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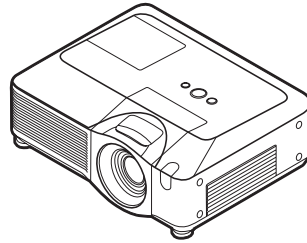
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The following projector manual has not been modified or altered in any way.

# Projector

## CP-X705/CP-X615

### User's Manual (detailed) Network Guide



**Thank you for purchasing this projector.**

This projector has the network function that brings you the following main features.

✓ **Web control**

The projector can be controlled and monitored by a web browser software on your PC, which can help you to setup and maintain the projector.

✓ **e-SHOT (Still Image Transfer) Display**

The projector can display still images that are transferred via the network.

This manual is only intended to explain Network function only.

For safety, operations or any other issues, refer to the Safety Guide and User's Manual (concise and detailed).

**⚠ WARNING** ► Before using this product, be sure to read all manuals for this product.

After reading them, store them in a safe place for future reference.

**NOTE** • The information in this manual is subject to change without notice.

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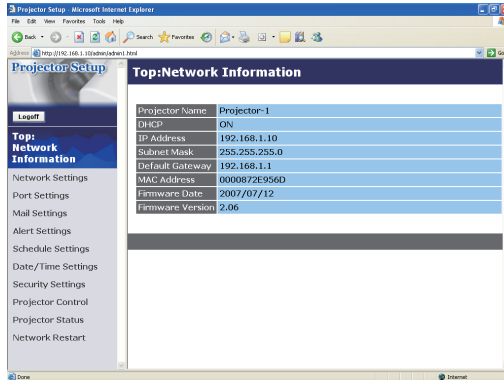
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## 1. Main functions

### 1.1 Configuring and controlling via a web browser

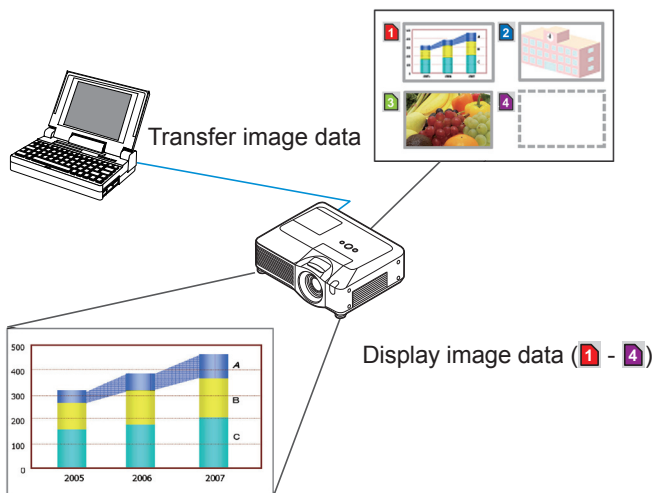
You can adjust or control the projector via a network from a web browser on a PC that is connected to the same network.

Logon the network from the web browser and it offers the menus to configure the network settings, monitor the projector and so on.



### 1.2 e-SHOT (Still image Transfer) Display


Image files can be sent via the network, and up to 4 image data can be stored in the projector and displayed on screen one by one. ( 38 )



## 2. Equipment connection and network setting

### 2.1 Required equipment preparation

The following equipments are required to connect the projector to your PC through the network.

PC : 1) equipped with the network feature  
2) installed a web browser software (11)

LAN cable : CAT-5 or greater

## 2.2 Manual network connection setting

### 2.2.1 Equipments connection

Connect the projector and PC with a LAN cable.

\* Before connecting with an existing network, contact the network administrator.

Next, please check the PC setting as explained below.

### 2.2.2 Network settings

This is the explanation of network connection settings for Windows XP and Internet Explorer.

- 1) Log on to Windows XP as administrator authority. (\*)
- 2) Open “Control Panel” from “Start” menu.
- 3) Open “Network and Internet Connections” in “Control Panel”. (Fig. 2.2.2.a)

\* Administrator authority is the account, which can access to all functions.

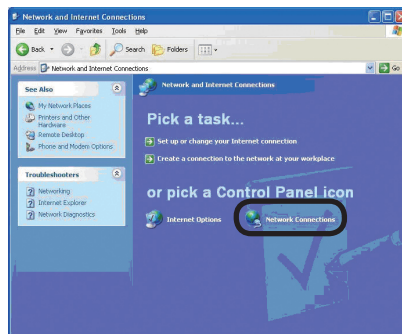


Fig. 2.2.2.a “Network and Internet Connections” window

- 4) Open “Network Connections”. (Fig.2.2.2.b)

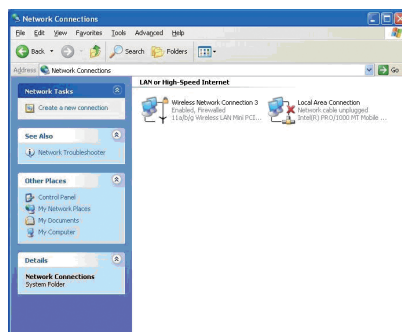


Fig. 2.2.2.b “Network Connections” window

### 2.2 Manual network connection setting (continued)

- 5) Open “Local Area Connection Properties” window you use for network device.  
(Fig. 2.2.2.c)

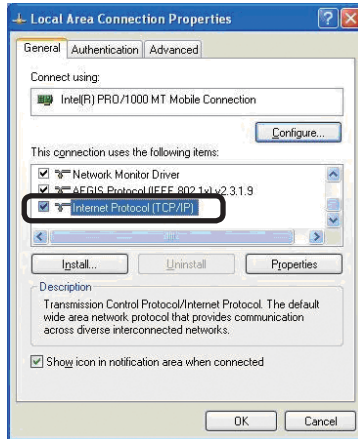


Fig. 2.2.2.c “Local Area Connection Properties” window

- 6) Set used protocol as “TCP/IP” and open “Internet Protocol (TCP/IP) Properties” window.

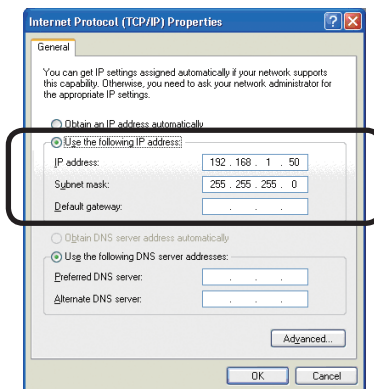


Fig. 2.2.2.d “Internet Protocol (TCP/IP) Properties” window

- 7) Set IP address, subnet mask and default gateway for PC.

## 2.2 Manual network connection setting (continued)

### [About IP address]

#### ■ Setting manually

The Network address portion included in the IP address set into your PC should be common with projector's one. And the entire IP address in the PC should not be overlapped with other equipments in the same network, including the projector.

For example

The projector's initial settings are as follows.

IP address: 192.168.1.10

Subnet mask: 255.255.255.0

(Network address: 192.168.1 in this case)

Therefore, specify PC's IP address as follows.

IP address: 192.168.1.xxx (xxx shows decimal number.)

Subnet mask: 255.255.255.0

(Network address: 192.168.1 in this case)

Select from 1 to 254 for "xxx" not duplicating with any other equipments.

In this case, projector has "192.168.1.10" IP address, specify from 1 to 254 except 10 for PC.

**NOTE** • "0.0.0.0" cannot be set to the IP address.

- The projector's IP address can be changed by using the configuration utility via a web browser. (11)
- If the projector and PC exist in the same network (i.e. network address is common), default gateway can be blank.
- When the projector and PC exist in different networks, default gateway setting is necessary. Contact the network administrator in detail.

