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



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# INSTALLATION/OPERATION MANUAL

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**VX-33i**



**1080p, 3-chip Digital Light Processing™ Projector**



**THE WORLD'S FINEST HOME THEATER PRODUCTS™**



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# RuncoCare™ Standard Two Year Limited Warranty

Congratulations on your purchase of a Runco® product! With proper installation, setup and care, you should enjoy many years of unparalleled video performance.

This RuncoCare Standard Limited Warranty is provided free of charge by Runco International with the purchase of a covered Runco product. The following sets forth Runco's Standard Limited Warranty applicable to all Runco projectors, processors, LCD and plasma display products, with the exception of the following models: XP-103DHD, SC-1, SC-1a and VW-100HD<sup>1</sup>.

The following terms and conditions of the RuncoCare Standard Limited Warranty represent a contract between us, Runco International and you, the customer who has purchased a Runco product. This contract applies to purchases of covered Runco products occurring on or after September 1, 2008. Runco reserves the right to change the terms of this contract, and such changes shall apply to purchases of covered Runco products that occur on or after any future effective date.

## RuncoCare Standard Features

- Two-year protection from defects in material and workmanship
- Access to 24x7 phone support
- Complimentary, second-day one-way shipping

## Warranty Coverage

Runco warrants its products to be free from defects in material and workmanship during the warranty period provided below. If, in Runco's determination, a product proves to be defective in material or workmanship during the warranty period, Runco will repair the product, replace the product with a similar new or like new product, or refund a prorata share of the purchase price (calculated based on the remainder of the warranty period and the then current MSRP<sup>2</sup> of a similar product), if repair or replacement of the product is determined by Runco to not be feasible.

## Length of Warranty

Runco products are warranted for two (2) years from the date of shipment from Runco. Lamps are warranted six (6) months from the date of shipment or 1000 hours, whichever comes first. All other accessories, which includes, but is not limited to, cables, remotes, carrying cases, lens cap and other peripherals sold with the Runco product, are warranted for ninety (90) days from the date of shipment. Repaired product or replacement lamp is subsequently warranted for the remaining portion (if any) of the original warranty term or 90 days from the date the product was shipped to you, whichever is longer.

## Eligibility

This RuncoCare Standard Limited Warranty is valid only for the first customer who purchases the covered product from an authorized Runco dealer or distributor. This warranty is not transferable. You may be required to provide proof of purchase in order to receive warranty services.

- 
1. Runco may update this list of products excluded from this warranty from time to time at Runco's sole discretion, but updates to the list of covered products will not apply on a retroactive basis.
  2. MSRP is defined as the most recent product price listed on Runco's price list.

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## **RuncoCare Claim Procedure**

In the event of a product defect, please follow the warranty claim procedure provided below:

1. The Customer is required to contact a Runco dealer or Runco Technical Support via email at support@runco.com or via phone at (toll free) 800-23RUNCO (800-237-8626). If the customer is located outside North America, call +3589 4200 554 in Europe for product service.
2. Be prepared to provide the date of purchase, the place of purchase, serial number, product model number, description of the problem and troubleshooting steps already attempted.
3. Runco Technical Support staff will attempt to correct any minor issues that may be causing the problem. If Runco is unable to fix the problem to the customer's satisfaction, Runco will issue a Return Material Authorization (RMA) if it is determined that the claim was made within the coverage period of the Standard Limited Warranty.
4. The customer will need to return the defective product to the Runco repair depot location specified by the Runco technical support representative. The customer will need to properly package the defective product, consisting of the product only, and not include any accessories (e.g., cables, remotes, carrying cases, lens, lens cap and other peripherals) and return it to the Runco repair depot specified by the technical support representative. It is the customer's responsibility to properly package the hardware, include all appropriate materials, and return it to the location specified by the Runco technical support department. The customer will need to address and resolve any shipping damage claims directly with the shipping company.
5. The customer is responsible for providing a suitable box to ship the defective product to an authorized Runco repair depot. Boxes may be purchased from a Runco technical support representative.
6. The customer is responsible for paying freight charges to ship the defective product to an authorized Runco repair depot.
7. Runco will pay freight charges to return the repaired/replacement product to the customer from the Runco repair depot.
8. Once an RMA has been created, the customer may contact serviceorders@runco.com for followup questions or confirmation status of the claim process.

## **Warranty Exclusions**

This RuncoCare Standard Limited Warranty does not include or is limited by the following:

1. Products not purchased from an authorized Runco dealer
2. Rental costs incurred by the customer in the event of product defect or failure
3. Any product with a defaced, modified, or removed serial number
4. Damage, deterioration, or malfunction resulting from:
  - a Accident, abuse, misuse, neglect, improper ventilation, fire, water, disaster, lightning, or other acts of nature, smoke exposure (cigarette or otherwise), unauthorized product modification (including use of an unauthorized mount), or failure to follow instructions supplied with the product
  - b Repair or attempted repair by anyone not authorized by Runco
  - c Any damage to the product due to shipment
  - d Removal or installation of the product
  - e Causes external to the product, such as electric power fluctuations or failure
  - f Use of supplies or parts not meeting Runco's specifications
  - g Normal wear and tear
  - h Expected lamp degradation and normal decrease in lamp output over a period of time or as the lamp is consumed
  - i Customer caused defects, including but not limited to, scratched/defaced/altered plastics

- 
- j Failure to follow maintenance procedures as outlined in the product's user guide where a schedule is specified for regular cleaning of the product
  - k Opening the product and/or tampering with internal circuitry
  - l Products lost, stolen or discarded
  - m Any damage or dissatisfaction associated with latent images, "burnin," or any other damage determined by Runco to be the result of customer use patterns
  - n Any other cause, which does not relate to a product defect in material or workmanship
5. Removal, installation, and setup service charges are excluded from this Standard Limited warranty
  6. Runco's warranty does not cover black uniformity issues or other LCD issues associated with usage outside the Runco recommended guidelines and specifications for the product
  7. Second day shipment delivery time and availability may vary based on origin and destination and Runco is unable to deliver to PO Box and FPO Box addresses

### **Extended Service Options**

Runco offers extended and expanded service plans. For information on additional product protection, please email [serviceorders@runco.com](mailto:serviceorders@runco.com) or call (toll free) 800-23RUNCO (800-237-8626).

### **Online Product Registration**

Please visit <http://www.runco.com/info.html> to register product.

### **Limitation of Implied Warranties**

RUNCO PROVIDES NO WARRANTIES, EXPRESS OR IMPLIED, EXCEPT THOSE EXPRESSLY PROVIDED HEREIN. RUNCO EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.

## **Exclusion of Damages**

RUNCO'S MAXIMUM AGGREGATE LIABILITY HEREUNDER IS LIMITED TO THE COST OF REPAIR OR REPLACEMENT OF THE PRODUCT.

1. RUNCO SHALL NOT BE LIABLE FOR DAMAGE TO OTHER PROPERTY CAUSED BY ANY DEFECT IN THE PRODUCT, DAMAGES BASED UPON INCONVENIENCE, LOSS OF USE OF THE PRODUCT, LOSS OF TIME, LOSS OF PROFITS, LOSS OF BUSINESS OPPORTUNITY, LOSS OF GOODWILL, INTERFERENCE WITH BUSINESS RELATIONSHIPS, OR OTHER COMMERCIAL LOSS, EVEN IF THE CUSTOMER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
2. RUNCO SHALL NOT BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL, INDIRECT, SPECIAL, OR PUNITIVE DAMAGES ANY OTHER DAMAGES, WHETHER INCIDENTAL, INDIRECT, CONSEQUENTIAL OR OTHERWISE.
3. RUNCO SHALL NOT BE LIABLE FOR ANY CLAIM AGAINST THE CUSTOMER BY ANY OTHER PARTY.

## **Effect of Local Law**

This warranty gives you specific legal rights, and you may have other rights, which vary from locality to locality. Some localities do not allow limitations on implied warranties and/or do not allow the exclusion of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

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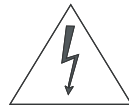
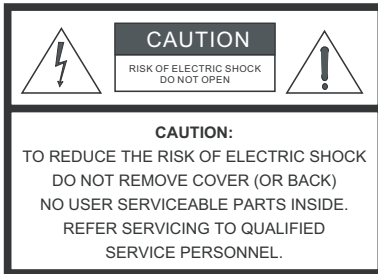
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Runco Products are manufactured under one or more of the following patents: US. Patent 6755540 and Other Patents Pending.

# Important Safety Instructions

Thank you for your purchase of this quality Runco video product! It has been designed to provide you with the quality of video that is expected in a home theater. For the best performance, please read this manual carefully as it is your guide through the menus and operation.



## WARNING

This symbol is intended to alert the user to the presence of uninsulated “dangerous voltage” within the product’s enclosure that may be of sufficient magnitude to constitute a risk of electric shock.



This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a dry cloth.
7. Do not block any of the ventilation openings. Install in accordance with the manufacturer’s instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or the third prong is provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for the replacement of the obsolete outlet.
10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles and the point where they exit from the apparatus.
11. Only use the attachments/accessories specified by the manufacturer.
12. Use only with a cart, stand, tripod, bracket or table specified by the manufacturer or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus to avoid injury from tip-over.
13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
15. The +12V trigger only outputs 12Vdc signal for triggering. Do not connect to any other power input or output. This could cause damage to this unit.
16. Keep the packing material in case the equipment should ever need to be shipped.
17. The lamp becomes extremely hot during operation. Allow the projector to cool down for approximately 45 minutes prior to removing the lamp assembly for replacement.
18. Do not operate lamps beyond the rated lamp life. Excessive operation of lamps beyond rated life could cause them to explode in rare occasions.





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19. Never look directly into the lens when the lamp is on.

# Compliance Information

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## DECLARATION OF CONFORMITY:

Manufacturer's Name: Runco International, LLC

Manufacturer's Address: 1195 NW Compton Drive, Beaverton, OR 97006-1992

hereby declares that the Products' Model Numbers:

VX-33i, VX-33i/CineWide and VX-33i/CineWide with AutoScope

conform with the provisions of:

Council Directive 2004/108/EC on Electromagnetic Compatibility;

EN 55022 "Limits and methods of measurements of radio interference characteristics of information technology equipment" 1998;

EN 55024 "Limits and methods of measurements of immunity characteristics of information technology equipment" 1998;

Including:

- EN 61000-4-2 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 2: Electrostatic discharge immunity test"
- EN 61000-4-3 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 3: Radiated, Radio-Frequency, Electromagnetic Field Immunity Test"
- EN 61000-4-4 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 4: Electrical fast transient/burst immunity test"
- EN 61000-4-5 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 5: Surge immunity test"
- EN 61000-4-6 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 6: Conducted disturbances induced by radio-frequency fields immunity test"
- EN 61000-4-8 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 8: Conducted disturbances induced by power frequency magnetic fields immunity test"
- EN 61000-4-11 "Electromagnetic compatibility (EMC) Part 4: Testing and measurement techniques Section 11: Voltage dips, short interruptions and voltage variations immunity tests"

And:

- EN 61000-3-2 "Electromagnetic compatibility (EMC) Part 3, Section 2: Limits for harmonic current emissions (equipment input current up to and including 16 A per phase)" 2000;
- EN 61000-3-3 "Electromagnetic compatibility (EMC) Part 3, Section 3: Limitations of voltage changes, voltage fluctuations and flicker in public low-voltage supply systems, for equipment with rated current up to and including 16 A and not subject to conditional connection" 1995;

Council Directive 2006/95/EC and amended by M1 and C1 on Low Voltage Equipment Safety;

EN 60950 "Safety of information technology equipment, including electrical business equipment"

The Technical Construction file required by this Directive is maintained at the corporate headquarters of Runco International, LLC, located at 1195 NW Compton Drive, Beaverton, OR 97006-1992.

Date of Declaration: September 2009

## FCC PART 15:

NOTE: 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.

## INDUSTRY CANADA (ICES-003):

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

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

## IMPORTANT RECYCLE INSTRUCTIONS



Lamp(s) inside this product contain mercury. This product may contain other electronic waste that can be hazardous if not disposed of properly. Recycle or dispose in accordance with local, state, or federal Laws.

For more information, contact the Electronic Industries Alliance at [WWW.EIAE.ORG](http://WWW.EIAE.ORG).

For lamp specific disposal information check [WWW.LAMPRECYCLE.ORG](http://WWW.LAMPRECYCLE.ORG).

## DISPOSAL OF OLD ELECTRICAL AND ELECTRONIC EQUIPMENT (Applicable throughout the European Union and other European countries with separate collection programs)



This symbol found on your product or on its packaging, indicates that this product should not be treated as household waste when you wish to dispose of it. Instead, it should be handed over to an applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences to the environment and human health, which could otherwise be caused by inappropriate disposal of this product. The recycling of materials will help to conserve natural resources. This symbol is only valid in the European Union. If you wish to discard this product, please contact your local authorities or dealer and ask for the correct method of disposal.

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**Notes:**

# Table of Contents

<b>RuncoCare™ Standard Two Year Limited Warranty .....</b>	<b>iii</b>
<b>Important Safety Instructions .....</b>	<b>vii</b>
<b>Compliance Information .....</b>	<b>viii</b>
<b>1. Introduction .....</b>	<b>1</b>
About This Manual .....	1
Target Audience .....	1
If You Have Comments About This Manual.....	1
Textual and Graphic Conventions .....	1
Using This Manual .....	2
Description, Features and Benefits .....	3
Key Features and Benefits .....	3
Parts List .....	4
<b>2. Controls and Functions .....</b>	<b>5</b>
VX-33i at a Glance .....	5
VX-33i Rear Panel .....	6
VX-33i Rear Connector Panel .....	8
VX-33i Remote Control .....	10
<b>3. Installation .....</b>	<b>13</b>
Remote Control .....	13
Notes on Batteries .....	13
Notes on Remote Control Operation.....	13
Quick Setup .....	14
Installation Considerations .....	15
Installation Type.....	15
Ambient Light .....	15
Throw Distance.....	16
Vertical and Horizontal Position.....	17
Vertical and Horizontal Lens Shift.....	17
Folded Optics .....	19
Other Considerations.....	20
Installing the Primary Projection Lens .....	20

---

Installing the Optional CineWide Lens Mount .....	22
Installing the AutoScope Lens Motor (VX-33i/CineWide with AutoScope) .....	23
Installing the Fixed CineWide Base Plate (VX-33i/CineWide) .....	26
Mounting the VX-33i .....	27
Floor Mounting (Upright) .....	27
Ceiling Mounting (Inverted).....	27
Adjusting the Projection Angle .....	27
Connections to the VX-33i .....	28
Connector Panel Access.....	28
Connecting Source Components to the VX-33i.....	28
RS-232 Controller Connection .....	33
Connecting 12-volt Trigger Outputs to External Equipment .....	34
Connecting an External IR Receiver to the VX-33i .....	35
Connecting to AC Power .....	35
Turning on the Power .....	36
Adjusting the Picture Orientation .....	36
Primary Lens Adjustments .....	37
Focus .....	37
Zoom.....	37
Vertical and Horizontal Lens Shift.....	37
Installing and Adjusting the CineWide Anamorphic Lens .....	38
Attach Lens Mounting Assembly to Lens Motor Carriage Plate (CineWide with AutoScope) or Base Plate (fixed CineWide).....	38
Configure Lens Motor Trigger .....	40
Adjust the Anamorphic Lens .....	40
<b>4. Operation .....</b>	<b>45</b>
Using the On-Screen Menus .....	45
Main Menu.....	47
Input Source.....	47
Aspect Ratio .....	47
Picture .....	49
Input Position.....	53
Memory Presets .....	54
Information .....	54
Calibration .....	55
Service .....	57

---

<b>5. Maintenance and Troubleshooting .....</b>	<b>59</b>
Lamp Replacement .....	59
Filter Replacement .....	60
Troubleshooting Tips .....	61
<b>6. Serial Communications .....</b>	<b>63</b>
RS-232 Connection and Port Configuration .....	63
Serial Command Syntax .....	63
<b>7. Specifications .....</b>	<b>69</b>
VX-33i Specifications .....	69
VX-33i Dimensions .....	71
Supported Timings .....	72

**Notes:**

# List of Figures

---

2-1. VX-33i Front/Bottom/Side View .....	5
2-2. VX-33i Rear Panel .....	6
2-3. Rear Connector Panel .....	8
2-4. VX-33i Remote Control.....	10
3-1. Estimating Throw Distance .....	16
3-2. Projector Placement .....	17
3-3. Vertical Lens Shift (EXAMPLE ONLY).....	17
3-4. Horizontal Lens Shift (EXAMPLE ONLY).....	18
3-5. Folded Optics.....	19
3-6. VX-33i/CineWide with AutoScope Motor Assembly - Exploded View .....	23
3-7. VX-33i with Ceiling Mount Adapters/Projector Stands .....	24
3-8. AutoScope Lens Motor Installation .....	25
3-9. Installing the Fixed CineWide Base Plate .....	26
3-10. HDMI Source Connections .....	28
3-11. Digital (DTV) RGB or Component Video Connections (HD1, HD2).....	29
3-12. Digital (DTV) RGB or Component Video Connections (HD3).....	30
3-13. Analog RGB Connections.....	31
3-14. S-Video and Composite Video Connections .....	32
3-15. RS-232 Control System Connection.....	33
3-16. 12-volt Trigger Output Connections.....	34
3-17. External IR Receiver Connection.....	35
3-18. VX-33i Anamorphic Lens Mounting Assembly - Exploded View .....	38
3-19. Attaching the Anamorphic Lens to the Lens Adapter Ring .....	39
4-1. VX-33i OSD Menu Structure.....	46
4-2. Typical PLUGE Pattern for Adjusting Brightness .....	50
4-3. Typical Gray Bar Pattern for Adjusting Contrast .....	51
4-4. Typical Color Bar Pattern for Adjusting Color Saturation and Tint.....	51
4-5. Typical Test Pattern for Adjusting Sharpness.....	53
7-1. VX-33i/CineWide with AutoScope Dimensions.....	71



**Notes:**

# 1. Introduction

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This Owner's Manual describes how to install, set up and operate the Runco VX-33i DLP Projector. Throughout this manual, the Runco VX-33i DLP Projector is referred to simply as the "VX-33i."

Runco has prepared this manual to help home theater installers and end users get the most out of the VX-33i.

Runco has made every effort to ensure that this manual is accurate as of the date it was printed. However, because of ongoing product improvements and customer feedback, it may require updating from time to time. You can always find the latest version of this and other Runco product manuals on-line, at [www.Runco.com](http://www.Runco.com).

Runco welcomes your comments about this manual. Send them to [info@Runco.com](mailto:info@Runco.com).

**Text Conventions:** The following conventions are used in this manual, in order to clarify the information and instructions provided:

- Remote and built-in keypad button identifiers are set in upper-case bold type; for example, "Press **EXIT** to return to the previous menu."
- Computer input (commands you type) and output (responses that appear on-screen) is shown in monospace (fixed-width) type; for example: "To change the aspect ratio to Letterbox, type `SAR 2<Enter>`."
- All keys with functional names are initial-capped, set in bold type and enclosed in angle brackets. These keys are the following: **<Enter>**, **<Spacebar>**, **<Control>**, **<Esc>** and **<Tab>**.
- **<Enter>** indicates that you may press either the RETURN or ENTER key on your keyboard if it has both keys.

In addition to these conventions, underlining, boldface and/or italics are occasionally used to highlight important information, as in this example:



*A carriage return **must** be used after each command or string.*

---

## 1.1 About This Manual

### ◀ Target Audience

### ◀ If You Have Comments About This Manual...

### ◀ Textual and Graphic Conventions

**Graphic Conventions:** These symbols appear in numerous places throughout the manual, to emphasize points that you must keep in mind to avoid problems with your equipment or injury:



**Tip**

*TIPS highlight time-saving short cuts and helpful guidelines for using certain features.*



**Note**

*NOTES emphasize text with unusual importance or special significance. They also provide supplemental information.*



**Caution**

*CAUTIONS alert users that a given action or omitted action can degrade performance or cause a malfunction.*



**WARNING**

*WARNINGS appear when a given action or omitted action can result in damage to the equipment, or possible non-fatal injury to the user.*



**DANGER!**

*DANGER appears when a given action can cause severe injury or death.*

---

## 1.2 Using This Manual

Use the following table to locate the specific information you need in this manual.

If you need...	... Turn to page:
Information about obtaining service	iv
General information about the VX-33i DLP Projector	3
Installation instructions	13
First-time configuration instructions	45
Advanced configuration instructions	55
Troubleshooting tips	61
Product specifications	69

Runco further solidifies its leadership role with the introduction of the Video Xtreme™ VX-33i Digital Light Processing (DLP™) Projector. This overachiever combines state-of-the-art, 1920x1080 SuperOnyx™ DLP™ resolution with advanced 3-chip engineering. The results are simply stunning, with jaw-dropping images that must be seen to be believed!

Runco has taken 1080p performance to a new level with this machine and harnessed the brightness and contrast capabilities inherent in 3-chip light engine design for a powerful presentation.

The VX-33i is equipped with an all-digital signal processor/controller featuring advanced Vivix II™ video processing, superb scaling and aspect ratio control. The VX-33i is enhanced further by significant horizontal and vertical lens shift capability for maximum installation flexibility.

The VX-33i's 16:9 native aspect ratio DMD array makes it ideal for widescreen viewing, while its 3-chip, 1920x1080 native resolution produces crisp, crystal clear high-definition images with richly saturated colors, deep black levels and natural, highly refined detail.

This advanced design provides pure digital connections from input to light engine for absolutely stellar pictures. In addition, Runco's multiple aspect ratio control includes its unique VirtualWide™ mode for viewing standard video formats in widescreen without loss of image quality.

For uncompromising widescreen reproduction of movies originally filmed in the "scope" (2.35:1) format, the VX-33i can be equipped with Runco's patent-pending CineWide™ technology, a combination of software, electronics and high-quality anamorphic optics. CineWide maintains constant vertical height on the screen just as in a movie theater. When a viewer transitions from 1.78:1 (16:9) program material to 2.35:1, the image simply gets wider while full height is maintained. Also available with the VX-33i is CineWide with AutoScope™, an enhanced, remote-controlled motorized version of CineWide.



**Note**

*CineWide requires the use of a 2.35:1 or similar aspect ratio superwide format screen.*

Discrete IR and RS-232 control make custom installation seamless, while discrete source and aspect ratio selection accommodate any automation control system.

The VX-33i offers these key features and benefits:

- Native Resolution: 1920 x 1080 (16:9 Native Aspect Ratio)
- Three-chip Digital Light Processing (DLP™) system
- Two HDMI Inputs with High-bandwidth Digital Content Protection (HDCP)
- HDTV Compatible
- Multiple lens options for stunning sharpness and throw distance flexibility

## 1.3 Description, Features and Benefits

### ◀ Key Features and Benefits

**Parts List** ➤ Your VX-33i is shipped with the following items. If any items are missing or damaged, please contact your Runco dealer or Runco Customer Service at (800) 23RUNCO.

