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

HITACHI

Liquid Crystal Projector

CPS370W

USER'S MANUAL

Please read this user's manual thoroughly to ensure correct usage through understanding.

BEDIENUNGSANLEITUNG

Bitte lesen Sie diese Bedienungsanleitung zugunsten der korrekten Bedienung aufmerksam.

MANUEL D'UTILISATION

Nous vous recommandons de lire attentivement ce manuel pour bien assimiler le fonctionnement de l'appareil.

MANUALE D'ISTRUZIONI

Vi preghiamo voler leggere attentamente il manuale d'istruzioni in modo tale da poter comprendere quanto riportato ai fini di un corretto utilizzo del proiettore.

MANUAL DE USUARIO

Lea cuidadosamente este manual del usuario para poder utilizar correctamente el producto.

GEBRUIKSAANWIJZING

Lees voor het gebruik alstublieft deze handleiding aandachtig door, om volledig profijt te hebben van de uitgebreide mogelijkheden.

BRUKERHÅNDBOK

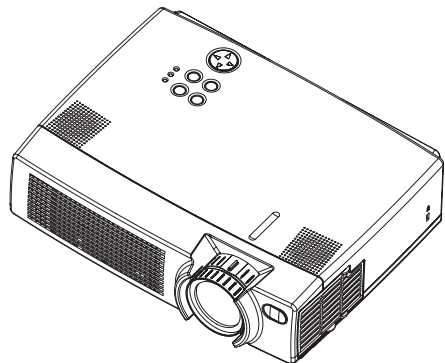
Vennligst les denne bruksanvisningen grundig for å være garantert driftssikker bruk.

INSTRUÇÕES DO PROPRIETÁRIO

Para assegurar o uso correto do equipamento, por favor leia atentamente este manual do usuário.

TECHNICAL

REGULATORY NOTICES



ENGLISH

DEUTSCH

FRANÇAIS

ITALIANO

ESPAÑOL

NERLANDS

NORSK

PORTGÊS

TECHNICAL

USER'S MANUAL

Thank you for purchasing this liquid crystal projector.



WARNING • Please read the accompanying manual “SAFETY INSTRUCTIONS” and this “USER'S MANUAL” thoroughly to ensure correct usage through understanding. After reading, store this instruction manual in a safe place for future reference.

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

- The manufacturer assumes no responsibility for any errors that may appear in this manual
- The reproduction, transmission or use of this document or contents is not permitted without express written authority.

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FEATURES

This liquid crystal projector is used to project various computer signals as well as NTSC / PAL / SECAM video signals onto a screen. Little space is required for installation and large images can easily be realized.

Outstanding Brightness

The UHB lamp and high-efficiency optical system assure a high level of brightness.

Partial Magnification Function

Interesting parts of images can be magnified for closer viewing.

Distortion Correction Function

Distortion-free images are quickly available.

Extra-low Noise Function

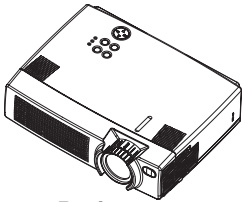
Acoustic noise level from the unit can be reduced.

BEFORE USE

Contents of Package

Make sure all of the following items are included in the package. If anything is missing, please contact your dealer.

NOTE • Keep the original packing material for future reshipment.



Projector



**Power Cord
(US Type)**



**Power Cord
(UK Type)**

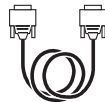


**Power Cord
(Europe Type)**



**User's Manual
(this manual)**

Safety Instructions



RGB Cable



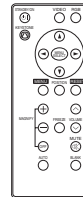
**Component
Video Cable
(with green lead)**



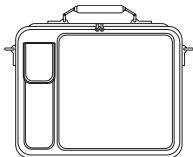
**Mouse cable
(PS/2)**



Handle



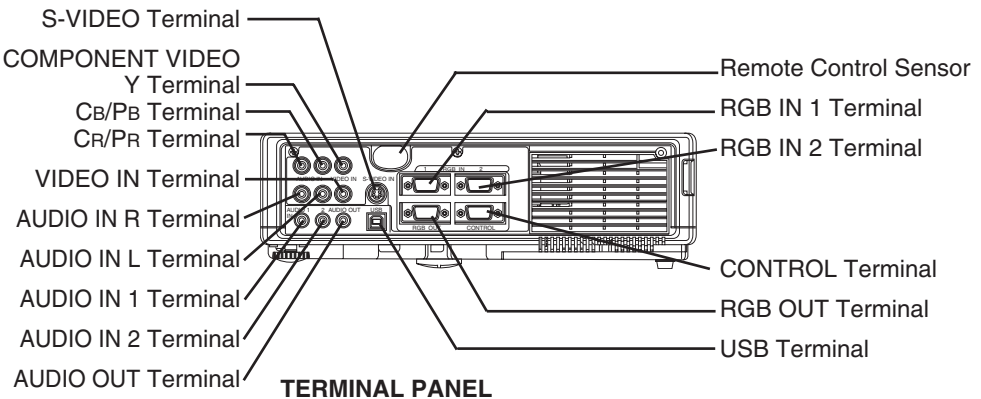
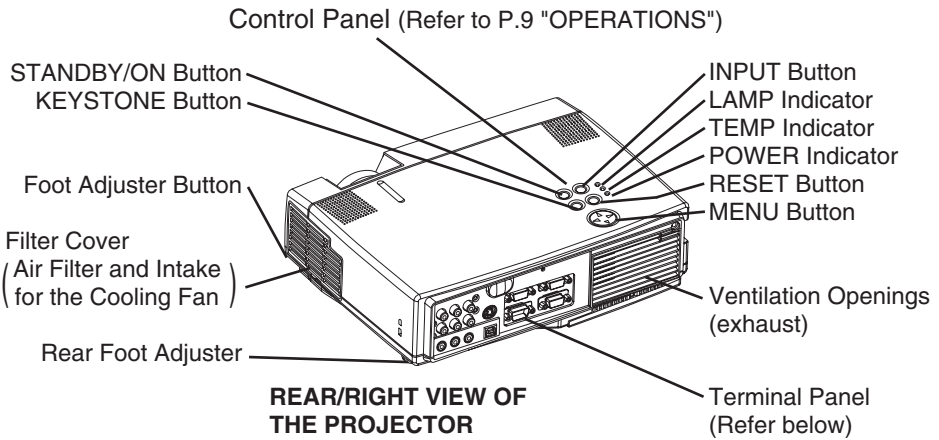
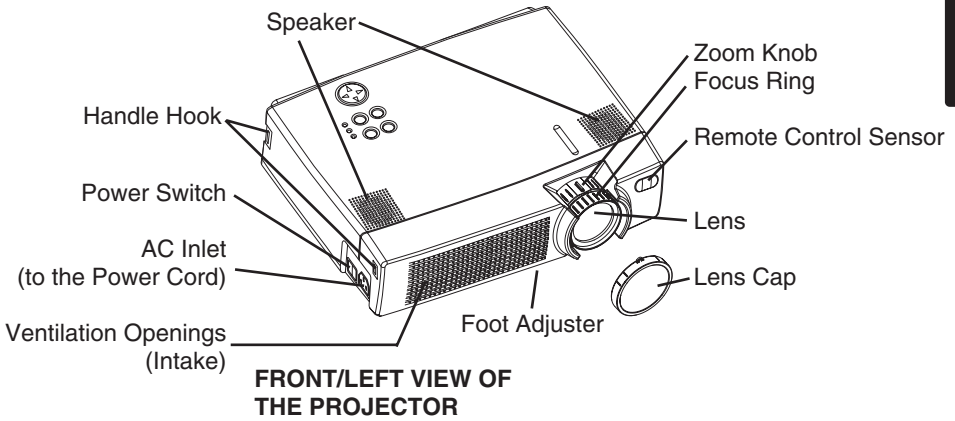
**Remote Controller
containing Battery**



Carrying Bag

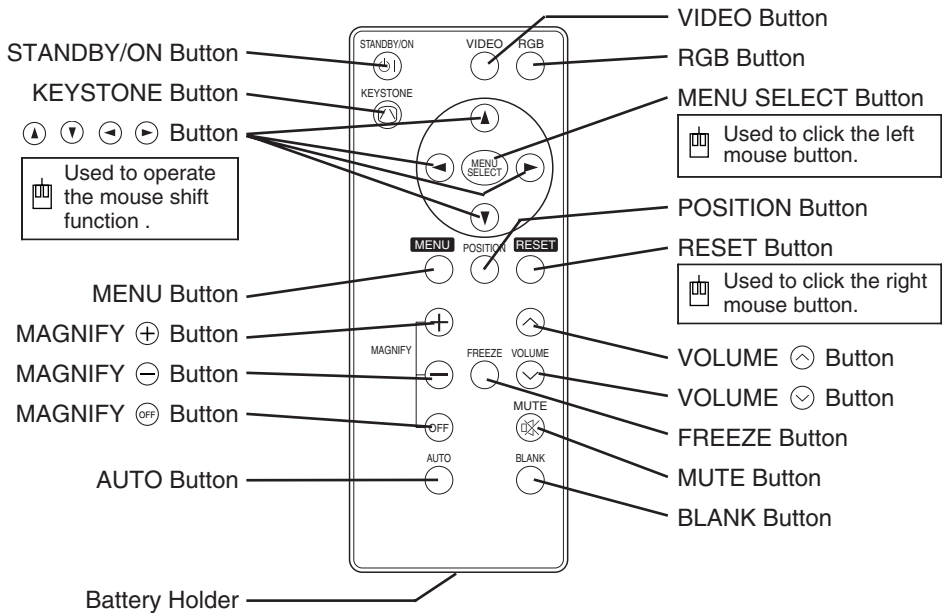
BEFORE USE (continued)

Part Names




BEFORE USE (continued)

Part Names (continued)



REMOTE CONTROLLER
(Refer to P.9 "OPERATIONS")

 These functions work when the mouse control function is activated. Remember, the POSITION, VOLUME, KEystone, BLANK ON and MENU ON functions disable the mouse control function.

NOTE • Keep the remote controller away from children and pets.

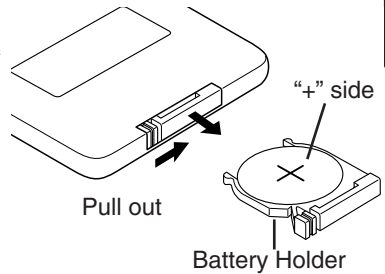
- Do not give the remote controller any physical impact. Take care not to drop.
- Do not place heavy objects on the remote controller.
- Do not wet the remote controller or place it on any wet object.
- Do not place the remote controller close to the cooling fan of the projector.
- Do not disassemble the remote controller.

BEFORE USE (continued)

Loading the Battery

First Loading:

In original packing, the battery is installed in the battery holder of the remote controller with protection film (the transparent film some of which is inside the battery folder). Pull out the protection film to load the battery.



