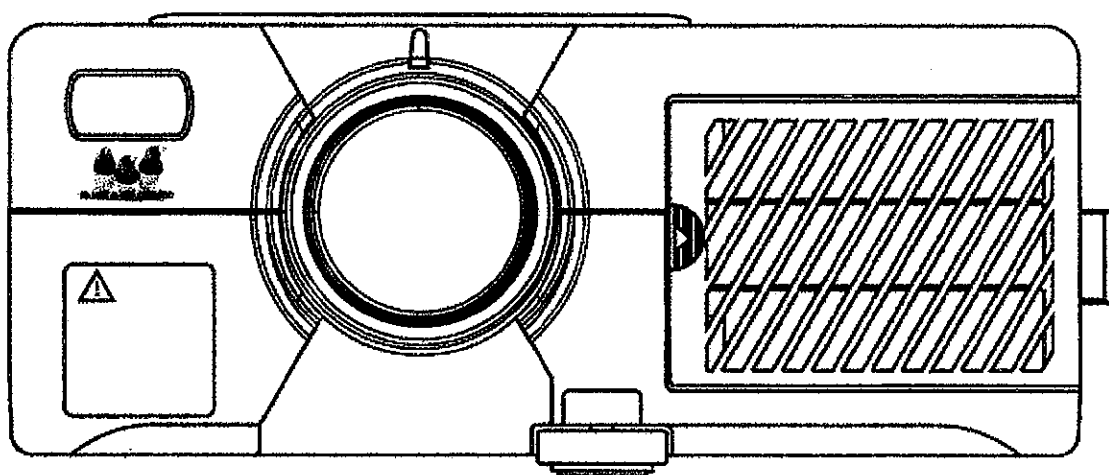


Service Manual

ViewSonic PJL1035

Model No. VPRJ21549-2

***Office Theater™
Ultra-Portable XGA LCD Projector***



(Rev. 1 – March 2000)

ViewSonic® 381 Brea Canyon Road, Walnut, California 91789 USA - (800) 888-8583

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Revision History

Revision	Date	Description Of Changes	Approval
1.0	3/3/00	Initial Issue	T. Sears

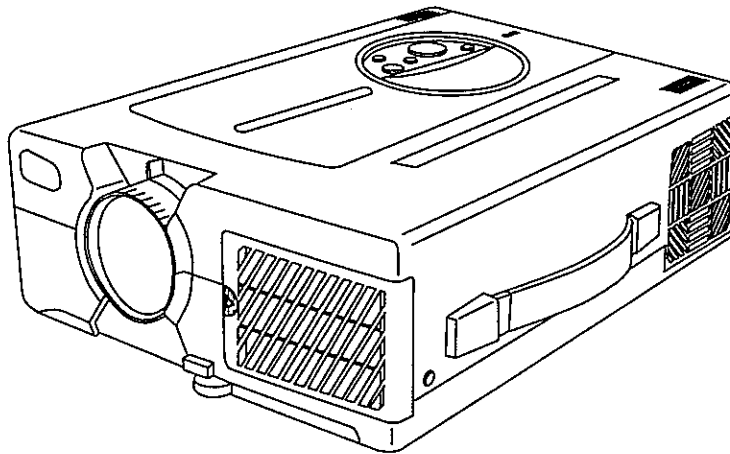
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ViewSonic®

SERVICE MANUAL

PJL1035-2



Caution

Be sure to read this manual before attempting to service this product. This ViewSonic liquid crystal projector is designed to provide protection from fire, electric shock, physical injury, harmful radiation, and materials. It is important to read and follow all cautionary warnings mentioned in this manual.

Service Warning

1. The lamp can be extremely HOT. Be careful to avoid burning your fingers when replacing the lamp.
2. Never touch the lamp bulb. Dropping it or giving it a shock may cause the lamp to burst.
3. High voltage is present in the projector for the lamp circuit, so do not touch the electrical parts of the power unit when the projector is powered on.
4. Do not touch the exhaust fan during operation.
5. The LCD module assembly is easily damaged. When replacing the LCD Module assembly, never handle the attached flexible ribbon cable.

SPECIFICATIONS AND PARTS ARE SUBJECT TO CHANGE FOR IMPROVEMENT.

Liquid Crystal Projector

February 2000

1. Features

- ▶ High brightness, High resolution
- ▶ Compact size, light weight for portability
- ▶ RGB output terminal
- ▶ RS232C Communication
- ▶ Mouse emulation
- ▶ Complies with VESA DDC1/2B specifications
- ▶ Auto-adjustment function

2. Specifications

Liquid crystal panel	Drive system	TFT active matrix		
	Panel size	0.9 inches		
	Number of pixels	1024 (H) x 768 (V)		
Lamp		UHP lamp 150W		
Video input	System	NTSC , 4.43NTSC , PAL , M-PAL , or SECAM (N-PAL : only compulsion mode)		
	Level	Composite	1.0Vp-p (75Ω termination)	
		Y/C	Y : 1.0Vp-p (75Ω termination) C : 0.286Vp-p (NTSC burst signal, 75Ω termination) 0.3Vp-p (PAL/SECAM burst signal, 75Ω termination)	
RGB input / output	Video signal	Analog RGB input 0.7Vp-p (75Ω termination)		
	Sync signal	H/V separate TTL level		
Audio	Input	200mVrms, 20kΩ or less		
	Output	0~200mVrms, 1kΩ		
Speaker output		1W + 1W (stereo)		
Power supply		AC100~120V/2.9A, AC220~240V/1.3A (50/60Hz)		
Power consumption		260W		
Dimensions		248 (W) x 106 (H) x 336 (D) mm		
Weight		4.5kg		
Temperature range		Operation	: 0~35°C	
		Storage	: -20~60°C	
Accessories	Remote control	1	Video/Audio cable	1
	POWER cord	3	Mouse cable	3
	BATTERIES LR6	2	S-cable	1
	RGB cable	1	Stereo mini cable	1
	Mac adapter	1		

3. Names of each part

● Main unit

STANDBY / ON button

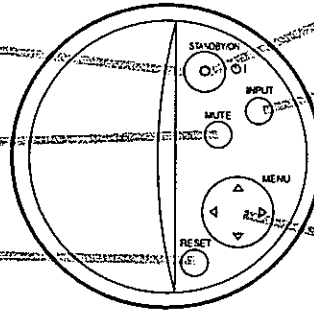
Power ON/OFF button.
OFF sets the unit in standby mode.

MUTE button

Silences the sound. (Cancels the mute when the unit is set in mute mode.)

RESET button

Resets unit to factory settings.

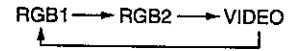


ON indicator

This blinks in the standby mode and lights in the operation mode.

INPUT button

To select the input source.
Each time this button is pressed, the input source is changed in sequence as shown below.



MENU button

Picture adjustments.

LAMP indicator

This lights or blinks when the lamp does not light.

□ LAMP

TEMP indicator

This blinks when fan is abnormal.

□ TEMP

ZOOM knob

Adjusts picture size.

Speaker

Speaker

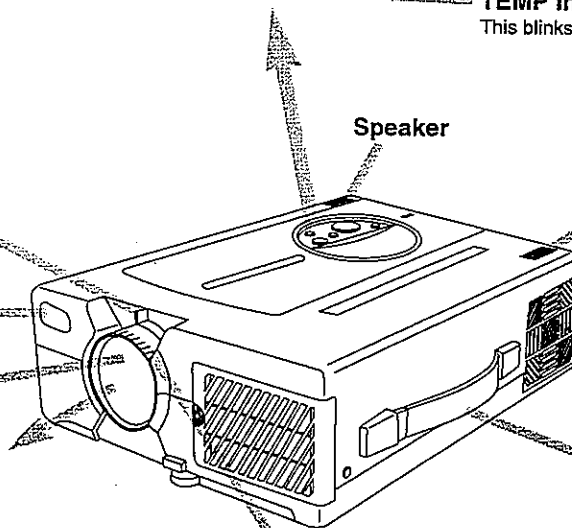
Remote control sensor

Cooling fan (exhaust)