- VX-33i DLP Projector
- Remote Control Unit and two (2), AAA-size batteries
- AC Power Cord
- Warranty information and registration card
- Runco VX-33i Installation/Operation Manual (this document)
- Runco VX-33i Quick Setup Guide

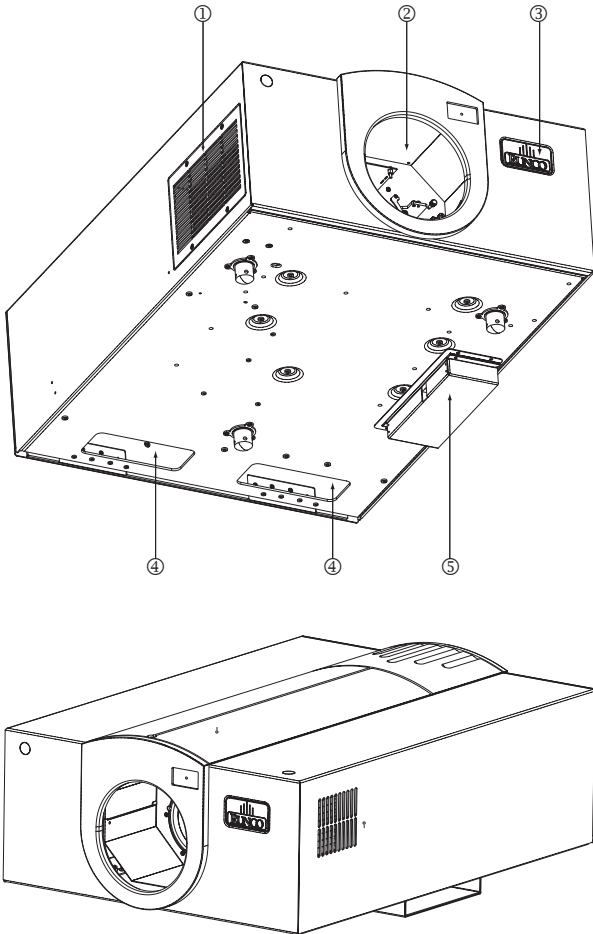
**Optional Accessories:**

- CineWide™ technology (fixed, secondary anamorphic lens)
- CineWide™ with AutoScope™ system (secondary anamorphic lens and motorized mount)
- Ceiling mount kit (part number 956-0075-00)
- Cool-cube™ Exhaust Kit

## 2. Controls and Functions

Figure 2-1 shows the key VX-33i components.

### 2.1 VX-33i at a Glance



**Figure 2-1. VX-33i Front/Bottom/Side View**

1. **INTAKE VENT**
2. **LENS OPENING**
3. **RUNCO LOGO**  
The logo can be rotated to match the projector orientation: inverted (ceiling-mounted) or upright. To rotate the logo, grip it at the sides, pull it away from the projector and rotate it 180 degrees.
4. **CABLE OPENING**  
Pass cables through this opening.
5. **EXHAUST VENT**

## 2.2 VX-33i Rear Panel

Figure 2-2 shows the VX-33i rear panel.

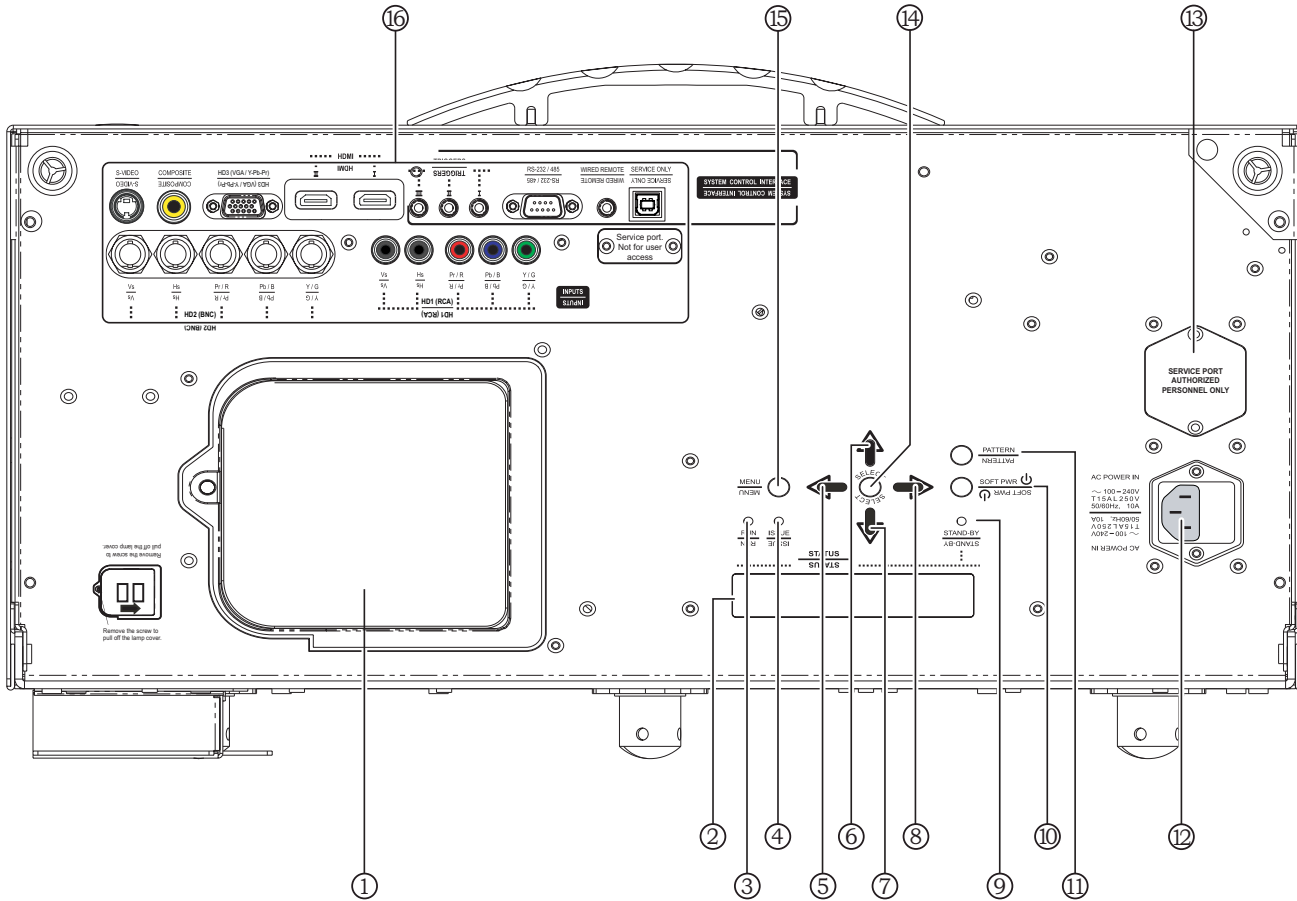


Figure 2-2. VX-33i Rear Panel

### 1. LAMP COVER

Remove this cover to access the lamp compartment.

### 2. VACUUM FLUORESCENT DISPLAY (VFD)

Can be used instead of the OSD. Displays currently-selected menu or – if no menu is selected – the current source, input resolution and aspect ratio.

If an error condition occurs, a message appears here indicating the cause:

Please check issue(s)  
Communication Error

### 3. RUN LED

- Lights blue to indicate that the projector is functioning normally.
- Flashes blue (one second on/one second off) to indicate an error condition.
- Flashes blue (one half-second on/one half-second off) for approximately 90 seconds after the system is turned off.

### 4. ISSUE LED

Lights red to indicate an error condition.

---

5. **LEFT BUTTON**

Used to direct-select inputs or move the menu cursor left in the OSD. When no menu is present on-screen, the **LEFT** button toggles through the different sources, in this order:

HDMI 2 - HDMI 1 - HD3 (VGA/Y-Pb-Pr) - HD 2 (BNC) - HD 1 (RCA) - S-Video - Composite (VID)

6. **UP BUTTON**

Use to direct-select aspect ratios or move the menu cursor up in the OSD. When no menu is present on-screen, the **UP** button toggles through aspect ratios in the following order:

16:9 - 4:3 - Letterbox - VirtualWide - Cinema - Virtual Cinema

(Virtual Cinema is available only on CineWide-equipped projectors. For more information about aspect ratios, refer to Table 4-1.)

7. **DOWN BUTTON**

Use to direct-select aspect ratios or move the menu cursor down in the OSD. When no menu is present on-screen, the **DOWN** button toggles through the different aspect ratios, in this order:

Virtual Cinema - Cinema - VirtualWide - Letterbox - 4:3 - 16:9

8. **RIGHT BUTTON**

Used to direct-select inputs or move the menu cursor right in the OSD. When no menu is present on-screen, the **RIGHT** button toggles through the different sources, in this order:

Composite (VID) - S-Video - HD 1 (RCA) - HD 2 (BNC) - HD 3 (VGA/Y-Pb-Pr) - HDMI 1 - HDMI 2

9. **STAND-BY LED**

Lights orange to indicate that the projector is in standby mode.

10. **SOFT POWER BUTTON**

Press once to turn on the VX-33i. Press it again to put the projector into Standby mode. For a discrete on or off command, you can use the direct access buttons on the remote control (see Figure 2-4).

11. **PATTERN BUTTON**

Press **PATTERN** to access the internal test pattern menu. Use arrow keys to select a pattern and press **SELECT** to confirm. Press **PATTERN** again to return to the selected source.

12. **POWER INPUT (100 to 240 VAC)**

Connect the VX-33i to power here.

13. **SERVICE PORT**

For use by authorized service personnel only.

14. **SELECT BUTTON**

Press **SELECT** to confirm your selection of a highlighted choice on the On-Screen Display (OSD).

15. **MENU BUTTON**

Pressing the **MENU** button brings up the main VX-33i menu. Also, if you are in an adjustment mode or function, pressing **MENU** brings the menu back one level.

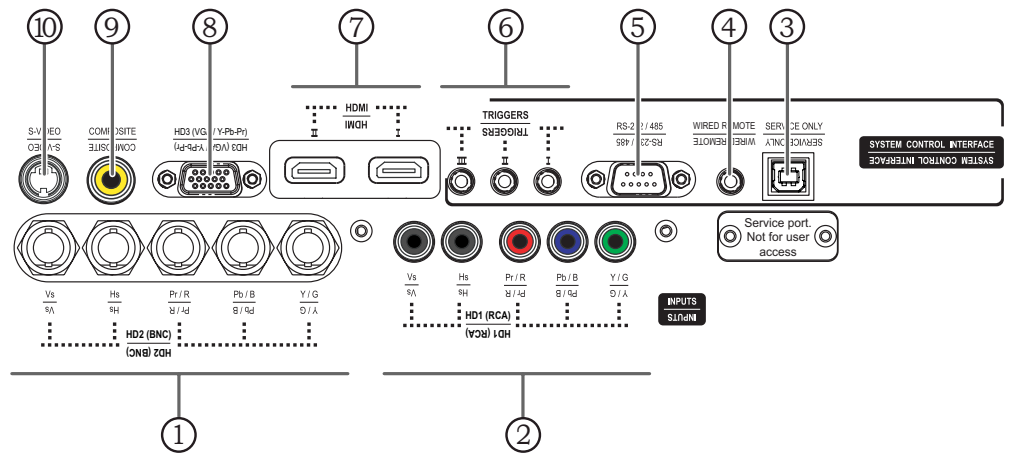
16. **INPUTS**

Connect your video sources and other equipment to these inputs. Refer to **VX-33i Rear Connector Panel** on page 8.



## 2.3 VX-33i Rear Connector Panel

Figure 2-3 shows the rear connector panel on the VX-33i, and the paragraphs that follow describe them.



**Figure 2-3. Rear Connector Panel**

### 1. **HD2 INPUT**

Five BNCs for connecting either RGB or component high-definition sources (up to 1080p). The VX-33i automatically detects the input signal resolution.

### 2. **HD1 INPUT**

Five RCA-type connectors for either RGB or component high-definition sources (up to 1080p). The VX-33i automatically detects the input signal resolution.



**Tip**

*For best results, do not run your DVD player in progressive mode.*

### 3. **SERVICE ONLY**

For future use.

### 4. **WIRED REMOTE**

Wired input from an external remote control or infrared receiver. It is a 3.5-mm, mini phono jack, wired as follows:

Ring = +5V

Tip = IR Input (TTL level)

Sleeve = Ground



**Note**

*When an external remote control or infrared receiver is connected to the wired IR input, the IR sensor on the front of the VX-33i is disabled.*

### 5. **RS-232/485 CONTROL PORT**

A male, 9-pin D-sub connector for interfacing with a PC or home theater automation/control system. (Currently, only RS-232 interface is supported.)

### 6. **12-VOLT (750 mA) TRIGGER OUTPUTS**

Connection for up to three (3), 12-volt trigger-controlled devices. These can be retractable screens, screen masks or the Runco CineWide with AutoScope system.

---

7. **HDMI I (1) / HDMI II (2) (Digital)**

Two, HDCP-compliant digital video inputs for connecting a DVD player, HD tuner or other digital video source (up to 1080p) with a DVI or HDMI output.

8. **HD3 INPUT**

Provides a standard, 15-pin VGA-style connection to either an RGB or component high-definition source, or to a personal computer. The VX-33i automatically detects the input signal resolution.

9. **COMPOSITE VIDEO INPUT**

Standard composite video input for connecting a VCR, camcorder or other composite video source.

10. **S-VIDEO INPUT**

A standard S-Video input for connecting a DVD player, satellite receiver or Super VHS (S-VHS) VCR.

## 2.4 VX-33i Remote Control

Figure 2-4 shows the VX-33i remote control, and the paragraphs that follow describe its functionality.

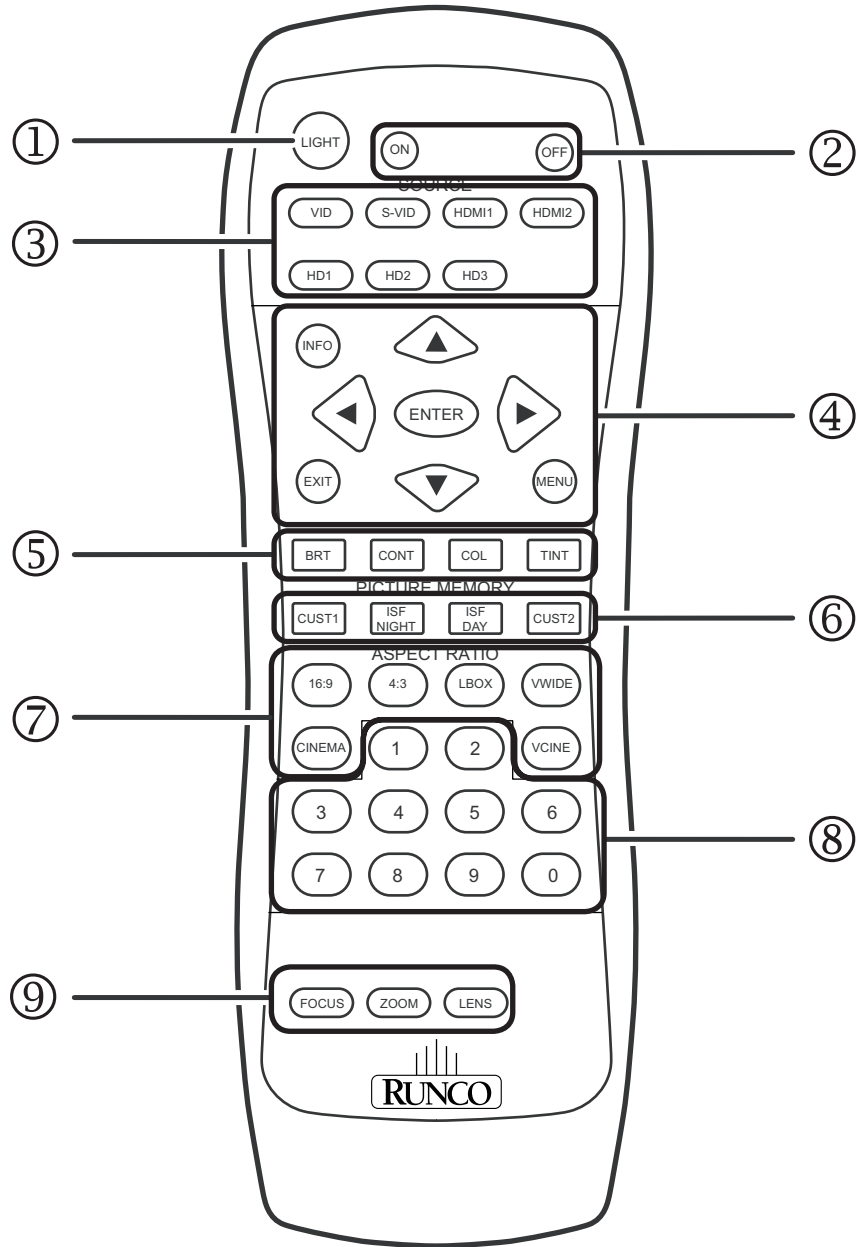


Figure 2-4. VX-33i Remote Control

---

1. **LIGHT**

Press to illuminate the buttons.

2. **ON / OFF**

Use these buttons to turn the projector on or off.

3. **Source Selection Buttons:**

**VID**

Press to select Composite video input as the source.

**S-VID (S-Video)**

Press to select the S-Video input as the source.

**HDMI 1 (I) / HDMI 2 (II)**

Press to select an HDMI input.

**HD 1 / HD 2 / HD 3**

Press to select the HD 1 (RCA), HD 2 (BNC) or HD 3 (PC) video input as the source.

4. **INFO**

Press to display input signal and product information.

**Cursor Keys (▲, ◀, ▼, ▶)**

Use these buttons to select items or settings, adjust settings or switch display patterns.

**EXIT**

Press to save menu item setting(s), exit the current menu and return to the previous one.

**ENTER**

Press to select a highlighted menu item or confirm a changed setting. This button functions similarly to the **SELECT** button on the projector rear panel (Figure 2-2).

**MENU**

Press this button to show or hide the OSD controls.

5. **Picture Adjustment Buttons:**

**BRT (Brightness)**

Press to adjust black level.

**CONT (Contrast)**

Press to adjust white level.

**COL (Color)**

Press to adjust color intensity.

**TNT (Tint)**

Press to adjust color hues.

---

6. **Memory Preset Buttons:**

**CUST1**

Press to recall settings for the current input from the "Custom 1" memory preset.

**ISF NIGHT**

Press to recall settings for the current input from the "ISF Night" memory preset.

**ISF DAY**

Press to recall settings for the current input from the "ISF Day" memory preset.

**CUST2 (THX)**

Press to recall settings for the current input from the "THX" memory preset.

7. **Aspect Ratio Selection Buttons**

Use these buttons to select an aspect ratio directly, as follows:

**16:9**

For viewing 16:9 DVDs or HDTV programs in their native aspect ratio.

**4:3**

Scales the input signal to fit 4:3 display mode in the center of the screen.

**LBOX (Letterbox)**

For viewing LaserDisc movies or non-anamorphic DVDs on a 16:9 screen.

**VWIDE (VirtualWide)**

Enlarges a 4:3 image horizontally in a NON-linear fashion to fit 16:9 full screen display.

**CINEMA**

For viewing 2.35:1 source material.

**VCINE (Virtual Cinema – CineWide-equipped projectors only)**

Selects the Virtual Cinema aspect ratio, used for viewing 16:9 source material on a 2.35:1 screen.

8. **0 - 9**

Use these keys to enter numeric characters.

9. **Motorized Lens Controls:**

**FOCUS**

To focus the image, press **FOCUS**. Then, press and hold the **UP** or **DOWN** button. When finished, press **MENU** or **EXIT**.

**ZOOM**

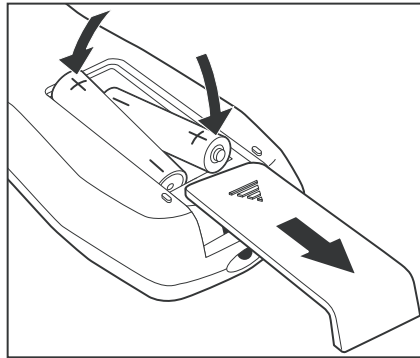
To adjust the projected image size, press **ZOOM**. Then, press and hold the **UP** button to zoom in (enlarge) or the **DOWN** button to zoom out (reduce). When finished, press **MENU** or **EXIT**.

**LENS (Lens Shift)**

To adjust the lens position, press **LENS**. Then, press and hold the **RIGHT, LEFT, UP** or **DOWN** button. When finished, press **MENU** or **EXIT**.

## 3. Installation

To install batteries in the remote control, press up on the battery cover retainer clip and lift off the cover. Install the two AAA batteries with the correct polarity and then replace the cover.



### 3.1 Remote Control

- Make sure that the battery polarities are correct when installing the batteries.
- Do not mix an old battery with a new one or different types of batteries.
- If you will not use the remote control for a long time, remove the batteries to avoid damage from battery leakage.
- Make sure that there is nothing obstructing the infrared beam between the remote control and the IR receiver on the projector.
- If the effective range of the remote control decreases, or it stops working, replace the batteries with new ones.
- The remote control may fail to operate if the infrared remote sensor is exposed to bright sunlight or fluorescent lighting.
- Ambient conditions may possibly impede the operation of the remote control. If this happens, point the remote control at the projector, and repeat the operation.

#### ◀ Notes on Batteries

#### ◀ Notes on Remote Control Operation

## 3.2 Quick Setup

Table 3-1 gives a quick overview of the VX-33i installation process. The sections following this one provide detailed instructions.



### Note

*Installation should be performed by a qualified custom video installation specialist.*

**Table 3-1. Installation Overview**

Step	Procedure	For Details, Refer to page...
1	Choose a location for the projector	15
2	<b>If installing a VX-33i/CineWide or VX-33i/CineWide with AutoScope:</b> Install fixed CineWide base plate or AutoScope lens motor	22
3	Mount the projector	27
4	Connect signal sources to the projector	28
5	Connect external controller to RS-232 port (optional)	33
6	Connect 12-volt trigger outputs to AutoScope lens motor and/or other equipment (optional)	34
7	Connect projector and lens motor (if present) to AC power and power up	35
8	For rear-screen and/or ceiling-mount installations, select the proper picture orientation	36
9	Primary lens adjustments: projected image size (zoom), position (shift) and focus	17, 37
10	Install CineWide anamorphic lens (optional)	38
11	CineWide lens adjustments: position, pitch (angle), geometry and focus	40
12	Projector calibration: adjust the following <b>for each input</b> ; save settings when finished: <ul style="list-style-type: none"> <li>• Aspect ratio</li> <li>• Brightness</li> <li>• Contrast</li> <li>• Color level</li> <li>• Tint</li> <li>• Input position</li> </ul>	47

Proper installation of your projector will ensure the quality of your display. Whether you are installing a projector temporarily or permanently, you should take the following into account to ensure your projector performs optimally.