Replacing:

1. See the reverse side of the remote controller.
2. Pinch the groove and pull out battery holder as the drawing right.
3. Remove the worn battery.
4. Install the new battery with "+" side facing.
5. Push in and click the battery holder.



CAUTION • Incorrect handling of the battery could result in fire or personal injury. The battery may explode if not handled properly. Be careful in handling the battery according to instructions of accompanying manual "SAFETY INSTRUCTIONS" and this manual.

- Use the 3V micro lithium battery type no. CR2025 only.
- When loading the battery, make sure the plus and minus terminals are correctly oriented as indicated in the remote controller.
- When you dispose the battery, you should obey the law in the relative area or country.
- Keep the battery away from children and pets.
- When not to be used for an extended period, remove the battery from the remote controller.

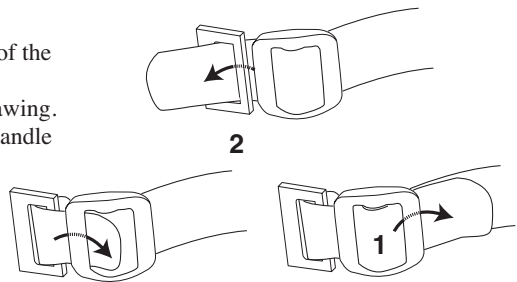
NOTE

Replace the batteries when remote control transmitter operation becomes difficult.

Fixing the Handle

Fix the enclosed handle if you need.

1. Raise up the handle hook, and pass one end of the handle through the hole of handle hook.
2. Buckle the end of the handle, as the right drawing.
3. Fix the other end of the handle to the other handle hook in the same way.



CAUTION • Make sure the handle is fixed before carrying the projector with the handle. If the projector should be dropped from the handle should be off, it could result in an injury, and continued use could result in fire or electrical shock. Do not flourish the projector with the handle.

INSTALLATION

Installation of the Projector and Screen

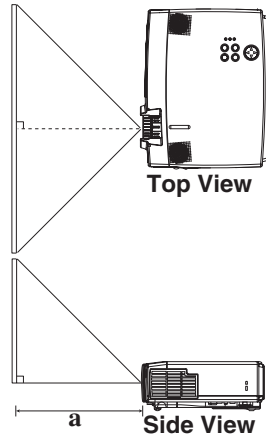
Refer to the drawing and table below for determining of the screen size and projection distance.

The projection distances shown in the table below are for full size (800 x 600 dots).

a: Distance from the projector to the screen. ($\pm 10\%$)

Table 1. Installation Reference

Screen size [inches (m)]	a [inches (m)]	
	Min.	Max.
40 (1.0)	62 (1.6)	82 (2.1)
60 (1.5)	94 (2.4)	123 (3.1)
80 (2.0)	127 (3.2)	164 (4.2)
100 (2.5)	160 (4.1)	205 (5.2)
120 (3.0)	192 (4.9)	246 (6.3)
150 (3.8)	241 (6.1)	308 (7.8)
200 (5.0)	323 (8.2)	411 (10.4)

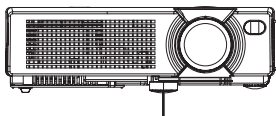


CAUTION • Install the projector in a suitable environment according to instructions of the accompanying manual “SAFETY INSTRUCTIONS” and this manual.

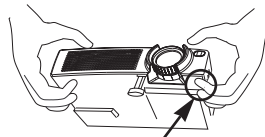
- When you fix this unit with a metal tool and the like, you must connect it with ground wire; otherwise, fire or electric shock can result. Connect the ground terminal of AC inlet of this unit with the ground terminal provided at the building using an optional three-core power-supply cord.
- Please basically use liquid crystal projector at the horizontal position. If you use liquid crystal projector by the lens up position, the lens down position and the side up position, this may cause the heat inside to build up and become the cause of damage. Be especially careful not to install it with ventilation holes blocked.
- Do not install LCD projector in smoke effected environment. Smoke residue may buildup on critical parts (i.e.LCD panel, Lens Assy etc.).

Angle Adjustment

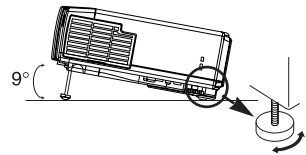
Use the foot adjusters on the bottom of the projector to adjust the projection angle. It is variable within 0° to 9° approximately.



Foot Adjuster



Press the foot adjuster button



Rear Foot Adjuster

1. Lift up the front side of the projector, and pressing the foot adjuster button, adjust the projection angle.
2. Release the button to lock at the desired angle.
3. Turn the rear foot adjuster to adjust the left-right slope. Do not force the foot adjuster screws. This could damage the adjusters or cause the lock to fail.

CAUTION • Do not release the foot adjuster button unless the projector is being held; otherwise, the projector could overturn or the fingers could get caught and cause personal injury.

INSTALLATION (continued)

Cabling

Refer to the table below for connecting each terminal of the projector to each device.

Table 2. Cabling

Function	Terminal	Cable
RGB input	RGB IN 1	Accessory or optional RGB cable with D-sub 15-pin shrink jack and inch thread screws
	RGB IN 2	
RGB output	RGB OUT	
Audio input (from the computer)	AUDIO IN 1 (interlocked with RGB IN 1)	Optional audio cable with stereo mini jack
	AUDIO IN 2 (interlocked with RGB IN 2)	
PS/2 mouse control	CONTROL	Accessory PS/2 mouse cable
ADB mouse control		Optional ADB mouse cable
Serial mouse control		Optional Serial mouse cable
RS-232C communication		Optional RS-232C cable
USB mouse control	USB	Optional USB cable
S-video input	S-VIDEO IN	Optional S-video cable with mini DIN 4-pin jack
Video input	VIDEO IN	Optional video/audio cable
Component video input	COMPONENT VIDEO Y	Accessory component video cable
	COMPONENT VIDEO Cb/Pb	
	COMPONENT VIDEO Cr/Pr	
Audio input (from video equipment)	AUDIO IN L	Optional video/audio cable or optional audio cable with RCA jack
	AUDIO IN R	
Audio output	AUDIO OUT	Optional audio cable with stereo mini jack



CAUTION • Incorrect connecting could result in fire or electrical shock. Please read this manual and the separate “SAFETY INSTRUCTIONS”.

- Before connecting, turn off to all devices to be connected, except for the USB cable.
- The cables may have to be used with the core set to the projector side. Use the cables which are included with the projector or specified.

NOTE • Before connecting, read instruction manuals of the devices to be connected, and make sure that the projector is compatible with the device.

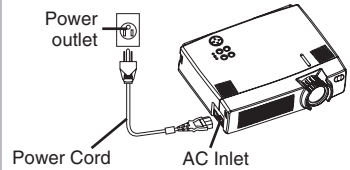
- Secure the screws on the connectors and tighten.
- For some RGB input modes, the optional Mac adapter is necessary.
- Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
- Refer to the “TECHNICAL” section for the pin assignment of connectors and RS-232C communication data.

INSTALLATION (continued)

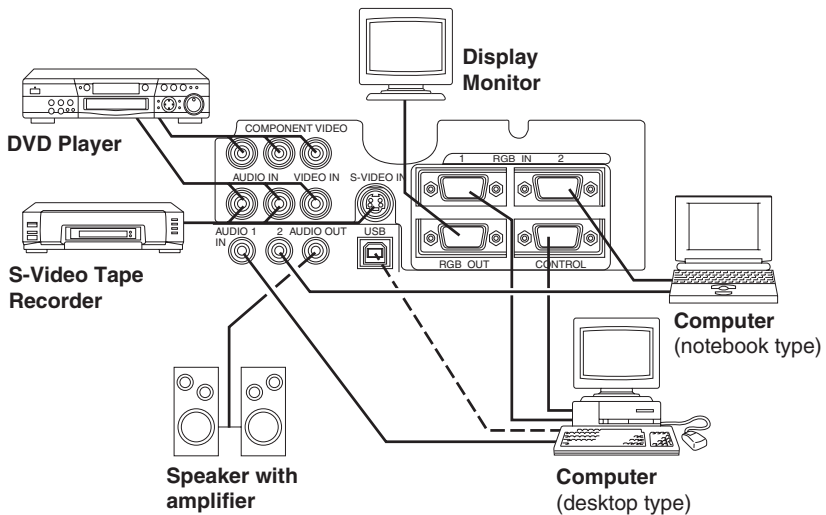
Power Connection

Use the correct one of the enclosed power cords depending on the power outlet to be used. Connect the AC inlet of the projector to the power outlet firmly by the power cord.

- CAUTION** • Be careful in handling the power cord according to instructions of the accompanying manual "SAFETY INSTRUCTIONS" and this manual.
- Connect the power cord firmly. Avoid using a loose, unsound outlet or contact failure.



Example of system setup



NOTE • When connecting with notebook computer, set to valid the RGB external image output (setting CRT display or simultaneous display of LCD and CRT). Please read instruction manual of the notebook for more information.

Plug & Play

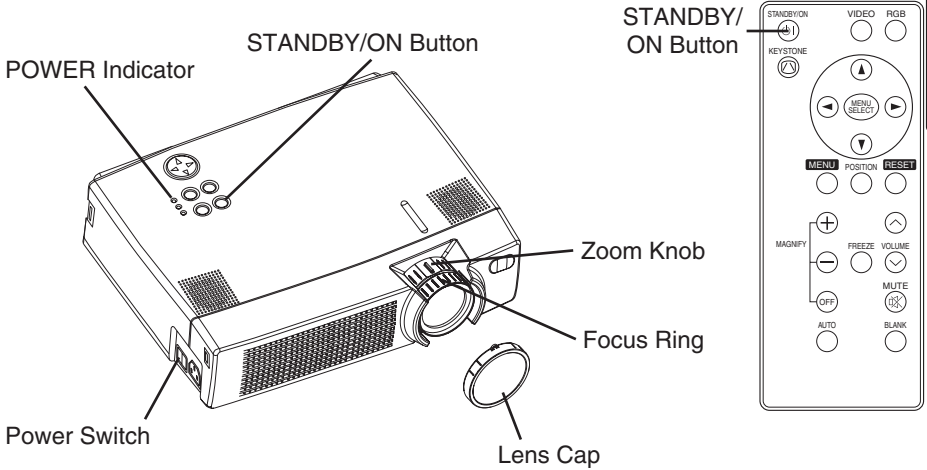
This projector is VESA DDC 1/2B compatible. Plug & play is possible by connecting to a computer that is VESA DDC (Display Data Channel) compatible.

Please use this function by connecting the accessory RGB cable with RGB IN 1 terminal (DDC 1/2B compatible). Plug & play may not operate by other connecting.

NOTE • Plug & play is a system configured with peripheral equipment including a computer and display, and an operating system.