#### ■ Setting automatically

When DHCP server exists in network, it is possible to assign IP address to the projector and PC automatically.

\* DHCP is abbreviation for "Dynamic Host Configuration Protocol" and has the function to provide necessary setting for network like IP address from server to client. A server that has DHCP function is called DHCP server.



## 2. Equipment connection and network setting

### 2.2 Manual network connection setting (continued)

#### 2.2.3 “Internet Option” setting

- 1) Click “Internet Options” in “Network and Internet Connections” window (Fig. 2.2.3.a) to open “Internet Properties” window. (Fig.2.2.3.b)

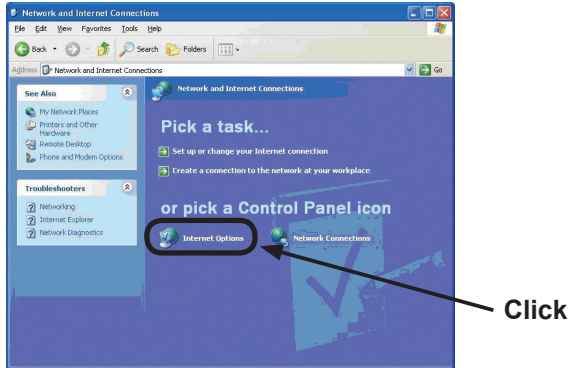


Fig. 2.2.3.a “Network and Internet Connections” window

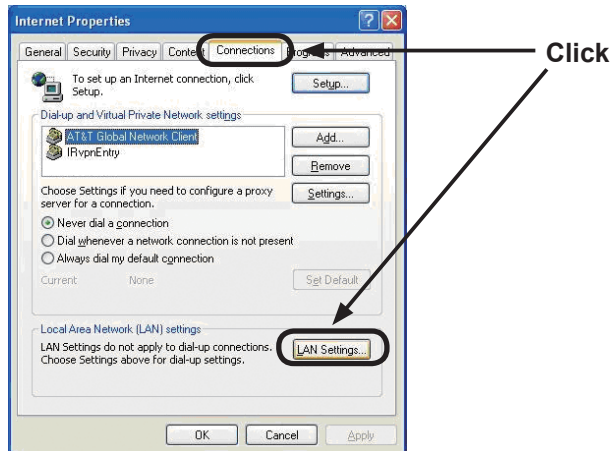


Fig. 2.2.3.b “Internet Properties” window

- 2) Click “Connections” tab and then click [LAN Settings] button to open “Local Area Network (LAN) settings”. (Fig. 2.2.3.c)

## 2.2 Manual network connection setting (continued)

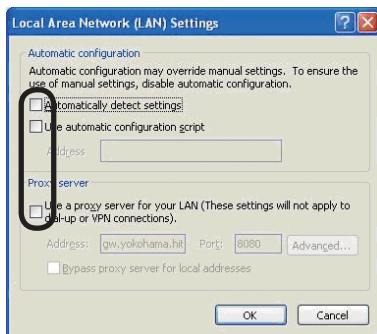


Fig. 2.2.3.c “Local Area Network (LAN) Settings” window

3) Uncheck all boxes in “Local Area Network (LAN) Settings” window. (Fig. 2.2.3.c)

## 2.2.4 Check connection

Check PC and projector are connected properly here. If it is not connected, check cable connections and settings are properly or not.

1) Start browser in PC and specify following URL, then click “Go” button.

URL: `http://(Projector IP address)/`

For example, if projector IP address is 192.168.1.10, specify

URL: `http://192.168.1.10/`

2) If Fig. 2.2.4 appears, it succeeds.

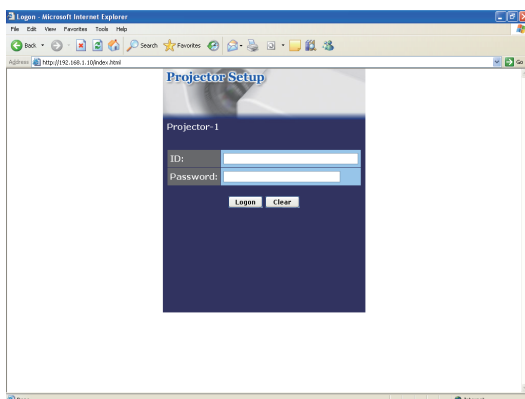


Fig. 2.2.4 “Logon Menu”

## 3. Management with Web browser software

This projector is equipped with the following network functions by using a web browser software.

### **Configuring and Controlling the Projector via a Web Browser**

You can change the settings of or control the projector via a network by using a web browser from a PC that is connected to the same network.

(11)

### **E-mail Alerts**

The projector can automatically send an alert to specified e-mail addresses when the projector requires maintenance or has encountered an error.

(32)

### **Projector Management using SNMP**

This projector is SNMP (Simple Network Management Protocol) compliant, allowing you to monitor it from a remote location using SNMP software. In addition, the projector is able to send failure & warning alerts to a specified PC.

(34)

### **Event Scheduling**

You can schedule the projector to perform various functions according to the date and time.

(35)

### **e-SHOT (Still Image Transfer) Display**

The projector can display still images that are transferred via the network.

(38)

### **Command Control via the Network**

The projector can be controlled using RS-232C commands over a network.

(40)

### 3.1 Configuring and controlling the projector via a web browser

You can adjust or control the projector via a network from a web browser on a PC that is connected to the same network.

**NOTE** • Internet Explorer 5.5 or later is required.

- If JavaScript is disabled in your web browser configuration, you must enable JavaScript in order to use the projector web pages properly. See the Help files for your web browser for details on how to enable JavaScript.
- You can communicate using SSL (Secure Socket Layer) if you are using Windows XP Service Pack 2 or earlier versions of Microsoft Windows. Please specify "https://" when you enter the IP address of the projector on the web browser. You can't communicate the projector using SSL on Windows Vista.
- It is recommended that all web browser updates are installed. It is especially recommended that all users running Internet Explorer on a Microsoft Windows version prior to Windows XP Service Pack 2 install security update Q832894 (MS04-004) or the web browser interface may not be displayed correctly. And when using an earlier version of Internet Explorer, during operations the browser will log out after 50 seconds.

**3.1 Configuring and controlling the projector via a web browser (continued)**

When configuring or controlling the projector via a web browser, an ID and password are required. There are two types of IDs, Administrator ID and User ID. The following chart describes the differences between Administrator and User IDs.

Item	Description	Administrator	User
<b>Network Information</b>	Displays the projector's current network configuration settings.	√	√
<b>Network Settings</b>	Displays and configures network settings.	√	N/A
<b>Port Settings</b>	Displays and configures communication port settings.	√	N/A
<b>Mail Settings</b>	Displays and configures e-mail addressing settings.	√	N/A
<b>Alert Settings</b>	Displays and configures failure & warning alerts.	√	N/A
<b>Schedule Settings</b>	Displays and configures schedule settings.	√	N/A
<b>Date/Time Settings</b>	Displays and configures the date and time settings.	√	N/A
<b>Security Settings</b>	Displays and configures passwords and other security settings.	√	N/A
<b>Projector Control</b>	Controls the projector.	√	√
<b>Projector Status</b>	Displays and configures the current projector status.	√	√
<b>Network Restart</b>	Restarts the projector's network connection.	√	N/A

#### 3.1 Configuring and controlling the projector via a web browser (continued)

##### 3.1.1 Logon

Refer to the following for configuring or controlling the projector via a web browser.