Choose the installation type that best suits your needs: front or rear screen, floor mount or inverted mount. Table 3-2 compares these various installation methods.

**Table 3-2. Projector Installation Options**

Advantages	Considerations
<b>Front Screen, Floor Mount Installation</b>	
<ul style="list-style-type: none"> <li>• Easy to set up</li> <li>• Can be moved or changed quickly</li> <li>• Easy to access</li> </ul>	<ul style="list-style-type: none"> <li>• Shares floor space with audience</li> </ul>
<b>Front Screen, Inverted Mount (ceiling) Installation</b>	
<ul style="list-style-type: none"> <li>• Does not take up audience space</li> <li>• Projector is unobtrusive</li> <li>• Projector cannot be accidentally moved</li> </ul>	<ul style="list-style-type: none"> <li>• Installation is more permanent</li> <li>• Projector access is more difficult</li> </ul>
<b>Rear Screen, Floor Mount Installation</b>	
<ul style="list-style-type: none"> <li>• Projector is completely hidden</li> <li>• Projector is easily accessed</li> <li>• Usually good ambient light rejection</li> </ul>	<ul style="list-style-type: none"> <li>• Requires separate room</li> <li>• Installation cost is usually higher</li> </ul>
<b>Rear Screen, Inverted Mount (ceiling) Installation</b>	
<ul style="list-style-type: none"> <li>• Projector is completely hidden</li> <li>• Usually good ambient light rejection</li> </ul>	<ul style="list-style-type: none"> <li>• Requires separate room</li> <li>• Installation cost is usually higher</li> </ul>
<b>Rear Screen, Floor Mount with Mirror</b>	
<ul style="list-style-type: none"> <li>• Projector is completely hidden</li> <li>• Usually good ambient light rejection</li> <li>• Requires less space behind screen than other rear screen installations</li> </ul>	<ul style="list-style-type: none"> <li>• Requires separate room</li> <li>• Installation cost is usually higher</li> </ul>

In general, minimize or eliminate light sources directed at the screen. Contrast ratio in your images will be noticeably reduced if light directly strikes the screen, such as when a shaft of light from a window or floodlight falls on the image. Images may then appear washed out and less vibrant.

### 3.3 Installation Considerations

#### ◀ Installation Type

#### ◀ Ambient Light

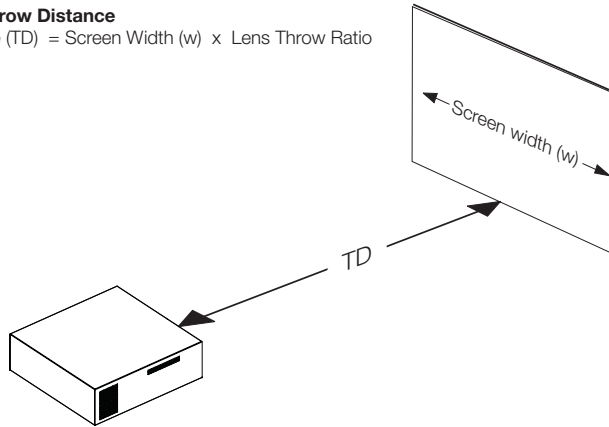


**Throw Distance** ➤ Throw distance is the distance measured from the front of the projector to the screen. This is an important calculation in any projector installation as it determines whether or not you have enough room to install your projector with a desired screen size and if your image will be the right size for your screen.

You can quickly estimate the throw distance by taking the width of the screen and multiplying it by the lens throw ratio; see Figure 3-1. The result of this calculation tells you roughly how far back the projector should be positioned from the screen in order to project a focused image large enough to fill the screen.

**Estimating Throw Distance**

Throw Distance (TD) = Screen Width (w) x Lens Throw Ratio



**Figure 3-1. Estimating Throw Distance**

Table 3-3 lists the available lens options for the VX-33i and their associated throw ratios.

**Table 3-3. VX-33i Lens Options and Throw Ratios**

Lens Option (Note 2)	Throw Ratio with Primary Lens Only	Throw Range in inches, with 96x54-inch (1.78:1) Screen		Throw Ratio with Primary Lens and Anamorphic Lens	Throw Range in inches, with 126.9x54-inch (2.35:1) Screen	
		Minimum	Maximum		Minimum	Maximum
Apollo B	1.40 - 1.81	134.40	173.76	Not Applicable (Note 2)		
Apollo C	1.85 - 2.53	177.60	242.88	1.40 - 1.90	177.66	241.11
Apollo D	2.65 - 4.20	254.40	403.20	2.02 - 3.15	256.34	399.73

**Notes:**

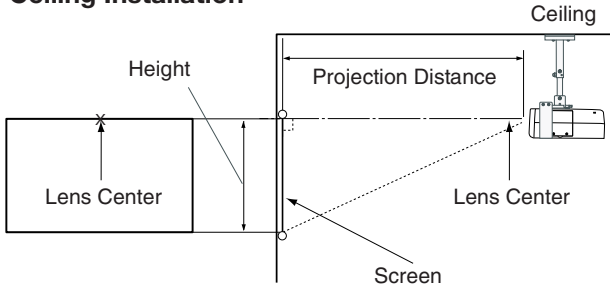
1. Throw distance does not affect image quality, provided these ranges are taken into account.
2. Only the Apollo C and D lenses can be used with the optional CineWide (secondary anamorphic) lens. Doing so affects the throw distances as shown here.

Proper placement of the projector relative to the screen will yield a rectangular, perfectly-centered image that completely fills the screen.

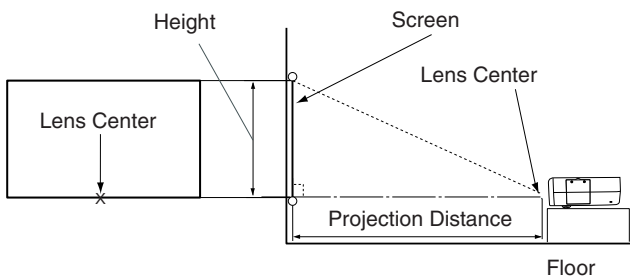
◀ **Vertical and Horizontal Position**

Ideally, the projector should be positioned perpendicular to the screen and in such a way that the lens center is aligned with either the top or bottom edge of the screen area, and centered horizontally. See Figure 3-2.

**Ceiling Installation**



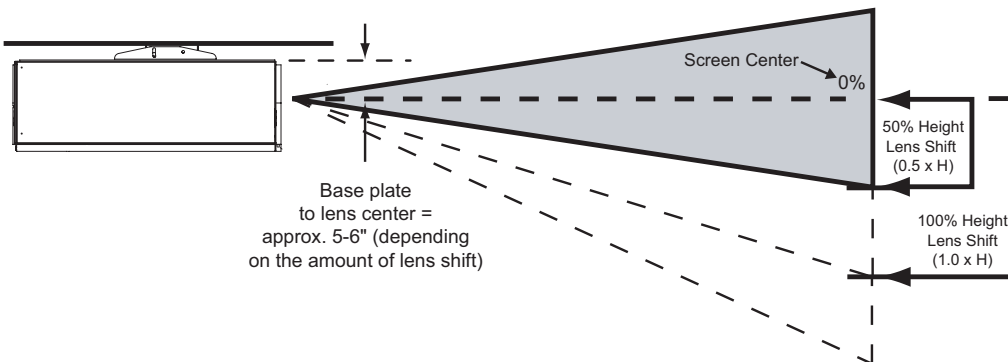
**Floor Installation**



**Figure 3-2. Projector Placement**

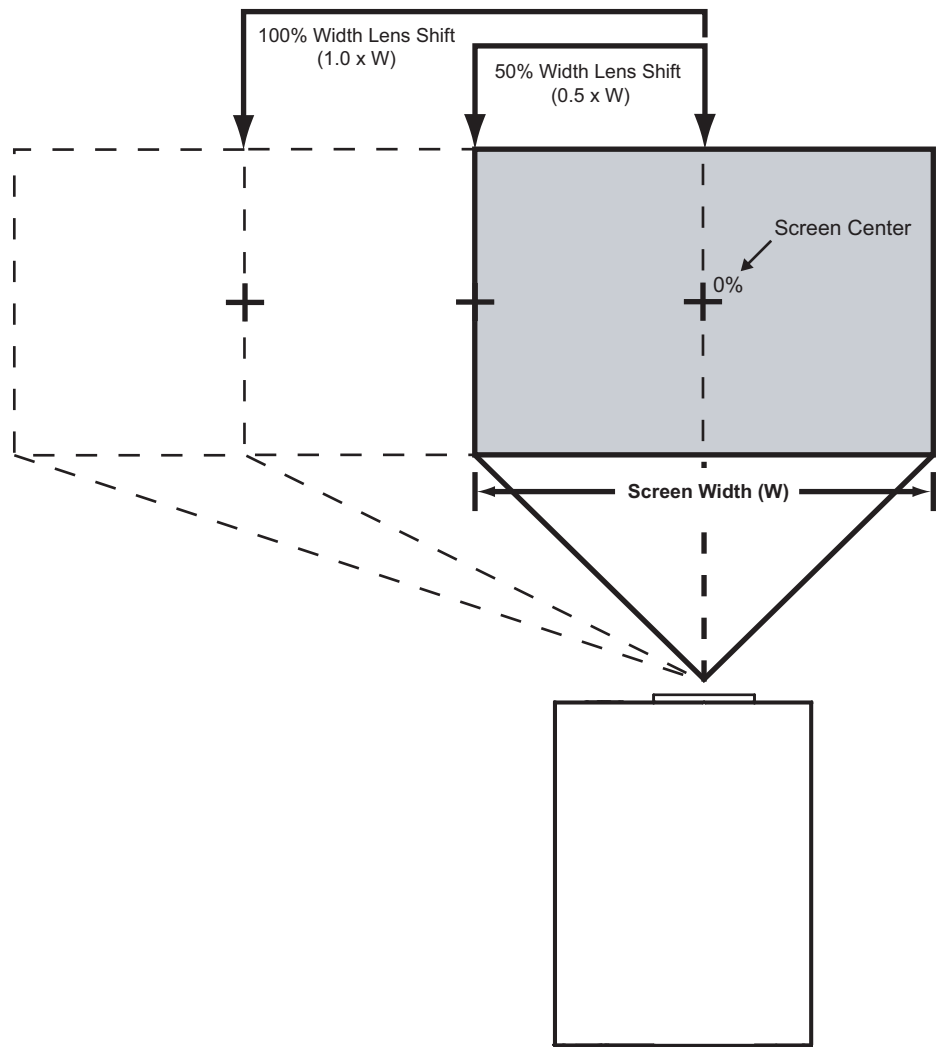
If it is not possible to align the projector and screen as shown in Figure 3-2, you can use the lens shift controls to center the image on the screen. Lens shift is generally expressed as a percentage of the screen height or width, as shown in Figure 3-3 and Figure 3-4.

◀ **Vertical and Horizontal Lens Shift**



**Note:** This is a general example of lens shift. Lenses vary in their shift capabilities. **No particular lens or projector is used in this example.**

**Figure 3-3. Vertical Lens Shift (EXAMPLE ONLY)**



**Note:** This is a general example of lens shift. Lenses vary in their shift capabilities. **No particular lens or projector is used in this example.**

**Figure 3-4. Horizontal Lens Shift (EXAMPLE ONLY)**

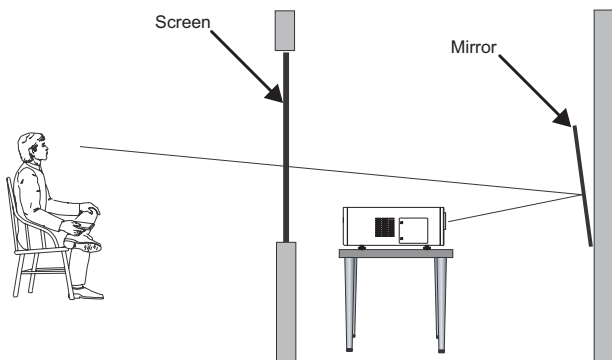
Table 3-4 lists the lens shift limits for each available VX-33i lens, as percentages and absolute measurements with a 100 x 56 inch (1.78:1) screen.

**Table 3-4. VX-33i Vertical and Horizontal Lens Shift Limits**

		Lens Option		
		Apollo B	Apollo C	Apollo D
<b>Lens Shift Limits, as Percentages of Screen Height or Width (Notes 1 and 2)</b>				
Vertical (Note 2)	Up	30%	32%	28%
	Down	61%	62%	65%
Horizontal (Note 2)	Left	12%		
	Right	12%		
<b>Lens Shift Limits in Inches, with a 100-by-56 inch (1.78:1) Screen</b>				
Vertical	Up	16.80	17.92	15.68
	Down	34.16	34.72	36.40
Horizontal	Left	12.00		
	Right	12.00		
Notes:				
1. With no vertical or horizontal lens shift, the lens center and screen center are aligned with each other.				
2. Vertical shift limits are percentages of the screen height. Horizontal shift limits are percentages of the screen width.				
3. <b>Vertical lens shift figures apply to ceiling mount configurations.</b> For floor installations (where the projector is upright), reverse the up/down vertical offset percentages.				

In rear screen applications where space behind the projector is limited, a mirror may be used to fold the optical path, as shown in Figure 3-5. The position of the projector and mirror must be accurately set. If you are considering this type of installation, contact your dealer for assistance.

◀ **Folded Optics**



**Figure 3-5. Folded Optics**

---

**Other Considerations** ➤

Other considerations and tips that can help improve your installation:

- Keep the ambient temperature constant and below 35°C (95°F). Keep the projector away from heating and/or air conditioning vents. Changes in temperature may cause drifts in the projector circuitry, which may affect performance.
- Keep the projector away from devices that radiate electromagnetic energy such as motors and transformers. Common sources of these include slide projectors, speakers, power amplifiers and elevators.

---

**3.4**  
**Installing the Primary**  
**Projection Lens**

The projection lens is shipped separately from the projector. To install it, proceed as follows:

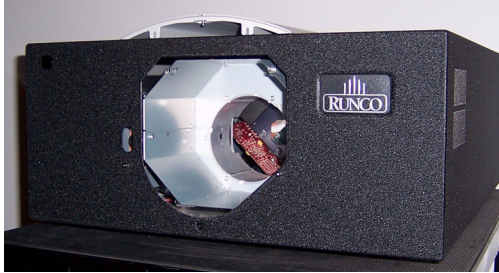
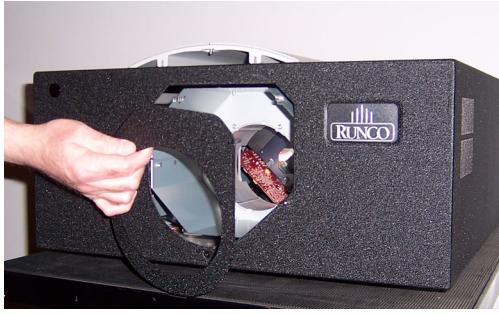
1. Loosen the captive Phillips screw at the top of the Projector Front Jewelry.



2. Remove the jewelry.



3. Remove the Lens Cavity Front Cover.



4. Remove the Rear Lens Cap.



5. Hold the lens assembly with the motor facing the upper-right corner of the Lens Cavity. **Carefully** insert the back of the lens assembly into the hole in the lens flange.

DO NOT PUSH THE LENS ASSEMBLY ALL THE WAY IN. Only push the lens assembly in far enough so that the front of the lens motor is clearly behind the projector chassis cover.



6. Carefully rotate the lens assembly 45 degrees clockwise until the motor socket connector is aligned with the connector on the flange. Then, gently push the lens assembly in until it is seated flush against the flange and the connectors have seated.





**Caution**

Make sure to route the wire harness in its original position and away from the moving lens stages and Motor Assembly, to prevent unexpected disconnection or lens damage.

7. Lock the lens in place by turning the Lens Locking Nut (to the left of the lens) 180 degrees counter-clockwise. (Use a 6.0mm hex wrench.)



8. Replace the Lens Cavity Front Cover.
9. Reattach the Projector Front Jewelry by sliding the top down onto the two retaining dowels. Tighten the Phillips screw at the top of the projector to secure it.
10. Remove the Front Lens Cap.

---

### 3.5 Installing the Optional CineWide Lens Mount

If you are installing a standard (non-CineWide) VX-33i, skip this step and proceed with **Mounting the VX-33i** (page 27).

If you are installing a VX-33i/CineWide, proceed with **Installing the Fixed CineWide Base Plate (VX-33i/CineWide)** (page 26).

If you are installing a VX-33i/CineWide with AutoScope, proceed as follows to install the AutoScope lens motor.

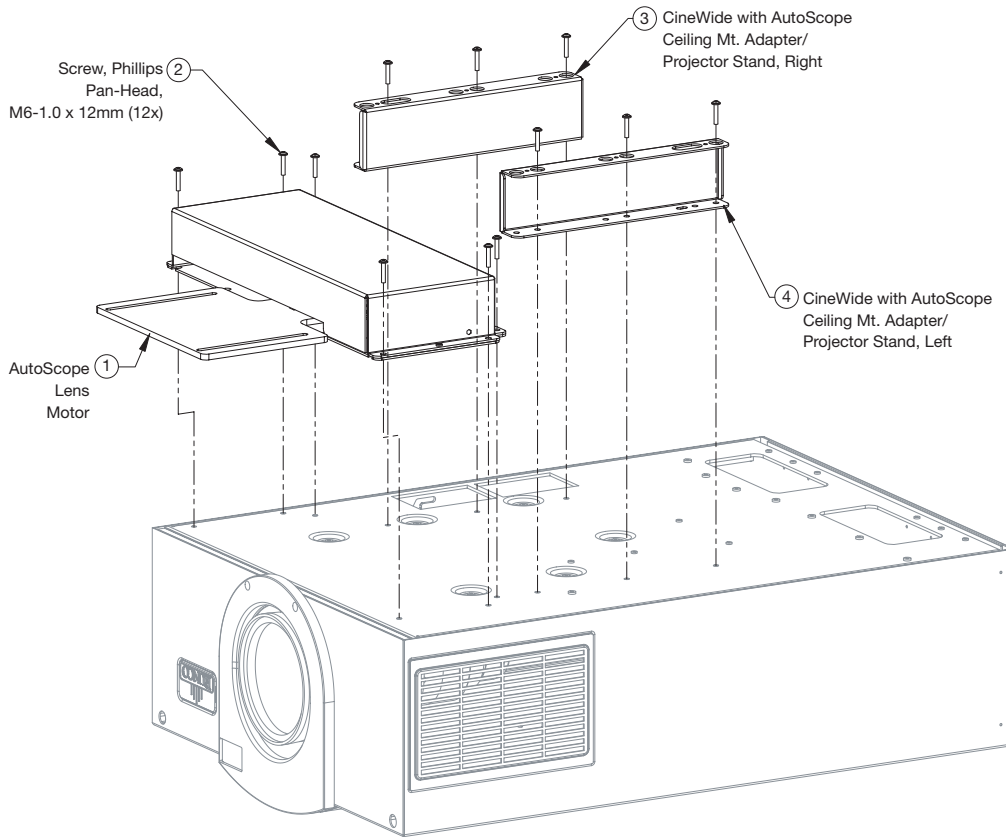


**Note**

1. Do not install the CineWide lens yet, only the fixed CineWide base plate or AutoScope lens motor. You will install the CineWide lens after you install the projector and adjust the primary lens.
2. Some components shipped with your projector may differ slightly from what is shown in these instructions.

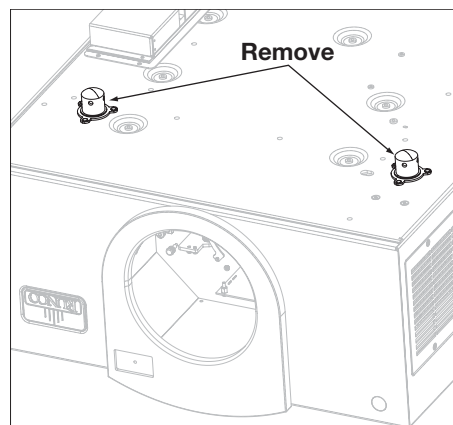
Figure 3-6 shows the VX-33i/CineWide with AutoScope motor assembly.

◀ **Installing the AutoScope Lens Motor (VX-33i/CineWide with AutoScope)**



**Figure 3-6. VX-33i/CineWide with AutoScope Motor Assembly - Exploded View**

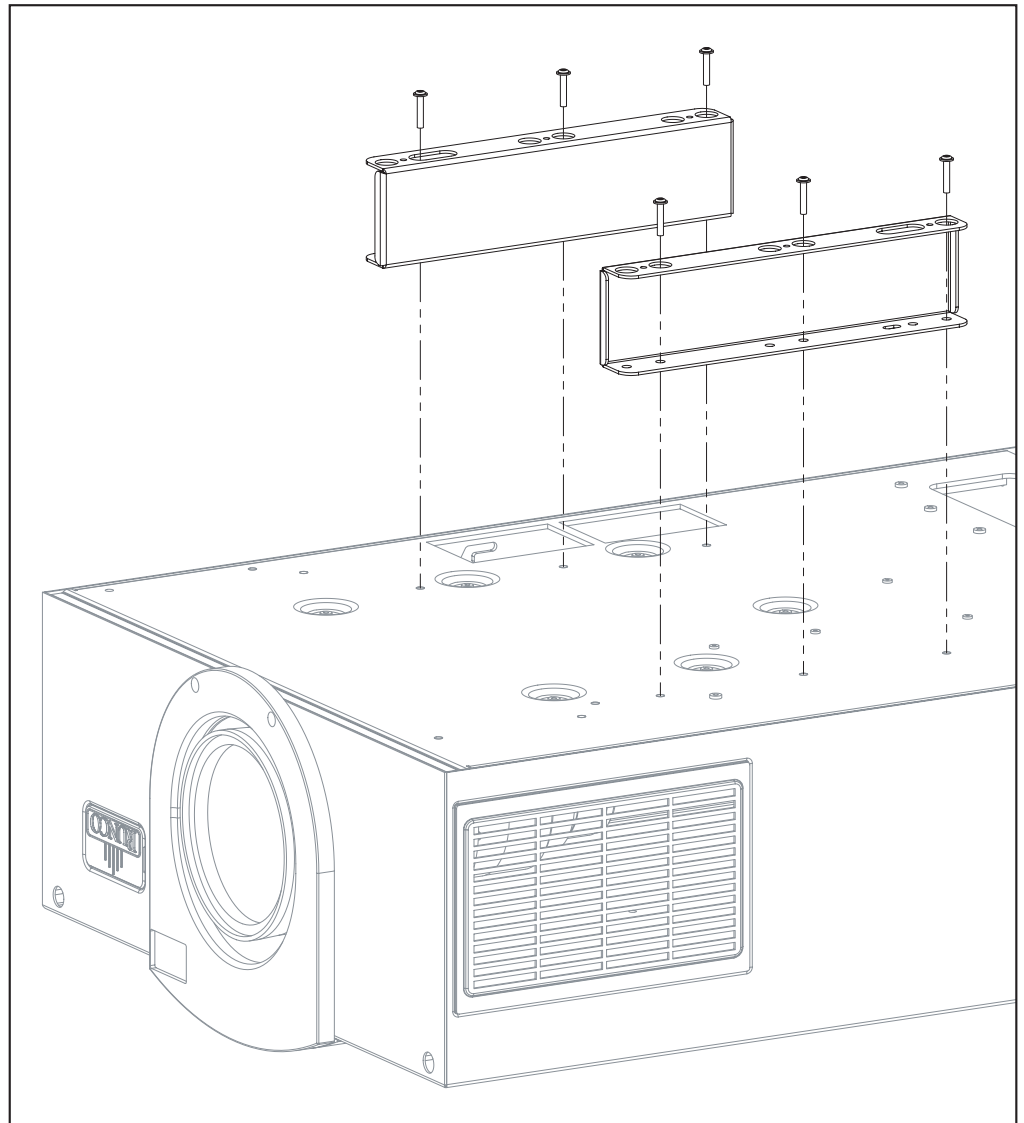
**Remove Projector Front Feet:** Place the projector upside down on a blanket or other soft surface. Loosen and remove the two front feet on the projector.