- This projector is recognized as a plug & play monitor. Use the standard display drivers.
- Plug & play may not operate by the computer to connect. Use the RGB IN 2 terminal if plug & play does not operate correctly.

OPERATIONS



Power ON

1. Check that the power cord is connected correctly.
2. Set the power switch to [I]. The standby mode is selected, and the POWER indicator is turned to orange.
3. Press the STANDBY/ON button (Ⓜ) on the control panel or the remote control transmitter. Warm-up begins and the POWER indicator blinks in green.
4. The POWER indicator ceases blinking and turns to green when power is on. Open the slide lens door.
5. Adjust picture size using the zoom knob.
6. Adjust focus using the focus ring .

Power OFF

1. Press the STANDBY/ON button (Ⓜ) on the control panel or the remote controller. Then, the message "Power off?" will appear on the screen, and the message will disappear by any operation or no operation for 5 seconds. During this message indication, press the STANDBY/ON (Ⓜ) button again. The projector lamp is extinguished and lamp cooling begins. The POWER indicator blinks orange during lamp cooling. Pressing the STANDBY/ON button (Ⓜ) has no effect while the POWER indicator is blinking.
2. The system assumes the Standby mode when cooling is complete, and the POWER indicator ceases blinking and changes to orange. Check that the indicator is orange and set the power switch to [O].
3. The POWER indicator is extinguished when power is off. Do not forget to close the lens door.

⚠ WARNING • Please read this manual, and the separate "SAFETY INSTRUCTIONS" thoroughly before using the equipment. Always ensure that the equipment is used safely.

- NOTE** • Except in emergencies, follow the above-mentioned procedure for turning power off. Incorrect procedure will reduce the life of the projector lamp and LCD panel.
- To prevent any trouble, turn on/off the projector when the computer or video tape recorder is OFF.
 - Providing a RS-232C cable is connected, turn on the computer before the projector.
 - When a projector continues projecting the same image, the image may remain as an afterimage. Please do not project the image same for a long time.

OPERATIONS (continued)

Basic Operation

The basic operations shown in Table 3 is performed from the supplied remote control transmitter or the projector control panel. Items indicated by (*) may be used from the control panel.

Table 3 . Basic Operation




Item	Description
INPUT SELECT	<p>Select Input Signal (*) : Press the INPUT button. RGB IN 1→RGB IN 2→ VIDEO IN → S-VIDEO IN → COMPONENT VIDEO (→ RGB IN 1)</p> <p>Select RGB Input : Press the RGB button. VIDEO IN / S-VIDEO IN / COMPONENT VIDEO → RGB IN 1 / RGB IN 2 RGB IN 1 → RGB IN 2 (→ RGB IN 1)</p> <p>Select Video Input : Press the VIDEO button. RGB IN 1 / RGB IN 2 → VIDEO IN / S-VIDEO IN / COMPONENT VIDEO VIDEO IN → S-VIDEO IN → COMPONENT VIDEO (→ VIDEO IN)</p> <ul style="list-style-type: none"> • The selected signal name is displayed for approximately 3 seconds when the input signal is changed.
POSITION	<p>Set/Clear Position Adjustment Mode : Press the POSITION button. The [] icon is displayed in the POSITION mode.</p> <p>Image Position Adjustment: Press the ⬅, ➡, ⬆ and ⬇ buttons in the POSITION mode.</p> <ul style="list-style-type: none"> • Valid only in the MAGNIFY mode with a video signal is input. • After approximately 10 seconds of inactivity the [] icon is extinguished and the POSITION mode is cleared automatically. • ⬅, ➡, ⬆ and ⬇ buttons may operate as the mouse control button. Refer to page 4.
RESET (*)	<p>Initialise Each Item : Select an item and press the RESET button.</p> <p>Initialise Position Adjustment : Press the RESET button and the POSITION mode. This function is valid only when RGB signal is input.</p> <ul style="list-style-type: none"> • Valid except for the VOLUME, LANGUAGE and H PHASE. • The RESET button may operate as the mouse control button. Refer to page 4.
MAGNIFY	<p>Set MAGNIFY Mode : Press the MAGNIFY ⊕ button.</p> <p>Move Magnified Area : Run the POSITION in the MAGNIFY mode.</p> <p>Adjust Magnification : Press the MAGNIFY ⊕ / ⊖ button in MAGNIFY mode.</p> <p>Clear MAGNIFY Mode : Press the MAGNIFY ⊖ button.</p> <ul style="list-style-type: none"> • The MAGNIFY mode is cleared by running or setting the AUTO, ASPECT, INPUT SELECT or VIDEO, or by changing the input signal.
FREEZE	<p>Set/Clear FREEZE Mode : Press the FREEZE button. The [] icon is displayed, and the image frozen, in the FREEZE mode.</p> <ul style="list-style-type: none"> • The FREEZE mode is cleared by running or setting POSITION, VOLUME, MUTE, Automatic Adjustment, BLANK ON/OFF, or MENU ON/OFF, or by changing the input signal. • Do not forget to clear frozen static images.

NOTE • Use the remote control transmitter at a distance of approximately 5m from the sensor on the front of the projector, and within a range of 30° left-right. Strong light and obstacles will interfere with operation of the remote control transmitter.

OPERATIONS (continued)

Items indicated by (*) may be used from the control panel.

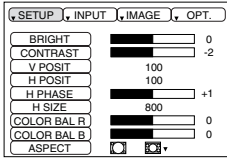
Table 3. Basic Operation (continued)

Item	Description
VOLUME	Volume Adjustment : Press the VOLUME ◯ / ◯ button.
MUTE	Set/Clear Mute Mode : Press the MUTE button. No sound is heard in the MUTE mode.
AUTO	<p>Automatic Adjustment at RGB Input : Press the AUTO button. Horizontal position(H.POSIT), vertical position (V.POSIT),clock phase (H.PHASE), and horizontal size(H.SIZE) are automatically adjusted. Use with the window at maximum size in the application display.</p> <p>Automatic Adjustment at Video Input : Press the AUTO button. A signal type appropriate for the input signal is selected automatically. Valid only when AUTO is set for VIDEO on the menu.</p> <ul style="list-style-type: none"> • This operation requires approximately 10 seconds. It may not function correctly with some input signals.
BLANK ON/OFF	Set/Clear Blank Mode: Press the BLANK button. No image is displayed in the Blank mode. The screen color is as set in BLANK on the Image menu.
MENU ON/OFF (*)	<p>Menu Display Start/Stop: Press the MENU button.</p> <ul style="list-style-type: none"> • The menu display is terminated automatically after approximately 10 seconds of inactivity.
MENU SELECT	<p>Select Menu Type: Press the MENU SELECT button. Allows the user to select the normal menu or the single menu. Only the selected item is displayed on the single menu, and other items are displayed with the ⬆ and ⬇ buttons as with the normal menu.</p> <ul style="list-style-type: none"> • Valid only when the Setup menu is used. Push the MENU SELECT button after selecting items such as "BRIGHTNESS". • The MENU SELECT button may operate as the mouse control button. Refer to page 4. <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Normal menu</p>  </div> <div style="text-align: center;"> <p>(MENU SELECT)</p>  </div> <div style="text-align: center;"> <p>Single menu</p>  </div> </div>
KEYSTONE (*)	<p>Set / Clear KEYSTONE Mode : Press the KEYSTONE Ⓢ button.</p> <p>Adjust KEYSTONE : Press the ◯ / ◯ button.</p>

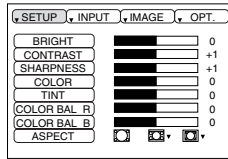
OPERATIONS (continued)

Setup Menu

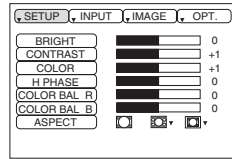
The following adjustments and settings are possible when SETUP is selected at the top of the menu. Part of the Setup menu differs between RGB input and video input. Select an item with the \odot and \ominus buttons, and start operation. Use the Single menu to reduce menu size (see Table 3, MENU SELECT).



RGB



VIDEO/S-VIDEO



COMPONENT

Table 4. Setup Menu

Item	Description	RGB	VIDEO S-VIDEO	COMPONENT	
				480i 575i 480P	720P 1080i
BRIGHT	Dark \odot \leftrightarrow \ominus Light	✓	✓	✓	✓
CONTRAST	Weak \odot \leftrightarrow \ominus Strong	✓	✓	✓	✓
V POSIT	Down \odot \leftrightarrow \ominus Up	✓	-	-	-
H POSIT	Left \odot \leftrightarrow \ominus Right	✓	-	-	-
H PHASE	Left \odot \leftrightarrow \ominus Right • Adjust to eliminate flicker.	✓	-	✓	✓
H SIZE	Small \odot \leftrightarrow \ominus Large • The image may not be displayed correctly if the horizontal size is excessive. In such cases, press the RESET button, and initialize the horizontal size.	✓	-	-	-
SHARPNESS	Soft \odot \leftrightarrow \ominus Clear	-	✓	-	-
COLOR	Light \odot \leftrightarrow \ominus Dark	-	✓	✓	✓
TINT	Red \odot \leftrightarrow \ominus Green • Valid only when NTSC or NTSC 4.43 signal is received.	-	✓	-	-
COLOR BAL R	Light \odot \leftrightarrow \ominus Dark	✓	✓	✓	✓
COLOR BAL B	Light \odot \leftrightarrow \ominus Dark	✓	✓	✓	✓
ASPECT	Select Image Aspect Ratio : 4:3[\square] \odot \leftrightarrow \ominus 16:9[\square] Select Position of Image: Press the \ominus button while 16:9[\square] is selected. Center \rightarrow \ominus Down \rightarrow \ominus Up (\rightarrow Center \ominus)	✓	-	-	✓
	Select Image Aspect Ratio: 4:3[\square] \odot \leftrightarrow \ominus 16:9[\square] \odot \leftrightarrow \ominus 4:3small[\square] Select Position of Image : Press the \ominus button while 16:9[\square] / 4:3 small[\square] is selected. Center \rightarrow \ominus Down \rightarrow \ominus Up (\rightarrow Center \ominus) • 4:3 small may not be displayed correctly with some input signals.	-	✓	✓	-

OPERATIONS (continued)

Input Menu

The following functions are available when INPUT is selected on the menu. Select an item with the Δ and ∇ buttons, and start or stop operation with the \odot and \ominus buttons. The function indicated (**) are effective on video input mode only, not on RGB input mode.