Lens

Lens cap

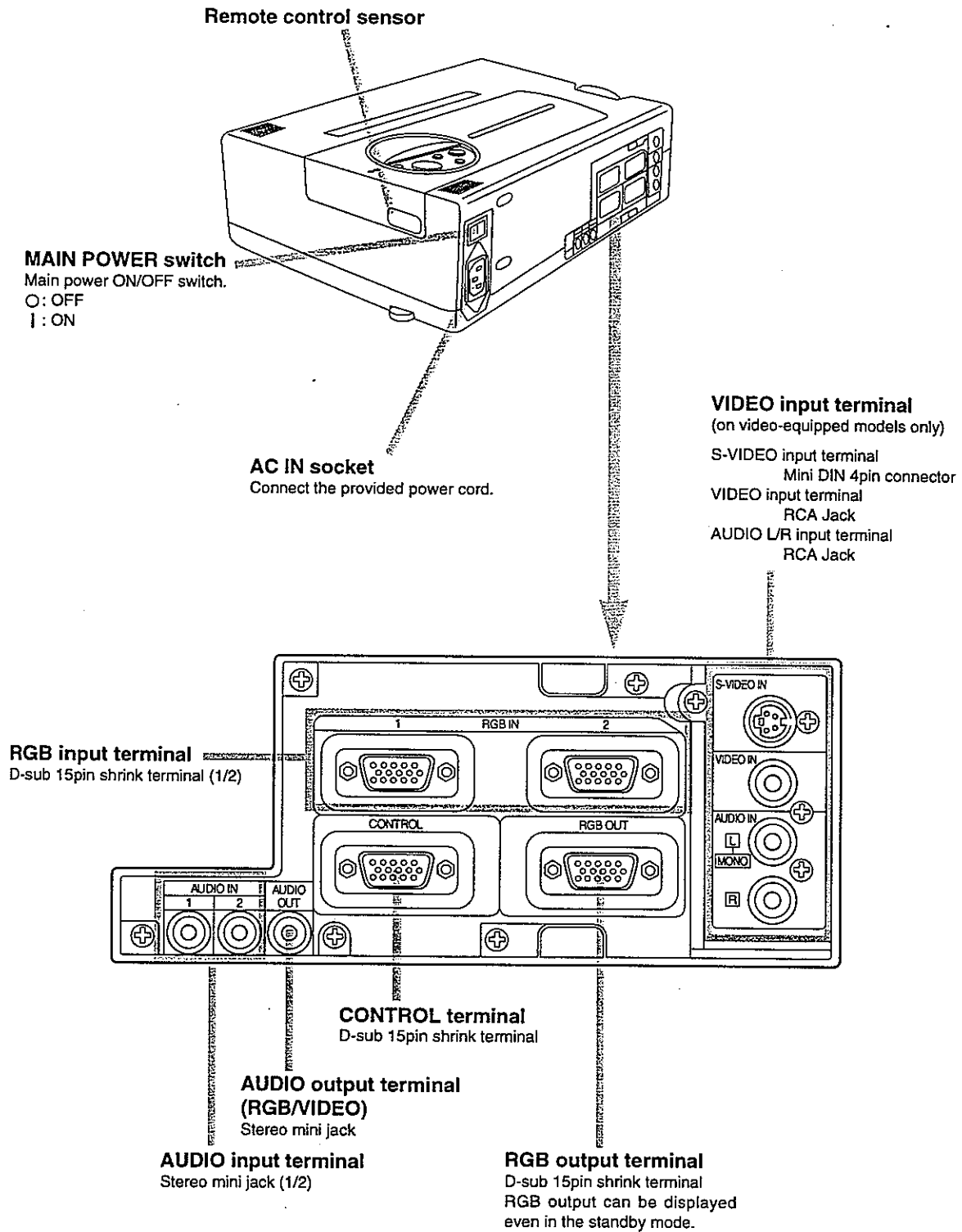
Handle



- Use the remote control transmitter within the range of about 16 feet from the remote control sensor and within 30° to both the left and right.

FOCUS ring

Adjusts focus.



● Remote control transmitter

STANDBY / ON button

Power ON/OFF button.
OFF sets the unit in standby mode.

FREEZE Button

Pressing this button displays a still picture (by freezing).

MAGNIFY button

Pressing this button partially magnifies a displayed picture.

POSITION button

Moves the picture by DISK PAD after pressed the POSITION ON button.
(Only RGB signal input)
While the back light on, you can operate POSITION.

DISK PAD

- ① When the back light of MENU ON button on, selects or adjusts the menu item.
- ② When removes the on-screen menus, works as mouse.
- ③ When the back light of the POSITION ON button on, moves picture.

MENU ON button

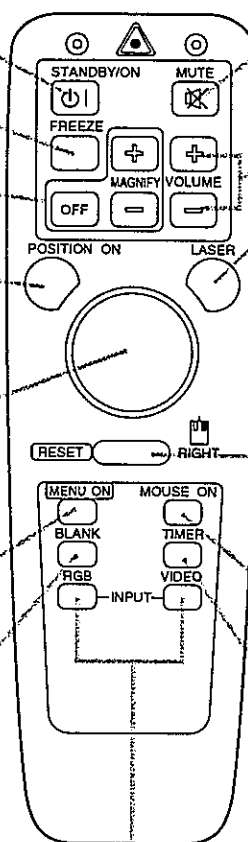
Displays the on-screen menus.
And back light on.
While the back light on, you can operate MENU.

BLANK ON button

- ① The blank screen which is displayed by pressing BLANK.
- ② And the blank screen will be revealed down by pressing BLANK again.

INPUT SELECT button

Selects the input source.



MUTE button

Silences the sound. (Cancels the mute when the unit is set in mute mode.)

VOLUME button

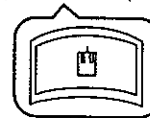
Adjusts volume. The sound is loud or low while pressing the "+" or "-" button.

LASER button

Laser pointer ON button. Use as a stick (for indication).

MOUSE LEFT button

Mouse left button is the left click of the mouse. (bottom button)



RESET / RIGHT button

When displays the on-screen menus, resets the menu item to factory settings.
When operates the mouse emulation, works as right click of mouse in computer mode.
After moving the picture (POSITION ON), resets the position to factory settings.

MOUSE ON button

Mouse emulation mode starts.
When menu are open or blank screen is displayed or icon of position is displayed, there are stopped and back light off.

TIMER ON / OFF button

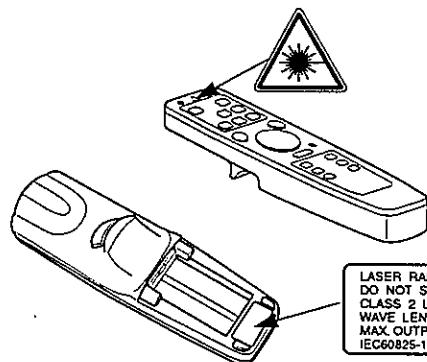
Displays the setting time by count down.



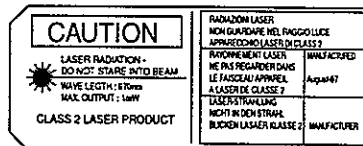
Caution

Cautions on use of the laser pointer.

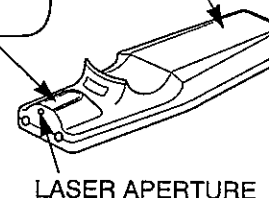
- The laser pointer on the remote control unit radiates the laser beam from the laser aperture.
- This laser pointer used as a stick (for indication).
Do not stare directly into the laser aperture or radiate the laser beam to other persons as the laser emitted is a class 2 laser and it could damage you vision, etc.
Especially pay attention if children are present.
- The three labels below are caution labels for the laser beam.



LASER RADIATION
DO NOT STARE INTO BEAM
CLASS 2 LASER PRODUCT
WAVE LENGTH : 670nm
MAX. OUTPUT : 1mW
IEC60825-1 : 1993 + A1 : 1997



AVOID EXPOSURE-LASER RADIATION IS EMITTED FROM THIS APERTURE



LASER APERTURE

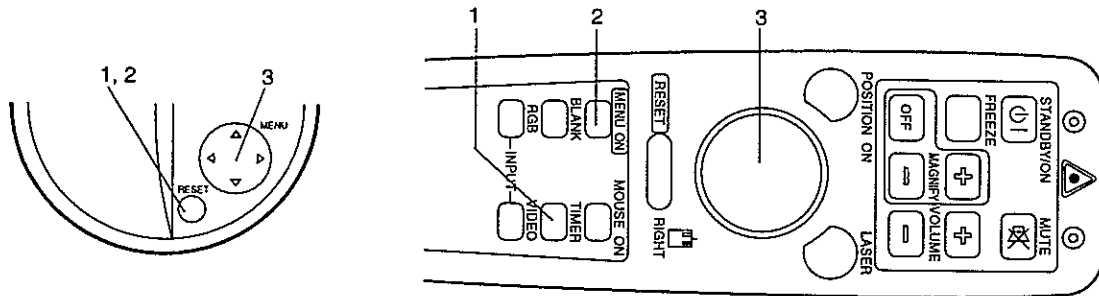
Function for service

Function	Operation
Displayed the operating time of the lamp	Press the RESET button of the projector or the TIMER button of the remote control, for 3 seconds.
Reset the operating time of the lamp	Press the RESET button of the projector or the remote control MENU. (During be displayed the operating time of the lamp.)
Displayed the operating time of the projector	Press the MUTE button of the projector or the remote control, for 3 seconds. (During be displayed the operating time of the lamp.)

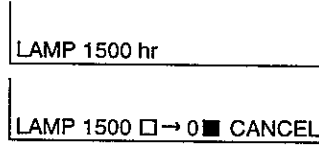
When replacing the lamp, Reset the operating time of lamp.

Reset the lamp timer :

If you have replaced the lamp after the lamp replacement time had expired, perform the procedure explained below within 10 minutes after the power is turned on. The power will turn off automatically when the 10-minute period expires.