**Install Ceiling Mount Adapters/Projector Stands:** For ceiling installations, the adapters bring the attachment points for the projector mounting rails (included with the projector ceiling mount kit) from the bottom of the projector up and around the AutoScope lens motor housing. For floor installations (where the projector is upright), the adapters allow the projector to lie flat on the mounting surface.

Using six (6) each of the supplied, M6 x 12mm Pan-Head Phillips screws (item #2), attach the AutoScope Ceiling Mount Adapters/Projector Stands (items #3 and #4) to the projector as shown in Figure 3-7.



**Figure 3-7. VX-33i with Ceiling Mount Adapters/Projector Stands**

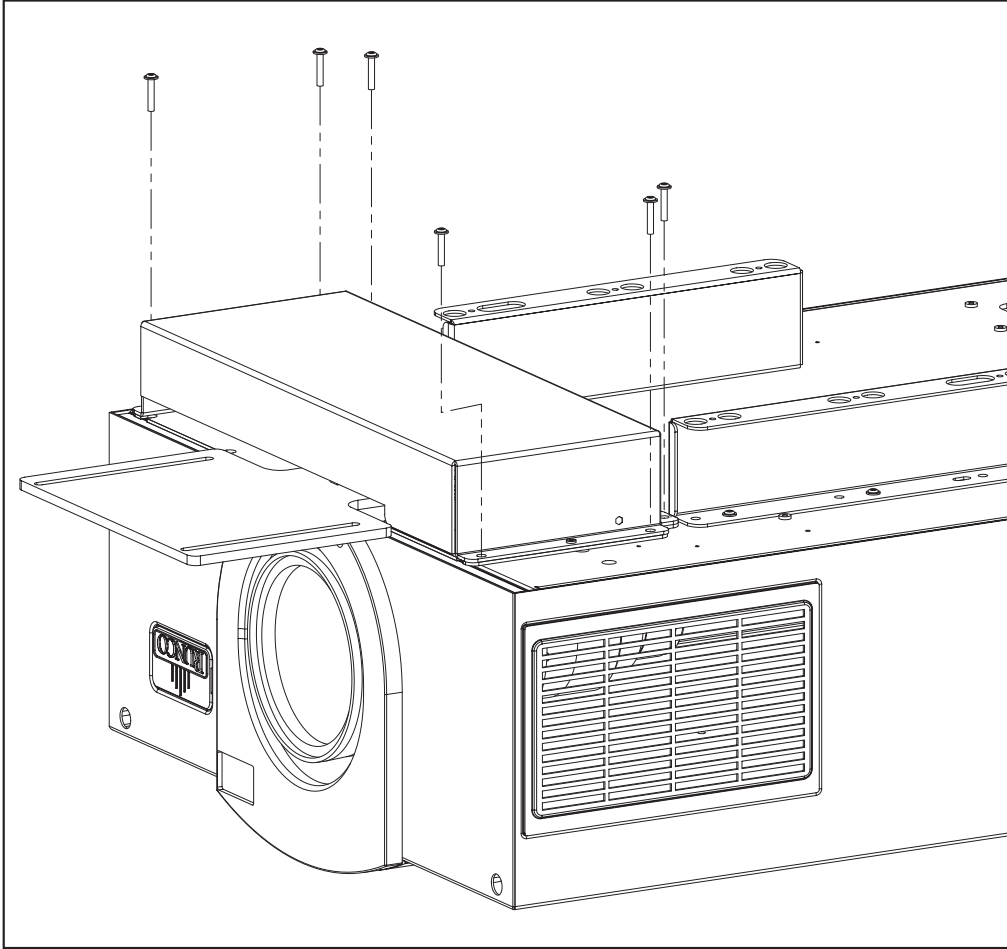


**Caution**

*DO NOT OVER-TIGHTEN THE SCREWS.*

---

**Install Lens Motor:** Position the AutoScope Lens Motor (item #1) as shown in Figure 3-8. Line up the mounting holes on the lens motor housing with those on the underside of the projector. Secure the motor to the projector with the six remaining M6 x 12mm Pan-Head Phillips screws (item #2).



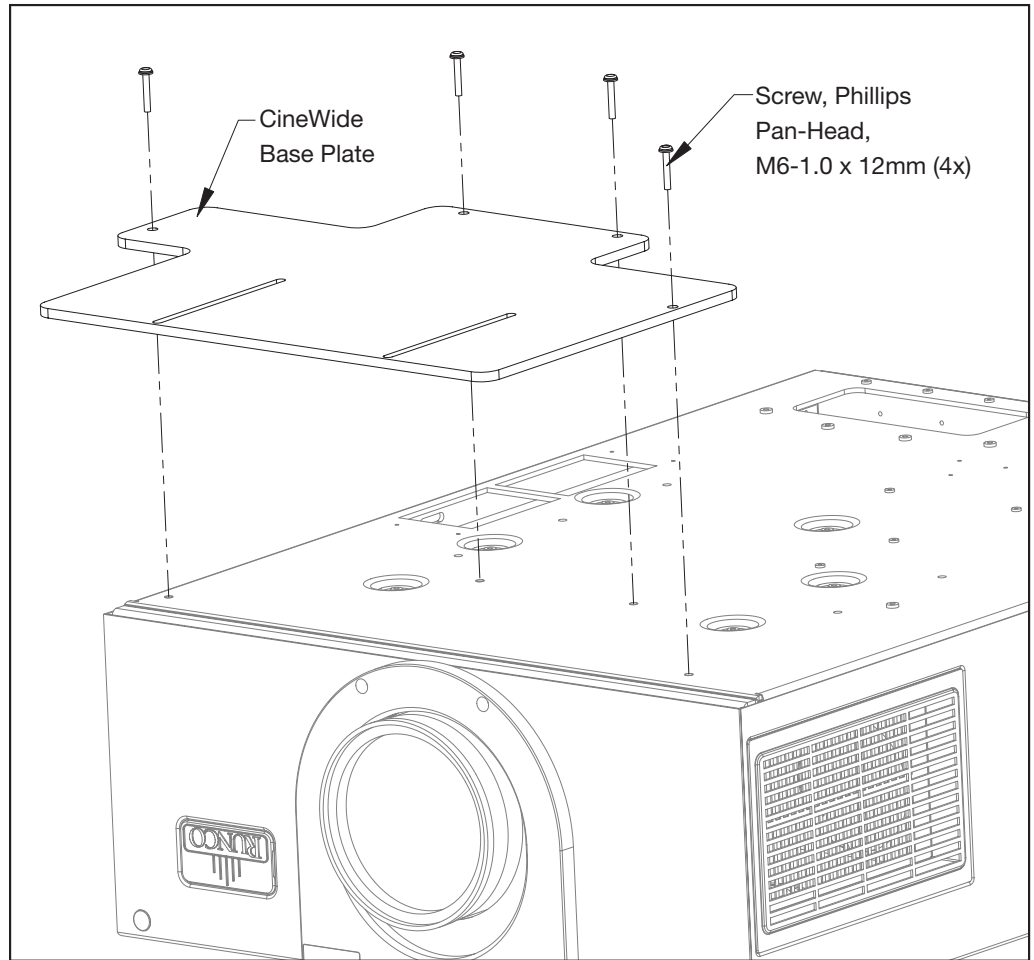
**Figure 3-8. AutoScope Lens Motor Installation**

After you have installed the AutoScope lens motor, proceed with **Mounting the VX-33i** (page 27).

**Installing the Fixed  
CineWide Base Plate  
(VX-33i/CineWide)**

To install the fixed CineWide base plate on a VX-33i/CineWide:

1. Place the projector upside down on a blanket or other soft surface.
2. Line up the mounting holes on the lens mount base plate with those on the bottom of the projector, directly below the primary lens (see Figure 3-9).
3. Secure the base plate to the projector with the screws provided for this purpose.



**Figure 3-9. Installing the Fixed CineWide Base Plate**

---

There are several methods for mounting the projector. Depending on your chosen installation, one method may be more suitable than another.

In typical front and rear screen installations, the projector can be mounted to a secure and level surface such as a table or cart. Carts are useful when moving a projector during a presentation or from site to site. If possible, lock the wheels when it's in position to prevent it from being moved during a presentation.

For fixed installations, and for those that want the projector out of sight or have a limited space for projector and audience, you can invert the VX-33i and suspend it from the ceiling using a specially-designed ceiling mount fixture.



**Note**

*Use only the Runco-approved ceiling mount kit designed for your projector (part number 956-0075-00). Install the mount kit according to the instructions provided with it.*

The projector can also be inverted and placed in an enclosure above and behind the viewing area. Install four feet on the inside bottom surface of the enclosure on which the projector can rest. A variety of materials can be used for this purpose (for example, rubber crutch tips or turntable feet).

If the VX-33i is ceiling-mounted and the screen is significantly lower than the projector, you can tilt the projector at a slight angle by adjusting the ceiling mount.

If you do this, you may need to shift the image using the on-screen display (OSD) controls, to compensate. For detailed instructions, refer to **Using the On-Screen Menus** on page 45.

---

## 3.6 Mounting the VX-33i

### ◀ Floor Mounting (Upright)

### ◀ Ceiling Mounting (Inverted)

### ◀ Adjusting the Projection Angle

### 3.7 Connections to the VX-33i

Proceed as follows to connect the VX-33i to your video sources, external controller(s) – if present – and AC power.

When connecting your equipment:

- Turn off all equipment before making any connections.
- Use the correct signal cables for each source.
- Ensure that the cables are securely connected. Tighten the thumbscrews on connectors that have them.

**Connector Panel Access** ➤ To access the connector panel, pull firmly on the cable access cover to open it.

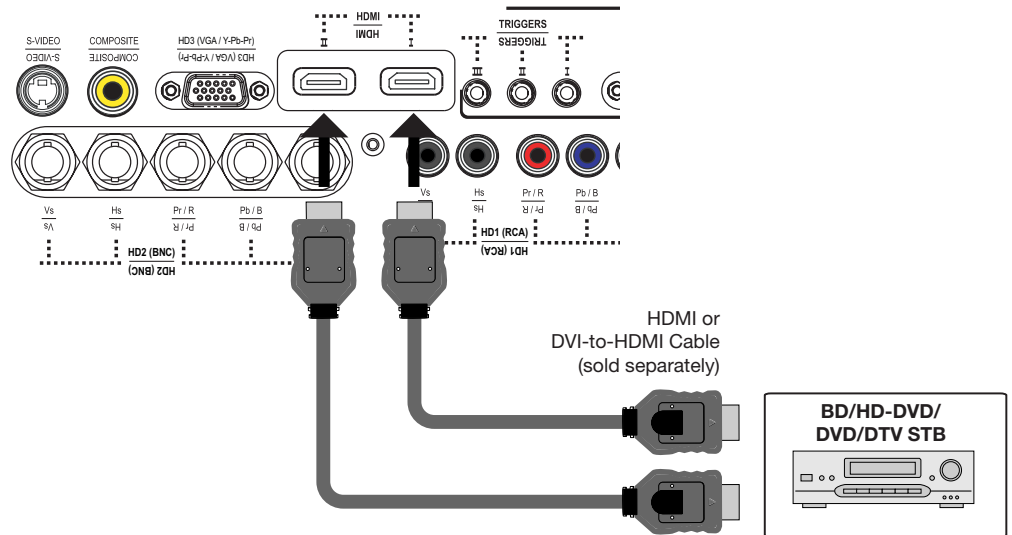
**Connecting Source Components to the VX-33i** ➤ Connect your video sources to the VX-33i as shown and described in the sections that follow.

**HDMI Connections:** See Figure 3-10.



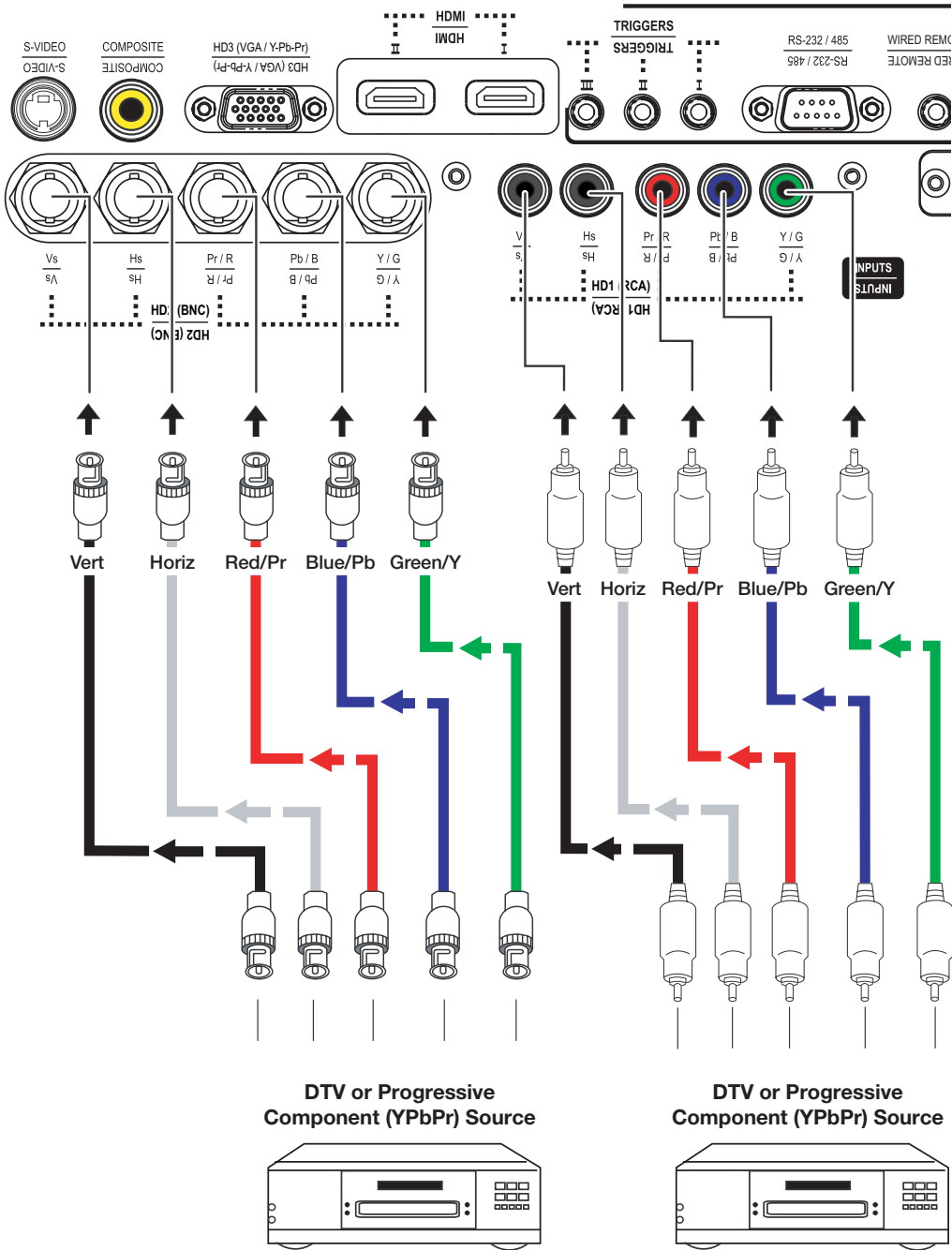
**Tip**

*Use the HDMI inputs whenever possible. This ensures the highest video quality because the signal is carried in the digital domain throughout the entire signal path, from source component output into the projector.*