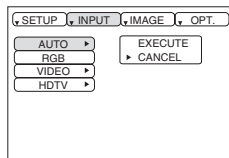


Table 5. Input Menu

Item	Description
AUTO	<p>Automatic Adjustment at RGB Input: Select the EXECUTE with the Δ button. Horizontal position (H.POSIT), vertical position (V.POSIT), clock phase (H.PHASE), and horizontal size (H.SIZE) are automatically adjusted. Use with the window at maximum size in the application display.</p> <p>Automatic Adjustment at Video Input: Select the EXECUTE with the Δ button. A signal type appropriate for the input signal is selected automatically. Valid only when AUTO is set for VIDEO on the menu.</p> <ul style="list-style-type: none"> • This operation requires approximately 10 seconds. It may not function correctly with some input signals. Pressing the AUTO button in this case may correct this problem. • This function is the same as for the AUTO function in Basic operation.
RGB	<p>Displays RGB Input Frequency: Displays the horizontal and vertical sync signal frequencies for RGB input.</p> <ul style="list-style-type: none"> • Valid only at RGB input.
VIDEO (**)	<p>Select Video Signal Type: Select the signal type with the Δ and ∇ buttons. Select NTSC, PAL, SECAM, NTSC4.43, M-PAL, or N-PAL as appropriate for the input signal. The selection of AUTO enables and executes the function AUTO (Automatic Adjustment at Video Input), except for the N-PAL input.</p> <ul style="list-style-type: none"> • Use this function when the image becomes unstable (eg. the image becomes irregular, or lacks color) at VIDEO/S-VIDEO input. • Automatic Adjustment requires approximately 10 seconds. It may not function correctly with some input signals. Pressing the AUTO button in this case may correct this problem except for the N-PAL input. • For the COMPONENT VIDEO input, this function is not effective and the signal type is distinguished automatically.
HDTV	<p>Select HDTV mode: Select the 1035i mode or 1080i mode suitable for the input signal with the Δ / ∇ button.</p> <ul style="list-style-type: none"> • When the selected HDTV mode is incompatible with the input signal, the image may be incorrect (eg. the display position or color is incorrect).

OPERATIONS (continued)

Image Menu

The following adjustments and settings are available when IMAGE is selected on the menu. Select an item with the \uparrow and \downarrow buttons, and start or stop operation with the \leftarrow and \rightarrow buttons.

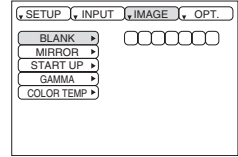


Table 6. Image Menu

Item	Description
BLANK	<p>Select Blank Screen Color: Select color with the \leftarrow / \rightarrow button.</p> <ul style="list-style-type: none"> The image is cleared and the entire screen is displayed in the selected color, when BLANK mode is set with BLANK ON, or when there is no signal for 5 minutes.
MIRROR	<p>Select Mirror Status: Select mirror status with \uparrow / \downarrow button.</p>
START UP	<p>Setup Initial Screen Display: Select TURN ON with the \uparrow button.</p> <p>Clear Initial Screen Display: Select TURN OFF with the \downarrow button.</p> <ul style="list-style-type: none"> Note that if TURN OFF is selected the blank screen is displayed in blue when there is no signal.
GAMMA	<p>Select Gamma mode: Select the gamma mode with the \uparrow / \downarrow button.</p> <p>NORMAL $\uparrow \leftrightarrow \downarrow$ CINEMA $\uparrow \leftrightarrow \downarrow$ DYNAMIC</p>
COLOR TEMP	<p>Select Color Temperature:</p> <p>Select the color temperature mode with the \uparrow / \downarrow button.</p> <p>NORMAL $\uparrow \leftrightarrow \downarrow$ LOW</p>

OPERATIONS (continued)

Options Menu

The following adjustments and settings are available when OPT. is selected on the menu. Select an item with the ▲ and ▼ buttons, and start or stop operation with the ◀ and ▶ buttons.

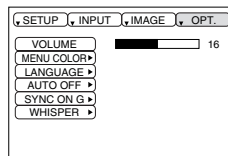


Table 7. Options Menu

Item	Description
VOLUME	Reduce ◀ ↔ ▶ Increase
MENU COLOR	Select Menu Background Color: Select with the ◀ / ▶ button.
LANGUAGE	Select Menu Display Language: Select with the ▲ / ▼ button.
AUTO OFF	Set AUTO OFF: Set 1~99 minutes with the ▲ / ▼ button. The system automatically enters the standby mode when a signal is not received for the set time. Clear AUTO OFF: Select STOP (0 min.) with the ▼ button. When STOP is selected the system does not enter the standby mode even if no signal is received.
SYNC ON G	SYNC ON G Valid: Select TURN ON with the ▲ button. SYNC ON G Invalid: Select TURN OFF with the ▼ button. • May not be displayed correctly with some input signals when SYNC ON G is valid. In such cases, remove the signal connector so that no signal is received, set SYNC ON G to invalid, and reconnect the signal.
WHISPER	Set / Crear WHISPER Mode: Press the ▲ / ▼ button. When the WHISPER is selected, the WHISPER mode is active. In the WHISPER mode, acoustic noise level from the unit is reduced, and brightness level on screen is a little lower.

OPERATIONS (continued)

No Signal Menu

The same adjustments and settings are available as with the Image and Options menus when the MENU button is pressed during display of the “NO INPUT IS DETECTED ON ***” or “SYNC IS OUT OF RANGE ON ***” message while no signal is received. Select an item with the \blacktriangle and \blacktriangledown buttons, and start or stop operation with the \ominus and \oplus buttons.

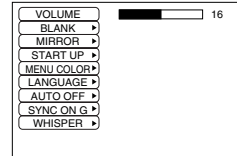


Table 8. No Signal Menu

Item	Description
VOLUME	Reduce \ominus \leftrightarrow \oplus Increase <ul style="list-style-type: none"> When this function is used, audio input is automatically switched to video. The audio input can be switched by moving the DISK PAD left and right during the display of the volume adjustment bar. The volume adjustment bar is displayed by pressing VOLUME \ominus / \oplus button.
BLANK	Select Blank Screen Color: Select the color with the \ominus / \oplus button. <ul style="list-style-type: none"> When the blank mode is set with BLANK ON, by absence of a signal, or by input of a non-standard signal, the image is cleared and the complete screen is displayed in the selected color.
MIRROR	Select Mirror Status: Select the mirror status with the \blacktriangle / \blacktriangledown button.
START UP	Setup Initial Screen Display: Select the TURN ON with the \blacktriangle button. Clear Initial Screen Display: Select the TURN OFF with the \blacktriangledown button. <ul style="list-style-type: none"> Note that if TURN OFF is selected the blank screen is displayed in blue when there is no signal.
MENU COLOR	Select Menu Background Color: Select the color with the \ominus / \oplus button.
LANGUAGE	Select Menu Display Language: Select the language with the \blacktriangle / \blacktriangledown button.
AUTO OFF	Set AUTO OFF: Set 1~99 minutes with the \blacktriangle / \blacktriangledown button. The system automatically enters the standby mode when a signal is not received for the set time. Clear AUTO OFF: Select the STOP (0 min.) with the \blacktriangledown button. When the STOP is selected the system does not enter the standby mode even if no signal is received.
SYNC ON G	SYNC ON G Valid: Select the TURN ON with the \blacktriangle button. SYNC ON G Invalid: Select the TURN OFF with the \blacktriangledown button. <ul style="list-style-type: none"> May not be displayed correctly with some input signals when the SYNC ON G is valid. In such cases, remove the signal connector so that no signal is received, set the SYNC ON G to invalid, and reconnect the signal.
WHISPER	Set / Crear WHISPER Mode: Press the \blacktriangle / \blacktriangledown button. When the WHISPER is selected, the WHISPER mode is active. In the WHISPER mode, acoustic noise level from the unit is reduced, and brightness level on screen is a little lower.

MAINTENANCE

Lamp



**HIGH VOLTAGE
HIGH TEMPERATURE
HIGH PRESSURE**

Contact your dealer before replacing the lamp.

For the optional lamp, see the item “Optional Parts” of the Table 12.

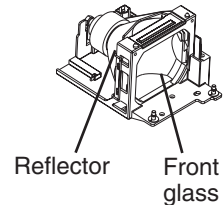
Before replacing the lamp, switch power OFF, remove the power cord from the power outlet, and wait approximately 45 minutes until the lamp has cooled. The lamp may explode if handled at high temperatures.



WARNING • For disposal of used lamp, treat according to the instruction of community authorities.

- Since the lamp is made of glass, do not apply shock to it and do not scratch it.
- Also, do not use old lamp. This could also cause explosion of the lamp.
- Premature lamp failure MAY be caused by an electronic component in the projector and not necessarily the lamp. If unsure contact your local service center.
- If it is probable that the lamp has exploded (explosive sound is heard), disconnect the power plug from the power outlet and ask your dealer to replace lamp. The lamp is covered by front glass, but in rare cases, the reflector and the inside of the projector may be damaged by scattered broken pieces of glass, and broken pieces could cause injury when being handled.
- Do not use the projector with the lamp cover removed.

Lamp



Lamp Life

Projector lamps have a finite life. The image will become darker, and hues will become weaker, after a lamp has been used for a long period of time.

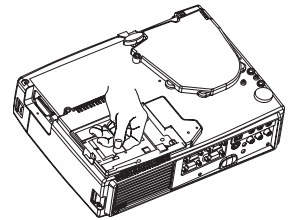
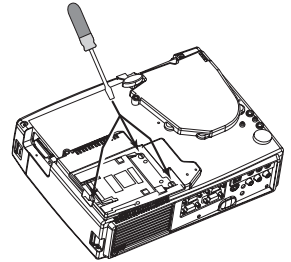
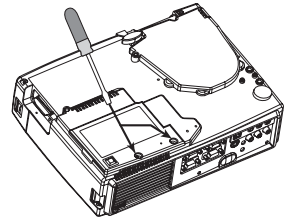
Replace the lamp if the LAMP indicator is red, or the CHANGE THE LAMP message appears when the projector is switched ON. See Table 9 of P.20 and Table 10 of P.21.

NOTE • The LAMP indicator is also red when the lamp unit reaches high temperature. Before replacing the lamp, switch power OFF, wait approximately 20 minutes, and switch power ON again. If the LAMP indicator is still red, replace the lamp.

MAINTENANCE (continued)

Replacing the Lamp


1. Switch the projector OFF, remove the power cord from the power outlet, and wait at least 45 minutes for the unit to cool.
2. Prepare a new lamp.
3. Check that the projector has cooled sufficiently, and gently turn it upside down.
4. Loosen the two screws as shown in the diagram, and remove the lamp cover.
5. Loosen the three screws, and gently remove the lamp while holding the grips. Touching the inside of the lamp case may result in uneven coloring.
6. Install the new lamp and tighten the three screws firmly. Also steadily push the opposite side of the screwed lamp into the unit.
7. Replace the lamp cover in position and tighten the two screws firmly.
8. Gently turn the projector right-side up.



CAUTION • Ensure that screws are tightened properly. Screws not tightened fully may result in injury or accidents.
• Do not use the projector with the lamp cover removed.