- 1) Press the RESET button on projector for 3 seconds or remote control TIMER button for 3 seconds and display the total lamp used time.
 - When accumulated operation time of the lamp reaches 1700 hours (after the second time : 2000 hours), the following display will appear at the bottom of the screen.
- 2) Press the RESET button on projector or remote control MENU ON button during displaying the lamp used time.
- 3) Select the "0" on the screen using the MENU (◀) button or DISK PAD.DISK PAD.



Message table

On-screen display

The following messages are displayed on the screen.

MESSAGE	Action
CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIMER.	The lamp has been in service for long. Replacement with a new lamp is recommended. The lamp will go off automatically when the lamp replacement time is exceeded. *1
CHANGE THE LAMP AFTER REPLACING LAMP, RESET THE LAMP TIMER. THE POWER WILL TURN OFF AFTER * Hr.	The total lamp service time will exceed the lamp replacement time in * hours. The lamp will go off automatically when the lamp replacement time is exceeded. Replace with a new lamp before that. *1 The asterisk (*) indicates the number of hours remaining before the lamp goes off automatically.
Blinking of CHANGE THE LAMP	The total lamp service time has exceeded the lamp replacement time. The lamp will go off automatically about 10 minutes after it starts blinking. Replace with a new lamp.*2
NO INPUT IS DETECTED	Signal is hot input.
SYNC IS OUT OF RANGE	The horizontal frequency of the input signal exceeds the range of the projector, it cannot be displayed.

*1 This message are not displayed after 3 minutes.

But this message are displayed when you turn on the power again.

*2 It is possible to again turn on the power, however the power will go off after about 10 minutes.

Indicator display

The ON indicator, LAMP indicator and TEMP indicator will light or blink in the following cases.

ON indicator	LAMP indicator	TEMP indicator	Meaning	Remedy
Lights orange	Goes off	Goes off	Standby mode	
Blinks green	Goes off	Goes off	During warming up	
Lights green	Goes off	Goes off	During operation *1	
Blinks orange	Goes off	Goes off	During cooling down	
Lights red	Lights red	Goes off	Lamp cannot light *2	Cool projector by power off for 45 minutes. If the indicator is still it, lamp may be defective. Replace.
Lights red	Blinks red	Goes off	Lamp is not inserted or the lamp door open	Securely insert the lamp or close the lamp door.
Lights red	Goes off	Blinks red	Cooling fan accidented	Replace fan.
Blinks red	Blinks red	Goes off	The total lamp service time has exceeded the lamp replacement time.	Replace lamp and reset the accumulated lamp operation time.

4. Adjustment

4 - 1 Before adjusting.

4-1-1 ADJUSTMENT menu.

The ADJUSTMENT menu is needed at all adjustments.

How to set up ADJUSTMENT menu follow these;

- a. Push the MENU button.
- b. Keep the RESET button pushing for a several seconds while the PICTURE menu is displayed.

Note: All parameters used in these adjustment are printed in boldface as shown in Fig.4-2-a and Fig.4-2-b.

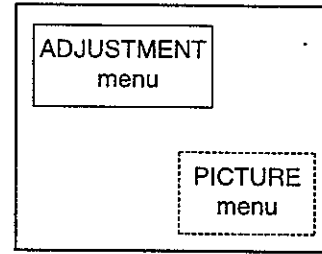


Fig.4-1 ADJUSTMENT menu

VIDEO	GAMMA	DAC_P	S/H
AIR-FLOW			
SUB-BRIGHT			
SUB-CONTRAST			
WHITE-POSI			
BLACK2-POSI			
V. COM			
C.UNIFORMITY			

Fig.4-2-a Parameters in the DAC_P of the ADJUSTMENT menu.

VIDEO	GAMMA	DAC_P	S/H
S/H TIMING			
GHOST			
SUB H POSI			
REFRESH			

Fig.4-2-b Parameters in the S/H of the ADJUSTMENT menu.

4-1-2 Selection of adjustment.

When any parts in the table 4-1 is changed, choose the proper adjusting items with the chart. Keep the adjusting order, from upper to lower in it. For example, adjust "White balance" firstly and "Ghost" next at replacement of the PWB ass'y color.

Table 4-1 : Relation between the replaced part and adjustment.

Replaced part	Adjustment		
	P.O.filter (Chap.4-2)	White balance (Chap.4-3)	Ghost (Chap.4-4)
Dichroic optics unit	Yes	No	No
LCD/LENS prism ass'y	Yes	Yes	Yes
PWB ass'y drive	No	Yes	Yes
PWB ass'y color	No	Yes	No

"Yes" means need for adjustment, "No" means no need for adjustment.

4-1-3 Setting of condition before adjustment.

1. Apply heat-running for 10 minutes or more before adjustment.
2. Project 40 inches size image with zoom set to the widest.
3. Press the RESET button on the remote controller to set picture adjustment to NORMAL.
4. Use a darkroom whose luminance is less than 2[lx].

4 - 2 P.O.filter adjustment.

Before adjusting, input the 0.0Vp-p signal to check the black image. If the image is not as dark as other set, continue this procedure.

1. Make sure the AC power cord is unplugged.
2. Remove the PWB ass'y DRIVE and the DUST COVER.
3. Loosen the screws on P.O.filters for GREEN and RED. (See Fig.4-3(a).)

Remark: Don't touch the screw on the P.O.filter for BLUE.

4. Put back the PWB ass'y DRIVE where it belongs without screws and make connections with peripheral devices. Then get on the projector.
5. Use the XGA VESA(60) timing signal to Input 0.0Vpp black pattern.

6. Slide the P.O.filter for GREEN on its base to find out where a whole image is darkest by visual check. At the best position, tighten the screw a little so that the filter cannot shift. (See Fig.4-3(b).)
7. Slide the P.O.filter for RED on its base in order to get rid of the reddish tint of the image by visual check. After finding out the best position, tighten the screw in a little order not to change the color of the image. (See Fig.4-3(b).)
8. Remove the PWB ass'y DRIVE again to tighten up the screws of both P.O.filters.
9. Put on the DUST COVER and the PWB ass'y DRIVE and make original connections with all of peripheral parts.
10. Reinstall the UPPER CASE and tighten all screws.

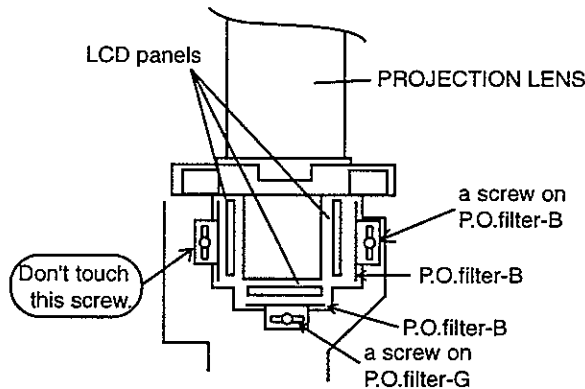


Fig.4-3-(a) Top view of P.O.filters

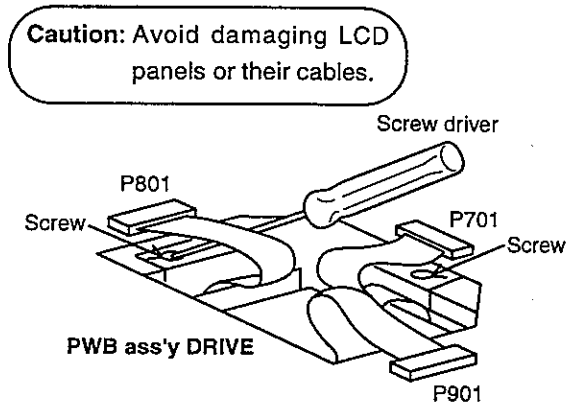


Fig.4-3-(b) How to tighten screws

4 - 3 White balance adjustment

Preparations for adjustment

4-3-1 Flicker adjustment.

Refer to the attached drawing (Fig.4-4).

1. Use the XGA VESA(60) timing signal to input a 0.35Vp-p R primary color signal for every other line.
2. Use DAC_P - V.COM - R in the adjustment menu to adjust until flicker is minimum on a whole image.
3. Use the XGA VESA(60) timing signal to input a 0.35Vp-p G primary color signal for every other line.
4. Use DAC_P - V.COM - G in the adjustment menu to adjust until flicker is minimum on a whole image.
5. Use the XGA VESA(60) timing signal to input a 0.35Vp-p B primary color signal for every other line.
6. Use DAC_P - V.COM - B in the adjustment menu to adjust until flicker is minimum on a whole image.

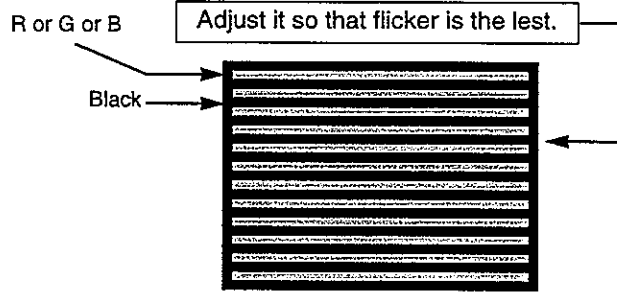


Fig.4-4 Test pattern for the flicker adjustment.