**Example:** If the IP address of the projector is set to **192.168.1.10**:

- 1) Enter “**http://192.168.1.10**” into the address bar of the web browser and press “Enter” key or click “Go” button. The screen in Fig. 3.1.1a will be displayed.
- 2) Enter your ID and password and click **[Logon]**.

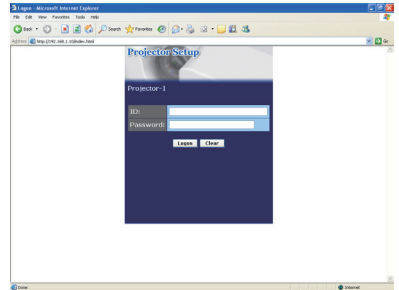


Fig. 3.1.1 a “Logon Menu”

Below are the factory default settings for administrator ID, user ID and passwords.

Item	ID	Password
Administrator	Administrator	<blank>
User	User	<blank>

If the logon is successful, either the Fig. 3.1.1 b or Fig. 3.1.1 c screen will be displayed.

Main menu

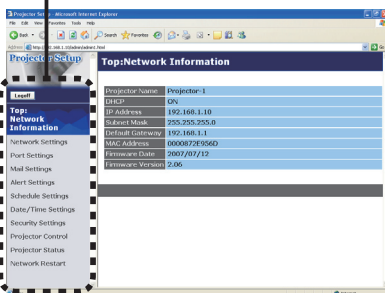


Fig. 3.1.1 b “Logon with Administrator ID”

Main menu

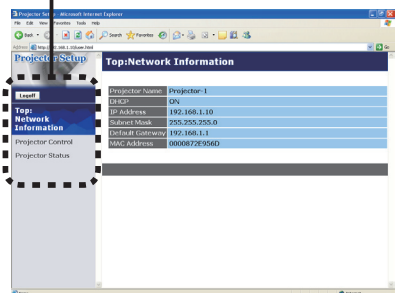
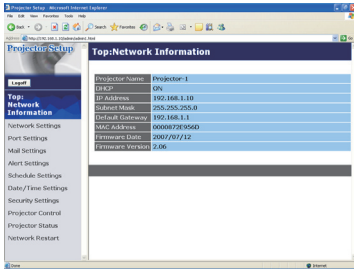


Fig. 3.1.1 c “Logon with User ID”

- 3) Click the desired operation or configuration item on the main menu located on the left-hand side of the screen.

## 3.1 Configuring and controlling the projector via a web browser (continued)

### 3.1.2 Network Information



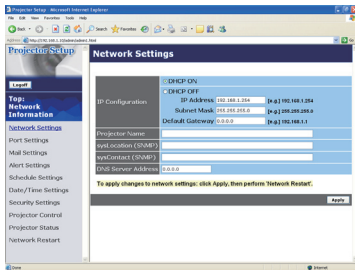
All screen drawings in this manual are shown when you logon with the Administrator ID. Any functions that are available only for the Administrator will not be shown when you logon with the User ID. Refer to the table. (13)

Displays the projector's current network configuration settings.

Item	Description
<b>Projector Name</b>	Displays the projector name settings.
<b>DHCP</b>	Displays the DHCP configuration settings.
<b>IP Address</b>	Displays the current IP address.
<b>Subnet Mask</b>	Displays the subnet mask.
<b>Default Gateway</b>	Displays the default gateway.
<b>MAC Address</b>	Displays the ethernet MAC address.
<b>Firmware Date</b>	Displays the network firmware time stamp. This information is only displayed when logged on using an Administrator ID.
<b>Firmware Version</b>	Displays the network firmware version number. This information is only displayed when logged on using an Administrator ID.

### 3.1 Configuring and controlling the projector via a web browser (continued)

#### 3.1.3 Network Settings



Displays and configures network settings.

Item	Description
<b>IP Configuration</b>	Configures network settings.
<b>DHCP ON</b>	Enables DHCP.
<b>DHCP OFF</b>	Disables DHCP.
<b>IP Address</b>	Configures the IP address when DHCP is disabled.
<b>Subnet Mask</b>	Configures the subnet mask when DHCP is disabled.
<b>Default Gateway</b>	Configures the default gateway when DHCP is disabled.
<b>Projector Name</b>	Configures the name of the projector. The length of the Projector Name can be up to 64 alphanumeric characters. Only alphabets, numbers and following symbols can be used. !"#%&'()*+,-./:;<=>@[ ]^_`{ }~ and space
<b>sysLocation (SNMP)</b>	Configures the location to be referred to when using SNMP. The length of the sysLocation can be up to 255 alphanumeric characters. Only numbers '0-9' and alphabet 'a-z', 'A-Z' can be used.
<b>sysContact (SNMP)</b>	Configures the contact information to be referred to when using SNMP. The length of the sysContact can be up to 255 alphanumeric characters. Only numbers '0-9' and alphabet 'a-z', 'A-Z' can be used.
<b>DNS Server Address</b>	Configures the DNS server address.

Click **[Apply]** button to save the settings.



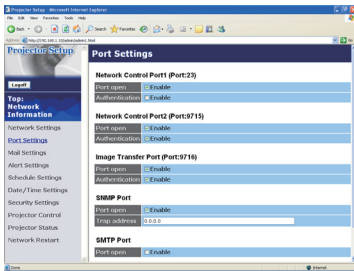
#### 3.1 Configuring and controlling the projector via a web browser (continued)

**NOTE** • The new configuration settings are activated after restarting the network connection. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the main menu.

- If you connect the projector to an existing network, consult a network administrator before setting server addresses.

## 3.1 Configuring and controlling the projector via a web browser (continued)

### 3.1.4 Port Settings



Displays and configures communication port settings.

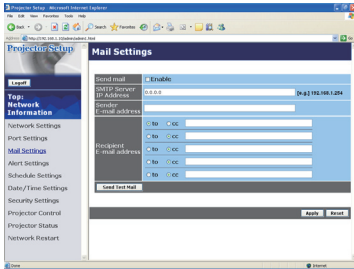
Item	Description
<b>Network Control Port1 (Port:23)</b>	Configures command control port 1 (Port:23).
Port open	Click <b>[Enable]</b> check box to use port 23.
Authentication	Click <b>[Enable]</b> check box when authentication is required for this port.
<b>Network Control Port2 (Port:9715)</b>	Configures command control port 2 (Port:9715).
Port open	Click <b>[Enable]</b> check box to use port 9715.
Authentication	Click <b>[Enable]</b> check box when authentication is required for this port.
<b>Image Transfer Port (Port:9716)</b>	Configures the image transfer port (Port:9716).
Port open	Click the <b>[Enable]</b> check box to use port 9716.
Authentication	Click the <b>[Enable]</b> check box when authentication is required for this port.
<b>SNMP Port</b>	Configures the SNMP port.
Port open	Click <b>[Enable]</b> check box to use SNMP.
Trap address	Configures the destination of the SNMP Trap in IP format.
<b>SMTP Port</b>	Configures the SMTP port.
Port open	Click <b>[Enable]</b> check box to use the e-mail function.

Click **[Apply]** button to save the settings.

**NOTE** • The new configuration settings are activated after restarting the network connection. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the main menu.

## 3.1 Configuring and controlling the projector via a web browser (continued)

### 3.1.5 Mail Settings



Displays and configures e-mail addressing settings.