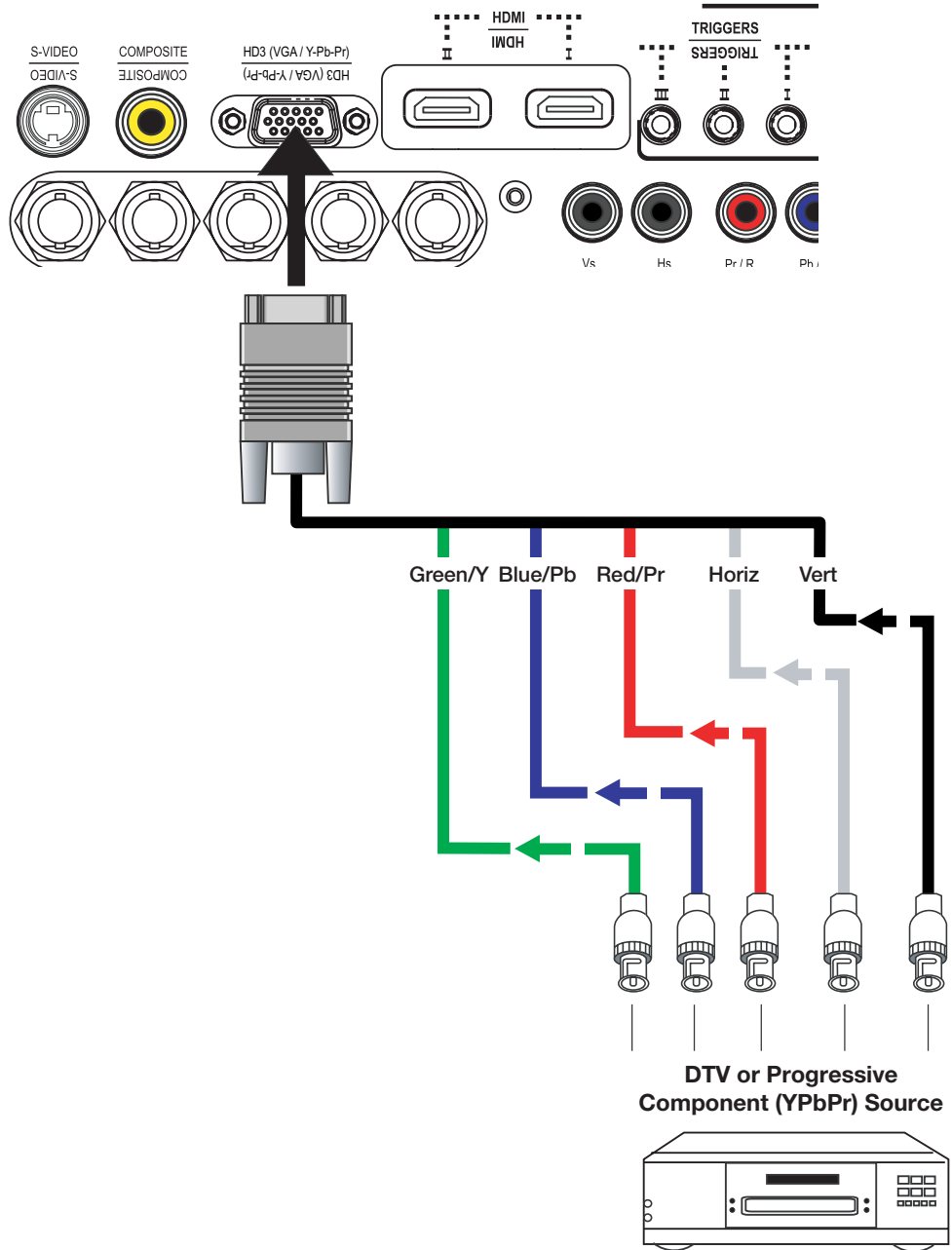


**Figure 3-10. HDMI Source Connections**

**Digital (DTV) RGB or Component Video Connections:** See Figure 3-11 and Figure 3-12.

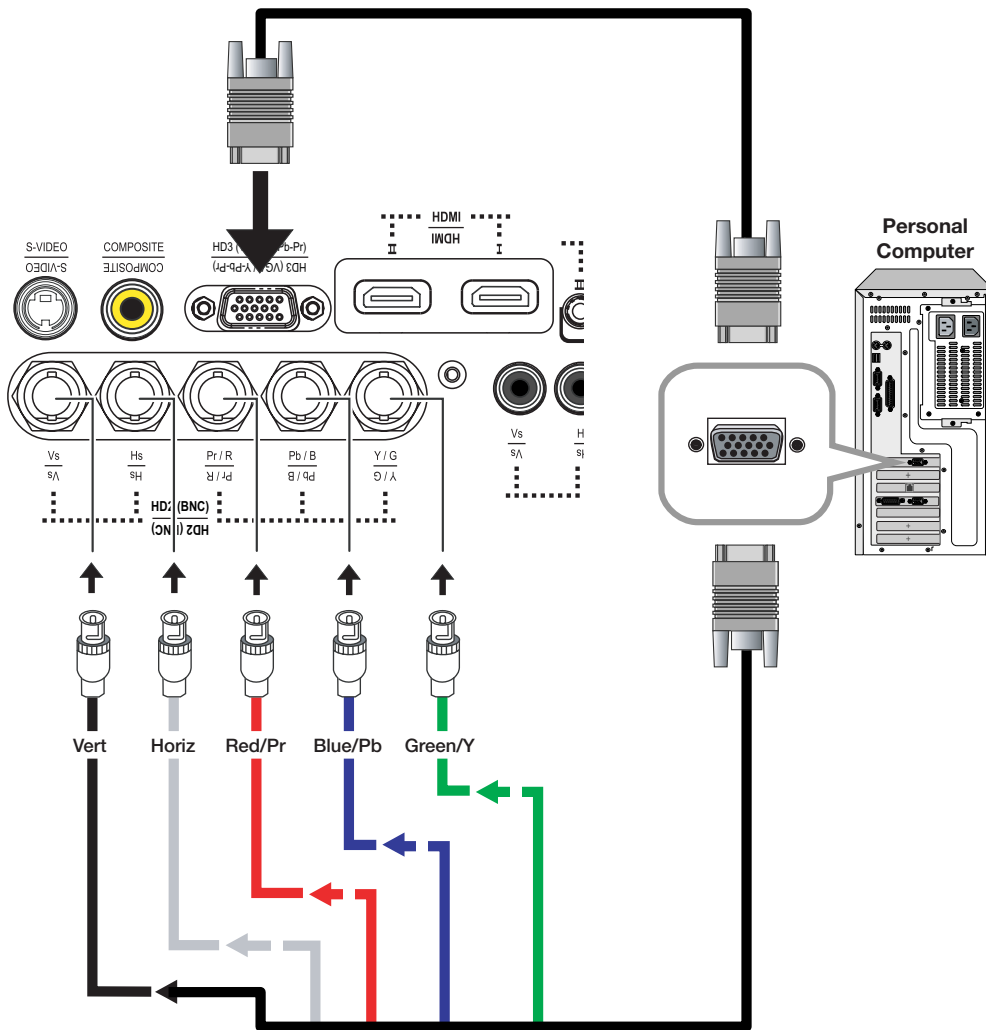


**Figure 3-11. Digital (DTV) RGB or Component Video Connections (HD1, HD2)**



**Figure 3-12. Digital (DTV) RGB or Component Video Connections (HD3)**

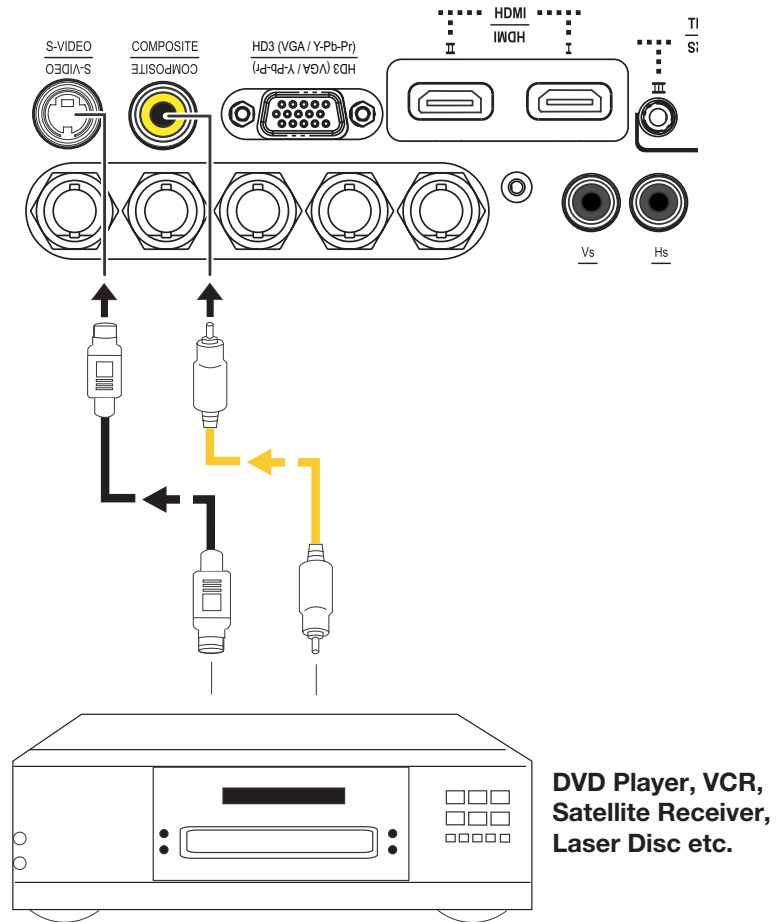
**Analog (Computer) RGB Connections:** See Figure 3-13.



**Figure 3-13. Analog RGB Connections**



**S-Video/Composite Video Connections:** See Figure 3-14.

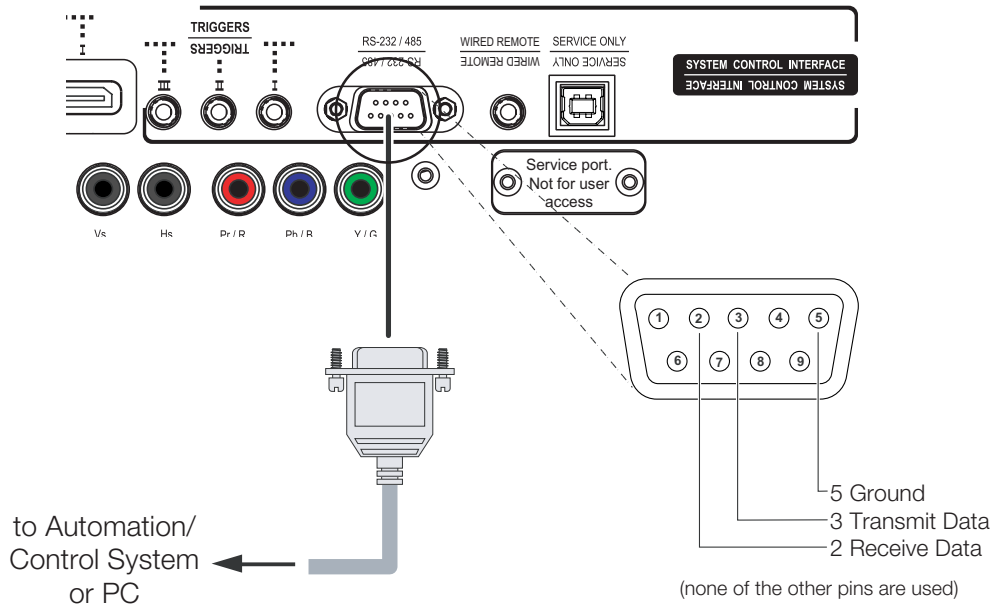


**Figure 3-14. S-Video and Composite Video Connections**

Use a “null-modem” 9-pin RS-232 cable to connect a PC or home theater control/automation system (if present) to the RS-232/485 port on the VX-33i; see Figure 3-15.

◀ **RS-232 Controller Connection**

For more information about using this connection, refer to **Serial Communications** on page 63.



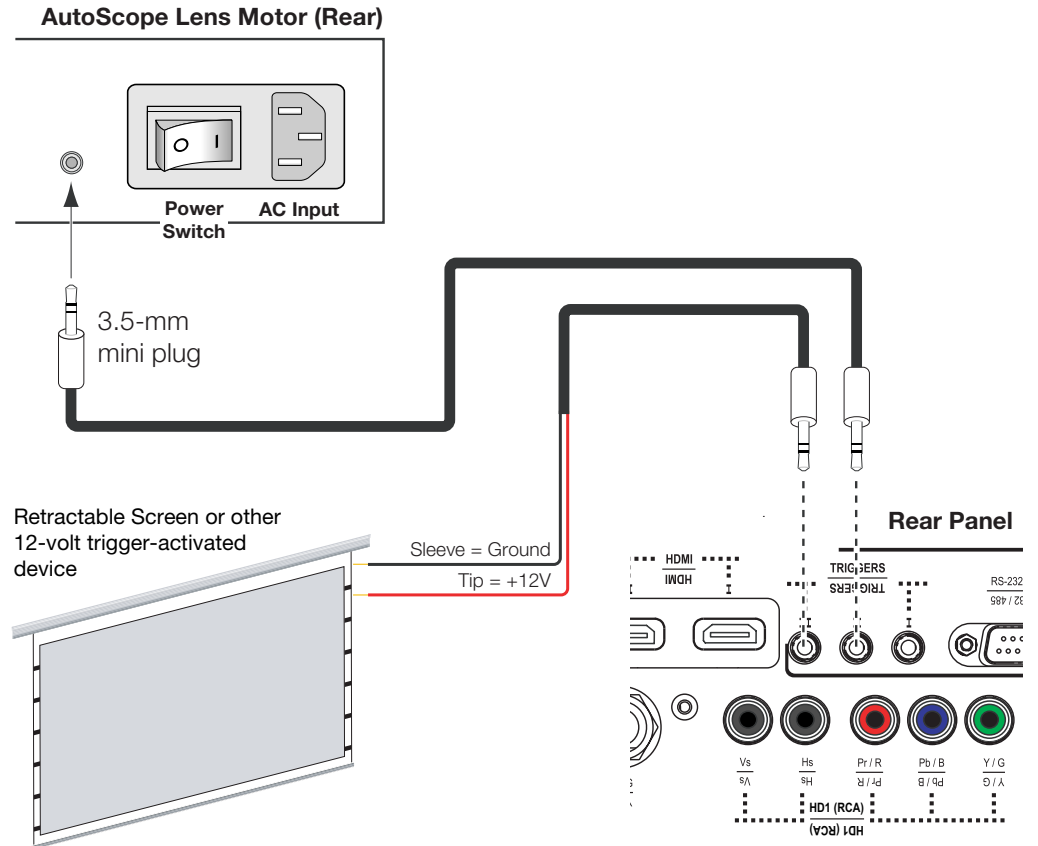
**Figure 3-15. RS-232 Control System Connection**

**Connecting 12-volt Trigger Outputs to External Equipment**

If your VX-33i is equipped with a CineWide with AutoScope system, connect the AutoScope lens motor to a 12-volt trigger output on the VX-33i; see Figure 3-16.

Similarly connect other 12-volt trigger-activated equipment (such as retractable screens or screen masks) to the other trigger outputs.

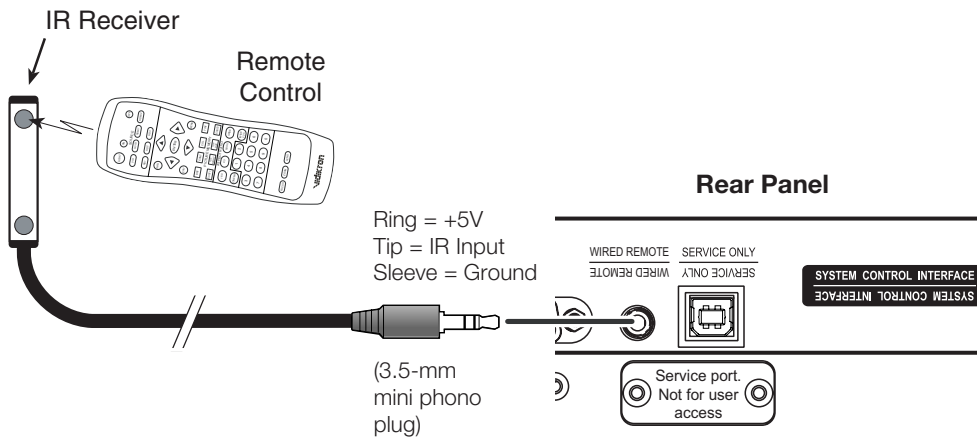
For more information on using the 12-volt triggers, refer to **Triggers** on page 58.



**Figure 3-16. 12-volt Trigger Output Connections**

If infrared signals from the remote control cannot reach the projector due to excessive distance or obstructions such as walls or cabinet doors, you can connect an external IR receiver to the WIRED REMOTE input on the VX-33i to extend the range of the remote control. See Figure 3-17.

◀ **Connecting an External IR Receiver to the VX-33i**



**Figure 3-17. External IR Receiver Connection**



**Note**

When an external IR receiver is connected to the wired IR input, the built-in IR sensor on the VX-33i is disabled.

**Projector:** Plug the female end of one power cord into the AC receptacle on the rear of the VX-33i (AC 100V ~ 240V). Then, connect the other end to your AC power source.

◀ **Connecting to AC Power**

**AutoScope Lens Motor:** With AutoScope-equipped projectors, an additional power cord is provided for the lens motor. Plug the female end of the AC power cord into the AC input on the rear of the lens motor assembly. Connect the other end to a 110 VAC power source.



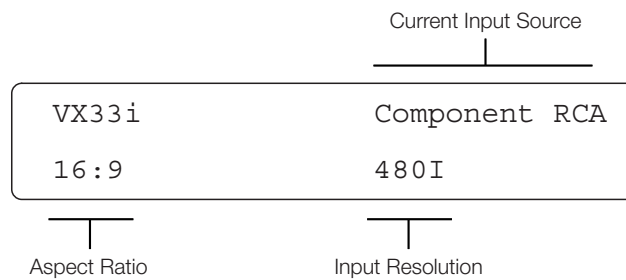
**Caution**

The input voltage to the AutoScope lens motor must be between 100 and 120 VAC. **Do not connect the AutoScope lens motor to a 200-240 VAC power source!**

---

### 3.8 Turning on the Power

1. Turn on your source components.
2. If this is an AutoScope-equipped projector, turn on the main power switch at the rear of the AutoScope lens motor. The lens motor power switch is located next to the AC input (see Figure 3-16).
3. Press the **ON** button on the remote control – or the **SOFT PWR** button on the projector rear panel – to turn on the system. The vacuum fluorescent display on the projector rear panel briefly displays “Starting Display.”
4. When the projector is ready for use (after about 20 seconds), the **RUN** LED on the projector rear panel lights solid blue. The fluorescent display indicates the current input source, aspect ratio and input resolution; for example:



---

### 3.9 Adjusting the Picture Orientation

By default, the VX-33i is configured for a “floor/front” installation, in which the projector is installed upright and in front of the screen. If it is installed behind the screen and/or inverted, you must change the picture orientation. To do this:

1. Press **MENU**.
2. Select Service from the Main Menu and enter the Service Menu passcode.
3. Select Display Device from the Service Menu.
4. Select Installation from the Display Device menu.
5. Choose Floor Rear, Ceiling Front or Ceiling Rear, to match the installation method.



**Note**

*You must enter a passcode to access the Service menu.*

---

To access the motorized lens controls, use the FOCUS, ZOOM and LENS buttons on the VX-33i remote control unit (described on page 12).

Alternatively, select Display Device from the Service Menu. Select Configure, then Lens from the Display Device menu. The Lens menu gives you a great deal of control over the picture size, position and focus:

To focus the projected image, use the cursor buttons to highlight “In” or “Out.” Then, press and hold the **ENTER** button on the remote control.

To make the picture smaller (zoom out), use the cursor buttons to highlight the minus sign (-). Then, press and hold the **ENTER** button on the remote control.

To enlarge the picture (zoom in), use the cursor buttons to highlight the plus sign (+). Then, press and hold the **ENTER** button on the remote control.

To change the projected image position, use the cursor buttons to highlight “Left,” “Right,” “Up” or “Down” in the Lens menu. Then, press and hold the **ENTER** button to shift the image in that direction.

---

### **3.10 Primary Lens Adjustments**

◀ **Focus**

◀ **Zoom**

◀ **Vertical and Horizontal  
Lens Shift**

### 3.11 Installing and Adjusting the CineWide Anamorphic Lens

If you are installing a CineWide-equipped projector, proceed as follows to install and adjust the anamorphic lens.

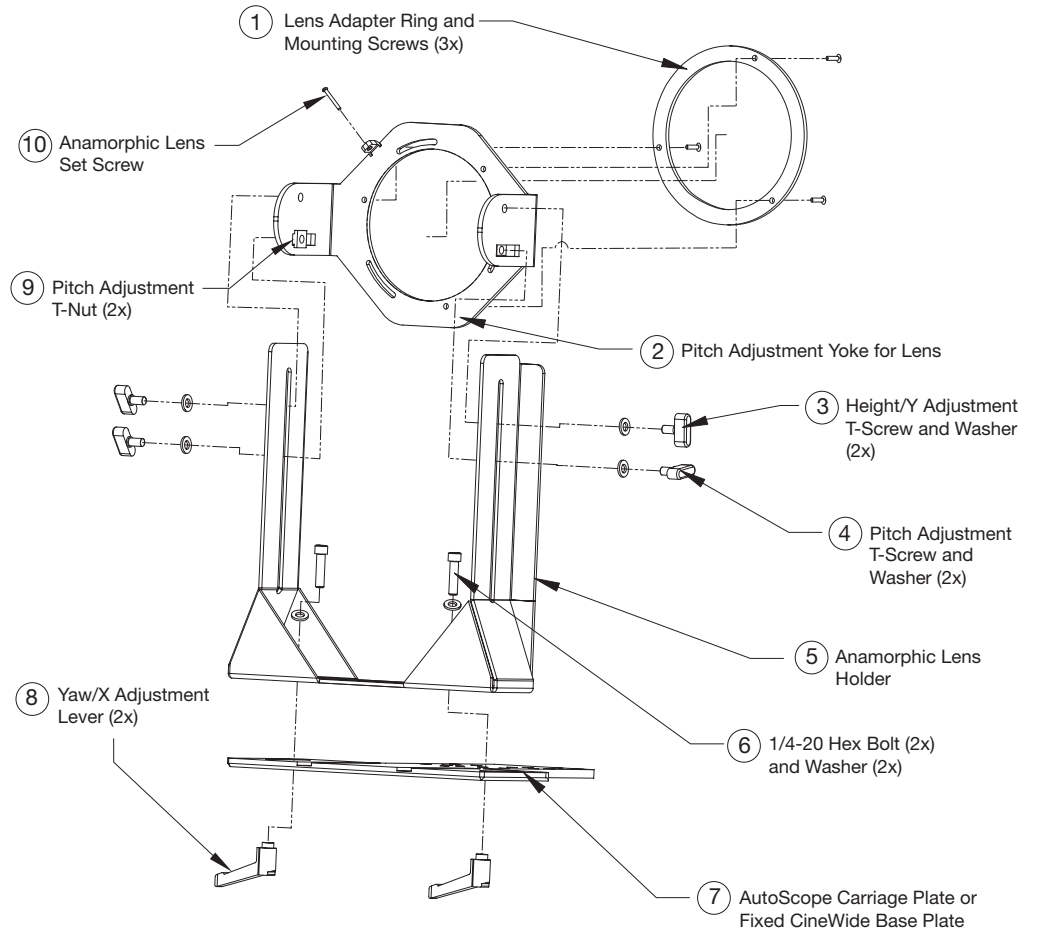


**Note**

***It is extremely important that the primary lens is properly adjusted before you install the anamorphic lens. Ensure that the image from the primary lens is perfectly centered on the screen.***

***Attach Lens Mounting Assembly to Lens Motor Carriage Plate (CineWide with AutoScope) or Base Plate (fixed CineWide)***

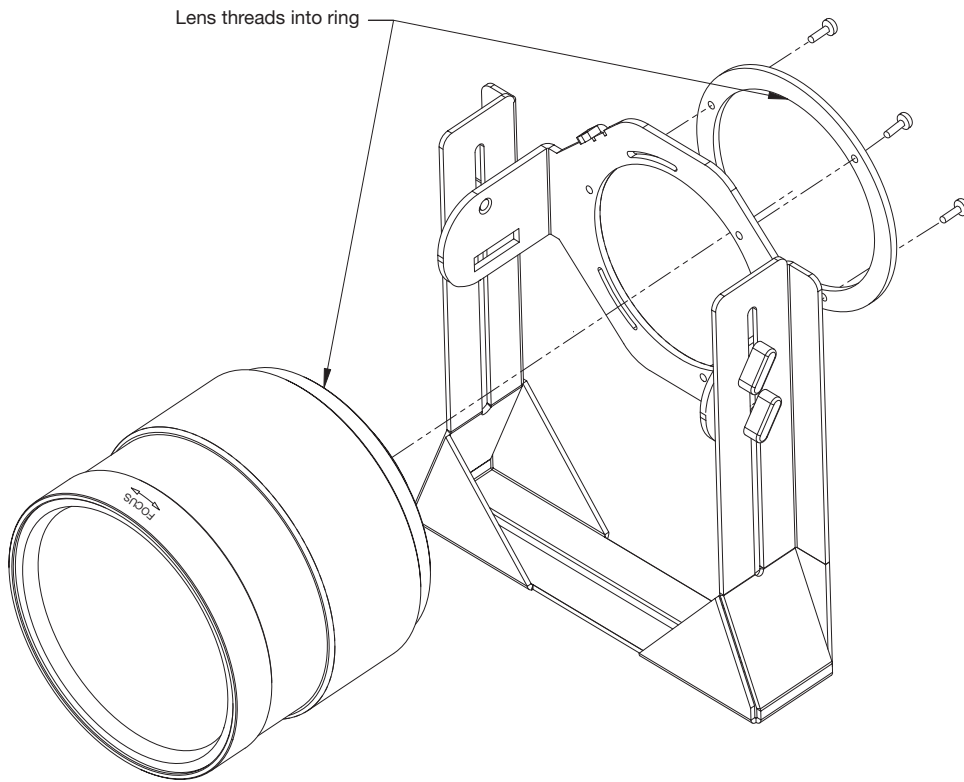
The VX-33i Anamorphic lens mount kit consists of everything shown in Figure 3-18. Some components shipped with your projector may differ slightly from what is shown in these instructions. If any items are missing or damaged, please contact your Runco dealer or Runco Customer Service at (800) 23RUNCO.



**Figure 3-18. VX-33i Anamorphic Lens Mounting Assembly - Exploded View**

1. Remove the two Yaw/X Adjustment Levers (item #8) from the bottom of the Anamorphic Lens Holder (item #5).

- 
2. Place the Anamorphic Lens Holder on top of the AutoScope Carriage Plate or fixed CineWide Base Plate (item #7). Position the bracket so that the long slot at the bottom of the lens holder is perpendicular to the corresponding slots on the plate.
  3. Secure the Anamorphic Lens Holder to the plate using the Hex Bolts/Washers (item #6) and Yaw/X Adjustment Levers that you removed in Step 1.
  4. Use the Lens Mounting Screws to attach the Lens Adapter Ring (item #1) to the Pitch Adjustment Yoke (item #2); see Figure 3-19. (Use the round, threaded holes on the yoke.)
  5. Use the Height/Y Adjustment T-Screws/Washers (item #3), Pitch Adjustment T-Screws/Washers (item #4) and T-Nuts (item #9) to attach the Pitch Adjustment Yoke and Lens Adapter Ring to the Anamorphic Lens Holder. **The Yoke should be as close to the primary lens as possible.**
  6. Attach the lens to the Lens Adapter Ring by threading it clockwise.



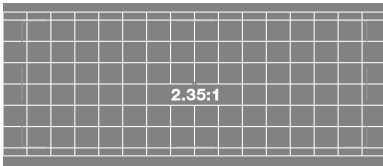
**Figure 3-19. Attaching the Anamorphic Lens to the Lens Adapter Ring**



**Configure Lens Motor Trigger** ➤

CineWide with AutoScope maintains constant image height independent of the aspect ratio, while using the full display resolution of the projector. It accomplishes this by moving the anamorphic lens in front of the primary lens when widescreen material is being viewed. When the viewer transitions back to 16:9 or 4:3 source material, the anamorphic lens moves out of the light path.