4-3-2 Adjustment of color uniformity

1. Input gray pattern at 0.35Vp-p with a timing signal of XGA VESA(60).
2. Set C.UNIFORMITY - SWITCH in the adjustment menu to OFF.
3. Check the color unevenness of the original image.
4. Continue this adjustment unless color uniformity is good.
5. Set C.UNIFORMITY - SWITCH in the adjustment menu to ON.
6. Adjust following parameters to make better color balance with same input signal.
 - a. Adjust "C. UNIFORMITY - H - R -RP" so that color balance of left and right side is best by visual check.
This is control correction wave for Horizontal Saw.
 - b. Adjust "C. UNIFORMITY - H - R -PB" so that color balance of center and side is best by visual check.
This is control correction wave for Horizontal Parabola.
 - c. Adjust "C. UNIFORMITY - H - B -RP" so that color balance of left and right side is best by visual check.
This is control correction wave for Horizontal Saw.
 - d. Adjust "C. UNIFORMITY - H - B -PB" so that color balance of center and side is best by visual check.
This is control correction wave for Horizontal Parabola.
 - e. Adjust "C. UNIFORMITY - V - B -RP" so that color balance of top and bottom is best by visual check.
This is control correction wave for Vertical Saw.

- "C. UNIFORMITY - H - R -RP"
: horizontal correction for R horizontal Saw
- "C. UNIFORMITY - H - R -PB"
: horizontal correction for R horizontal Parabola
- "C. UNIFORMITY - H - B -RP"
: horizontal correction for B horizontal Saw
- "C. UNIFORMITY - H - B -PR"
: horizontal correction for B horizontal Parabola
- "C. UNIFORMITY - V - B -RP"
: vertical correction for B vertical Saw.

4-3-3 The luminance adjustment.

Use Minolta CL-100 at measurement and adjustment.

1. Maximize CONTRAST and BRIGHT in the picture menu.
2. Use the XGA VESA(60) timing signal to input a 0.7Vpp green primary signal and measure the luminance at the center of the image. Suppose the reading is "A".
3. Normalize CONTRAST and BRIGHT in the picture menu.
4. Use the XGA VESA(60) timing signal to input a 0.21Vpp green primary signal. Adjust the luminance with SUB-BRIGHT - W to $A \times 0.09 \pm 10$ [lx].
5. Use the XGA VESA(60) timing signal to input a 0.7Vpp green primary signal. Adjust the luminance with SUB-CONTRAST - W to $A \times 0.95 \pm 20$ [lx].

6. Return to procedure 4 to check the luminance is within the specification. If it is out of the specification, repeat the procedure 4 - 5.
7. Use the XGA VESA(60) timing signal to input a 0.0Vp-p black pattern. Adjust the luminance with DAC_P - BLACK2-POSI - W to $A \times 0.009 \begin{matrix} +1 \\ -0 \end{matrix}$ [lx].
8. Use the XGA VESA(60) timing signal to input 0.7Vpp 16 step gray scale signal. See the two darkest steps if they can be distinguished. Use DAC_P - BLACD2-POSI - G in order to make a little different luminance between 1st step and 2nd step by visual check. (See Fig.4-5.)

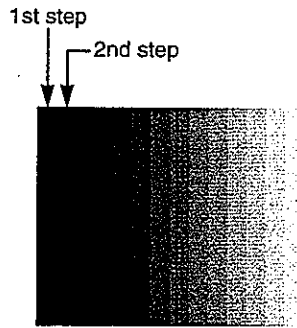


Fig.4-5 16 step gray scale

4-3-4. Adjustment of the white balance.

Use Minolta CL-100 at measurement and adjustment.

1. Low brightness white balance.
 - a. Input gray pattern at 0.21Vp-p with a timing signal of XGA VESA(60).
 - b. Adjust DAC_P - SUB BRIGHT - R and DAC_P - SUB BRIGHT - B so that the chromaticity at the center of the picture is $x=0.28 \pm 0.005, y=0.34 \pm 0.005$ (low-brightness white balance)
2. Medium brightness white balance.
 - a. Input gray pattern at 0.52Vpp with a timing signal of XGA VESA(60).
 - b. Adjust DAC_P - SUB CONTRAST - R and DAC_P - SUB CONTRAST - B so that the chromaticity at the center of the picture is $x=0.28 \pm 0.005, y=0.345 \pm 0.005$ (middle-brightness white balance)
3. Return to 1 to check low-brightness white balance, and repeat 1 to 2 until both middle-brightness and low-brightness white balance are adjusted within their target at the same time.
4. Black white balance.
 - a. Input gray pattern at 0.07Vpp with a timing signal of XGA VESA(60).

- b. Adjust DAC_P - BLACK POSI - R and DAC_P - BLACK POSI - B so that the chromaticity at the center of the picture is $x=0.27 \pm 0.005, y=0.34 \pm 0.005$.
5. Compare the brightness between the darkest steps and the 2nd darkest one visually. Unless the difference is visible, go to the procedure a - d below.
 - a. Input a 0.7Vpp 16 steps primary blue signal with a timing signal of XGA VESA(60).
 - b. Adjust DAC_P - BLACK2 POSI - B so that the brightness between 1st and 2nd step is different slightly. (See Fig. 4-5.)
 - c. Input a 0.7Vpp 16 steps primary red signal with a timing signal of XGA VESA(60).
 - d. Adjust DAC_P - BLACK2 POSI - R so that the brightness between 1st and 2nd step is different slightly. (See Fig. 4-5.)
6. Repeat the procedure 1 to 4 so that the low-brightness white balance, the medium-brightness white balance and the black white balance are within their targets at the same time.

Remark; You don't need to take care of the target of the black white balance, when it has been adjusted visually in the procedure 5.

4 - 4 Ghost adjustment

Preparations for adjustment

1. Input a 0.7Vpp cross-hatch pattern with a timing signal of XGA VESA(60).
2. Adjust "H.PHASE" in the picture menu so that the vertical lines of cross-hatch pattern are seen clearest.

Adjustment procedure

1. Position the cursor on S/H - GHOST in the ADJUSTMENT menu and push the RESET button to initialize this parameter.
2. Decrease the value of the S/H - GHOST in the ADJUSTMENT menu until the ghost image appears. Suppose this figure "B". (See the example below.)
3. Set the parameter to "B + 2".

Example:

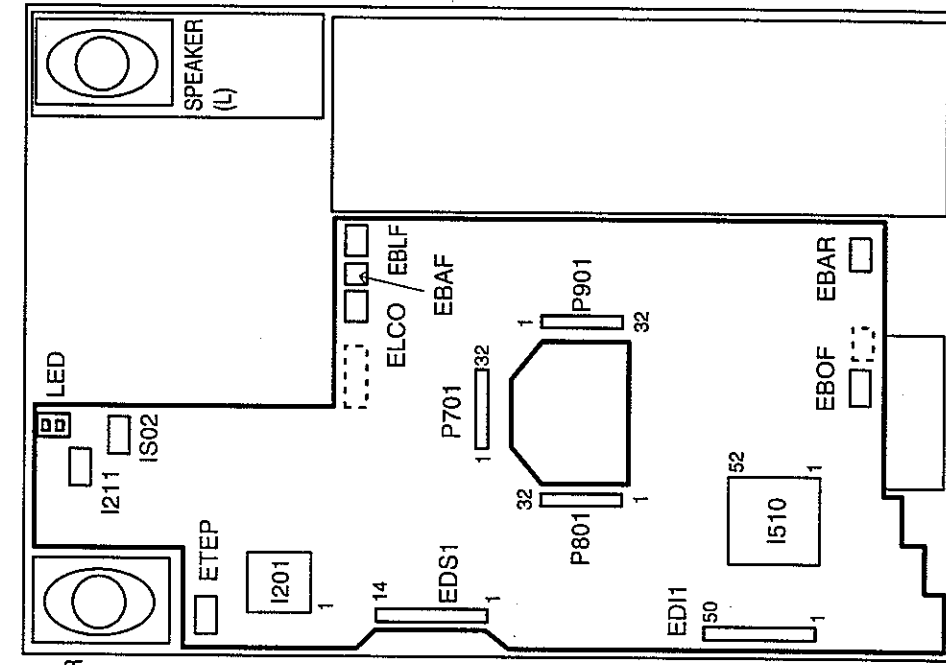
Adjusted value	Image
6	No ghost
5	Faint ghost
4	Ghost

→ B=5

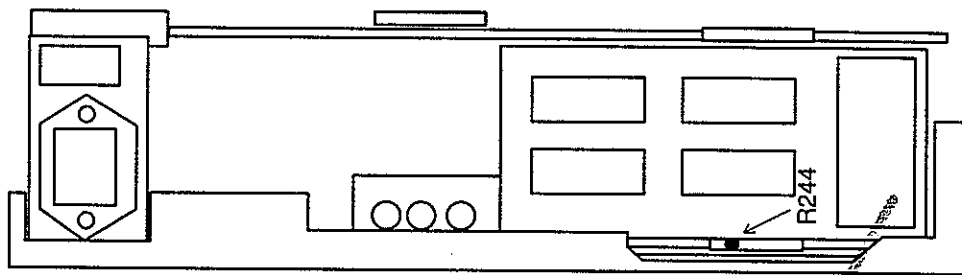
In this case, S/H - GHOST is set to 7 (=5+2).