Item	Description
<b>Send mail</b>	Click <b>[Enable]</b> check box to use the e-mail function. Configure the conditions for sending e-mail under the Alert Settings.
<b>SMTP Server IP Address</b>	Configures the address of the mail server in IP format. <ul style="list-style-type: none"> <li>The address allows not only IP address but also domain name if the valid DNS server is setup in the <b>Network Settings</b>. The maximum length of host or domain name is up to 255 characters.</li> </ul>
<b>Sender E-mail address</b>	Configures the sender e-mail address. The length of the sender e-mail address can be up to 255 alphanumeric characters.
<b>Recipient E-mail address</b>	Configures the e-mail address of up to five recipients. You can also specify <b>[TO]</b> or <b>[CC]</b> for each address. The length of the recipient e-mail address can be up to 255 alphanumeric characters.

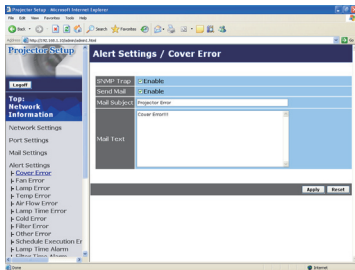
Click **[Apply]** button to save the settings.

**NOTE** • You can confirm whether the mail settings work correctly using **[Send Test Mail]** button. Please enable Send mail setting before clicking **[Send Test Mail]**.

• If you connect the projector to an existing network, consult a network administrator before setting server addresses.

### 3.1 Configuring and controlling the projector via a web browser (continued)

#### 3.1.6 Alert Settings



Displays and configures failure & alert settings.

Alert Item	Description
<b>Cover Error</b>	The lamp cover has not been properly fixed.
<b>Fan Error</b>	The cooling fan is not operating.
<b>Lamp Error</b>	The lamp does not light, and there is a possibility that interior portion has become heated.
<b>Temp Error</b>	There is a possibility that the interior portion has become heated.
<b>Air Flow Error</b>	The internal temperature is rising.
<b>Lamp Time Error</b>	Lamp time over.
<b>Cold Error</b>	There is a possibility that the interior portion has become overcooled.
<b>Filter Error</b>	Filter time over.
<b>Other Error</b>	Other error. If displaying this error, please contact your dealer.
<b>Schedule Execution Error</b>	Schedule Execution error. (📖21)
<b>Lamp Time Alarm</b>	Lamp time over Alarm Time setting.
<b>Filter Time Alarm</b>	Filter time over Alarm Time setting.
<b>Transition Detector Alarm</b>	Transition Detector Alarm. (📖OPTION Menu in the User's Manual (detailed) – Operating Guide)
<b>“CHANGE THE LAMP” is displayed.</b>	“CHANGE THE LAMP” is displayed.
<b>Cold Start</b>	The Power switch is turned on. (Off → standby mode)
<b>Authentication Failure</b>	The SNMP access is detected from the invalid SNMP community.

Refer to **“Troubleshooting” in the User’s Manual (detailed) – Operating Guide** for further detailed explanation of Error except Other Error and Schedule Execution Error.

**3.1 Configuring and controlling the projector via a web browser (continued)**

The Alert Items are shown below.

Setting Item	Description
<b>Alarm Time</b>	Configures the time to alert. (Only Lamp Time Alarm and Filter Time Alarm.)
<b>SNMP Trap</b>	Click <b>[Enable]</b> check box to enable SNMP Trap alerts.
<b>Send Mail</b>	Click <b>[Enable]</b> check box to enable e-mail alerts. (Except <b>Cold Start</b> and <b>Authentication Failure</b> .)
<b>Mail Subject</b>	Configures the subject line of the e-mail to be sent. The length of the subject line can be up to 255 alphanumeric characters. (Except <b>Cold Start</b> and <b>Authentication Failure</b> .)
<b>Mail Text</b>	Configures the text of the e-mail to be sent. The length of the text can be up to 1024 alphanumeric characters. (Except <b>Cold Start</b> and <b>Authentication Failure</b> .)

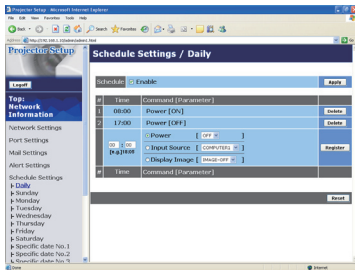
Click **[Apply]** button to save the settings.

**NOTE** • The trigger of Filter Error e-mail is depending on the FILTER MESSAGE setting in the SERVICE item of the OPTION menu which defines the period until the filter message is displayed on the projector screen. The e-mail will be sent when the filter timer exceeds 50, 100, 200, 300, 400, 500, 600, 700 or 800 hours based on the configuration. No notification e-mail will be sent if the FILTER MESSAGE is set to TURN OFF. ([📖](#) **OPTION Menu in the User's Manual (detailed) – Operating Guide**)

- Lamp Time Alarm is defined as a threshold for e-mail notification (reminder) of the lamp timer. When the lamp hour exceeds this threshold that is configured through the Web page, the e-mail will be sent out.
- Filter Time Alarm is defined as a threshold for e-mail notification (reminder) of the filter timer. When the filter hour exceeds this threshold, the e-mail will be sent out.

## 3.1 Configuring and controlling the projector via a web browser (continued)

### 3.1.7 Schedule Settings



Displays and configures schedule settings.

Item	Description
<b>Daily</b>	Configures the daily schedule.
<b>Sunday</b>	Configures the Sunday schedule.
<b>Monday</b>	Configures the Monday schedule.
<b>Tuesday</b>	Configures the Tuesday schedule.
<b>Wednesday</b>	Configures the Wednesday schedule.
<b>Thursday</b>	Configures the Thursday schedule.
<b>Friday</b>	Configures the Friday schedule.
<b>Saturday</b>	Configures the Saturday schedule.
<b>Specific date No.1</b>	Configures the specific date (No.1) schedule.
<b>Specific date No.2</b>	Configures the specific date (No.2) schedule.
<b>Specific date No.3</b>	Configures the specific date (No.3) schedule.
<b>Specific date No.4</b>	Configures the specific date (No.4) schedule.
<b>Specific date No.5</b>	Configures the specific date (No.5) schedule.

#### 3.1 Configuring and controlling the projector via a web browser (continued)

The daily and weekly event items are shown below.

Item	Daily & Weekly Description
<b>Schedule</b>	Click <b>[Enable]</b> check box to enable the schedule.
<b>Schedule List</b>	Displays the current schedule.

The specific date event items are shown below.

Item	Specific date (No.1-5) Description
<b>Schedule</b>	Click <b>[Enable]</b> check box to enable specific date (No.1-5) schedule.
<b>Date (Month/Day)</b>	Configures the month and date.
<b>Schedule List</b>	Displays the current specific date (No.1-5) schedule.

Click **[Apply]** button to save the settings.

To add additional functions and events, click **[Add]** button and set the following items.

Item	Description
<b>Time</b>	Configures the time to execute commands.
<b>Command [Parameter]</b>	Configures the commands to be executed.
<b>Power</b>	Configures the parameters for power control.
<b>Input Source</b>	Configures the parameters for input switching.
<b>Display Image</b>	Configures the parameters for display of transfer image data.

Click **[Register]** button to add new commands to the Schedule List.

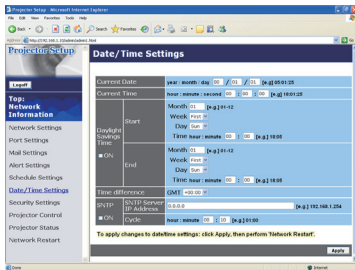
Click **[Delete]** button to delete commands from the Schedule List.

Click **[Reset]** button to delete all commands from the Schedule List.

**NOTE** • After the projector is moved, check the date and time set for the projector before configuring the schedules. Strong shock may make the date and time settings (📖 23) get out of tune.

