Dynamic Color Mode, and Wide Zoom
Image size (in native aspect ratio)	30 inches (0.76 m) to 300 inches (7.6 m)
Projection distance (in native aspect ratio)	34.3 inches (0.87 m) to 570.9 inches (14.5 m)
Projection methods	Front, rear, ceiling-mounted
Optical aspect ratio (width-to-height)	16:9
Focus adjustment	Manual
Zoom adjustment	Manual
Zoom ratio (Tele-to-Wide)	1 to 1.6

Internal sound system (PowerLite Home Cinema 3500/3510/3600e)	Two 10 W speakers
Noise level	35 dB (High Power Consumption mode) 32 dB (Medium Power Consumption mode) 24 dB (ECO Power Consumption mode)
Keystone correction angle	± 30° vertical and horizontal
USB Type A port compatibility	One USB 1.1 and 2.0 compliant port for USB device input, wireless LAN, and firmware updating

Parent topic: Technical Specifications

Projector Lamp Specifications

Type	UHE (Ultra High Efficiency)
Power consumption	250 W
Lamp life	High Power Consumption mode: Up to about 3500 hours Medium Power Consumption mode: Up to about 4000 hours ECO Power Consumption mode: Up to about 5000 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	32 feet (10 m)
Batteries	Two alkaline or manganese AA

Parent topic: Technical Specifications

Projector Dimension Specifications

Height (excluding feet)	6.2 inches (157 mm)
Width	16.1 inches (410 mm)
Depth	12.0 inches (304 mm)
Weight	**PowerLite Home Cinema 3000**: 14.1 lb (6.4 kg) **PowerLite Home Cinema 3500/3510**: 14.8 lb (6.7 kg) **PowerLite Home Cinema 3600e**: 15.0 lb (6.8 kg)

Parent topic: Technical Specifications

Projector Electrical Specifications

Rated frequency	50/60 Hz
Power supply	100 to 240 VAC ±10% **PowerLite Home Cinema 3000**: 3.7 to 1.7 A **PowerLite Home Cinema 3500/3510/3600e**: 3.9 to 1.8 A

Power consumption (100 to 120 V)	Operating: **PowerLite Home Cinema 3000**: Medium Power Consumption mode: 361 W ECO Power Consumption mode: 272 W **PowerLite Home Cinema 3500/3510/3600e**: Medium Power Consumption mode: 385 W ECO Power Consumption mode: 296 W Standby: 0.29 W (Communication Off), 1.6 W (Communication On)
Power consumption (220 to 240 V)	Operating: **PowerLite Home Cinema 3000**: Medium Power Consumption mode: 344 W ECO Power Consumption mode: 260 W **PowerLite Home Cinema 3500/3510/3600e**: Medium Power Consumption mode: 366 W ECO Power Consumption mode: 281 W Standby: 0.43 W (Communication Off), 1.8 W (Communication On)

Parent topic: Technical Specifications

Projector Environmental Specifications

Temperature	Operating: Up to 7500 ft (2286 m): 41 to 95 °F (5 to 35 °C) 7500 ft (2286 m) to 9843 ft (3000 m): 41 to 86 °F (5 to 30 °C) Storage: 14 to 140 °F (–10 to 60 °C)

Operating altitude	Up to 4921 feet (1500 m) Up to 9843 feet (3000 m) with High Altitude Mode enabled

Parent topic: Technical Specifications

Projector Safety and Approvals Specifications

United States	FCC Part 15 Class B UL60950-1 2nd edition (cTUVus Mark)
Canada	ICES-003 Class B CSA C22.2 No. 60950-1-07

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	640 × 480
SVGA	60	800 × 600
XGA	60	1024 × 768
SXGA	60	1280 × 1024
	60	1280 × 960

Display format	Refresh rate (in Hz)	Resolution (in pixels)
WXGA	60	1280 × 768
	60	1366 × 768
	60	1280 × 800
WXGA++	60	1600 × 900
Composite video		
TV (NTSC)	60	720 × 480
TV (SECAM)	50	720 × 576
TV (PAL)	50/60	720 × 576
Component video		
SDTV (480i)	60	720 × 480
SDTV (576i)	50	720 × 576
SDTV (480p)	60	720 × 480
SDTV (576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDTV (1080p)	50/60	1920 × 1080
HDMI 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
HDTV (1080p)	24/30/50/60	1920 × 1080
MHL input signals		
VGA	60	640 × 480
SDTV (480i/480p)	60	720 × 480