5. Troubleshooting

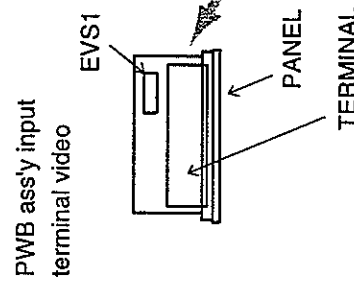
Check points at trouble shooting

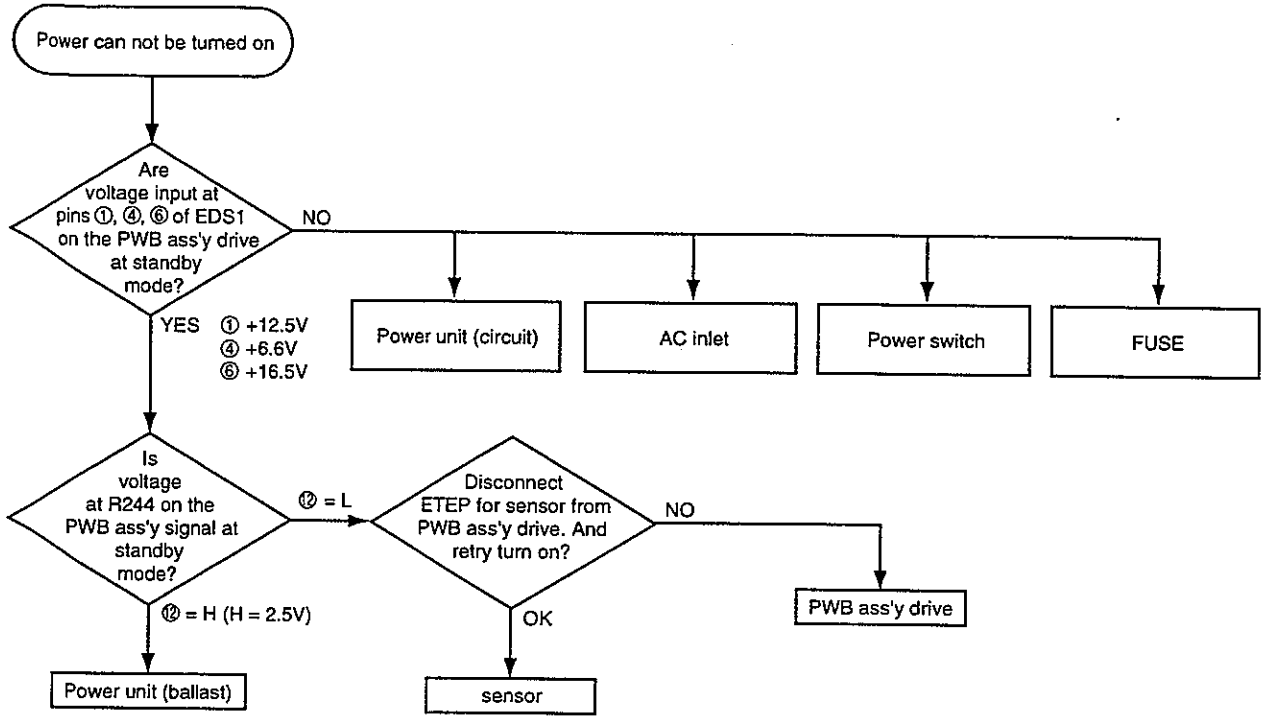


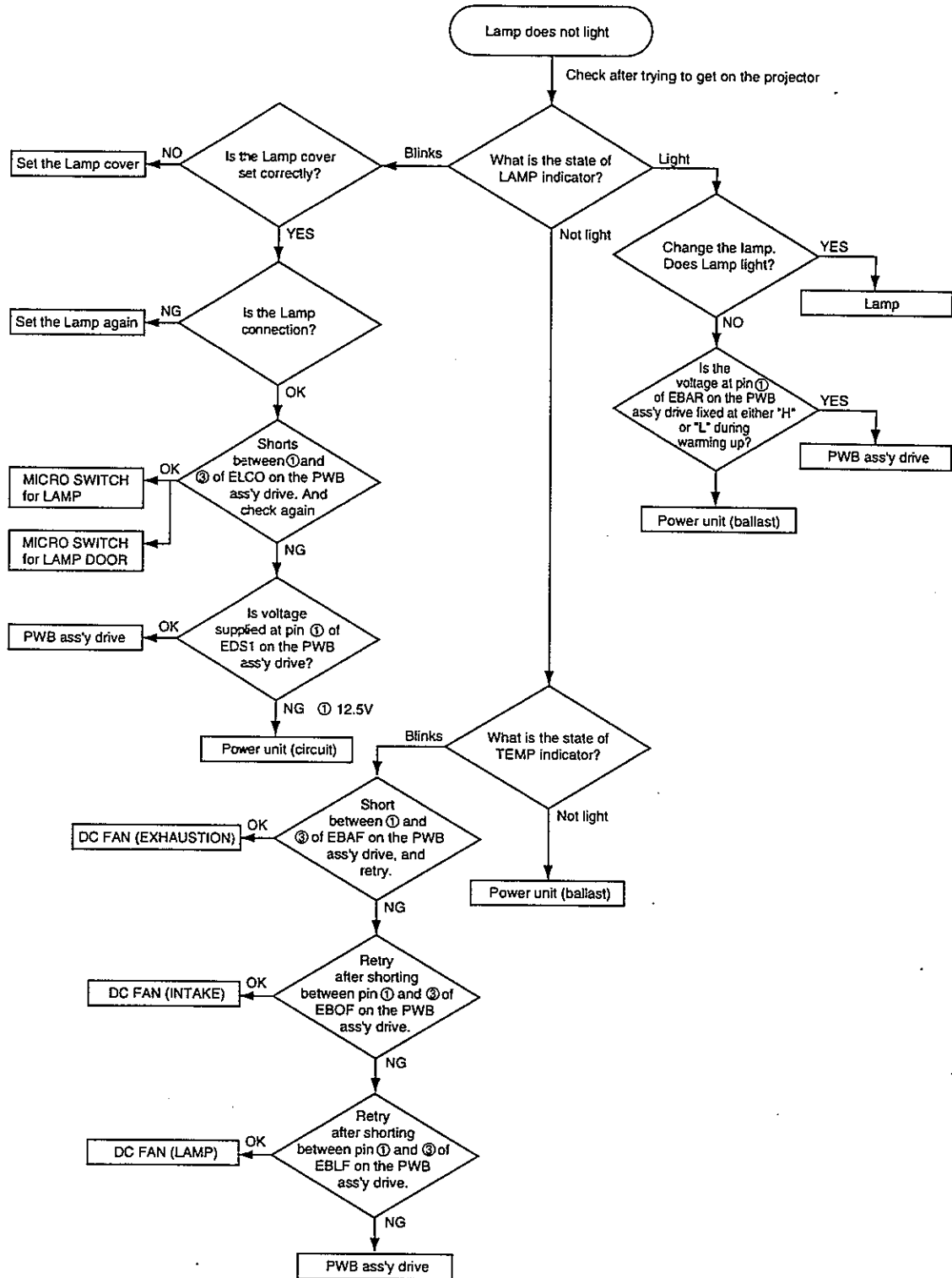