### 3.1 Configuring and controlling the projector via a web browser (continued)

#### 3.1.8 Date/Time Settings



Displays and configures the date and time settings.

Item	Description				
<b>Current Date</b>	Configures the current date in <b>year/month/day</b> format.				
<b>Current Time</b>	Configures the current time in <b>hour:minute:second</b> format.				
<b>Daylight Savings Time</b>	Click <b>[ON]</b> check box to enable daylight savings time and set the following items.				
<b>Start</b>	Configures the date and time daylight savings time begins.				
<b>Month</b>	Configures the month daylight savings time begins (1~12).				
<b>Week</b>	Configures the week of the month daylight savings time begins (First, 2, 3, 4, Last).				
<b>Day</b>	Configures the day of the week daylight savings time begins (Sun, Mon, Tue, Wed, Thu, Fri, Sat).				
<b>Time</b>	<table border="1"> <tr> <td><b>hour</b></td> <td>Configures the hour daylight savings time begins (0 ~ 23).</td> </tr> <tr> <td><b>minute</b></td> <td>Configures the minute daylight savings time begins (0 ~ 59).</td> </tr> </table>	<b>hour</b>	Configures the hour daylight savings time begins (0 ~ 23).	<b>minute</b>	Configures the minute daylight savings time begins (0 ~ 59).
<b>hour</b>	Configures the hour daylight savings time begins (0 ~ 23).				
<b>minute</b>	Configures the minute daylight savings time begins (0 ~ 59).				
<b>End</b>	Configures the date and time daylight savings time ends.				
<b>Month</b>	Configures the month daylight savings time ends (1 ~ 12).				
<b>Week</b>	Configures the week of the month daylight savings time ends (First, 2, 3, 4, Last).				
<b>Day</b>	Configures the day of the week daylight savings time ends (Sun, Mon, Tue, Wed, Thu, Fri, Sat).				
<b>Time</b>	<table border="1"> <tr> <td><b>hour</b></td> <td>Configures the hour daylight savings time ends (0 ~ 23).</td> </tr> <tr> <td><b>minute</b></td> <td>Configures the minute daylight savings time ends (0 ~ 59).</td> </tr> </table>	<b>hour</b>	Configures the hour daylight savings time ends (0 ~ 23).	<b>minute</b>	Configures the minute daylight savings time ends (0 ~ 59).
<b>hour</b>	Configures the hour daylight savings time ends (0 ~ 23).				
<b>minute</b>	Configures the minute daylight savings time ends (0 ~ 59).				



3.1 Configuring and controlling the projector via a web browser (continued)

Item	Description
<b>Time difference</b>	Configures the time difference. Set the same time difference as the one set on your PC. If unsure, consult your IT manager.
<b>SNTP</b>	Click the <b>[ON]</b> check box to retrieve Date and Time information from the SNTP server and set the following items.
<b>SNTP Server IP Address</b>	Configures the SNTP server address in IP format. <ul style="list-style-type: none"> <li>• The address allows not only IP address but also domain name if the valid DNS server is setup in the <b>Network Settings</b>. The maximum length of host or domain name is up to 255 characters.</li> </ul>
<b>Cycle</b>	Configures the interval at which to retrieve Date and Time information from the SNTP server ( <b>hours:minutes</b> ).

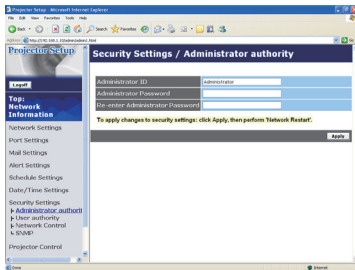
Click **[Apply]** button to save the settings.

**NOTE** • The new configuration settings are activated after restarting the network connection. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the main menu.

- If you connect the projector to an existing network, consult a network administrator before setting server addresses.
- To enable the SNTP function, the time difference must be set.
- The projector will retrieve Date and Time information from the time server and override time settings when SNTP is enabled.
- The internal clock's time may not remain accurate. Using SNTP is recommended to maintain accurate time.

### 3.1 Configuring and controlling the projector via a web browser (continued)

#### 3.1.9 Security Settings



Displays and configures passwords and other security settings.

Item	Description
<b>Administrator authority</b>	Configures the Administrator ID and password.
<b>Administrator ID</b>	Configures the Administrator ID. The length of the text can be up to 32 alphanumeric characters.
<b>Administrator Password</b>	Configures the Administrator password. The length of the text can be up to 255 alphanumeric characters.
<b>Re-enter Administrator Password</b>	Reenter the above password for verification.
<b>User authority</b>	Configures the User ID and password.
<b>User ID</b>	Configures the User ID. The length of the text can be up to 32 alphanumeric characters.
<b>User Password</b>	Configures the User password. The length of the text can be up to 255 alphanumeric characters.
<b>Re-enter User Password</b>	Reenter the above password for verification.

3.1 Configuring and controlling the projector via a web browser (continued)

Item	Description
<b>Network Control</b>	Configures the Authentication password for the command control.
<b>Authentication Password</b>	Configures the Authentication password. The length of the text can be up to 32 alphanumeric characters.
<b>Re-enter Authentication Password</b>	Reenter the above password for verification.
<b>SNMP</b>	Configures the community name if SNMP is used.
<b>Community name</b>	Configures the community name. The length of the text can be up to 64 alphanumeric characters.

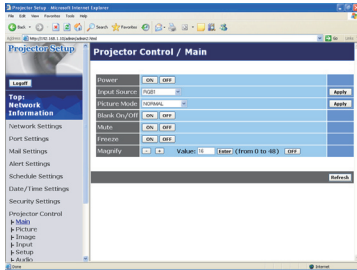
Click **[Apply]** button to save the settings.

**NOTE** • The new configuration settings are activated after restarting the network connection. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the main menu.

- Only numbers '0-9' and alphabet 'a-z', 'A-Z' can be used.

### 3.1 Configuring and controlling the projector via a web browser (continued)

#### 3.1.10 Projector Control



The items shown in the table below can be performed using the Projector Control menu. Select an item using the up and down arrow keys on the PC. Most of the items have a submenu. Refer to the table below for details.

**NOTE** • The setting value may not match with the actual value if the user changes the value manually. In that case, please refresh the page by clicking [Refresh] button.

Controls the projector.

Item	Description
<b>Main</b>	
<b>Power</b>	Turns the power on/off.
<b>Input Source</b>	Selects the input source.
<b>Picture Mode</b>	Selects the picture mode setting.
<b>Blank On/Off</b>	Turns Blank on/off.
<b>Mute</b>	Turns Mute on/off.
<b>Freeze</b>	Turns Freeze on/off.
<b>Magnify</b>	Controls the magnify setting. In some input signal sources, it might stop “Magnify” even though it does not reach to maximum setting value. The variable range: • For a RGB or HDMI signal 0-48 • For a video, component or s-video signal 0-16
<b>Picture</b>	
<b>Brightness</b>	Adjusts the brightness setting.
<b>Contrast</b>	Adjusts the contrast setting.
<b>Gamma</b>	Selects the gamma setting.
<b>Color Temp</b>	Selects the color temperature setting.
<b>Color</b>	Adjusts the color setting.
<b>Tint</b>	Adjusts the tint setting.
<b>Sharpness</b>	Adjusts the sharpness setting.
<b>Active Iris</b>	Selects the active iris setting.
<b>MyMemory Save</b>	Saves the MyMemory data.
<b>MyMemory Recall</b>	Recalls the MyMemory data.