To configure the lens motor trigger on the VX-33i for proper AutoScope operation:

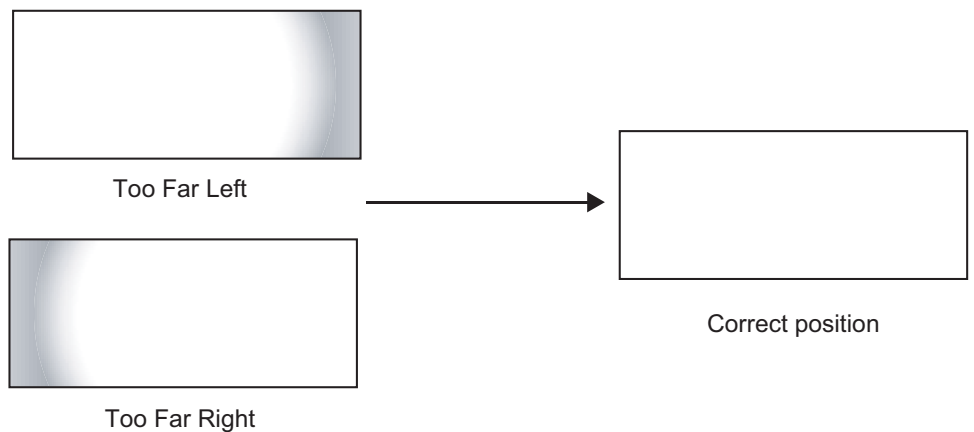


1. Project a 2.35:1 aspect ratio test pattern or other image on the screen.
2. Press **MENU** on the remote control and enter the Service menu passcode.
3. Select **Service** from the Main menu.
4. Select **Triggers** from the Service menu.
5. Assign the trigger output to which the lens motor is connected to the Cinema and Virtual Cinema aspect ratios. This enables the lens motor to move the anamorphic lens into position (in front of the primary lens) when either aspect ratio is selected.
6. To save the trigger settings, press ▼ repeatedly to highlight "Save." Then, press **ENTER**.
7. Select the Cinema aspect ratio to move the anamorphic lens into position, if it isn't already. To do this, press **CINEMA** on the VX-33i remote control (Figure 2-4), or press ▲ or ▼ repeatedly with no menus visible on-screen.

**Adjust the Anamorphic Lens** ➤

**Adjusting the Horizontal (X) Lens Position:**

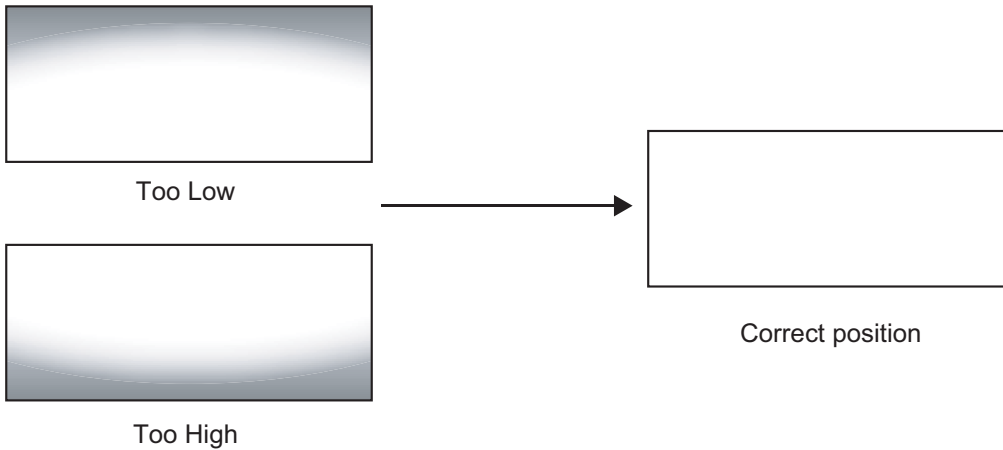
1. Project a white field on the screen.
2. Loosen the Yaw/X-Adjustment Levers underneath the lens.
3. Slowly move the anamorphic lens into place so that there are no shadows on either side of the screen:



4. When the horizontal position is properly set, tighten the Yaw/X-Adjustment Levers to secure the lens in place.

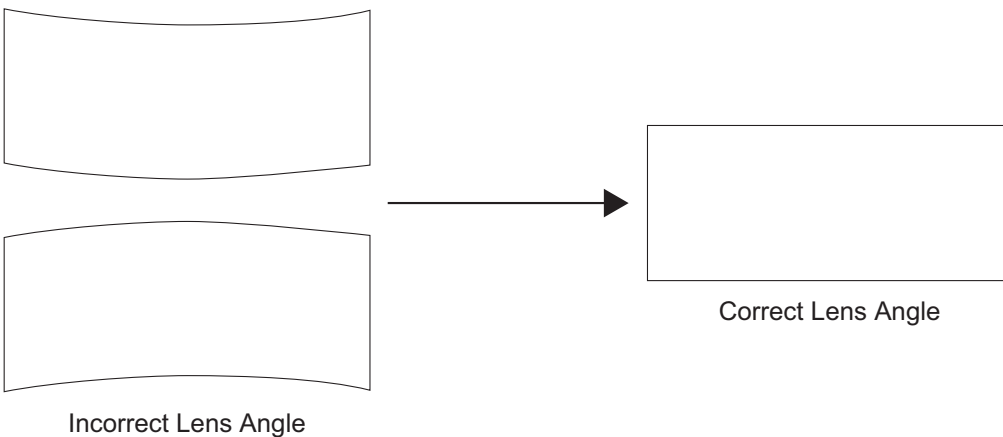
---

**Adjusting the Height (Y):** With the white field still on-screen, loosen the Height/Y Adjustment T-Screws on either side of the lens. Then, slowly move the anamorphic lens into place so that there are no shadows on the top or bottom of the screen:



When the height is properly set, tighten the Height Adjustment T-Screws to secure the lens in place.

**Pitch (Angle):** Next, angle the lens to even out any top-to-bottom pincushion distortion. To do this, loosen the Pitch Adjustment T-Screws (directly below the Height/Y Adjustment T-Screws) on either side of the lens to allow it to pivot freely. Then, adjust the anamorphic lens angle so that the projected image is rectangular:



The anamorphic lens will almost always be angled with respect to the projector; this is normal.

Once the proper lens angle has been set, firmly tighten the Pitch Adjustment T-Screws to secure the lens in place.



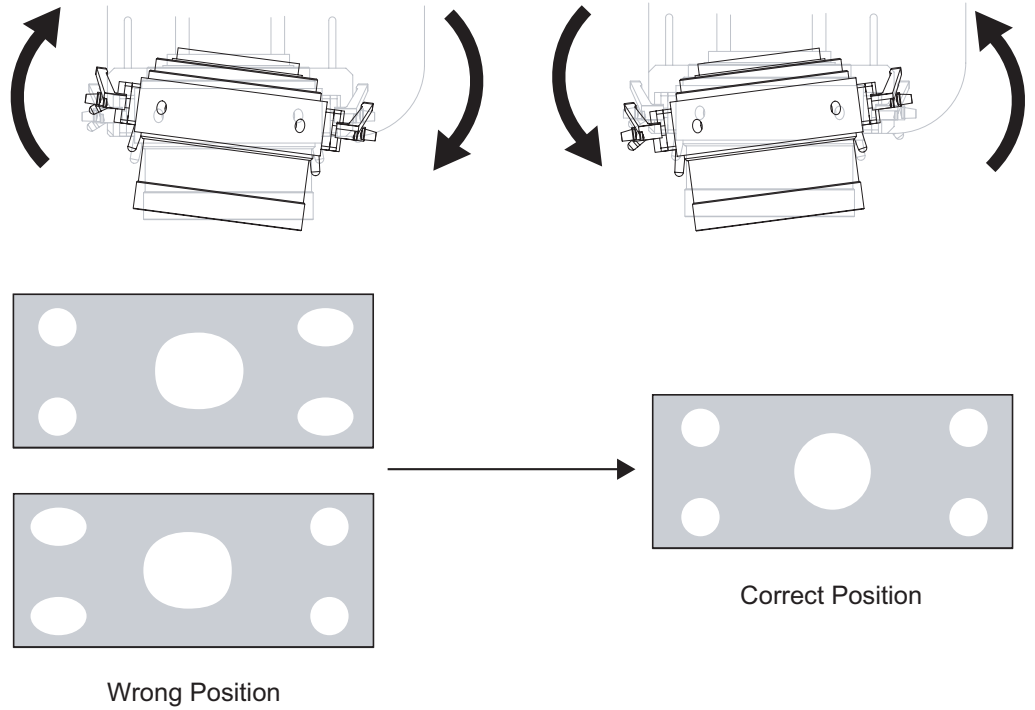
**Note**

*There may be some pincushion distortion even after the lens is properly adjusted, especially at shorter throw distances. If this is the case, Runco recommends that you slightly over-scan the image into the screen frame area to mask the distortion.*

---

**Adjusting the Yaw:** Loosen the Yaw/X-Adjustment Levers to allow the lens to pivot freely from side to side. Then, angle the lens to even out any left-right pincushion distortion:

**Anamorphic Lens (Top View)**

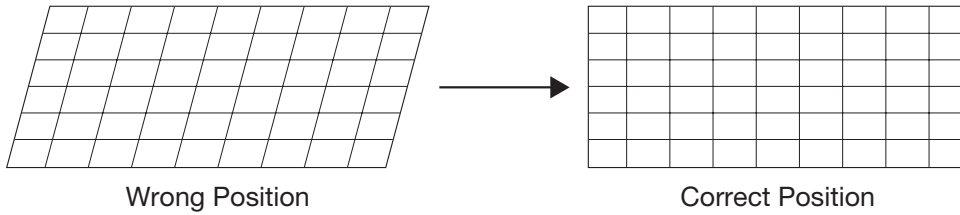


Once the proper lens angle has been set, firmly tighten the Yaw/X-Adjustment Levers to secure the lens in place.

---

**Adjusting the Geometry:**

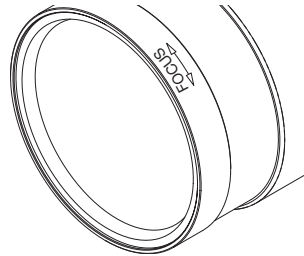
1. Input an anamorphic cross-hatch test pattern to the projector.
2. Unscrew the Anamorphic Lens just enough to allow it to rotate freely.
3. Grasp the lens by the center ring and rotate the lens until the image is properly anamorphic:



4. When the image geometry appears correct, tighten the Anamorphic Lens Set Screw (item #10) to secure the lens in place. (When viewed from the front, the rear opening on the anamorphic lens should appear as a tall, narrow oval.)



**Focus:** Finally, rotate the Focus Ring on the anamorphic lens to fine-tune the optical focus.



---

**Notes:**

# 4. Operation

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To display the Main Menu, press the **MENU** button on the remote control (Figure 2-4) or projector rear panel (Figure 2-2).

To select a menu item, use the ▲ and ▼ buttons on the remote control or projector rear panel to highlight it. Then, to confirm your selection, press **ENTER** on the remote control (or **SELECT** on the projector rear panel).

The VX-33i OSD menus are arranged hierarchically, as shown in Figure 4-1. Depending on the selected input source and signal characteristics, some menu options may not be available.

---

## 4.1 Using the On-Screen Menus

<b>Input Source</b>	Composite
	S-Video
	Component RCA (HD1)
	Component BNC (HD2)
	Component PC (HD3)
	RGB RCA (HD1)
	RGB BNC (HD2)
	RGB PC (HD3)
	HDMI 1
	HDMI 2
<b>Aspect Ratio</b>	16:9
	4:3
	Letterbox
	VirtualWide
	Cinema
	Virtual Cinema
<b>Picture</b>	Brightness
	Contrast
	Color
	Tint
	Sharpness
<b>Input Position</b>	Left/Right
	Up/Down
	Width
	Height
	Overscan
	Phase (RGB/Component signals only)
<b>Memory Presets</b>	Recall ISF Night
	Recall ISF Day
	Recall/Save Custom 1
	Recall/Save THX
	Reset Custom 1 & THX to Factory Default
<b>Information</b> (read-only)	Resolution
	Firmware Versions
	OSD Version

**Note:** Virtual Cinema is available only on VX-33i projectors equipped with the CineWide option (secondary anamorphic lens).

<b>Calibration</b>	ISF Night - Display Color	Gain
		Offset
		Gamma
		Lamp Power
	ISF Night - Input Image	Color Temp
		Brightness
		Contrast
		Color
	ISF Night - Input Color	Tint
		Sharpness
		Gain
		Offset
	ISF Day - Display Color	Gamma
		Lamp Power
		Color Temp
		Brightness
	ISF Day - Input Image	Contrast
Color		
Tint		
Sharpness		
ISF Day - Input Color	Gain	
	Offset	
	Chroma Delay	
	Noise Filter	
Save ISF Settings	Back / Confirm	
Output Shift	Left/Right	
	Up/Down	
	Width	
	Height	
Splash Timer	5 ... 60 sec.	
OSD Position	Horiz. / Vert. (0, 1, 2 ... 100)	

<b>Service</b>	Test Video	Horizontal Ramp	
		Vertical Ramp	
		Color Bars 1	
		Color Bars 2	
	Display Device - Configure	Installation	Picture Orientation: Floor Front Ceiling Front Floor Rear Ceiling Rear
		Lens	Focus Zoom Shift
		Lamp Info (read-only)	Hours in use etc.
		Diagnostic	White, Red, Green, Blue, Yellow, Cyan, Magenta
	HD Format	HD 1 (RCA)	COMP or RGB
		HD 2 (BNC)	
		HD 3 (PC)	
	Triggers	I / II / III (1 / 2 / 3)	
	Miscellaneous	Language	English, Français, Deutsch, Español or Italiano
		OSD Timer	0 or 5 ... 60 sec.
		Film Mode (SD sources only)	On / Off
		CUE (Chroma Upsampling Error)	On / Off
		Motion Threshold	0, 1, 2 ... 15
Altitude	Normal / High		
System Reset			
Restore Saved Settings			

**Figure 4-1. VX-33i OSD Menu Structure**

The Main Menu is the starting point for accessing all projector functions.

(The Calibration and Service menus are hidden and not accessible until you enter a passcode.)

### ◀ Main Menu

Runco Video	
	Input Source
	Aspect Ratio
	Picture
	Input Position
	Memory Presets
	Information
	Calibration
	Service

From the Main Menu, select Input Source to choose a video signal source.

The active source is indicated by an arrow (>) to its left; in this example, Composite is the active source.

### ◀ Input Source

Input Source	
>	Composite
	S-Video
	Component RCA (HD1)
	Component BNC (HD2)
	Component PC (HD3)
	RGB RCA (HD1)
	RGB BNC (HD2)
	RGB PC (HD3)
	HDMI 1
	HDMI 2

To change the aspect ratio (size and shape) of the projected image, select Aspect Ratio from the Main Menu and press **ENTER** or **SELECT**. Select the appropriate aspect ratio for your screen size and the type of program material being viewed; refer to Table 4-1.

The currently-selected aspect ratio is indicated by a "☒" to its left; in this example, 16:9 is selected.

### ◀ Aspect Ratio

Aspect Ratio	
☒	16:9
☐	4:3
☐	Letterbox
☐	VirtualWide
☐	Cinema
☐	Virtual Cinema

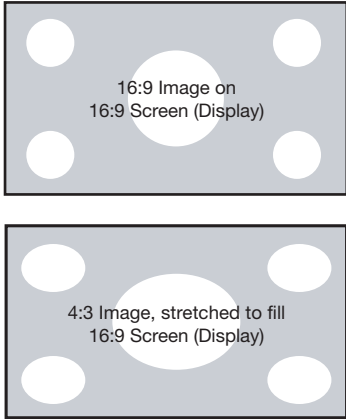
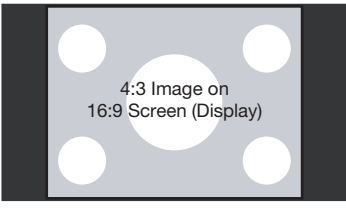
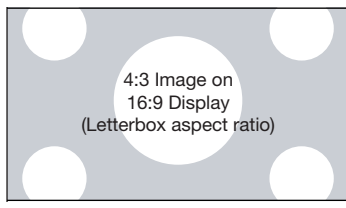
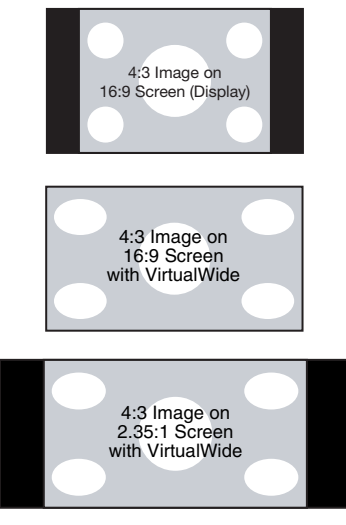


#### Note

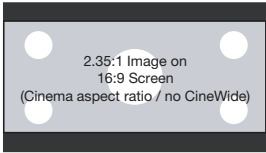

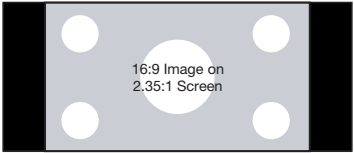
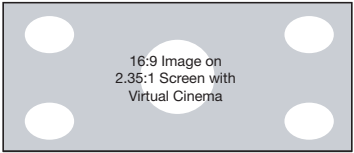
*The aspect ratio selection is automatically saved for each input and resolution.*



**Table 4-1. Aspect Ratio Settings**

Aspect Ratio	Remote Control Key	Description	
16:9	16:9	 <p>16:9 Image on 16:9 Screen (Display)</p> <p>4:3 Image, stretched to fill 16:9 Screen (Display)</p>	<p>Select 16:9 to view 16:9 DVDs and HDTV programs in their native aspect ratio.</p> <p>4:3 images are stretched horizontally to fit a 16:9 screen.</p>
4:3	4:3	 <p>4:3 Image on 16:9 Screen (Display)</p>	<p>Standard 4:3 scales the input signal to fit in the center of the 16:9 screen. 4:3 is the aspect ratio used by computer monitors, standard television programming and most VHS video cassettes.</p>
Letterbox	LBOX	 <p>4:3 Image on 16:9 Display (Letterbox aspect ratio)</p>	<p>Letterbox mode scales (zooms in on) a 4:3 image linearly (by the same amount on all sides) to fill a 16:9 display. Letterbox is best suited for viewing LaserDisc movies or non-anamorphic DVDs on a 16:9 screen.</p>
VirtualWide	IWIDE	 <p>4:3 Image on 16:9 Screen (Display)</p> <p>4:3 Image on 16:9 Screen with VirtualWide</p> <p>4:3 Image on 2.35:1 Screen with VirtualWide</p>	<p>VirtualWide scales a 4:3 image NON-linearly (more on the sides than in the center) to fit a 16:9 screen.</p> <p>On a 2.35:1 screen, the image is centered between black bars on either side.</p>

**Table 4-1. Aspect Ratio Settings (continued)**

Aspect Ratio	Remote Control Key	Description	
Cinema	CINEMA	 <p>2.35:1 Image on 16:9 Screen (Cinema aspect ratio / no CineWide)</p>  <p>2.35:1 Image on 2.35:1 Screen (Cinema aspect ratio / CineWide)</p>	<p>Select Cinema to view 2.35 source material in its native aspect ratio.</p> <p>With a 16:9 screen and a non-CineWide projector (no anamorphic lens), the upper and lower portions of the screen are masked, but the geometry of the active image area is unchanged.</p> <p>With a 2.35:1 screen and a CineWide-equipped projector, the VX-33i scales the 2.35:1 image so that the active image area fills the 16:9 chip surface, eliminating the black bars. The secondary, anamorphic lens then restores the proper geometry to the 2.35:1 image.</p>
Virtual Cinema	VCINE	 <p>16:9 Image on 2.35:1 Screen</p>  <p>16:9 Image on 2.35:1 Screen with Virtual Cinema</p>	<p>A 16:9 image is scaled NON-linearly (more on the sides than in the center) to fit a 2.35:1 screen.</p> <p>Virtual Cinema is available only on the VX-33i/CineWide.</p>

Use the controls in the Picture Menu to calibrate your VX-33i for optimum picture quality.

The VX-33i has been designed to incorporate setup and calibration standards established by the Imaging Science Foundation (ISF). The ISF has developed carefully crafted, industry-recognized standards for optimal video performance and has implemented a training program for technicians and installers to use these standards to obtain optimal picture quality from Runco video display devices. Accordingly, Runco recommends that setup and calibration be performed by an ISF certified installation technician.

All signal types require separate processing. Therefore, you need to calibrate each input separately.

◀ **Picture**

Picture
Brightness
Contrast
Color
Tint
Sharpness



### Note

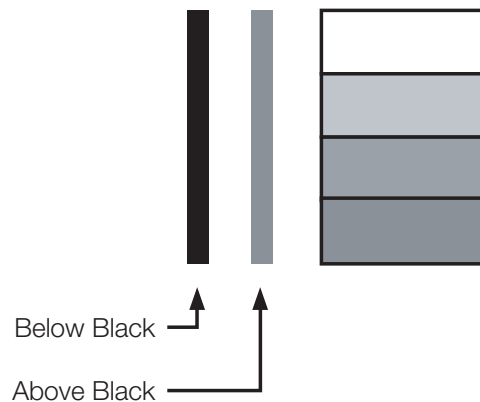
When you change a picture quality setting, save the change to a preset afterwards. Otherwise, the change will be lost when a different input is selected. (Picture quality settings are saved for each input separately.) For information about saving settings, refer to **Memory Presets** on page 54.

Although it may be possible to obtain satisfactory picture quality using the naked eye and regular program material, Runco recommends using the following calibration tools for best results:

- External test pattern source – Ovation Multimedia, Digital Video Essentials or AVIA test DVD or equivalent.
- A blue filter (provided with many test DVDs), for color level and tint adjustments.

Connect your test pattern source to the input that you are calibrating and proceed as follows. **Perform the adjustments in the order listed here.**

**Brightness:** On your external test pattern source, select a PLUGE pattern. (PLUGE is an acronym for “Picture Line-Up Generation Equipment.”) Figure 4-2 shows a typical PLUGE pattern.