Display format	Refresh rate (in Hz)	Resolution (in pixels)
SDTV (576i/576p)	50	720 × 576
HDTV (720p)	50/60	1280 × 720
HDTV (1080i)	50/60	1920 × 1080
HDTV (1080p)	24/30	1920 × 1080
Wireless HD 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
HDTV (1080p)*	24/50/60	1920 × 1080

* When projecting in WirelessHD, these signals do not support Deep Color: 1080p 60/50 Hz in 2D, or 1080p 24 Hz frame packing, 720p 50/60 Hz frame packing, or 1080p 60/50 Hz side by side in 3D.

HDMI 3D Signals

Display format	Refresh rate (in Hz)	Resolution (in pixels)	3D formats
HDTV (720p)	50/60	1280 × 720	Frame Packing Side by Side Top and Bottom
HDTV (1080i)	50/60	1920 × 1080	Side by Side
HDTV (1080p)	50/60	1920 × 1080	Side by Side
	24	1920 × 1080	Frame Packing Side by Side Top and Bottom

MHL 3D Signals (via Wireless HD Transmitter*)

Display format	Refresh rate (in Hz)	Resolution (in pixels)	3D formats
HDTV (720p)	50/60	1280 × 720	Side by Side Top and Bottom
HDTV (1080i)	50/60	1920 × 1080	Side by Side
HDTV (1080p)	50/60	1920 × 1080	—
	24	1920 × 1080	Side by Side Top and Bottom

* HDMI5 port only

Parent topic: Technical Specifications

Notices

Check these sections for important notices about your projector.

Recycling
Important Safety Information
Important Safety Instructions
FCC Compliance Statement
Trademarks
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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 10° 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 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 air exhaust vent.
- Do not operate the projector in a closed-in cabinet unless proper ventilation is provided.

- Never allow objects of any kind to enter any openings in the projector. Do not leave objects, especially flammable objects, near the projector. Never spill liquid of any kind into the projector.
- If you are using two or more projectors side-by-side, leave at least 2 feet (60 cm) of space between the projectors to allow for proper ventilation.
- You may need to clean the air filter and vent. A clogged air filter or vent can block ventilation needed to cool the projector. Do not use canned air, or the gases may leave a residue.
- Do not store the projector outdoors for an extended length of time.
- Except as specifically explained in this manual, do not attempt to service this product yourself. Refer all servicing to qualified personnel. Opening or removing covers may expose you to dangerous voltages and other hazards.
- Never open any covers on the projector except as specifically explained in this manual. Never attempt to disassemble or modify the projector. Refer all repairs to qualified service personnel.
- Unplug the projector from the wall outlet and refer servicing to qualified service personnel under the following conditions: if it does not operate normally when you follow the operating instructions, or exhibits a distinct change in performance; if smoke, strange odors, or strange noises come from the projector; if the power cord or plug is damaged or frayed; if liquid or foreign objects get inside the projector, or if it has been exposed to rain or water; if it has been dropped or the housing has been damaged.
- Do not touch the plug during an electrical storm. Otherwise, you may receive an electric shock.
- Unplug the projector when it will not be used for extended periods.
- Do not use the projector where it may be exposed to rain, water, or excessive humidity.
- Do not use or store the projector where it may be exposed to smoke, steam, corrosive gases, excessive dust, vibration, or shock.
- Do not use the projector where flammable or explosive gases may be present.
- Do not use or store the projector or remote control in a hot location, such as near a heater, in direct sunlight, or in a closed vehicle.
- If you use the projector in a country other than where you purchased it, use the correct power cord for that country.
- Do not stand on the projector or place heavy objects on it.
- Do not use the projector outside of the required temperature range of 41 to 95 °F (5 to 35 °C) at an altitude of 7500 feet (2286 m) or less, or 41 to 86 °F (5 to 30 °C) at 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 (applicable models only).

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

WARNING: The cords included with this product contain chemicals, including lead, known to the State of California to cause birth defects or other reproductive harm. ***Wash hands after handling.*** (This notice is provided in accordance with Proposition 65 in Cal. Health & Safety Code § 25249.5 and following.)