3.1 Configuring and controlling the projector via a web browser (continued)

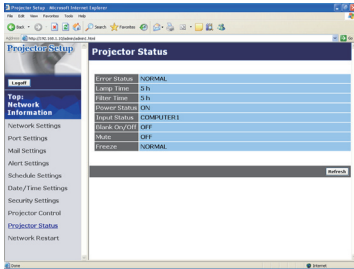
Item	Description
<b>Image</b>	
<b>Aspect</b>	Selects the aspect setting.
<b>Over Scan</b>	Adjusts the over scan setting.
<b>V Position</b>	Adjusts the vertical position.
<b>H Position</b>	Adjusts the horizontal position.
<b>H Phase</b>	Adjusts the horizontal phase.
<b>H Size</b>	Adjusts the horizontal size.
<b>Auto Adjust Execute</b>	Performs the automatic adjustment.
<b>Input</b>	
<b>Progressive</b>	Selects the progressive setting.
<b>Video NR</b>	Selects the video noise reduction setting.
<b>3D-YCS</b>	Selects the 3D-YCS setting.
<b>Color Space</b>	Selects the color space.
<b>Component</b>	Selects the component terminal setting.
<b>C-Video Format</b>	Selects the video format setting.
<b>S-Video Format</b>	Selects the s-video format setting.
<b>HDMI</b>	Selects the HDMI setting.
<b>Frame Lock-RGB1</b>	Turns the frame lock-RGB1 function on/off.
<b>Frame Lock-RGB2</b>	Turns the frame lock-RGB2 function on/off.
<b>Frame Lock-HDMI</b>	Turns the frame lock-HDMI function on/off.
<b>RGB in-1</b>	Selects the RGB1 input signal type.
<b>RGB in-2</b>	Selects the RGB2 input signal type.
<b>Setup</b>	
<b>Auto Keystone Execute</b>	Performs the automatic keystone distortion correction.
<b>Keystone V</b>	Adjusts the vertical keystone distortion setting.
<b>Keystone H</b>	Adjusts the horizontal keystone distortion setting.
<b>Whisper</b>	Selects the whisper mode.
<b>Mirror</b>	Selects the mirror status.

## 3.1 Configuring and controlling the projector via a web browser (continued)

Item	Description
<b>Audio</b>	
<b>Volume</b>	Adjusts the volume setting.
<b>Treble</b>	Adjust the Treble setting.
<b>Bass</b>	Adjusts the Bass setting.
<b>SRS WOW</b>	Selects the SRS WOW setting.
<b>Speaker</b>	Turns the built-in speaker on/off.
<b>Audio-RGB1</b>	Assigns the AUDIO-RGB1 input port.
<b>Audio-RGB2</b>	Assigns the AUDIO-RGB2 input port.
<b>Audio-HDMI</b>	Assigns the AUDIO-HDMI input port.
<b>Audio-Video</b>	Assigns the AUDIO-VIDEO input port.
<b>Audio-S-Video</b>	Assigns the AUDIO-S-VIDEO input port.
<b>Audio-Component</b>	Assigns the AUDIO-COMPONENT input port.
<b>HDMI-Audio</b>	Selects the HDMI audio setting.
<b>Screen</b>	
<b>Language</b>	Selects the language for the OSD.
<b>Menu Position V</b>	Adjusts the vertical Menu position.
<b>Menu Position H</b>	Adjusts the horizontal Menu position.
<b>Blank</b>	Selects the Blank mode.
<b>Startup</b>	Selects the startup screen mode.
<b>MyScreen Lock</b>	Turns MyScreen lock function on/off.
<b>Message</b>	Turns the message function on/off.
<b>Option</b>	
<b>Auto Search</b>	Turns the automatic signal search function on/off.
<b>Auto Keystone</b>	Turns the automatic keystone distortion correction function on/off.
<b>Auto on</b>	Turns the auto on function on/off.
<b>Auto off</b>	Configures the timer to shut off the projector when no signal is detected.
<b>My Button-1</b>	Assigns the functions for the MY BUTTON1 buttons on the included remote control.
<b>My Button-2</b>	Assigns the functions for the MY BUTTON2 buttons on the included remote control.
<b>Remote Receiv. Front</b>	Enable/Disable remote receiv. front.
<b>Remote Receiv. Rear</b>	Enable/Disable remote receiv. rear.
<b>Remote Receiv. Top</b>	Enable/Disable remote receiv. top.
<b>Remote Freq. Normal</b>	Enables/Disables the remote control signal frequency normal.
<b>Remote Freq. High</b>	Enables/Disables the remote control signal frequency high.

## 3.1 Configuring and controlling the projector via a web browser (continued)

### 3.1.11 Projector Status

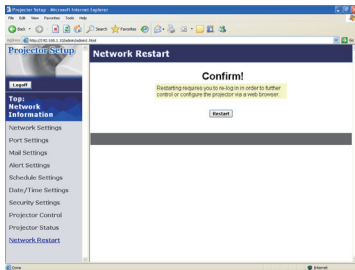


Displays and configures the current projector status.

Item	Description
<b>Error Status</b>	Displays the current error status
<b>Lamp Time</b>	Displays the usage time for the current lamp.
<b>Filter Time</b>	Displays the usage time for the current filter.
<b>Power Status</b>	Displays the current power status.
<b>Input Status</b>	Displays the current input signal source.
<b>Blank On/Off</b>	Displays the current Blank on/off status.
<b>Mute</b>	Displays the current Mute on/off status.
<b>Freeze</b>	Displays the current Freeze status.

### 3.1 Configuring and controlling the projector via a web browser (continued)


#### 3.1.12 Network Restart



Restarts the projector's network connection.

Item	Description
Restart	Restarts the projector's network connection in order to activate new configuration settings.

**NOTE** • Restarting requires you to re-log on in order to further control or configure the projector via a web browser. Wait 1 minute or more after clicking **[Restart]** button to log on again.

- The Logon menu ( 13) is displayed after restarting the projector's network connection if the DHCP is set to ON.

#### 3.1.13 Logoff

When **[Logoff]** is clicked, the Logon menu is displayed. ( 13)



## 3.2 E-mail Alerts

The projector can automatically send an alert message to the specified e-mail addresses when the projector detects a certain condition that is requiring maintenance or detected an error.

**NOTE** • Up to five e-mail addresses can be specified.  
• The projector may be not able to send e-mail if the projector suddenly loses power.

### Mail Settings (📧18)

To use the projector's e-mail alert function, please configure the following items through a web browser.

Example: If the IP address of the projector is set to 192.168.1.10:

- 1) Enter “**http://192.168.1.10/**” into the address bar of the web browser.
- 2) Enter the Administrator ID and password and click [**Logon**].
- 3) Click [**Port Settings**] on the main menu.
- 4) Click [**Enable**] check box to open the SMTP Port.
- 5) Click [**Apply**] button to save the settings.


**NOTE** • A Network Restart is required after the **SMTP Port** configuration settings have changed. Click [**Network Restart**] and configure the following items.

- 6) Click [**Mail Settings**] and configure each item. Refer to **the item 3.1.5 Mail Settings (📧18)** for further information.
- 7) Click [**Apply**] button to save the settings.

**NOTE** • Click [**Send Test Mail**] button in [**Mail Settings**] to confirm that the e-mail settings are correct. The following mail will be delivered to the specified addresses.

Subject line	:Test Mail	<Projector name>
Text	:Send Test Mail	
	Date	<Testing date>
	Time	<Testing time>
	IP Address	<Projector IP address>
	MAC Address	<Projector MAC address>

### 3.2 E-mail Alerts (continued)

- 8) Click **[Alert Settings]** on the main menu to configure the E-mail Alerts settings.
- 9) Select and configure each alert item. Refer to the item 3.1.6 Alert Settings (19) for further information.
- 10) Click **[Apply]** button to save the settings.