Resetting the Lamp Timer

Reset the lamp timer after replacing the lamp. When the lamp has been replaced after the LAMP indicator is red, or the CHANGE THE LAMP message is displayed, complete the following operation within ten minutes of switching power ON. The power will be turned off automatically in over 10 minutes.

1. Switch power ON, and press the RESET button, for approximately three seconds. The 'LAMP xxxx hr' message will appear on the lamp timer on the bottom of the screen.
2. Press the MENU button on the remote control transmitter, or the RESET button on the control panel, while the lamp timer is displayed. The 'LAMP xxxx □ → 0 ■ CANCEL' message will then appear.
3. Press the  and select 0, and wait until the timer display is cleared.

NOTE • Do not reset the lamp timer without replacing the lamp. Reset the lamp timer always when replacing the lamp. The message functions will not operate properly if the lamp timer is not reset correctly.

MAINTENANCE (continued)

Air Filter

Cleaning the air Filter

The air filter should be cleaned as described below at intervals of approximately 100 hours.

1. Switch the projector power supply OFF, and remove the power cord from the power outlet.
2. Clean the air filter with a vacuum cleaner.

Replacing the Air Filter

Replace the air filter if contamination cannot be removed, or if it is damaged.

1. Remove the filter cover.
2. Remove the old filter.
3. Set the new filter and the filter cover.

⚠ CAUTION • Switch power OFF and remove the power cord from the power outlet before beginning maintenance work. Please read the separate “SAFETY INSTRUCTIONS” thoroughly to ensure that maintenance is performed correctly.

- Replace the air filter if contamination cannot be removed, or if it is damaged. Contact your dealer in such case. For the optional air filter, see the item “Option Parts” of the Table 12.
- Do not use the equipment with the air filter removed.
- When the air filter is clogged with dust etc. the power supply is switched OFF automatically to prevent the temperature rising inside the projector.

Other Maintenance

Maintenance Inside the Equipment

For safety reasons, ensure that the equipment is cleaned and checked by the dealer once every two years. Maintaining the equipment by yourself is dangerous.

Cleaning the Lens

Gently wipe the lens with lens cleaning paper. Do not touch the lens with your hands.

Cleaning the Cabinet and Remote control transmitter

Gently wipe with a soft cloth. If dirt and stains etc. are not easily removed, use a soft cloth dampened with water, or water and a neutral detergent, and wipe dry with a soft, dry cloth.

⚠ CAUTION • Switch power OFF and remove the power cord from the power outlet before beginning maintenance work. Please read the separate “SAFETY INSTRUCTIONS” thoroughly to ensure that maintenance is performed correctly.

- Do not use detergents or chemicals other than those noted above (e.g. benzene or thinners).
- Do not use cleaning sprays.
- Do not rub with hard materials, or tap the equipment.

TROUBLESHOOTING

OSD Message

The messages as described below may appear on the screen at power ON. Take the appropriate measures when such messages appears.

Table 9. OSD Messages

Message	Contents
CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIME. (*1)	The usage time of lamp will be reaching 2000 hr shortly.(*2) It is recommended to replace the lamp soon. Prepare a new lamp as a replacement.
CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIME. THE POWER WILL TURN OFF AFTER ** hr. (*1)	The usage time of lamp will be reaching 2000 hr shortly. It is recommended to replace the lamp within * * hours.(*2) It might be happened that the lamp is cut off before * * hr by any chance. Power will be switched OFF automatically in * * hours. Replace the lamp as shown in P.17~18 "Lamp". Always reset the lamp timer after replacing the lamp.
CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIME. THE POWER WILL TURN OFF AFTER 0 hr.	The usage time of lamp is about to reach. Power will be switched OFF in a few minutes.(*2) Switch power OFF immediately and replace the lamp as shown in P.17 ~18 "Lamp". Always reset the lamp timer after replacing the lamp.
NO INPUT IS DETECTED ON ***	No input signal found. Check signal input connections and signal sources.
SYNC IS OUT OF RANGE ON ***	The horizontal or vertical frequency of the input signal is not within the specified range. Check the specifications of the equipment and the signal source.

NOTE (*1) This message is cleared automatically after approximately three minutes, and appears every time power is switched ON.

(*2) The unit has a function to turn the power off which will be active when the usage time reaches 2000 hr. However the life of lamp might be much different among lamps, so that it might be happened that a lamp is cut off before the function is active.

TROUBLESHOOTING (continued)

Indicators Message

The POWER indicator, LAMP indicator, and TEMP indicator are lit and blank as follows. Take the appropriate measures.

Table 10. Indicators Message

POWER indicator	LAMP indicator	TEMP indicator	Contents
Lights orange	Turns off	Turns off	The Standby mode has been set.
Blinks green	Turns off	Turns off	Warming up. Please wait.
Lights green	Turns off	Turns off	ON. Normal operation possible.
Blinks orange	Turns off	Turns off	Cooling. Please wait.
Blinks red	-	-	Cooling. Please wait. The error is found. Take the appropriate measures when the POWER indicator ceases blinking
Blinks /Lights red	Lights red	Turns off	Lamp is not lit. The interior of the equipment may be too hot. Switch power OFF, wait 20 minutes until the equipment cools, and check whether the ventilation openings are blocked, whether the air filter is dirty, or whether the ambient temperature exceeds 35 °C. And switch power ON again. Replace the lamp if the same problem occurs.
Blinks /Lights red	Blinks red	Turns off	Lamp or lamp cover is not found, or hasn't been fitted in correctly. Switch power OFF, and wait for 45 minutes until the equipment cools. Check fitting of the lamp and lamp cover, and switch power ON again. Contact your dealer if the same problem occurs again.
Blinks /Lights red	Turns off	Blinks red	The cooling fan is not operating. Switch power OFF, and wait for 20 minutes until the equipment cools. Check for foreign matters in the fan, and switch power ON again. Contact your dealer if the same problem occurs again.
Blinks /Lights red	Turns off	Lights red	The interior of the equipment is too hot. Switch power OFF, and wait for 20 minutes until the equipment cools. Check whether the ventilation openings are blocked, whether the air filter is dirty, or whether the ambient temperature exceeds 35 °C. Then switch power ON again. Contact your dealer if the same problem occurs again.
Lights green	Blinks red	Blinks red	The interior of the equipment is too cool. Check whether the ambient temperature is below 0°C. Contact your dealer if the same problem occurs when the ambient temperature is 0~35°C.

NOTE When the internal temperature becomes excessive power is switched OFF automatically for safety reasons, and the indicator is extinguished. Set the power switch to [O] and wait for 20 minutes until the equipment has cooled sufficiently.

TROUBLESHOOTING (continued)

Symptom

Before requesting repair, check in accordance with the following chart. If the situation cannot be corrected, then contact your dealer.

Table 11. Symptom

Symptom	Possible cause	Remedy	Page
The power is not turned on.	The main power switch is not turned on.	Turn on the main power switch.	8,9
	The power cord is disconnected.	Plug the power cord into an AC power outlet.	
No video or audio.	The input is not correctly set.	Use the projector or remote control transmitter to set.	10
	No signal input.	Connect correctly.	7,8
Video is present but no audio.	The projector is not correctly connected.	Connect correctly.	7,8
	The volume is set to minimum.	Press VOLUME \ominus on the remote control or display the menu screen and adjust the volume.	11, 15
	Mute is turned on.	Press the MUTE \otimes button.	11
Audio is present but no video.	The projector is not correctly connected.	Connect correctly.	7,8
	The brightness adjustment knob is rotated fully clockwise.	Select BRIGHT with the MENU button and the press the \ominus button.	12
	The lens cap is still attached.	Remove the lens cap.	9
Colors are pale and color matching is poor.	Color density and color matching are not correctly adjusted.	Adjust the video.	12
Images are dark.	Brightness and contrast are not correctly adjusted.	Adjust the video.	12
	The lamp is nearing the end of its service life.	Replace with a new lamp.	17
	WHISPER mode is set.	Clear WHISPER mode.	15
Video is blurred.	Focus or H PHASE is out of adjustment.	Adjust the focus or H PHASE.	9, 12

SPECIFICATIONS

Table 12. Specifications

Item		Specification	
Product name		Liquid crystal projector	
Liquid crystal panel	Panel size	2.3 cm (0.9 type)	
	Drive system	TFT active matrix	
	Pixels	480,000 pixels (800 horizontal x 600 vertical)	
Lens		Zoom lens F=1.7 ~ 2.1 f=36.8 ~ 47.8 mm	
Lamp		200 W UHB	
Speaker		1.0W+1.0W (stereo)	
Power supply		AC100 ~ 120V, 3.3A / AC220 ~ 240V, 1.4A	
Power consumption		310W	
Temperature range		0 ~ 35°C (Operating)	
Size		298 (W) x 94.6 (H) x 228 (D) mm	
Weight (mass)		3.25 kg	
RGB signal input	RGB IN	1	Video: Analog 0.7Vp-p, 75Ω terminator (positive) H/V. sync.: TTL level (positive/negative) Composite sync.: TTL level D-sub 15-pin shrink jack
		2	
	AUDIO IN	1	200mVrms, 50 kΩ (max. 3.0Vp-p)
		2	Stereo mini jack
Video signal input	VIDEO IN		1.0Vp-p, 75Ω terminator RCA jack
	S-VIDEO IN		Brightness signal: 1.0Vp-p, 75Ω terminator Color signal: 0.286Vp-p (NTSC, burst signal), 75Ω terminator 0.300Vp-p (PAL/SECAM, burst signal), 75Ω terminator Mini DIN 4-pin jack
	COMPONENT VIDEO	Y	1.0 Vp-p, 75 Ω Terminator (Positive)
		CB/CR	0.7 Vp-p, 75 Ω Terminator (Positive)
		PB/PR	0.7 Vp-p, 75 Ω Terminator (Positive)
	AUDIO IN	L	200mVrms, 50 kΩ (max. 3.0Vp-p)
R		RCA jack	
Signal output	RGB OUT		Video: Analog 0.7Vp-p, 75Ω output impedance (positive) H/V. sync.: TTL level (positive/negative) Composite sync.: TTL level D-sub 15-pin shrink jack
	AUDIO OUT		200mVrms, output impedance 1 kΩ (max. 3.0Vp-p) Stereo mini jack
Control functions	CONTROL		D-sub 15-pin shrink plug
	USB		USB jack (B type)
Optional Parts		Lamp: DT00431 Air Filter: MU01421 * For others, consult your dealer.	