< TOP VIEW >
without upper case

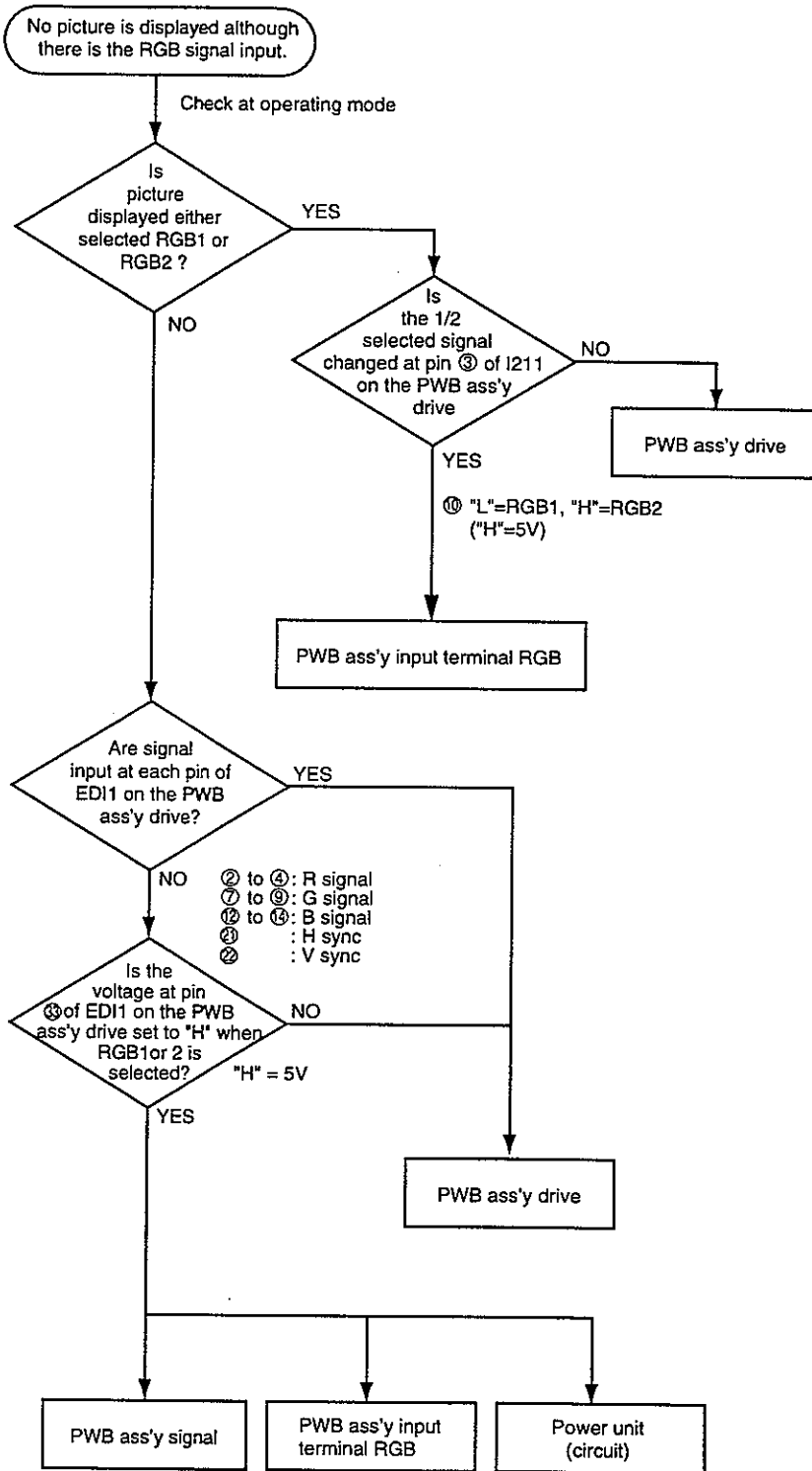


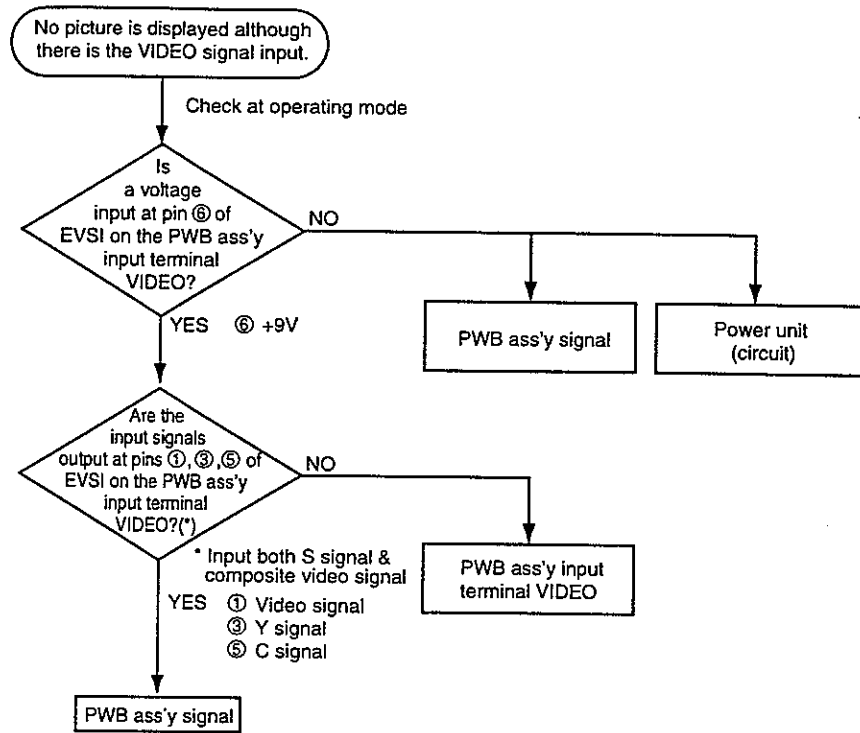
< SIDE VIEW >
without upper case & I/O DECO PANEL