Failure/Warning e-mails are formatted as follows:

Subject line	: <Mail title>	<Projector name>
Text	: <Mail text>	
	Date	<Failure/Warning date>
	Time	<Failure/Warning time>
	IP Address	<Projector IP address>
	MAC Address	<Projector MAC address>

### 3.3 Projector Management using SNMP

The SNMP (Simple Network Management Protocol) enables to manage the projector information, which is a failure or warning status, from the computer on the network. The SNMP management software will be required on the computer to use this function.

**NOTE** • It is recommended that SNMP functions be carried out by a network administrator.  
• SNMP management software must be installed on the computer to monitor the projector via SNMP.

#### SNMP Settings (📖17)

Configure the following items via a web browser to use SNMP.

Example: If the IP address of the projector is set to 192.168.1.10:

- 1) Enter “**http://192.168.1.10/**” into the address bar of the web browser.
- 2) Enter the Administrator ID and Password and click [**Logon**].
- 3) Click [**Port Settings**] on the main menu.
- 4) Click [**Enable**] check box to open the **SNMP Port**. Set the IP address to send the SNMP trap to when a Failure/Warning occurs.

**NOTE** • A Network Restart is required after the **SNMP Port** configuration settings have been changed. Click [**Network Restart**] and configure the following items.

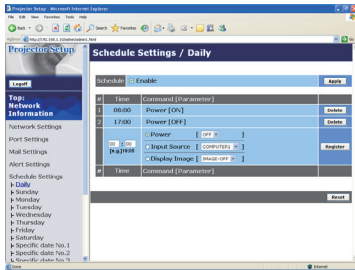
- 5) Click [**Security Settings**] on the main menu.
- 6) Click [**SNMP**] and set the community name on the screen that is displayed.

**NOTE** • A Network Restart is required after the **Community Name** has been changed. Click [**Network Restart**] and configure the following items.

- 7) Configure the settings for Trap transmission of Failures/Warnings. Click [**Alert Settings**] on the main menu and select the Failure/Warning item to be configured.
- 8) Click [**Enable**] check box to send out the SNMP trap for Failures/Warnings. Clear [**Enable**] check box when SNMP trap transmission is not required.
- 9) Click [**Apply**] button to save the settings.

## 3.4 Event Scheduling

The scheduling function enables to setup scheduled events including power on / power off. It enables to be “self-management” projector.



**NOTE** • You can schedule the following control events: Power ON/OFF, Input Source and Transferred Image Display.

- The power on / off event has the lowest priority among the all events that are defined at the same time.
- There are 3 types of Scheduling, 1) daily 2) weekly 3) specific date. (21)
- The priority for scheduled events is as follows 1) specific date 2) weekly 3) daily.
- Up to five specific dates are available for scheduled events. Priority is given to those with the lower numbers when more than one event has been scheduled for the same date and time (e.g., ‘Specific day No. 1’ has priority over ‘Specific day No. 2’ and so on.
- Be sure to set the date and time before enabling scheduled events. (23)

#### 3.4 Event Scheduling (continued)

##### Schedule Settings (📖21)

Schedule settings can be configured from a web browser.

Example: If the IP address of the projector is set to 192.168.1.10:

- 1) Enter “**http://192.168.1.10/**” into the address bar of the web browser.
- 2) Enter the Administrator ID and password and click [**Logon**].
- 3) Click [**Schedule Settings**] on the main menu and select the required schedule item. For example, if you want to perform the command every Sunday, please select [**Sunday**].
- 4) Click [**Enable**] check box to enable scheduling.
- 5) Enter the date (month/day) for specific date scheduling.
- 6) Click [**Apply**] button to save the settings.
- 7) Click [**Add**] to create new event. After configure the time, command and parameters, click [**Register**] to add the new event. To return the previous page, click [**Cancel**] button.
- 8) Click [**Delete**] button when you want to delete a schedule.

There are three types of scheduling.

- 1) Daily: Perform the specified operation at a specified time every day.
- 2) Sunday ~ Saturday: Perform the specified operation at the specified time on a specified day of the week.
- 3) Specific Date: Perform the specified operation on the specified date and time.

**NOTE** • In Standby mode the power indicator will flash green for approx. 3 seconds when at least 1 “Power ON” schedule is saved.  
• When the schedule function is used, the power cord must be connected to the projector and the outlet and the power switch must be turned on, [ | ]. The schedule function does not work when the power switch is turned off, [ O ] or the breaker in a room is tripped. The power indicator will lights orange or green when the projector gets is receiving the power.

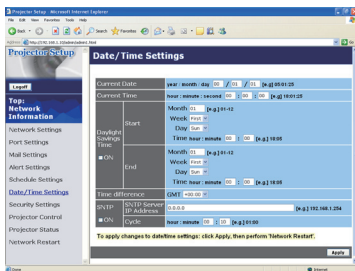
### 3.4 Event Scheduling (continued)

#### Date/Time Settings (📖23)

The Date/Time setting can be adjusted via a web browser.

Example: If the IP address of the projector is set to 192.168.1.10:

- 1) Enter “**http://192.168.1.10/**” into the address bar of the web browser. Enter the Administrator ID and Password and click **[Logon]**.
- 2) Click **[Date/Time Settings]** on the main menu and configure each item. Refer to the item 3.1.8 Data/Time Settings for further information.
- 3) Click **[Apply]** button to save the settings.



**NOTE** • A Network Restart is required after the **Daylight Savings Time** or **SNTP** configuration settings have been changed.

- The battery for the built in clock may be dead if the clock loses time even when the date and time have been set correctly. Replace the battery by following the instructions on replacing the battery.

(📖**Internal clock battery in the User's Manual (concise)**)

- The internal clock's time may not remain accurate. Using SNTP is recommended to maintain accurate time.

### 3.5 e-SHOT (Still Image Transfer) Display

The projector can display still images that are transferred via the network.

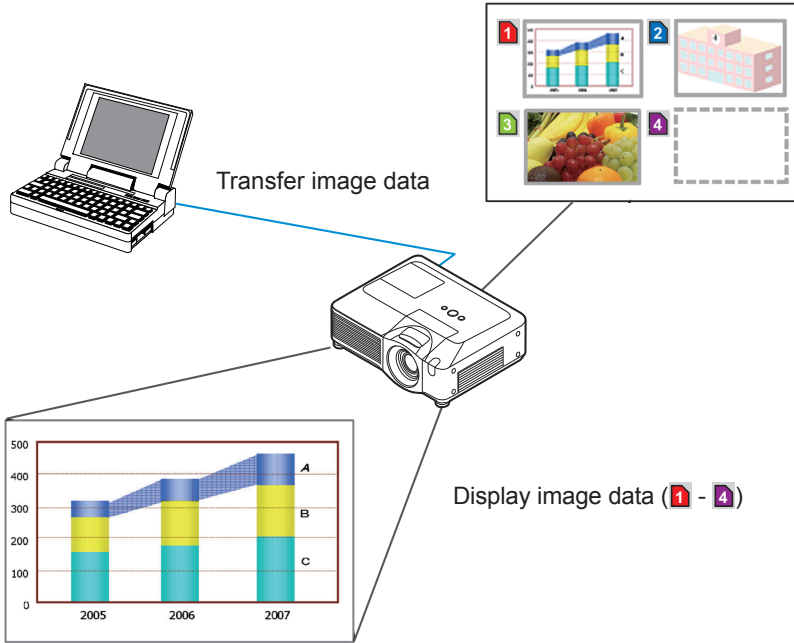


Fig. 3.5 Still Image Transfer

e-SHOT transmission requires an exclusive application for your PC. You can download it from the Hitachi web site (<http://hitachi.us/digitalmedia> or <http://www.hitachidigitalmedia.com>). Refer to the manual for the application for instructions.