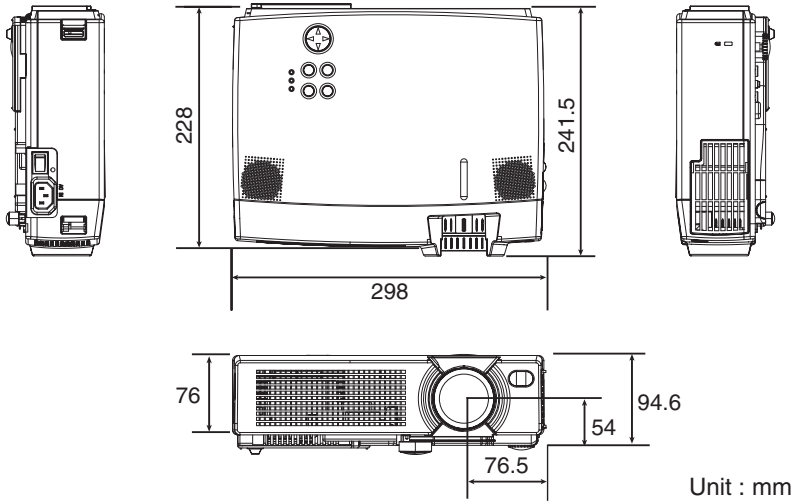
NOTE • This specifications are subject to change without notice.

WARRANTY AND AFTER-SERVICE

If a problem occurs with the equipment, first refer to the P.20 “TROUBLESHOOTING” section and run through the suggested checks. If this does not resolve the problem contact your dealer or service company. They will tell you what warranty condition is applied.

TECHNICAL

Dimension Diagram



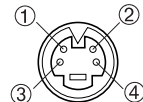
Signal Connector Pin Assignment

1. D-sub 15-pin Shrink Connector (RGB IN 1/RGB IN 2/RGB OUT)

Pin No	Signal	Pin No	Signal	Pin No	Signal
1	Video input Red	9	-	15	RGB IN 1: SCL(DDC)
2	Video input Green	10	Ground		RGB IN 2: -
3	Video input Blue	11	-		RGB OUT: -
4	-	12	RGB IN 1: SDA(DDC)		
5	Ground		RGB IN 2: -		
6	Ground Red	RGB OUT: -			
7	Ground Green	13	H. sync./ Composite sync.		
8	Ground Blue	14	Vertical sync		

2. Mini Din 4-pin Connector (S-VIDEO)

Pin No	Signal
1	Color:0.286Vp-p (NTSC, burst signal),75Ω terminator 0.300Vp-p (PAL/SECAM, burst signal),75Ω terminator
2	Brightness:1.0Vp-p, 75Ω terminator
3	Ground
4	Ground



TECHNICAL (continued)

Example of computer signal

Resolution H × V	fH (kHz)	fV (Hz)	Rating	Signal mode	Display mode
640 × 350	37.9	85.1	VESA	VGA-1	Zoom in
640 × 400	37.9	85.1	VESA	VGA-2	Zoom in
720 × 400	37.9	85.0	VESA	TEXT	Zoom in
640 × 480	31.5	59.9	VESA	VGA (60Hz)	Zoom in
640 × 480	35.0	66.7		Mac13"mode	Zoom in
640 × 480	37.9	72.8	VESA	VGA (72Hz)	Zoom in
640 × 480	37.5	75.0	VESA	VGA (75Hz)	Zoom in
640 × 480	43.3	85.0	VESA	VGA (85Hz)	Zoom in
800 × 600	35.2	56.3	VESA	SVGA (56Hz)	
800 × 600	37.9	60.3	VESA	SVGA (60Hz)	
800 × 600	48.1	72.2	VESA	SVGA (72Hz)	
800 × 600	46.9	75.0	VESA	SVGA (75Hz)	
800 × 600	53.7	85.1	VESA	SVGA (85Hz)	
832 × 624	49.7	74.5		Mac16"mode	Zoom out
1024 × 768	48.4	60.0	VESA	XGA (60Hz)	Zoom out
1024 × 768	56.5	70.1	VESA	XGA (70Hz)	Zoom out
1024 × 768	60.0	75.0	VESA	XGA (75Hz)	Zoom out
1024 × 768	68.7	85.0	VESA	XGA (85Hz)	Zoom out
1152 × 864	67.5	75.0	VESA	SXGA (75Hz)	Zoom out
1280 × 960	60.0	60.0	VESA	SXGA (60Hz)	Zoom out
1280 × 1024	64.0	60.0	VESA	SXGA (60Hz)	Zoom out
1280 × 1024	80.0	75.0	VESA	SXGA (75Hz)	Zoom out

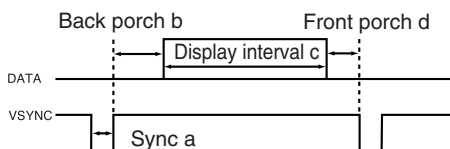
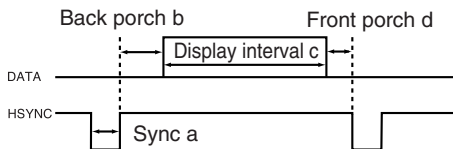
- NOTE** • Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
- Be sure to check jack type, signal level, timing and resolution before connecting this projector to a computer.
 - Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above.
 - The image may not be displayed correctly when the input sync. signal is "Composite Sync." or "Sync. on G".

TECHNICAL (continued)

Initial set signals

The following signals are used for the initial settings.

The signal timing of some computer models may be different. In such case, refer to adjust the V.POSIT and H.POSIT of the menu.



Computer / Signal	Horizontal signal timing (µs)				Computer / Signal	Vertical signal timing (lines)			
	a	b	c	d		a	b	c	d
VGA-1 (85Hz)	2.0	3.0	20.3	1.0	VGA-1 (85Hz)	3	60	350	32
VGA-2 (85Hz)	2.0	3.0	20.3	1.0	VGA-2 (85Hz)	3	41	400	1
TEXT	2.0	3.0	20.3	1.0	TEXT	3	42	480	1
VGA (60Hz)	3.8	1.9	25.4	0.6	VGA (60Hz)	2	33	480	10
Mac 13"mode	2.1	3.2	21.2	2.1	Mac 13"mode	3	39	480	3
VGA (72Hz)	1.3	3.8	20.3	1.0	VGA (72Hz)	3	28	480	9
VGA (75Hz)	2.0	3.8	20.3	0.5	VGA (75Hz)	3	16	480	1
VGA (85Hz)	1.6	2.2	17.8	1.6	VGA (85Hz)	3	25	480	1
SVGA (56Hz)	2.0	3.6	22.2	0.7	SVGA (56Hz)	2	22	600	1
SVGA (60Hz)	3.2	2.2	20.0	1.0	SVGA (60Hz)	4	23	600	1
SVGA (72Hz)	2.4	1.3	16.0	1.1	SVGA (72Hz)	6	23	600	37
SVGA (75Hz)	1.6	3.2	16.2	0.3	SVGA (75Hz)	3	21	600	1
SVGA (85Hz)	1.1	2.7	14.2	0.6	SVGA (85Hz)	3	27	600	1
Mac 16"mode	1.1	3.9	14.5	0.6	Mac 16"mode	3	39	624	1
XGA (60Hz)	2.1	2.5	15.8	0.4	XGA (60Hz)	6	29	768	3
XGA (70Hz)	1.8	1.9	13.7	0.3	XGA (70Hz)	6	29	768	3
XGA (75Hz)	1.2	2.2	13.0	0.2	XGA (75Hz)	3	28	768	1
XGA (85Hz)	1.0	2.2	10.8	0.5	XGA (85Hz)	3	36	768	1
1152x864 (75Hz)	1.2	2.4	10.7	0.6	1152x864 (75Hz)	3	32	864	1
1280x960 (60Hz)	1.0	2.9	11.9	0.9	1280x960 (60Hz)	3	36	960	1
1280x1024 (60Hz)	1.0	2.3	11.9	0.4	1280x1024 (60Hz)	3	38	1024	1
1280x1024 (75Hz)	1.1	1.8	9.5	0.1	1280x1024 (75Hz)	3	38	1024	1

TECHNICAL (continued)

Connection to the Mouse Control

1. PS/2, ADB or Serial Mouse

- (1) Turn off the projector and computer, and connect the two units with the appropriate cable. For PS/2 mouse control (for IBM and compatible), use the enclosed mouse cable. For others, consult your dealer.
- (2) Disconnect the USB cable from the projector if it is connected. Then turn on the projector.
- (3) Turn on the computer.
- (4) Start the mouse function. If the mouse has not been started, reboot the computer (soft reboot or reboot buttons). Refer to the descriptions of “DISC PAD” and “MOUSE/RIGHT button” of page 4.

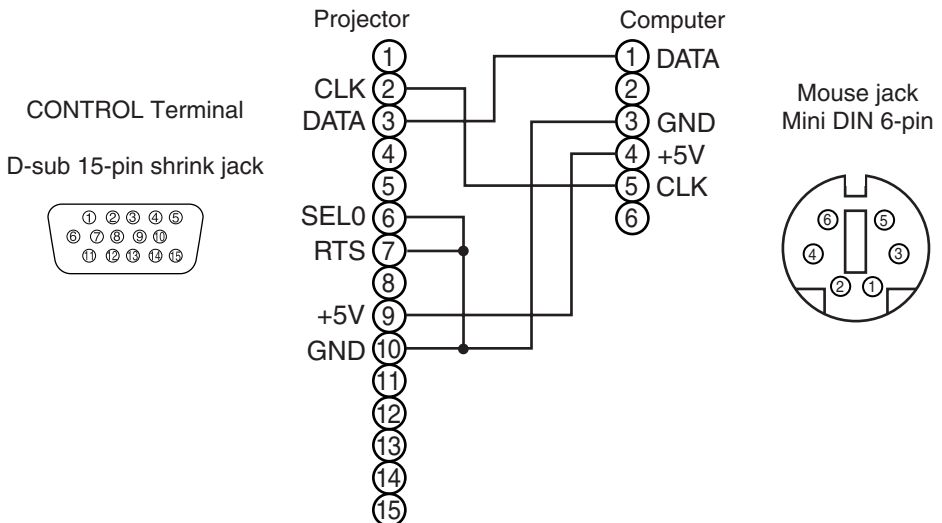
2. USB Mouse

- (1) Connect the projector and computer with a suitable commercially available USB cable. Consult your dealer to get the cable, if you need.
- (2) Start the mouse function. Refer to the descriptions of “DISC PAD” and “MOUSE/RIGHT button” of page 4.

NOTE • Before connecting, read the instruction manuals of the devices to be connected.
• In the case of notebook type computers with an internal pointing device, the mouse control function will not work unless the internal pointing device is disabled. In such case, disable the internal pointing device and change the BIOS setting to select an external mouse before the operations described in (1) to (4) above.