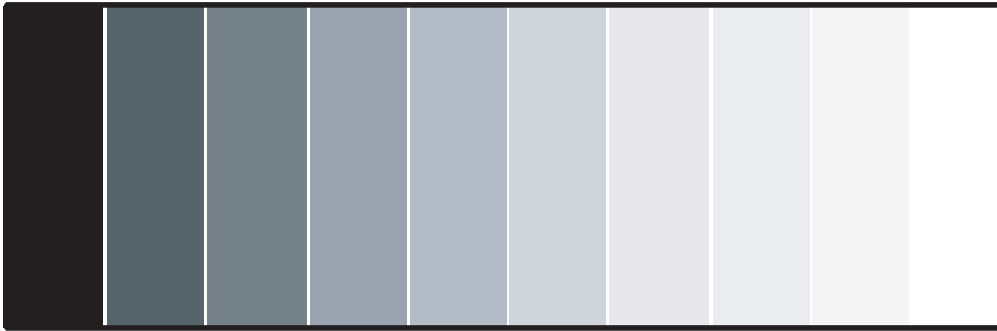
**Figure 4-2. Typical PLUGE Pattern for Adjusting Brightness**

PLUGE patterns vary but generally consist of some combination of black, white and gray areas against a black background. The example above includes two vertical bars and four shaded boxes.

Select Brightness from the Picture menu and press **ENTER** or **SELECT**. Adjust the brightness so that:

- The darkest black bars disappear into the background.
- The dark gray areas are barely visible.
- The lighter gray areas are clearly visible.
- The white areas are a comfortable level of true white.
- The image contains only black, gray and white (no color).

**Contrast:** On your external test pattern source, select a stepped, gray-bar pattern like the one shown in Figure 4-3.



**Figure 4-3. Typical Gray Bar Pattern for Adjusting Contrast**

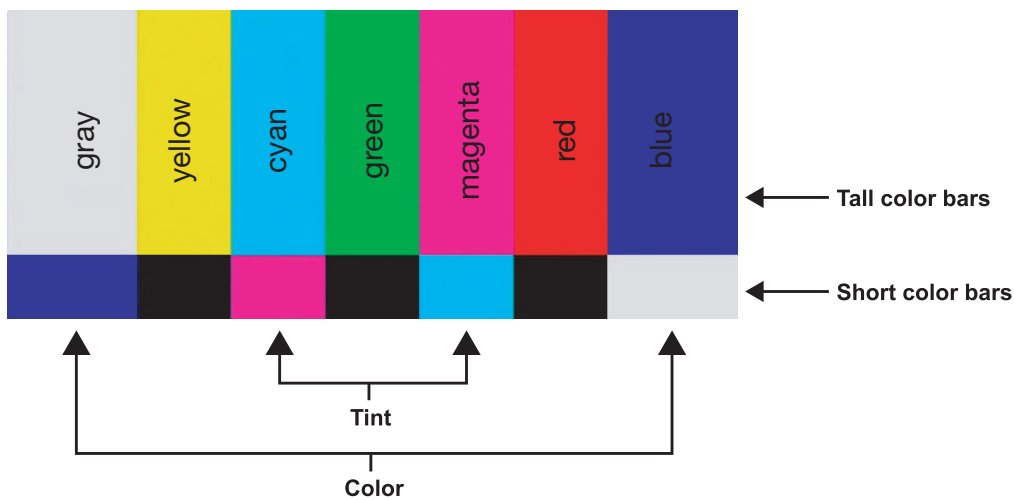
Select Contrast and press **ENTER** or **SELECT**. Adjust the contrast to a point just below which the white rectangle starts to increase in size.



**Note**

*Brightness and contrast controls are interactive. A change to one may require a subtle change to the other in order to achieve the optimum setting.*

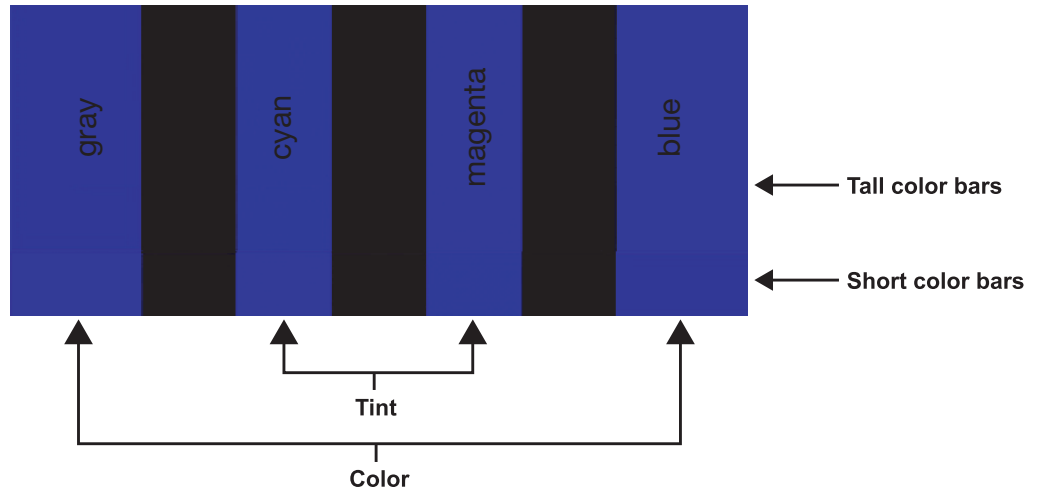
**Color Saturation:** On your external test pattern source, select a color bar pattern like the one shown in Figure 4-4.



**Figure 4-4. Typical Color Bar Pattern for Adjusting Color Saturation and Tint**

---

Select Color and press **ENTER** or **SELECT**. While looking at the color bar pattern through a blue filter, adjust the color saturation level until the outermost (gray and blue) color bars appear to be a single shade of blue:



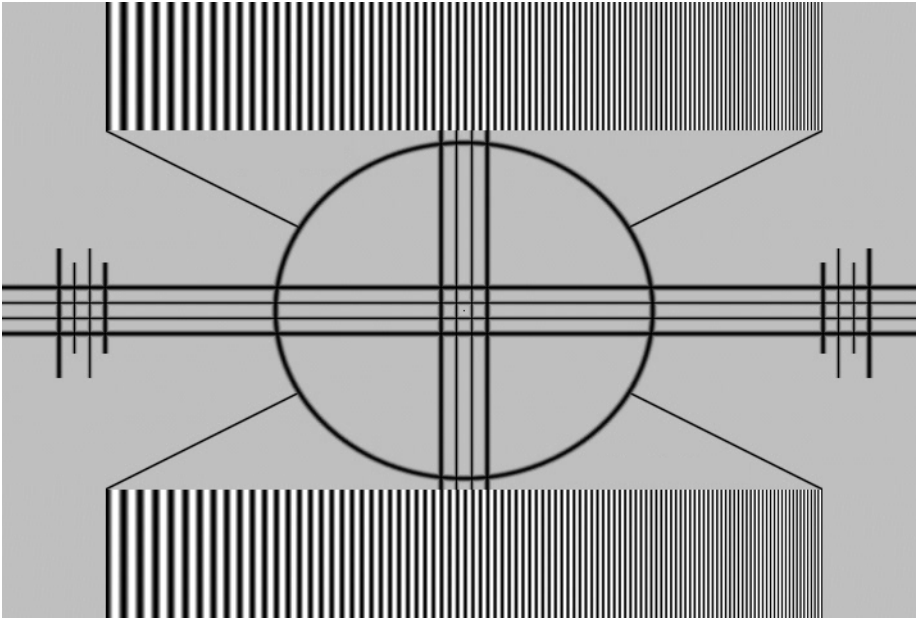
**Tint:** Tint or “hue” is essentially the ratio of red to green in the color portion of the image. When tint is decreased, the image appears redder; when it is increased the image appears greener. To set the tint, select Tint and press **ENTER** or **SELECT**. While looking at the color bar pattern through a blue filter, adjust the tint level until the cyan and magenta color bars (on either side of the green bar) appear to be a single shade of blue.



**Note**

*Like the brightness and contrast controls, the color and tint controls are interactive. A change to one may require a subtle change to the other in order to achieve the optimum setting.*

**Sharpness:** “Sharpness” is the amount of high-frequency detail in the image. To adjust sharpness, select Sharpness from the Picture menu and press **ENTER** or **SELECT**. On your external test pattern source, select a pattern like the one shown in Figure 4-5. Adjust as needed, looking for white edges around the transitions from black to gray and differently-sized lines in the “sweep” patterns at the top and bottom. Lower the sharpness setting to eliminate them.



**Figure 4-5. Typical Test Pattern for Adjusting Sharpness**

Use the controls in the Input Position Menu to fine-tune the aspect ratio and image position for the current source.



**Note**

*The input position settings are automatically saved for each input and resolution.*

**Left/Right:** Select Left/Right from the Input Position menu to shift the projected image horizontally. Press ► to shift the image to the right; press ◀ to shift it to the left.

**Up/Down:** Select Up/Down from the Input Position menu to shift the projected image vertically. Press ► to shift the image upward; press ◀ to shift it downward.

**Width:** Select Width from the Input Position menu to change the projected image width. Press ► to increase the width; press ◀ to decrease it.

**Height:** Select Height from the Input Position menu to change the projected image height. Press ► to increase the height; press ◀ to decrease it.

#### ◀ **Input Position**

Input Position
Left/Right
Up/Down
Width
Height
Overscan
Phase

**Overscan:** Image Overscan pushes the outside edge of the active picture area of the video signal out beyond the edge of the display area.

Some television programs are produced based on the assumption that older television sets may not display the outer edges of the broadcast picture area. Overscan effectively trims away these inactive, outer edges and enlarges the remaining portion of the image to fill the display area.

Select from 1% to 10% of Overscan, as desired.

For HDTV, DVDs and other video sources, Overscan is generally not necessary or desirable.

**Phase:** Adjust the phase if the image from an RGB or Component source shows shimmer or “noise.” Pixel phase adjusts the phase of the pixel sampling clock relative to the incoming signal. The effect of this control is similar to that of a tracking control on a VCR.

For best results, use a good test pattern such as a smooth gray consisting of a clear pattern of black and white pixels, or a similar “half on, half off” graphic image. (You may find that you can stabilize the image at more than one point. Use either setting in this case.)

### Memory Presets ➤

Memory Presets	
<input checked="" type="checkbox"/>	ISF Night
<input type="checkbox"/>	ISF Day
<input type="checkbox"/>	Custom 1    Save
<input type="checkbox"/>	THX         Save
Factory Default	

For each input, the VX-33i lets you save image quality settings as presets that you can recall at a later time. You can create up to four presets per input and resolution. Use the ISF Presets menu to recall saved image presets, or to save image settings in the “Custom 1” or “THX” memory location. The currently-selected preset is indicated by a “” to its left; in the example shown here, ISF Night is selected.

You should save changes to any of the following settings to a preset; otherwise they will be lost when a new input source or resolution is selected:

- Brightness
- Contrast
- Color saturation
- Tint
- Sharpness

To reset the Custom 1 and THX image presets to their factory defaults, select Factory Default and press **ENTER** or **SELECT**.

### Information ➤

Information	
Resolution	1280x768@60
CB Firmware	0.31 (T32)
CB FPGA	rxrev018.sxf
SB Firmware	D05
SB FPGA	0.25
Scaler	2.5
OSD	E024

Select Information from the Main Menu to display information about the current input signal (resolution, frequency, type et cetera) and installed firmware versions. Should you ever need to contact Runco Technical Support, this information will help them answer your questions or resolve product performance issues.

Use the Calibration menu to perform advanced picture quality adjustments. **This menu should be used by ISF-certified technicians only.**

## ◀ Calibration



**Note**

*You must enter a passcode to access the Calibration menu.*

To recall the ISF Night or ISF Day settings, select “ISF Night” or “ISF Day” from the ISF Presets menu (see page 54) or use the corresponding buttons on the remote control.

**ISF Night - Display Color:** Use the Display Color settings to adjust the color balance at the projector output. These settings are saved independently for each input.

- **Gain:** Use the Gain controls to correct color imbalances in the bright areas of the image. A good way to do this is to use a test pattern consisting mostly of solid white areas, such as an 80 IRE “window” pattern. If the white areas contain traces of red (Pr), green (Y) or blue (Pr), decrease the Gain for that color.
- **Offset:** Use the Offset controls in the White Balance sub-menu to correct color imbalances in the dark areas of the image. A good way to do this is to use a test pattern consisting mostly of dark gray areas, such as a 30 IRE “window” pattern. If the gray areas contain traces of red (Pr), green (Y) or blue (Pr), decrease the Offset for that color.
- **Gamma:** “Gamma” determines how gray shades are displayed between minimum input (black) and maximum input (white) for all signals. A good gamma setting helps to optimize blacks and whites while ensuring smooth transitions for the “in-between” values utilized in other grays. Unlike “Brightness” and “Contrast” controls, the overall tone of your images can be lightened or darkened without changing the extremes and all images will be more vibrant while still showing good detail in dark areas.

In all but the most unusual situations, the appropriate “Color Temp” selection (see below) will produce accurate colors and a satisfying contrast level. However, it is sometimes necessary to adjust the red, blue and green gamma curves individually. To do this, select Gamma from the Display Color sub-menu and use the left- and right-arrow buttons to manipulate the on-screen slidebars.

- **Lamp Power:** Select Lamp Power from the Display Color menu to adjust the lamp output level. You can choose to run the lamp as bright as possible (300W; this is the default setting) or you can choose the lower (250W) setting. Generally, lower lamp output prolongs the life of the lamp, but decreases brightness.
- **Color Temp:** Select Color Temp from the Display Color menu to adjust the color temperature. The default setting is appropriate for most situations. Higher settings produce a “bluer” picture.

**ISF Night - Input Image:** The Input Image controls are similar to those in the Picture menu, but are accessible only by entering the Calibration menu passcode. This makes it possible to restore the picture quality settings to what they were when the projector was installed, simply by recalling the “ISF Night” preset.

Calibration
<b>ISF Night</b>
Display Color
Input Image
Input Color
<b>ISF Day</b>
Display Color
Input Image
Input Color
Save ISF Settings
Output Shift
Splash Timer
OSD Position



---

**ISF Night - Input Color:** The Input Color controls are similar to those in the Display Color menu (see above), but adjust the color balance of the incoming signal. These settings are also saved independently for each input.

- **Gain/Offset:** Refer to *ISF Night - Display Color*, above.
- **Chroma Delay:** use the Chroma Delay control to correct a mis-aligned image from a Composite, S-Video or Component video source. Chroma delay in an image causes color shifts to occur to the left of the vertical edge transitions, producing artificial shadows or a “halo” effect. If necessary, adjust this setting to eliminate them.
- **Noise Filter:** To apply noise filtering to the input signal, select Noise Filter from the Input Color menu. The Noise Filter is useful for clearing up noisy images from 480i video sources.

Use the left- or right-arrow buttons to select the desired amount of noise reduction, keeping in mind that higher settings (which reduce high frequencies) may also “soften” the image.

**ISF Day - Display Color:** Refer to *ISF Night - Display Color*.

**ISF Day - Input Image:** Refer to *ISF Night - Input Image*.

**ISF Day - Input Color:** Refer to *ISF Night - Input Color*.

**Save ISF Settings:** Whenever you make a change to the ISF settings, you should always save it. Select Save ISF Settings from the ISF Calibration menu to do this. In the event you ever have to perform a System Reset, you can restore the saved ISF settings by selecting Restore Saved Settings in the Service menu. (System Reset and Restore Saved Settings are described on page 58.)

**Output Shift:** The controls in the Output Shift menu are similar to those in the Input Position menu, except that they change the characteristics of the output signal. These settings are saved independently **for each aspect ratio**.

**Splash Timer:** Select Splash Timer from the Calibration menu to set the amount of time the Runco/ISF logo “splash” screen appears when you turn on the projector. The range is from 5 to 60 seconds, in one-second increments.

**OSD Position:** To adjust the position of the OSD, select OSD Position from the Calibration menu and press **ENTER** (or **SELECT**).

Press ▲ or ▼ to select “Hor.” or “Ver.” Then, press ◀ or ▶ change the position.

Use the Service menu to access advanced projector configuration settings. **This menu should be used by ISF-certified technicians only.**

◀ **Service**



*You must enter a passcode to access the Service menu.*

**Test Video:** Select Test Video from the Service Menu to access the internal test patterns on the VX-33i. Four patterns are available: Horizontal Ramp, Vertical Ramp, Color Bars 1 (solid bars) and Color Bars 2 (SMPTE “checkerboard” pattern).

Press **MENU** to exit test pattern mode.

Service
Test Video
Display Device
HD Format
Triggers
Miscellaneous
System Reset
Restore Saved Settings



*You can also use the **PATTERN** button on the projector rear panel to enter and exit test pattern mode.*

**Display Device:** The options in the Display Device menu allow you to change the picture orientation and perform lens adjustments.

- **Installation:** Select Installation from the Display Device menu to change the picture orientation to suit the method of installation (Floor Front, Floor Rear, Ceiling Front or Ceiling Rear).
- **Lens:** Select Lens from the Display Device menu to access the motorized lens controls. Refer to **Primary Lens Adjustments** on page 37.
- **Lamp Info:** Select Lamp Info from the Display Device menu to obtain information about the currently-installed lamp: its serial number, number of “strikes” (attempts to ignite) and number of hours in use.
- **Diagnostic:** Select Diagnostic from the Display Device menu, then select Red, Green, Blue, Yellow, Cyan or Magenta to display only that color (simulating a filter of that color). This can be useful for calibration or measurement purposes.

To restore the normal picture (all colors), select **White**.

**HD Format:** Select HD Format from the Service menu to choose the default color space for the source signals on the HD1, HD2 and HD3 inputs. Select COMP (component) or RGB. The DHD Controller assumes this color space when you “direct-select” an HD input using the left-arrow and right-arrow (◀ or ▶) buttons on the projector rear panel or DHD Controller front panel, or the **HD1**, **HD2** or **HD3** buttons on the remote control unit.

You can override this setting by using the OSD to select an HD input (refer to **Input Source** on page 47). For example, if you select COMP for HD2 here and the input signal changes to RGB, select “RGB BNC” from the Input Source menu to enable the VX-33i to properly display that signal.

HD Format	
HD1	<input checked="" type="checkbox"/> COMP <input type="checkbox"/> RGB
HD2	<input checked="" type="checkbox"/> COMP <input type="checkbox"/> RGB
HD3	<input type="checkbox"/> COMP <input checked="" type="checkbox"/> RGB



*When you change the default color space for an HD input, it takes effect the **next** time you select that input (not immediately).*

---

**Triggers:** Select Triggers from the Service menu to configure the 12-volt trigger outputs. You can assign one or more trigger outputs to each aspect ratio. Those triggers are then activated by selecting that aspect ratio.

If your projector is equipped with the Runco CineWide with AutoScope system, assign at least one trigger output (the same one to which the lens motor is connected) to the Cinema and Virtual Cinema aspect ratios.

**Miscellaneous:** Select Miscellaneous from the Service menu to set the following options:

- **Language:** Select Language from the Miscellaneous menu and press the up- or down-arrows to select the OSD Language (English, Français, Deutsch, Español or Italiano).
- **OSD Timer:** Select OSD Timer from the Miscellaneous menu to set the OSD Timer, which controls how long the menus remain on-screen after selecting them. Select from 5 to 60 seconds, in one-second increments. Or, set the timer to 0 (disabled) if you want the menus to remain on-screen indefinitely.
- **Film Mode:** Use Film Mode to smooth out moving images from interlaced, standard-definition (SD) sources. In most cases, the VX-33i detects the proper “pull-down” rate and vertical frequency. However, if your source is jittery and/or tearing you may wish to enable Film Mode (ON) to ensure stable processing for that source.
- **CUE (Chroma Upsampling Error) Correction:** Some DVD players use MPEG decoders that do not correctly “upsample” the 4:2:0 format chroma information on the DVD to the 4:2:2 or 4:4:4 format required by the video encoder of the display device.

This so-called “chroma bug” sometimes causes streaky or spiky horizontal lines running through the chroma channel. It is most noticeable in static, interlaced scenes and on diagonal edges (especially red ones). Set CUE to On to correct this issue.

- **Motion Threshold:** The Motion Threshold determines the difference between a pixel and its corresponding value in the previous field or frame that must be exceeded for the pixel to be considered moving.

Increase the Motion Threshold if the image appears excessively noisy or if moving objects appear blurred. Decrease it to reduce or eliminate artifacts caused by deinterlacing errors.

- **Altitude:** Select Altitude from the Miscellaneous menu to control the operation of the projector’s cooling fan.

In most cases, the default setting (Normal) will maintain the correct operating temperature. If the lamp frequently turns off due to overheating, or in certain high-altitude operating environments, you may need to change this setting to High.

**System Reset:** To reset ALL projector settings (including image settings) back to their factory defaults, choose System Reset from the Service menu.

A confirmation message appears, reminding you to save your settings before you perform the reset, so that you can restore them afterwards. If you have done this, select **Confirm** to continue with the reset. Otherwise, click **Back** to cancel.



**Caution**

***This action is not undoable. Proceed with caution!*** Before you perform a System Reset, save your “Custom” ISF presets (page 54) and ISF Day/Night presets (page 56).

**Restore Saved Settings:** Following a System Reset, select Restore Saved Settings, then select Yes to apply all previously-saved settings to the projector.

# 5. Maintenance and Troubleshooting

The lamp should be replaced when it reaches the end of its life (typically 2000 hours), or sooner if a noticeable degradation in brightness occurs. When you replace a lamp, you should replace the filters as well.

## 5.1 Lamp Replacement

**For lamp or filter replacement, please contact your nearest Runco authorized service center or Runco dealer. Do not attempt to replace the lamp yourself!**



### WARNING

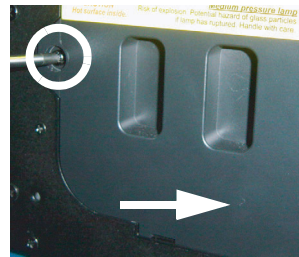
*The VX-33i lamp is under high pressure. Handle it with great care at all times. Lamps may explode if dropped or mishandled.*

*Never attempt to disassemble the lamp casing or dispose of the lamp casing in any manner other than by returning it to your Runco dealer.*

*If the lamp breaks, leave the area immediately and stay away for at least 30 minutes. Ventilate the room to allow the mercury vapor to disperse.*

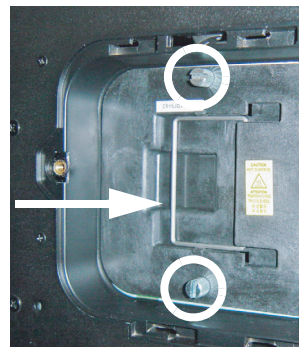
*If you inhale the mercury vapor, see a physician immediately.*

1. Turn off the projector and unplug the power cord. Allow the projector to cool down for approximately 45 minutes prior to removing the lamp assembly for replacement.
2. Loosen and remove the rear Lamp Cover screw.

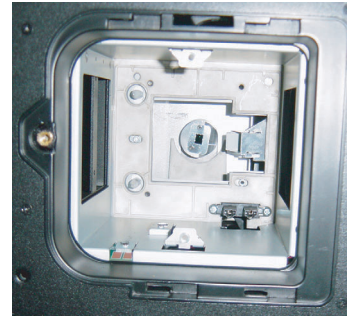


3. Slide the Lamp Cover in the direction of the arrow to remove it.

4. Loosen the two, captive lamp assembly mounting screws using a coin or a large, flat-blade screwdriver.
5. Grasp the lamp assembly handle and pull gently, removing the lamp module from the projector housing.