To display the transferred image, select the e-SHOT item in the NETWORK Menu. For more information, please see the description of the e-SHOT item of the NETWORK Menu. ([📖 NETWORK Menu in User's Manual \(detailed\) – Operating Guide](#))

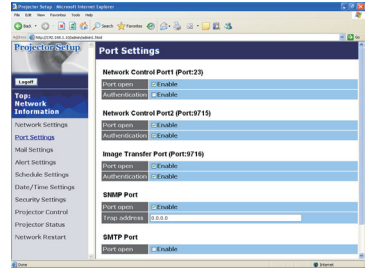
**NOTE** • It is possible to allocate the image file up to 4 in the maximum.  
 • The image file also can be displayed by using schedule function from the web browser. Refer to **the item 3.4 Event Scheduling** ([📖 35](#)) in detail.

### 3.5 e-SHOT (Still Image Transfer) Display (continued)

Configure the following items from a web browser when e-SHOT is used.

**Example: If the IP address of the projector is set to 192.168.1.10:**

- 1) Enter "**http://192.168.1.10/**" into the address bar of the web browser.
- 2) Enter the Administrator ID and password and click **[Logon]**.
- 3) Click **[Port Settings]** on the main menu.
- 4) Click the **[Enable]** check box to open the **Image Transfer Port (Port: 9716)**. Click the **[Enable]** check box for the **[Authentication]** setting when authentication is required, otherwise clear the check box.
- 5) Click the **[Apply]** button to save the settings.



When the authentication setting is enabled, the following settings are required.

- 6) Click **[Security Settings]** on the main menu.
- 7) Select **[Network Control]** and enter the desired authentication password.
- 8) Click the **[Apply]** button to save the settings.

**NOTE** • The Authentication Password will be the same for **Network Control Port1 (Port: 23)**, **Network Control Port2 (Port: 9715)**, and **Image Transfer Port (Port: 9716)**.

• The new configuration settings are activated after restarting the network connection. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking **[Network Restart]** on the main menu.



## 3.6 Command Control via the Network

You can configure and control the projector via the network using RS-232C commands.

### Communication Port

The following two ports are assigned for the command control.

TCP #23

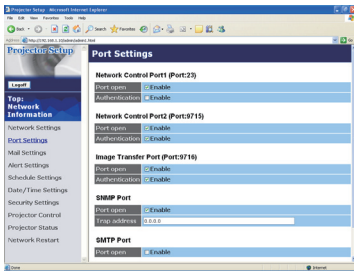
TCP #9715

**NOTE** • Command control is not available via communication port (TCP #9716) (17) that is used for the e-SHOT transmission function.

### Command Control Settings (17)

Configure the following items from a web browser when command control is used. Example: If the IP address of the projector is set to 192.168.1.10:

- 1) Enter “**http://192.168.1.10/**” into the address bar of the web browser.
- 2) Enter the Administrator ID and password and click **[Logon]**.
- 3) Click **[Port Settings]** on the main menu.



- 4) Click **[Enable]** check box to open **Network Control Port1 (Port: 23)** to use TCP #23. Click **[Enable]** check box for **[Authentication]** setting when authentication is required, otherwise clear the check box.
- 5) Click **[Enable]** check box to open **Network Control Port2 (Port: 9715)** to use TCP #9715. Click **[Enable]** check box for **[Authentication]** setting when authentication is required, otherwise clear the check box.
- 6) Click **[Apply]** button to save the settings.

### 3.6 Command Control via the Network (continued)

When the authentication setting is enabled, the following settings are required.

(25)

- 7) Click [**Security Settings**] on the main menu.
- 8) Click [**Network Control**] and enter the desired authentication password.
  - \* See NOTE.
- 9) Click [**Apply**] button to save the settings.

**NOTE** • The Authentication Password will be the same for **Network Control Port1 (Port: 23)**, **Network Control Port2 (Port: 9715)**, and **Image Transfer Port (Port: 9716)**.

• The new configuration settings are activated after restarting the network connection. When the configuration settings are changed, you must restart the network connection. You can restart the network connection by clicking [**Network Restart**] on the main menu.

### 3.6 Command Control via the Network (continued)

#### Command Format

Command formats differ among the different communication ports.

- TCP #23

You can use the RS-232C commands without any changes. The reply data format is the same as the RS-232C commands. However, the following reply will be sent back in the event of authentication failure when authentication is enabled.

<Reply in the event of an authentication error>

Reply	Error code	
0x1F	0x04	0x00

- TCP #9715

#### Send Data format

The following formatting is added to the header (0x02), Data length (0x0D), Checksum (1byte) and Connection ID (1 byte) of the RS-232C commands.

Header	Data length	RS-232C command	Check sum	Connection ID
0x02	0x0D	13 bytes	1 byte	1 byte

Header → 0x02, Fixed

Data length → RS-232C commands byte length (0x0D, Fixed)

RS-232C commands → RS-232C commands that start with 0xBE 0xEF (13 bytes)

Check Sum → This is the value to make zero on the addition of the lower 8 bits from the header to the checksum.

Connection ID → Random value from 0 to 255 (This value is attached to the reply data)

### 3.6 Command Control via the Network (continued)

#### Reply Data format

The connection ID (the data is same as the connection ID data on the sending data format) is attached to the RS-232C commands reply data.

<ACK reply>

Reply	Connection ID
0x06	1 byte

<NAK reply>

Reply	Connection ID
0x15	1 byte

<Error reply>

Reply	Error code	Connection ID
0x1C	2 bytes	1 byte

<Data reply>

Reply	Data	Connection ID
0x1D	2 bytes	1 byte

<Projector busy reply>

Reply	Status code	Connection ID
0x1F	2 bytes	1 byte

<Authentication error reply>

Reply	Authentication Error code		Connection ID
0x1F	0x04	0x00	1 byte

#### 3.6 Command Control via the Network (continued)

##### Automatic Connection Break

The TCP connection will be automatically disconnected after there is no communication for 30 seconds after being established.

##### Authentication

The projector does not accept commands without authentication success when authentication is enabled. The projector uses a challenge response type authentication with an MD5 (Message Digest 5) algorithm.

When the projector is using a LAN, a random 8 bytes will be returned if authentication is enabled. Bind this received 8 bytes and the Authentication Password and digest this data with the MD5 algorithm and add this in front of the commands to send.

Following is a sample if the Authentication Password is set to “password” and the random 8 bytes are “a572f60c”.

- 1) Select the projector.
- 2) Receive the random 8 bytes “a572f60c” from the projector.
- 3) Bind the random 8 bytes “a572f60c” and the Authentication Password “password” and it becomes “a572f60cpassword”.
- 4) Digest this bind “a572f60cpassword” with MD5 algorithm.  
It will be “e3d97429adffa11bce1f7275813d4bde”.
- 5) Add this “e3d97429adffa11bce1f7275813d4bde” in front of the commands and send the data.  
Send “e3d97429adffa11bce1f7275813d4bde”+command.
- 6) When the sending data is correct, the command will be performed and the reply data will be returned. Otherwise, an authentication error will be returned.

**NOTE** • As for the transmission of the second or subsequent commands, the authentication data can be omitted when the same connection.