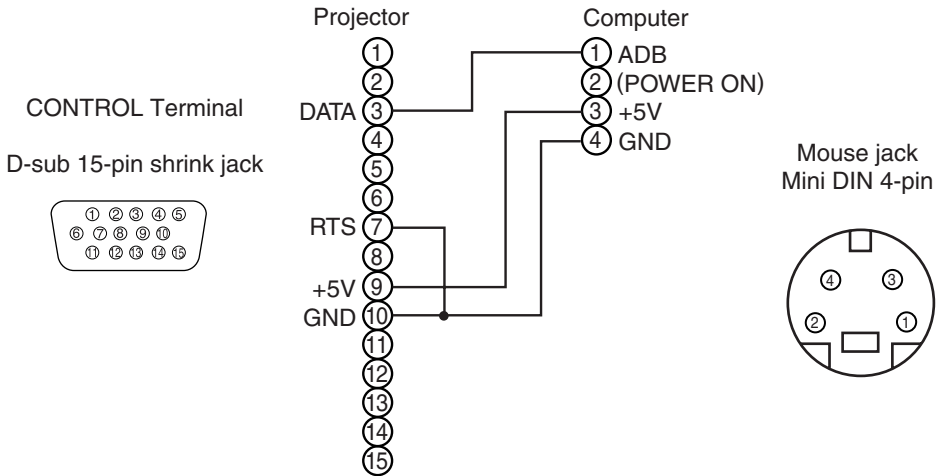
Also, some computers may not have a utility program to operate a mouse.
Refer to the computer hardware manual for detail.

PS/2 Mouse

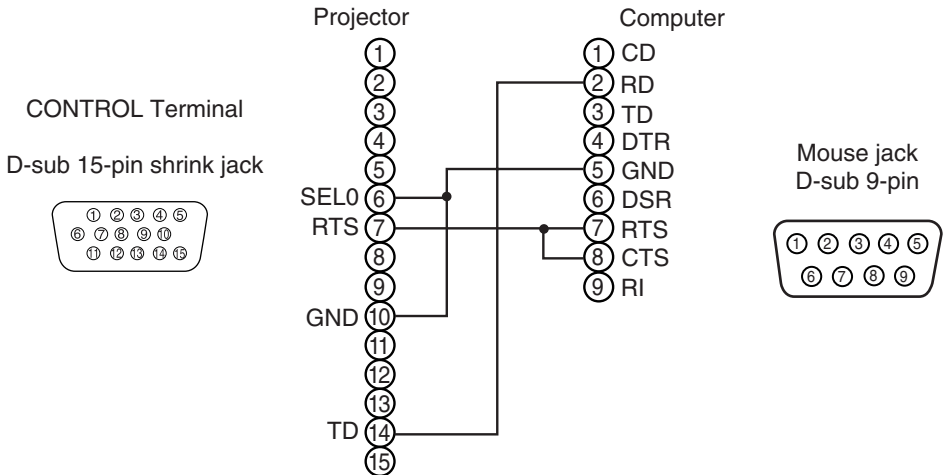


TECHNICAL (continued)

ADB Mouse

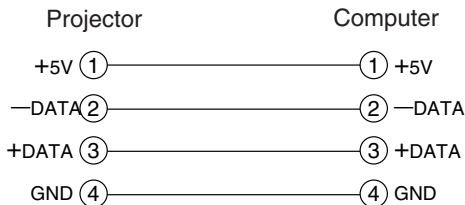
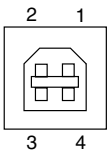


Serial Mouse



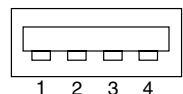
USB Mouse

USB jack (B type)



USB cable

USB jack (A type)

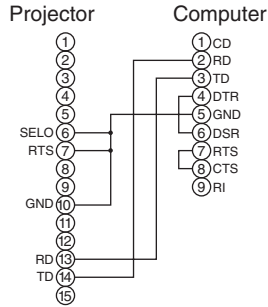
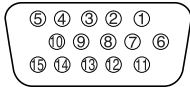


TECHNICAL (continued)

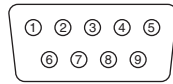
RS-232C communication

- (1) Turn off the projector and computer power supplies and connect with the RS-232C cable.
- (2) Turn on the computer power supply and, after the computer has started up, turn on the projector power supply.

Control jack
D-sub 15-pin shrink jack



RS-232C jack
D-sub 9-pin



Communications setting

19200bps, 8N1

1 Protocol

Consist of header (7 bytes) + command data (6 bytes).

2 Header

BE + EF + 03 + 06 + 00 + CRC_low + CRC_high

CRC_low : Lower byte of CRC flag for command data.

CRC_high : Upper byte of CRC flag for command data.

3 Command data

Command data chart

byte_0	byte_1	byte_2	byte_3	byte_4	byte_5
Action		Type		Setting code	
low	high	low	high	low	high

Action (byte_0 - 1)

Action	Classification	Content
1	SET	Change setting to desired value.
2	GET	Read projector internal setup value.
4	INCREMENT	Increment setup value by 1.
5	DECREMENT	Decrement setup value by 1.
6	EXECUTE	Run a command.

TECHNICAL (continued)

Requesting projector status (Get command)

- (1) Send the request code Header + Command data ('02H'+ '00H'+ type (2 bytes) + '00H'+ '00H') from the computer to the projector.
- (2) The projector returns the response code '1DH'+ data (2 bytes) to the computer.

Changing the projector settings (Set command)

- (1) Send the setting code Header + Command data ('01H'+ '00H'+ type (2 bytes) + setting code (2 bytes)) from the computer to the projector.
- (2) The projector changes the setting based on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

Using the projector default settings (Reset Command)

- (1) The computer sends the default setting code Header + Command data ('06H'+ '00H'+ type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector changes the specified setting to the default value.
- (3) The projector returns the response code '06H' to the computer.

Increasing the projector setting value (Increment command)

- (1) The computer sends the increment code Header + Command data ('04H'+ '00H'+ type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector increases the setting value on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

Decreasing the projector setting value (Decrement command)

- (1) The computer sends the decrement code Header + Command data ('05H'+ '00H'+ type (2 bytes) + '00H'+ '00H') to the projector.
- (2) The projector decreases the setting value on the above setting code.
- (3) The projector returns the response code '06H' to the computer.

When a command sent by the projector cannot be understood by the computer

When the command sent by the projector cannot be understood, the error command '15H' is returned by the computer. Some times, the projector ignores RS-232C commands during other works. If the error command '15H' is returned, please send the same command again.

When data sent by the projector cannot be practice

When the command sent by the projector cannot be practiced, the the error code '1cH' + 'xxxxH' is returned.

When the data length is greater than indicated by the data length code, the projector will ignore the excess data code.

Conversely, when the data length is shorter than indicated by the data length code, an error code will be returned to the projector.

NOTE • Operation cannot be guaranteed when the projector receives an undefined command or data.

- Provide an interval of at least 40ms between the response code and any other code.
- The projector outputs test data when the power supply is switched ON, and when the lamp is lit. Ignore this data.
- Commands are not accepted during warm-up.

TECHNICAL (continued)

Command data chart

Names	Operation type		Header				Command data								
							CRC	Action	Type	Setting code					
Blank Color	Set	Red	BE	EF	03	06	00	3B	D3	01	00	00	30	00	00
		Orange	BE	EF	03	06	00	AB	D2	01	00	00	30	01	00
		Green	BE	EF	03	06	00	5B	D2	01	00	00	30	02	00
		Blue	BE	EF	03	06	00	CB	D3	01	00	00	30	03	00
		Purple	BE	EF	03	06	00	FB	D1	01	00	00	30	04	00
		White	BE	EF	03	06	00	6B	D0	01	00	00	30	05	00
		Black	BE	EF	03	06	00	9B	D0	01	00	00	30	06	00
	Get	BE	EF	03	06	00	08	D3	02	00	00	30	00	00	
Mirror	Set	Normal	BE	EF	03	06	00	C7	D2	01	00	01	30	00	00
		H Inverse	BE	EF	03	06	00	57	D3	01	00	01	30	01	00
		V Inverse	BE	EF	03	06	00	A7	D3	01	00	01	30	02	00
		H&V Inverse	BE	EF	03	06	00	37	D2	01	00	01	30	03	00
	Get	BE	EF	03	06	00	F4	D2	02	00	01	30	00	00	
Freeze	Set	Normal	BE	EF	03	06	00	83	D2	01	00	02	30	00	00
		Freeze	BE	EF	03	06	00	13	D3	01	00	02	30	01	00
	Get	BE	EF	03	06	00	B0	D2	02	00	02	30	00	00	
Menu Color	Set	Red	BE	EF	03	06	00	7F	D3	01	00	03	30	00	00
		Orange	BE	EF	03	06	00	EF	D2	01	00	03	30	01	00
		Green	BE	EF	03	06	00	1F	D2	01	00	03	30	02	00
		Blue	BE	EF	03	06	00	8F	D3	01	00	03	30	03	00
		Purple	BE	EF	03	06	00	BF	D1	01	00	03	30	04	00
		Transparent	BE	EF	03	06	00	2F	D0	01	00	03	30	05	00
		Gray	BE	EF	03	06	00	DF	D0	01	00	03	30	06	00
	Get	BE	EF	03	06	00	4C	D3	02	00	03	30	00	00	
Startup	Set	Turn ON	BE	EF	03	06	00	0B	D2	01	00	04	30	00	00
		Turn OFF	BE	EF	03	06	00	9B	D3	01	00	04	30	01	00
	Get	BE	EF	03	06	00	38	D2	02	00	04	30	00	00	
Language	Set	English	BE	EF	03	06	00	F7	D3	01	00	05	30	00	00
		Français	BE	EF	03	06	00	67	D2	01	00	05	30	01	00
		Deutsch	BE	EF	03	06	00	97	D2	01	00	05	30	02	00
		Español	BE	EF	03	06	00	07	D3	01	00	05	30	03	00
		Italiano	BE	EF	03	06	00	37	D1	01	00	05	30	04	00
		Norsk	BE	EF	03	06	00	A7	D0	01	00	05	30	05	00
		Nederlands	BE	EF	03	06	00	57	D0	01	00	05	30	06	00
		Português	BE	EF	03	06	00	C7	D1	01	00	05	30	07	00
		Japanese	BE	EF	03	06	00	37	D4	01	00	05	30	08	00
	Get	BE	EF	03	06	00	C4	D3	02	00	05	30	00	00	

TECHNICAL (continued)