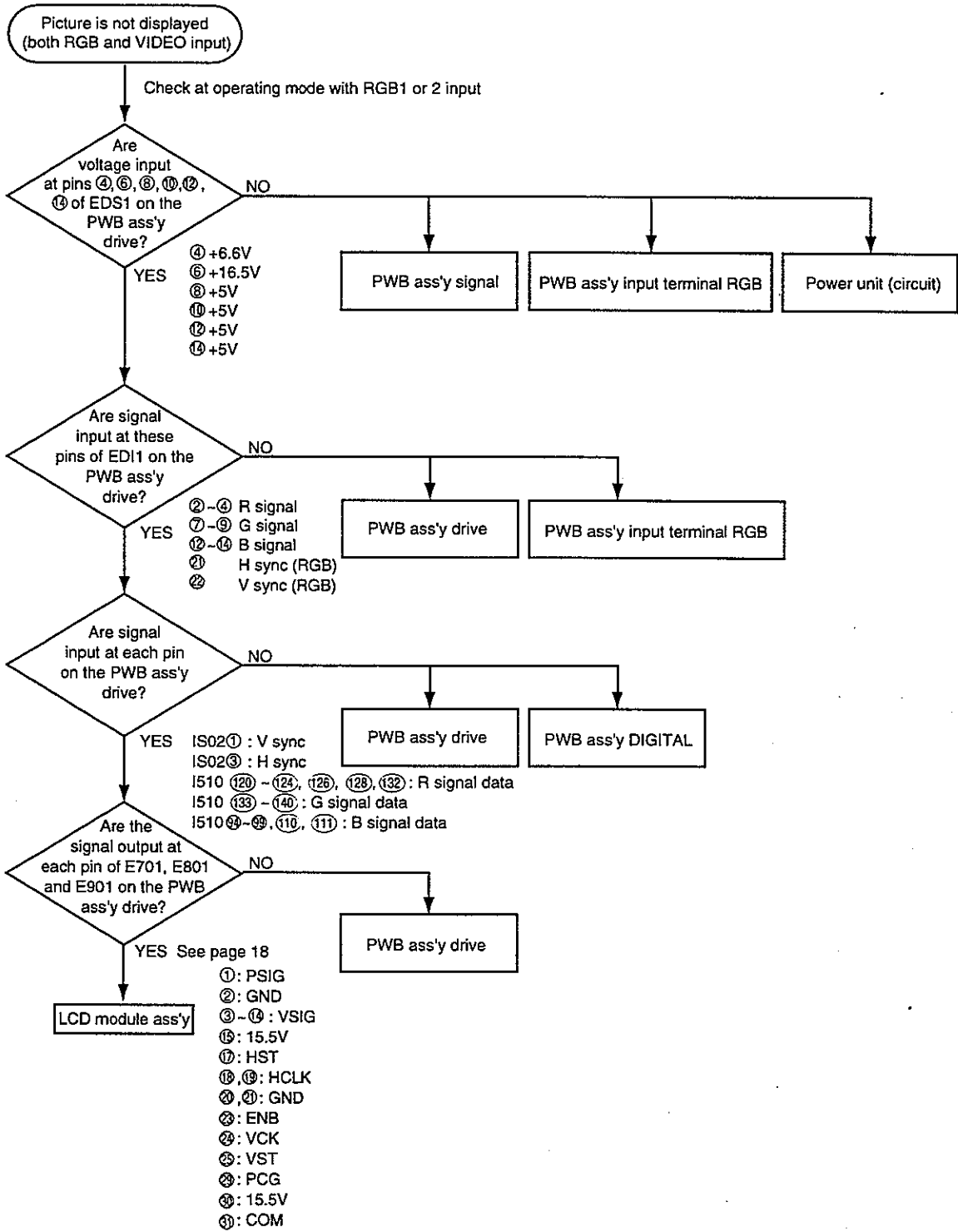


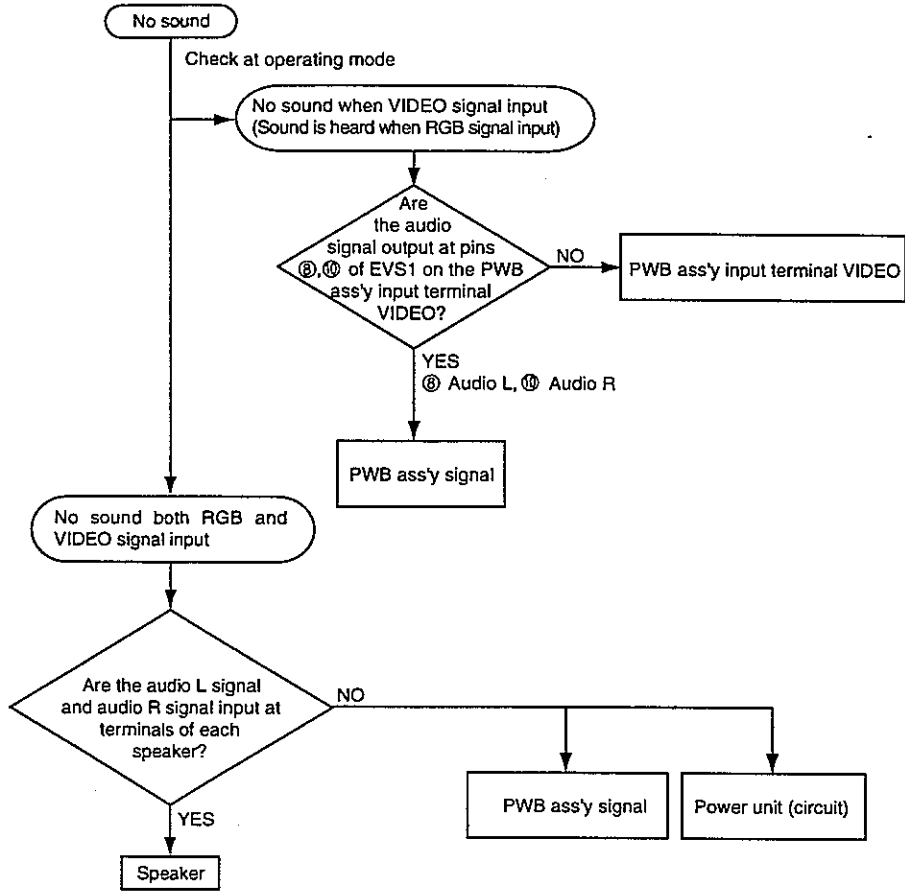








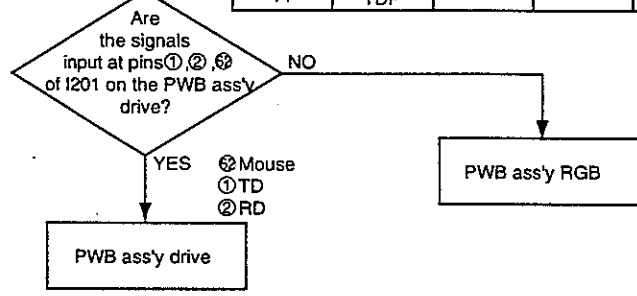




Can not control to mouse or RS232C

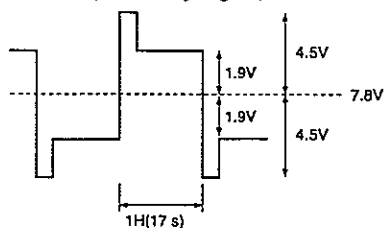
Check at operating mode

Pin No	RS232C	PS/2	ADB	Serial
1				
2		CLK		
3		DATA	DATA	
6	SEL0	SEL0		SEL0
7	RTS	RTS	RTS	RTS
9		+5V	+5V	
10	GND	GND	GND	GND
12				
13	RDP			
14	TDP			TD

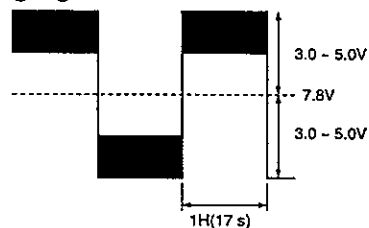


Signal waveforms of P701, P801 and P901 (Input signal is VGA3)

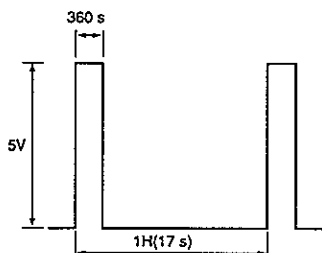
① PSIG (Uniformity Signal)



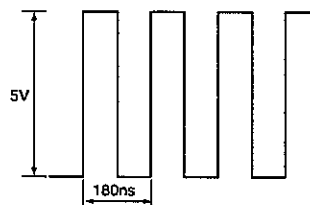
③~⑭ VIDEO SIGNAL



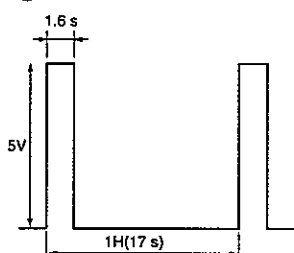
⑰ HST



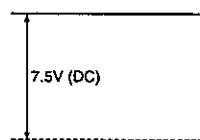
⑱ HCK1, HCK2



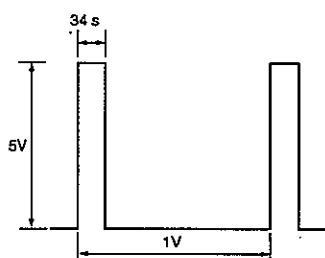
⑲ PCG



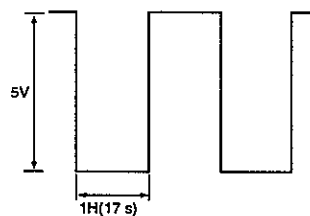
⑳ COM



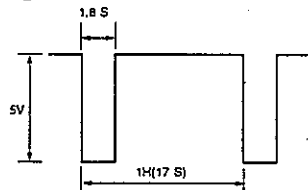
㉑ VST



㉒ VCK



㉓ ENB

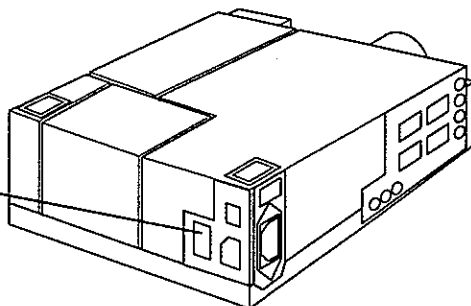
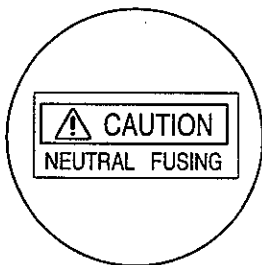


6. Service points

6 - 1 POINT

Caution for NEUTRAL FUSING.

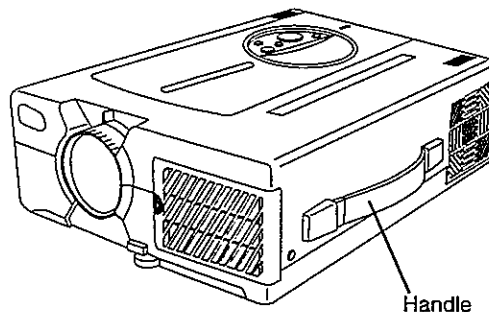
The fuse is in NEUTRAL line on this model. Therefore high voltage is still supplied to circuit after fuse is blown. Always unplug the AC cord from the socket before removing Upper case and be careful not to get a shock when checking waveforms and voltage without Upper case.



<Without Upper case>

● When Upper case is removed

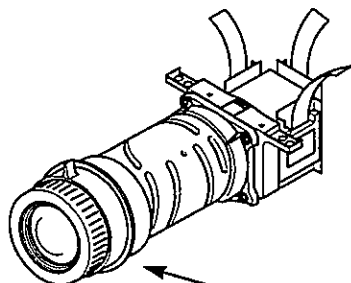
Upper case is lifted as the figure with pulling a handle.



● Before Replacing the LCD / Lens Prism

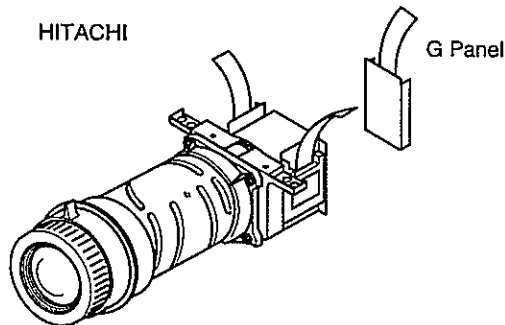
You should not replace separately the parts of the liquid crystal LCD / Lens Prism because it works properly only when used together. Therefore, regarding these parts, you can either replace part , LCD / Lens Prism Ass'y, or send the whole unit LCD / Lens Prism Ass'y back to Hitachi, where we will replace the malfunctioning part, recondition the device and send it back to you. In that case please contact our distributor.

DISTRIBUTOR



- Do not disassemble the unit because replacement of separate parts is not possible.
- For repairs of the product, please contact our distributor.