6. Install the new lamp module.
7. Replace the lamp cover and re-tighten all screws.

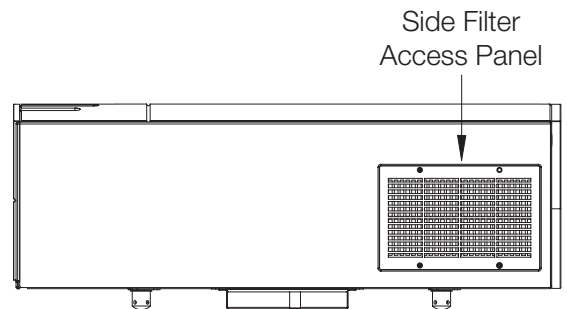


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## 5.2 Filter Replacement

Whenever you replace the lamp – or more often if the projector is installed in an extremely dusty environment – you should also replace the filter located at the right side of the projector.

1. Loosen the four captive screws holding the filter access panel in place. Then, remove the panel.
2. Pull the filter out of the projector and discard. **Do not reuse filters.**
3. Insert the new filter with the pleats facing in and the foam-covered side facing out.
4. Replace the filter access panel and tighten the screws to secure it.



## 5.3 Troubleshooting Tips

Table 5-1 provides some general guidelines for troubleshooting problems you may encounter with the VX-33i. If the suggested solutions fail to resolve the problem or if you encounter an issue not described here, please contact Runco Technical Support.

**Table 5-1. Troubleshooting Chart**

Symptom	Possible Cause(s)	Solution
The projector does not turn on after initial installation.	<ul style="list-style-type: none"> <li>The VX-33i is not plugged in or the AC outlet is not active.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the VX-33i is plugged in and that the AC outlet is active.</li> </ul>
The projector is on, but there is no video image on-screen.	<ul style="list-style-type: none"> <li>Incorrect source selection.</li> <li>Source component is not turned on.</li> </ul>	<ul style="list-style-type: none"> <li>Select the correct source.</li> <li>Turn on the source.</li> </ul>
A projected image from a DVD is split or otherwise scrambled.	<ul style="list-style-type: none"> <li>DVD player is set to progressive scan mode.</li> </ul>	<ul style="list-style-type: none"> <li>Turn off progressive scan on the DVD player.</li> </ul>
Image is too bright and/or lacks definition in the bright areas of the image.	<ul style="list-style-type: none"> <li>Contrast is set too high.</li> </ul>	<ul style="list-style-type: none"> <li>Lower the contrast setting.</li> </ul>
Image appears “washed out” and/or dark areas appear too bright.	<ul style="list-style-type: none"> <li>Brightness is set too high.</li> </ul>	<ul style="list-style-type: none"> <li>Lower the brightness setting.</li> </ul>
Colors in the image are swapped; for example, reds appear blue or vice versa.	<ul style="list-style-type: none"> <li>The Red/Pr, Green/Y or Blue/Pb outputs from the source are connected to the wrong inputs on the VX-33i.</li> </ul>	<ul style="list-style-type: none"> <li>Ensure that the source outputs are connected to the correct input.</li> </ul>
Image geometry is incorrect.	<ul style="list-style-type: none"> <li>Incorrect aspect ratio selection.</li> </ul>	<ul style="list-style-type: none"> <li>Select the aspect ratio that best matches the source image and screen size (refer to Table 4-1).</li> </ul>
The projector will not turn back on after it was powered down, or the image disappears during operation.	<ul style="list-style-type: none"> <li>The projector will not turn on for two minutes after power-down, to protect the lamp.</li> <li>The lamp has failed.</li> </ul>	<ul style="list-style-type: none"> <li>Wait two minutes until the STAND-BY LED at the rear of the projector turns orange.</li> <li>Replace the lamp.</li> </ul>

---

**Notes:**

# 6. Serial Communications

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To interface the VX-33i with a home theater automation/control system or a PC running terminal emulation software, connect it to your control system or PC as shown in Figure 3-15. **Use a null-modem cable.**

## If you are using a PC to communicate with the VX-33i:

1. Start a terminal session on your PC using a terminal-emulation program, such as HyperTerminal.
  2. Configure the PC serial port as follows: no parity, 8 data bits, 1 stop bit and no flow control. Set the baud rate to 19200, to match that of the VX-33i RS-232 port.
  3. Press **<Enter>**. You should see a command prompt (>) in the terminal window.
  4. Type a command from among those listed in Table 6-1 and press **<Enter>**.
- Commands are in ASCII format and are not case-sensitive; `on` and `ON` are equivalent.
  - For a command that takes no parameters, type the command followed by a carriage return; for example, to turn on the system, type `ON<Enter>`.
  - For a command that takes a parameter, type the command, one or more spaces and the desired value followed by a carriage return; for example, to switch to the S-Video input, type `SSRC 1<Enter>`.
  - When you enter a valid command, the VX-33i executes it. When you send an on/off, input selection, aspect ratio or image preset command, the VX-33i also responds with an acknowledgment on the command line. For example, when you issue the command `SAR 2`, the VX-33i responds with `Letterbox` on the command line.
  - When you enter a misspelled or otherwise invalid command, the VX-33i ignores it and responds with `Invalid Command` on the command line.
  - When you send a command followed by values outside the valid range for that command, the VX-33i ignores it and responds with `Invalid Parameter` on the command line.
  - When the VX-33i receives an `OFF` command, it will not acknowledge or execute any commands for approximately 90 seconds afterwards. This is to prevent hot re-strikes of the lamp, which can damage it.
  - After sending an `ON` command, allow at least 30 seconds for the projector to warm up before sending another command.

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## 6.1 RS-232 Connection and Port Configuration

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## 6.2 Serial Command Syntax



Table 6-1 lists the serial commands supported by the VX-33i and the responses it sends back to the control system or PC.

**Table 6-1. Serial Commands and Responses**

<b>Command</b>	<b>Description</b>	<b>Response</b>
off	Turns projector off	Powering Down
on	Turns projector on	Powering Up Genum Init Complete
rev	Display system firmware version information:  > rev * Runco Genum Scaler Board * * Rev 0.31 (T23) 23 Jul 2007 * File Name: Runco_Genum.ncd Created: 09 Mar 2007 - 14:45:06 Device: XC3S100EVQ100	(see description)
<b>Input Selection Commands</b>		
SSRC 0	Selects the Composite video input	Composite
SSRC 1	Selects the S-Video input	S-Video
SSRC 2	Selects the Component RCA (HD1) input	Component RCA
SSRC 3	Selects the Component BNC (HD2) input	Component BNC
SSRC 4	Selects the Component PC (HD3) input	Component PC
SSRC 5	Selects the RGB RCA (HD1) input	RGB RCA
SSRC 6	Selects the RGB BNC (HD2) input	RGB BNC
SSRC 7	Selects the RGB PC (HD3) input	RGB PC
SSRC 8	Selects the HDMI 1 input	HDMI 1
SSRC 9	Selects the HDMI 2 input	HDMI 2
<b>Aspect Ratio Commands</b>		
SAR 0	Selects the 16:9 aspect ratio	16:9
SAR 1	Selects the 4:3 aspect ratio	4:3
SAR 2	Selects the Letterbox aspect ratio	Letterbox
SAR 3	Selects the VirtualWide aspect ratio	VWide
SAR 4	Selects the Cinema aspect ratio	Cinema
SAR 5	Selects the Virtual Cinema aspect ratio	VCinema

**Table 6-1. Serial Commands and Responses (continued)**

Command	Description	Response
<b>Image Preset Commands</b>		
SISF 0	Loads "ISF Night" image preset	ISF Night
SISF 1	Loads "ISF Day" image preset	ISF Day
SISF 2	Loads "Custom 1" image preset	Custom 1
SISF 3	Loads "THX" image preset	THX
<b>Menu Navigation Commands</b>		
<p>The following serial commands are meant to emulate buttons on the remote control or DHD Controller front panel. Each button has its own serial command, so effectively it is as if you were using the IR remote only you'll be doing so via serial commands. These commands provide active OSD responses just like the IR remote.</p>		
ENTR	<b>ENTER</b> (or <b>SELECT</b> ) button	(none)
EXIT	<b>EXIT</b> button	
MENU	<b>MENU</b> button	
MND	Down-Arrow (▼) button	
MNL	Left-Arrow (◀) button	
MNR	Right-Arrow (▶) button	
MNU	Up-Arrow (▲) button	
<b>Picture Adjust Commands</b>		
<p>The following serial commands are meant to emulate the discrete picture adjustment buttons on the remote control unit. Use them in conjunction with MNL and/or MNR to make picture adjustments. For example, to increase Brightness by five increments, send this sequence of commands:</p> <pre> MBR &lt;Enter&gt; MNR &lt;Enter&gt; MNR &lt;Enter&gt; MNR &lt;Enter&gt; MNR &lt;Enter&gt; MNR &lt;Enter&gt; MNR &lt;Enter&gt; EXIT &lt;Enter&gt; </pre>		
MBR	Adjust Brightness	(none)
MCOL	Adjust Color Level	
MCON	Adjust Contrast	
MTIN	Adjust Tint	

**Table 6-1. Serial Commands and Responses (continued)**

Command	Description	Response
<b>Status Commands</b>		
STATUS 1	Returns power status; for example:  ===== 1.Power : Power ON =====	(see description)
STATUS 2	Returns current source input; for example:  ===== 2.Source : Component RCA =====	
STATUS 3	Returns current aspect ratio; for example:  ===== 3.Aspect : 16:9 =====	
STATUS 4	Returns current memory preset; for example:  ===== 4.Memory : ISF Night =====	
STATUS 5	Returns current Brightness setting; for example:  ===== 5.Brightness : 00 =====	
STATUS 6	Returns current Contrast setting; for example:  ===== 6.Contrast : 00 =====	
STATUS 7	Returns current Color level setting; for example:  ===== 7.Color : 00 =====	
STATUS 8	Returns current Tint setting; for example:  ===== 8.Tint : 00 =====	
STATUS 9	Returns current Sharpness setting; for example:  ===== 9.Sharpness : 00 =====	

**Table 6-1. Serial Commands and Responses (continued)**

Command	Description	Response
STATUS 10	Returns current input resolution; for example:  ===== 10.Resolution: 720P60 =====	(see description)
STATUS	Display all system status information; for example:  ===== 1.Power : Power ON 2.Source : Component RCA 3.Aspect : 16:9 4.Memory : ISF Night 5.Brightness : 00 6.Contrast : 00 7.Color : 00 8.Tint : 00 9.Sharpness : 00 10.Resolution: 720P60 =====	

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**Notes:**

# 7. Specifications

Table 7-1 lists the VX-33i specifications.

**Table 7-1. VX-33i Specifications**

## 7.1 VX-33i Specifications

<b>Projector Type:</b>	Digital Light Processing (DLP), 3-chip, 16:9 DMD
<b>Native Resolution:</b>	1920 x 1080 (16:9)
<b>Aspect Ratios:</b>	4:3, Letterbox, 16:9, VirtualWide, Cinema, Virtual Cinema
<b>Video Standards:</b>	NTSC, NTSC 4.43, PAL B/G/H/I/M/N , SECAM
<b>DTV Compatibility:</b>	480i/576i, 480p, 576p, 1080i 50/60, 720p 50/60, 1080p 24/50/60, 1080psf
<b>Scan Frequency:</b>	Horizontal: 15 - 100 kHz Vertical: 28 - 78 Hz
<b>Picture Size (16:9 Screen):</b>	Recommended Width: 72 - 120 in. Maximum Width: 250 in.
<b>Throw Distance (Factor x Screen Width):</b>	Refer to Table 3-3
<b>Horizontal and Vertical Offset:</b>	Refer to Table 3-4
<b>Lamp:</b>	300W UHP
<b>Estimated Lamp Life:</b>	2000 hours
<b>Inputs:</b>	(1) Composite (1) S-Video (1) HD Video, R (Pr), G (Y), B (Pb), H, V - RCA connectors (1) HD Video/Computer, R (Pr), G (Y), B (Pb), H, V - BNCs (1) HD Video/Computer, R (Pr), G (Y), B (Pb), H, V - 15-pin D-Sub connector (2) HDMI with HDCP
<b>Trigger Outputs:</b>	(3) +12 VDC, each rated at 750 mA and thermal fuse-protected
<b>Control Options:</b>	- Discrete infrared remote - Serial commands via RS-232 interface - Built-in keypad on rear panel
<b>RS-232 Communication Parameters:</b>	19200 bps, no parity, 8 data bits, 1 stop bit, no flow control

**Table 7-1. VX-33i Specifications (continued)**

**Brightness and Contrast:**

**Cinema Standards Measurement System (CSMS) Specifications**

- Brightness: 146.8 foot-Lamberts (fL)
- Contrast Ratio: 138:1

These measurements are taken from the projector in a controlled, home theater environment. All measurements are made to ANSI/NAPM IT7.228-1997 specifications using the Photo Research PR-650 SpectraColorimeter and Minolta LS-100 Luminance Meter, Video Essentials test DVD and a 1.3 gain, 72-inch wide screen. The projector is calibrated to a color temperature of 6,500K and has a minimum of 150 hours of usage.

The foot-Lambert (fL) is the unit of measurement used in commercial movie theaters to express image brightness at the screen surface. The Society of Motion Picture and Television Engineers (SMPTE) specifies 16 fL as the target image brightness for film-based projectors using an open gate (without film in the projector). More importantly, today SMPTE specifies 12 fL as the target image brightness in Digital Cinema theaters. The foot-Lambert measurement is dependent on screen size, screen gain and projector light output.

**Home Theater Calibration Specifications**

- Light Output: 3480 ANSI Lumens
- Contrast Ratio: 138:1

These specifications are obtained by calibrating the projector as described above for CSMS measurements.

**Industry-Standard Specifications**

- Light Output: 7125 ANSI Lumens
- Contrast Ratio: 2000:1

These are typical projector brightness and contrast specifications found in most companies' sales literature. Runco includes these measurements in its literature to allow for direct comparison with other manufacturers' projectors. These measurements are typically taken at 9,000K to 13,000K to get expected performance data when the projector is used in professional, commercial and industrial displays.

<b>Power Requirements:</b>	100 to 240 VAC (auto-sensing), 50/60 Hz, 530 Watts (1808.9 BTUs/hour)
<b>Operating Environment:</b>	41°F to 95°F (5°C to 35°C), 0% to 90% humidity (non-condensing)
<b>Dimensions:</b>	See Figure 7-1
<b>Weight (without lens):</b>	99.21 lbs. (45.00 kg)
<b>Regulatory Approvals:</b>	Complies with FCC Class B, CE, C-Tick, GOST, TUV-GS, cTUV-US
<b>Limited Warranty:</b>	Projector: Two (2) years parts and labor from the date of delivery to the end user. Lamp: 1000 hours or six (6) months, whichever comes first.

**Specifications are subject to change without notice.**

Figure 7-1 shows the VX-33i dimensions (all dimensions are in inches).

## 7.2 VX-33i Dimensions

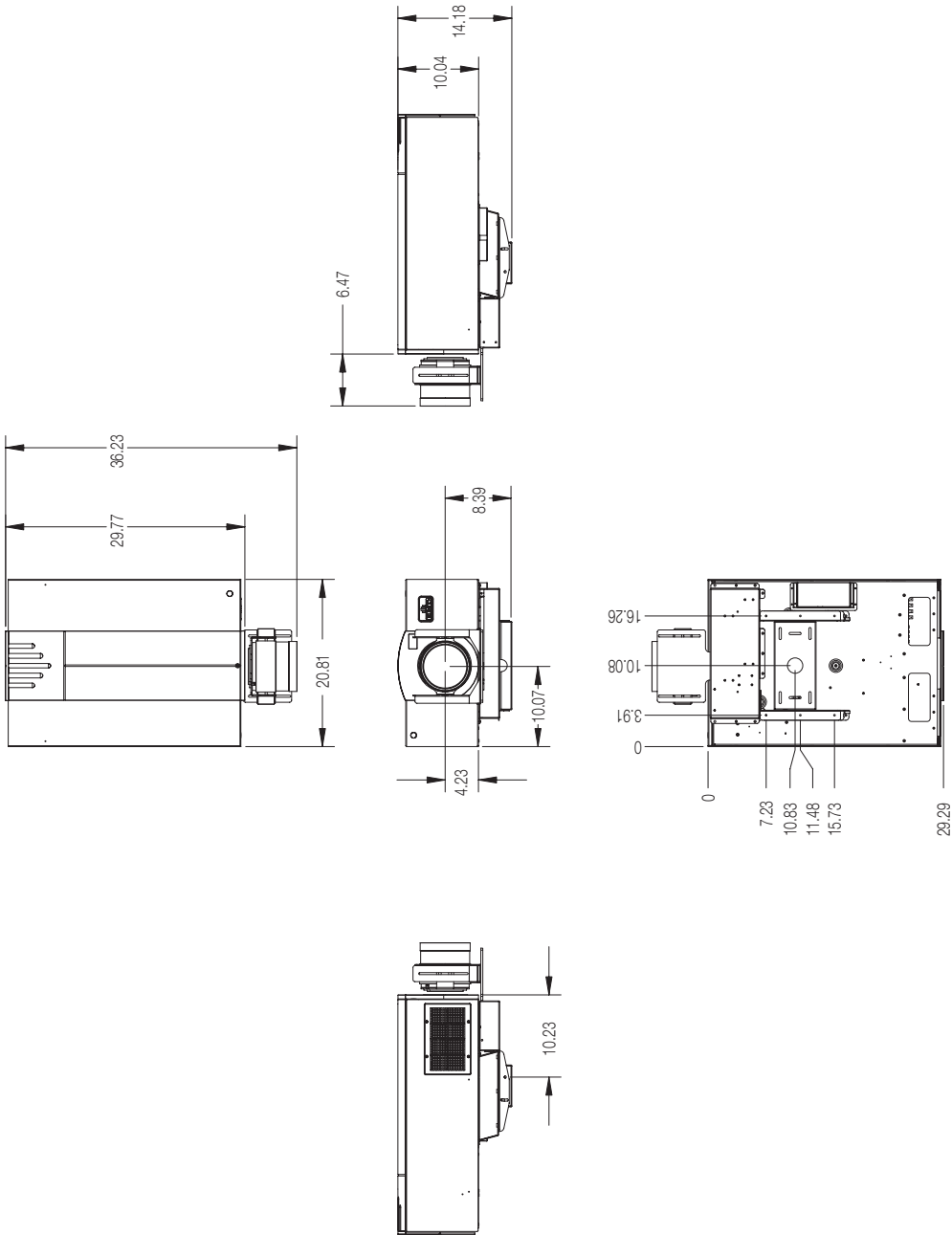


Figure 7-1. VX-33i/CineWide with AutoScope Dimensions



## 7.3 Supported Timings

Table 7-2 lists the signal types supported by each input on the VX-33i.

**Table 7-2. Supported Signal Timings by Input**

Format	Resolution	Refresh Rate (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	Supported? (√ = Yes, – = No)			
					HD 1/HD 2/HD 3		HDMI 1 HDMI 2	Composite S-Video
					RGBHV	Component		
640x480	640x480	60.00	31.469	25.175	√	–	√	–
		72.00	37.861	31.500	√	–	√	–
		75.00	37.500	31.500	√	–	√	–
		85.00	43.269	36.000	√	–	√	–
800x600	800x600	60.00	37.879	40.000	√	–	√	–
		72.00	48.077	50.000	√	–	√	–
		75.00	46.875	49.500	√	–	√	–
		85.00	53.674	56.250	√	–	√	–
1024x768	1024x768	60.00	48.363	65.000	√	–	√	–
		70.00	56.476	75.000	√	–	√	–
		75.00	60.023	78.750	√	–	√	–
		85.00	68.677	94.500	√	–	√	–
1152x864	1152x864	75.00	67.500	108.000	√	–	√	–
1280x768	1280x768	60.00	47.396	68.250	√	–	√	–
		60.00	47.776	79.500	√	–	√	–
		75.00	60.289	102.250	√	–	√	–
		85.00	68.633	117.500	√	–	√	–
1280x960	1280x960	60.00	60.000	108.000	√	–	√	–
		85.00	85.938	148.500	√	–	√	–
1280x1024	1280x1024	60.00	63.981	108.000	√	–	√	–
		75.00	79.976	135.000	√	–	√	–
		85.00	91.146	157.500	√	–	√	–
1360x768	1360x768	60.00	47.712	85.500	√	–	√	–
1400x1050	1400x1050	60.00	64.744	101.000	√	–	√	–
		60.00	65.317	121.750	√	–	√	–
		75.00	82.278	156.000	√	–	√	–
1600x1200	1600x1200	60.00	75.000	162.000	√	–	√	–
1920x1200	1920x1200	60.00	74.038	154.000	√	–	√	–

**Table 7-2. Supported Signal Timings by Input (continued)**

Format	Resolution	Refresh Rate (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	Supported? (√ = Yes, – = No)			
					HD 1/HD 2/HD 3		HDMI 1 HDMI 2	Composite S-Video
					RGBHV	Component		
480/60i	720x487	59.94	15.734	13.500	√	√	√	√
480/60p	720x483	59.94	31.469	27.000	√	√	√	–
576/50i	720x576	50.00	15.625	14.750	√	√	√	√
576/50p	720x576	50.00	31.250	29.000	√	√	√	–
720/50p	1280x720	50.00	37.500	75.250	√	√	√	–
720/60p	1280x720	60.00	45.000	74.250	√	√	√	–
1080/50i	1920x1080	50.00	28.125/31.250	74.250/72.000	√	√	√	–
1080/60i	1920x1080	59.94/60.00	33.716/33.750	74.175/74.250	√	√	√	–
1080/24p	1920x1080	23.98/24.00	26.978/27.000	74.175/74.250	√	√	√	–
1080/50p	1920x1080	50.00	56.250	148.500	√	√	√	–
1080/60p	1920x1080	59.94/60.00	67.433/67.500	148.350/148.500	√	√	√	–
NTSC 3.58	–	59.94/60.00	15.734/15.750	3.580	√	√	√	√
NTSC 4.43	–	59.94/60.00	15.734/15.750	4.430	√	√	√	√
PAL-B/G	–	50.00	15.625	4.430	√	√	√	√
PAL-M	–	59.94/60.00	15.734/15.750	3.580	√	√	√	√
PAL-N	–	50.00	15.625	3.580	√	√	√	√
PAL-60	–	59.94/60.00	15.734/15.750	4.430	√	√	√	√
SECAM	–	50.00	13.500	4.250/4.410	–	–	–	√

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**Notes:**



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