Command data chart

Names	Operation type		Header				Command data		
						CRC	Action	Type	Setting code
Magnify	Get		BE EF	03 06	00 00	7C D2	02 00	07 30	00 00
	Increment		BE EF	03 06	00 00	1A D2	04 00	07 30	00 00
	Decrement		BE EF	03 06	00 00	CB D3	05 00	07 30	00 00
Auto off	Get		BE EF	03 06	00 00	08 86	02 00	10 31	00 00
	Increment		BE EF	03 06	00 00	6E 86	04 00	10 31	00 00
	Decrement		BE EF	03 06	00 00	BF 87	05 00	10 31	00 00
Brightness Reset	Execute		BE EF	03 06	00 00	58 D3	06 00	00 70	00 00
Contrast Reset	Execute		BE EF	03 06	00 00	A4 D2	06 00	01 70	00 00
V.Position Reset	Execute		BE EF	03 06	00 00	E0 D2	06 00	02 70	00 00
H.Position Reset	Execute		BE EF	03 06	00 00	1C D3	06 00	03 70	00 00
H.Size Reset	Execute		BE EF	03 06	00 00	68 D2	06 00	04 70	00 00
Color Balance R Reset	Execute		BE EF	03 06	00 00	94 D3	06 00	05 70	00 00
Color Balance B Reset	Execute		BE EF	03 06	00 00	D0 D3	06 00	06 70	00 00
Sharpness Reset	Execute		BE EF	03 06	00 00	C4 D0	06 00	09 70	00 00
Color Reset	Execute		BE EF	03 06	00 00	80 D0	06 00	0A 70	00 00
Tint Reset	Execute		BE EF	03 06	00 00	7C D1	06 00	0B 70	00 00
Keystone_V Reset	Execute		BE EF	03 06	00 00	08 D0	06 00	0C 70	00 00
Auto	Execute		BE EF	03 06	00 00	91 D0	06 00	0A 20	00 00
Blank on/off	Set	off	BE EF	03 06	00 00	FB D8	01 00	20 30	00 00
		on	BE EF	03 06	00 00	6B D9	01 00	20 30	01 00
	Get		BE EF	03 06	00 00	C8 D8	02 00	20 30	00 00
Error Status	Get		BE EF	03 06	00 00	D9 D8	02 00	20 60	00 00
			(Example of Return) 00 00 01 00 02 00 03 00 (Normal) (Cover-error) (Fan-error) (Lamp-error) 04 00 05 00 06 00 (Temp-error) (Air flow-error) (Lamp-Time-over)						
Power	Set	OFF	BE EF	03 06	00 00	2A D3	01 00	00 60	00 00
		ON	BE EF	03 06	00 00	BA D2	01 00	00 60	01 00
	Get		BE EF	03 06	00 00	19 D3	02 00	00 60	00 00
Input Source	Set	RGB1	BE EF	03 06	00 00	FE D2	01 00	00 20	00 00
		RGB2	BE EF	03 06	00 00	3E D0	01 00	00 20	04 00
		Video	BE EF	03 06	00 00	6E D3	01 00	00 20	01 00
		SVideo	BE EF	03 06	00 00	9E D3	01 00	00 20	02 00
	Component		BE EF	03 06	00 00	AE D1	01 00	00 20	05 00
Get		BE EF	03 06	00 00	CD D2	02 00	00 20	00 00	
Volume	Get		BE EF	03 06	00 00	31 D3	02 00	01 20	00 00
	Increment		BE EF	03 06	00 00	57 D3	04 00	01 20	00 00
	Decrement		BE EF	03 06	00 00	86 D2	05 00	01 20	00 00

TECHNICAL (continued)

Command data chart

Names	Operation type		Header				Command data								
							CRC	Action	Type	Setting code					
Mute	Set	Normal	BE	EF	03	06	00	46	D3	01	00	02	20	00	00
		Mute	BE	EF	03	06	00	D6	D2	01	00	02	20	01	00
	Get	BE	EF	03	06	00	75	D3	02	00	02	20	00	00	
Brightness	Get	BE	EF	03	06	00	89	D2	02	00	03	20	00	00	
	Increment	BE	EF	03	06	00	EF	D2	04	00	03	20	00	00	
	Decrement	BE	EF	03	06	00	3E	D3	05	00	03	20	00	00	
Contrast	Get	BE	EF	03	06	00	FD	D3	02	00	04	20	00	00	
	Increment	BE	EF	03	06	00	9B	D3	04	00	04	20	00	00	
	Decrement	BE	EF	03	06	00	4A	D2	05	00	04	20	00	00	
Color Balance R	Get	BE	EF	03	06	00	01	D2	02	00	05	20	00	00	
	Increment	BE	EF	03	06	00	67	D2	04	00	05	20	00	00	
	Decrement	BE	EF	03	06	00	B6	D3	05	00	05	20	00	00	
Color Balance B	Get	BE	EF	03	06	00	45	D2	02	00	06	20	00	00	
	Increment	BE	EF	03	06	00	23	D2	04	00	06	20	00	00	
	Decrement	BE	EF	03	06	00	F2	D3	05	00	06	20	00	00	
Keystone_V	Get	BE	EF	03	06	00	B9	D3	02	00	07	20	00	00	
	Increment	BE	EF	03	06	00	DF	D3	04	00	07	20	00	00	
	Decrement	BE	EF	03	06	00	0E	D2	05	00	07	20	00	00	
Aspect	Set	4:3, Full	BE	EF	03	06	00	9E	D0	01	00	08	20	00	00
		16:9	BE	EF	03	06	00	0E	D1	01	00	08	20	01	00
		Small	BE	EF	03	06	00	FE	D1	01	00	08	20	02	00
	Get	BE	EF	03	06	00	AD	D0	02	00	08	20	00	00	
Display Position at 16 : 9 or Small	Set	Default	BE	EF	03	06	00	62	D1	01	00	09	20	00	00
		Bottom	BE	EF	03	06	00	F2	D0	01	00	09	20	01	00
		Top	BE	EF	03	06	00	02	D0	01	00	09	20	02	00
	Get	BE	EF	03	06	00	51	D1	02	00	09	20	00	00	
V.Position	Get	BE	EF	03	06	00	0D	83	02	00	00	21	00	00	
	Increment	BE	EF	03	06	00	6B	83	04	00	00	21	00	00	
	Decrement	BE	EF	03	06	00	BA	82	05	00	00	21	00	00	
H.Position	Get	BE	EF	03	06	00	F1	82	02	00	01	21	00	00	
	Increment	BE	EF	03	06	00	97	82	04	00	01	21	00	00	
	Decrement	BE	EF	03	06	00	46	83	05	00	01	21	00	00	
H.Size	Get	BE	EF	03	06	00	B5	82	02	00	02	21	00	00	
	Increment	BE	EF	03	06	00	D3	82	04	00	02	21	00	00	
	Decrement	BE	EF	03	06	00	02	83	05	00	02	21	00	00	
H.Phase	Get	BE	EF	03	06	00	49	83	02	00	03	21	00	00	
	Increment	BE	EF	03	06	00	2F	83	04	00	03	21	00	00	
	Decrement	BE	EF	03	06	00	FE	82	05	00	03	21	00	00	

TECHNICAL (continued)

Command data chart

Names	Operation type	Header				Command data		
					CRC	Action	Type	Setting code
Sharpness	Get	BE EF	03 06 00	F1 72	02 00	01 22	00 00	
	Increment	BE EF	03 06 00	97 72	04 00	01 22	00 00	
	Decrement	BE EF	03 06 00	46 73	05 00	01 22	00 00	
Color	Get	BE EF	03 06 00	B5 72	02 00	02 22	00 00	
	Increment	BE EF	03 06 00	D3 72	04 00	02 22	00 00	
	Decrement	BE EF	03 06 00	02 73	05 00	02 22	00 00	
Tint	Get	BE EF	03 06 00	49 73	02 00	03 22	00 00	
	Increment	BE EF	03 06 00	2F 73	04 00	03 22	00 00	
	Decrement	BE EF	03 06 00	FE 72	05 00	03 22	00 00	
Video Format	Set	Auto	BE EF	03 06 00	9E 75	01 00	00 22	0A 00
		NTSC	BE EF	03 06 00	FE 71	01 00	00 22	04 00
		PAL	BE EF	03 06 00	6E 70	01 00	00 22	05 00
		SECAM	BE EF	03 06 00	6E 75	01 00	00 22	09 00
		NTSC 4.43	BE EF	03 06 00	5E 72	01 00	00 22	02 00
		M-PAL	BE EF	03 06 00	FE 74	01 00	00 22	08 00
	N-PAL	BE EF	03 06 00	0E 71	01 00	00 22	07 00	
	Get	BE EF	03 06 00	0D 73	02 00	00 22	00 00	
HDTV	Set	1080i	BE EF	03 06 00	F2 73	01 00	05 22	00 00
		1035i	BE EF	03 06 00	62 72	01 00	05 22	01 00
	Get	BE EF	03 06 00	C1 73	02 00	05 22	00 00	

TECHNICAL (continued)

Command data chart

Names	Operation type		Header				Command data								
						CRC	Action	Type	Setting code						
Sync on G	Set	off	BE	EF	03	06	00	CB	D0	01	00	08	30	01	00
		on	BE	EF	03	06	00	5B	D1	01	00	08	30	00	00
	Get		BE	EF	03	06	00	68	D1	02	00	08	30	00	00
WHISPER	Set	NORMAL	BE	EF	03	06	00	3B	23	01	00	00	33	00	00
		WHISPER	BE	EF	03	06	00	AB	22	01	00	00	33	01	00
	Get		BE	EF	03	06	00	08	23	02	00	00	33	00	00
GAMMA	Set	NORMAL	BE	EF	03	06	00	C7	F0	01	00	A1	30	00	00
		CINEMA	BE	EF	03	06	00	57	F1	01	00	A1	30	01	00
		DYNAMIC	BE	EF	03	06	00	A7	F1	01	00	A1	30	02	00
	Get		BE	EF	03	06	00	F4	F0	02	00	A1	30	00	00
COLOR TEMP	Set	NORMAL	BE	EF	03	06	00	FB	F5	01	00	B0	30	00	00
		LOW	BE	EF	03	06	00	6B	F4	01	00	B0	30	01	00
	Get		BE	EF	03	06	00	C8	F5	02	00	B0	30	00	00

REGULATORY NOTICES

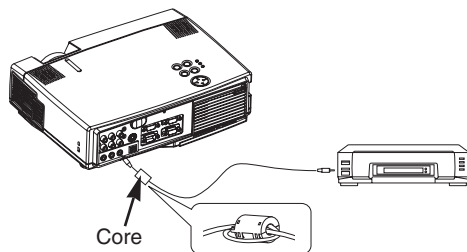
FCC Statement Warning

WARNING: 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 harmful interference to radio or 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.

INSTRUCTIONS TO USERS: This equipment complies with the requirements of FCC (Federal Communication Commission) equipment provided that the following conditions are met.

The cables may have to be used with the core set to the projector side. Use the cables which are included with the projector or specified.



CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For the Customers in CANADA

NOTICE: This Class B digital apparatus complies with Canadian ICES-003.

Pour les utilisateurs au Canada

AVIS: Cet appareil numérique de la Classe B est conforme à la norme NMB-003 du Canada.

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