3D Safety Instructions

Restriction of Use

Parent topic: Notices

3D Safety Instructions

Follow these 3D safety instructions when setting up and using the projector:

- If you or any viewer experiences the following symptoms or other major discomfort from viewing 3D video images, immediately stop viewing and contact your health care provider: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, disorientation, eye strain, nausea/vomiting, dizziness, headaches, fatigue, or blurry/double vision that lasts longer than few seconds. Do not engage in any potentially hazardous activity (such as driving a vehicle or operating machinery) until your symptoms have completely gone away. If the symptoms persist, discontinue use and do not resume stereoscopic 3D viewing without discussing your symptoms with a health care provider/physician.
- Some viewers may experience a seizure or blackout when exposed to flashing images or lights contained in certain 3D content. Anyone who has a history of seizures, loss of awareness, symptoms linked to an epileptic condition, or has a family history of epilepsy, should contact a health care provider before using the 3D function. It is recommended that all viewers take regular breaks while watching 3D video images or playing stereoscopic 3D games. The suggested breaks are, at least 5 to 15 minutes after every 30 to 60 minutes of stereoscopic 3D content viewing.*

  *Based on the guidelines issued by the 3D Consortium revised December 10, 2008. The length and frequency of necessary breaks will vary from person to person. If you experience any discomfort, you should immediately stop watching the 3D video images or playing stereoscopic 3D games until the discomfort ends; consult a heath care provider/physician if necessary.
- Due to the possible impact on vision development, viewers of 3D video images should be age 6 or older. Children and teenagers may be more susceptible to health issues associated with viewing in 3D and should be closely supervised to avoid prolonged viewing without rest.
- Maintain a distance from the screen of at least three times the screen height when viewing 3D images. The recommended viewing distance for an 80 inch screen is at least 10 feet (3 m) and at least 12 feet (3.6 m) for a 100 inch screen. Also, we recommended using a screen size less than 120 inches. Viewing any closer than the recommended viewing distance or on a screen larger than recommended may result in eye fatigue.
- Viewing 3D content may cause dizziness and disorientation for some viewers. Therefore, to avoid injury do not place your projector or screen near open stairwells, balconies, or wires, and do not sit near objects that could be broken if accidentally hit.
- The following people should limit 3D content viewing:
  - People with a history of photosensitivity
  - People with heart disease
  - People in poor health

    - People who are sleep deprived
    - People who are physically tired
    - People under the influence of drugs or alcohol
    - Anyone who has ever experienced epileptic seizures or sensory disturbances triggered by flashing light effects
    - SOME LIGHT PATTERNS MAY INDUCE SEIZURES IN PERSONS WITH NO PRIOR HISTORY OF EPILEPSY.
- Do not use the device near any medical equipment or equipment that is automatically controlled, such as automatic doors or fire alarms. Electromagnetic interference from the device may cause such equipment to malfunction and cause an accident.
- Do not disassemble or modify the 3D glasses. This could cause a fire to occur or the images to appear abnormal when viewing, causing you to feel ill.
- Do not leave the 3D glasses or any parts supplied with the glasses within reach of children. They could be accidentally swallowed. If anything is accidentally swallowed, contact a doctor immediately.
- Do not place the 3D glasses in a fire or on a heat source, or leave them unattended in a location subject to high temperatures. Because this device has a built-in rechargeable lithium battery, it could cause burns or a fire if it ignites or explodes.
- When charging the 3D glasses, only use the supplied charging cable and connect the cable to the USB port designated by Epson. Do not charge the 3D glasses using other devices as it may cause the battery to leak, overheat, ignite, or explode.
- Do not drop the 3D glasses or press too forcefully on them. If the glass sections or other parts are broken, an injury could occur. Store the glasses in the soft case supplied with them.
- Be careful of the edges of the frame when wearing the 3D glasses and do not place your finger in any of the moving sections such as the hinges. Otherwise you could injure your eyes or fingers.
- When disposing of the 3D glasses, follow any local rules and regulations.

Parent topic: Important Safety Instructions

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

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

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EXCEED YOUR VISION

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The list of GPL Programs

busybox-1.13.4

iptables-1.4.4

libgcc1(gcc-4.3.3)

libstdc++-6.0.10

linux-2.6.27

patches

udhcp 0.9.8

uvc rev.219

wireless_tools 29

EPSON original drivers

Stonestreet One Drivers

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Version 2, June 1991

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<signature of Ty Coon>, 1 April 1989

Ty Coon, President of Vice

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LGPL Programs

glibc-2.8

SDL-1.2.13

SDL-Image

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Version 2.1, February 1999

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