HITACHI



Replacement of G Panel → Reconditioning

Return

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6 - 2 Service point of principal parts

(1) Removing the UPPER CASE ASS'Y.

1. Remove 9 screws and remove the UPPER CASE ASS'Y.

(2) Removing the PWB ASS'Y DRIVE.

1. Remove the UPPER CASE ASS'Y.(Refer to item 6-2(1))
2. Release the lock of the connector housing and disconnect the FPC of the LCD module ass'y.
3. Remove 4 screws and disconnect 10 connectors and remove the PWB ASS'Y DRIVE.

(3) Removing the SPEAKER.

1. Remove 2 screws and disconnect a wire-to-wire connector to remove each SPEAKER.

(4) Removing the POWER UNIT(BALLAST).

1. Remove a screw to remove the metallic stopper on LAMP connector.
2. Remove 4 screws on Ballast holder and disconnect lamp connector to remove the POWER UNIT(BALLAST).

(5) Removing the LCD/LENS PRISM ASS'Y.

1. Remove the UPPER CASE ASS'Y.(Refer to item 6-2(1))
2. Remove the PWB ASS'Y DRIVE.(Refer to item 6-2(2))
3. Remove a screw to remove the filter to protect LCD panels.
4. Remove 2 screws to remove the LCD/LENS PRISM ASS'Y.

(6) Removing the DICHROIC OPTICS UNIT.

1. Remove the LAMP COVER ⑤ and remove the LAMP.
2. Remove the UPPER CASE ASS'Y.(Refer to item 6-2(1))
3. Remove the PWB ASS'Y DRIVE.(Refer to item 6-2(2))
4. Remove the SPEAKER.(Refer to item 6-2(3))
5. Remove the PWB ASS'Y POWER UNIT(BALLAST).(Refer to item 6-2(4))
6. Remove the HOOD inside DC FAN(POWER) ③⑥ by two clips.
7. Remove a screw on the filter for LCD panels to remove the filter.
8. Remove tape(black) on the DICHROIC OPTICS UNIT and disconnect all wire-to-wire connectors.
9. Remove 3 screws and remove the DICHROIC OPTICS UNIT.

(7) Removing the PWB ASS'Y INPUT TERMINAL RGB.

1. Remove a screw and remove the PWB ASS'Y INPUT TERMINAL VIDEO.
2. Remove the UPPER CASE ASS'Y.(Refer to item 6-2(1))
3. Remove the PWB ASS'Y DRIVE.(Refer to item 6-2(2))
4. Remove 3 screws and remove the PWB ASS'Y INPUT TERMINAL PANEL.
5. Remove 2 screws and remove the PWB INPUT TERMINAL RGB with RGB metal.

(8) Removing the DC FAN(POWER).

1. Remove the UPPER CASE ASS'Y.(Refer to item 6-2(1))
2. Remove the PWB ASS'Y DRIVE.(Refer to item 6-2(2))
3. Remove the SPEAKER-R.(Refer to item 6-2(3))
4. Remove the PWB ASS'Y POWER UNIT(BALLAST).(Refer to item 6-2(4))
5. Remove the DICHROIC OPTICS UNIT.(Refer to item 6-2(6))
6. Remove 3 screws to remove the DC FAN(POWER).

6 - 3 About Lamp Replacement

Light source lamp has a service life.


The picture will become dark or color will be poor when the lamp is used for a long time.

If usage of lamp is continued in such cases, it could cause a malfunction. Replace lamp with new one.

As reference for replacement time, indicator will operate or message will be displayed when the power is turned on, as shown on page 31,32. In these cases the lamp should be replaced.

Caution Also LAMP indicator will light when the lamp becomes too hot. Turn off the power and let the projector cool for 45 minutes. Turn on.

1. How to replace lamp (Option lamp : Lamp unit DT00205)

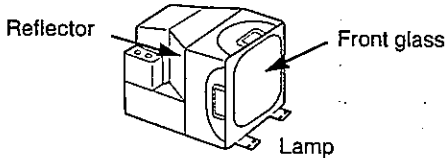


**HIGH VOLTAGE
HIGH TEMPERATURE
HIGH PRESSURE**

When replacing lamp, turn off and remove AC cord, wait 45 minutes to let lamp cool. High-pressure lamp when hot, may explode if improperly handled.

Caution

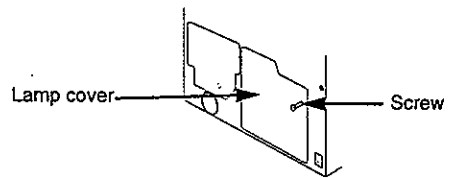
- For disposal of used lamp, treat according to the instruction of community authorities.
- Since the lamp is made of glass, do not apply shock to it and do not scratch it.
- Also, do not use old lamp. This could also cause explosion of the lamp.
- If it is probable that the lamp has exploded (explosive sound is heard), disconnect the power plug from the power outlet and replace lamp. The lamp is covered by front glass and air-tight structure, but, in rare cases, the reflector and the inside of the projector may be damaged by scattered broken pieces of glass, and broken pieces could cause injury when being handled.



1. Turn the main power switch off and disconnect the power plug from the power outlet.

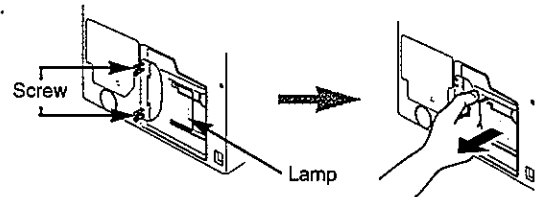
2. Remove the lamp cover.

- If lamp is hot at this time, this could cause burn. Wait for minimum 45 minutes until lamp is cooled down.
- Loosen a screw and remove the cover.



3. Loosen two screws and pull the handle to remove the lamp.

- If the screws are not loosened completely, your fingers may be damaged.
- Do not insert your hand into the box after the lamp is removed.



(There are optical parts inside. If touched by hand, it may result in color unevenness, etc.)

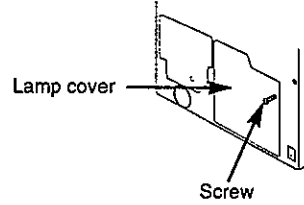
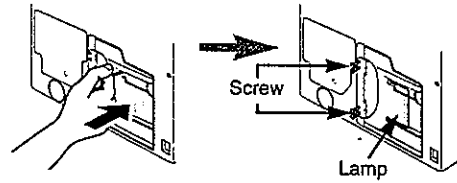
PJL1035-2

4. Replace the lamp with new one and fix it using the same two screws.

- Firmly tighten the lamp screws. Loose screws may cause bad connection of the connector which in turn may result in malfunctioning.

5. Install the lamp cover and fix it using screws.

- To prevent burn, install the lamp cover and secure it using the screws.
 - Do not turn on the power with lamp cover removed.
-
- Whenever the lamp is replaced, reset the total operation time of the lamp. Do not reset if the lamp has not been replaced.
 - Do not perform resetting without changing the lamp, as this can cause lamp breakage.



7. Dust cleaning

- (1) Check For Dust
 1. Display the white picture on a 60" screen.
 2. If there is dust present, clean the LCD Module Assembly, the Multilenses, and the air filter.
- (2) Clean the LCD Module Assembly (Do not remove the LCD Module Assembly)
 1. Use the Dust Blower to remove dust from the LCD Module Assembly.
 2. If dust is still present, wipe it off with the special glass cleaning cloth.
 3. Repeat Step (1), Check for Dust.

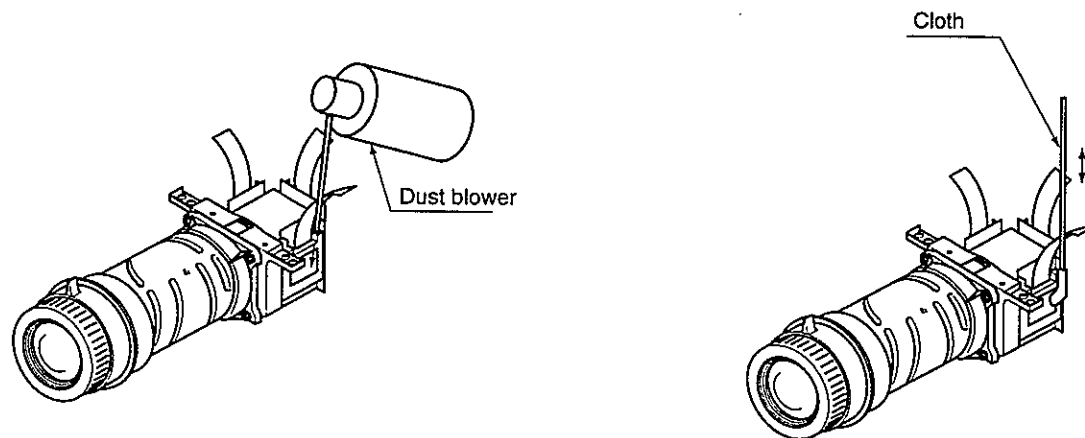
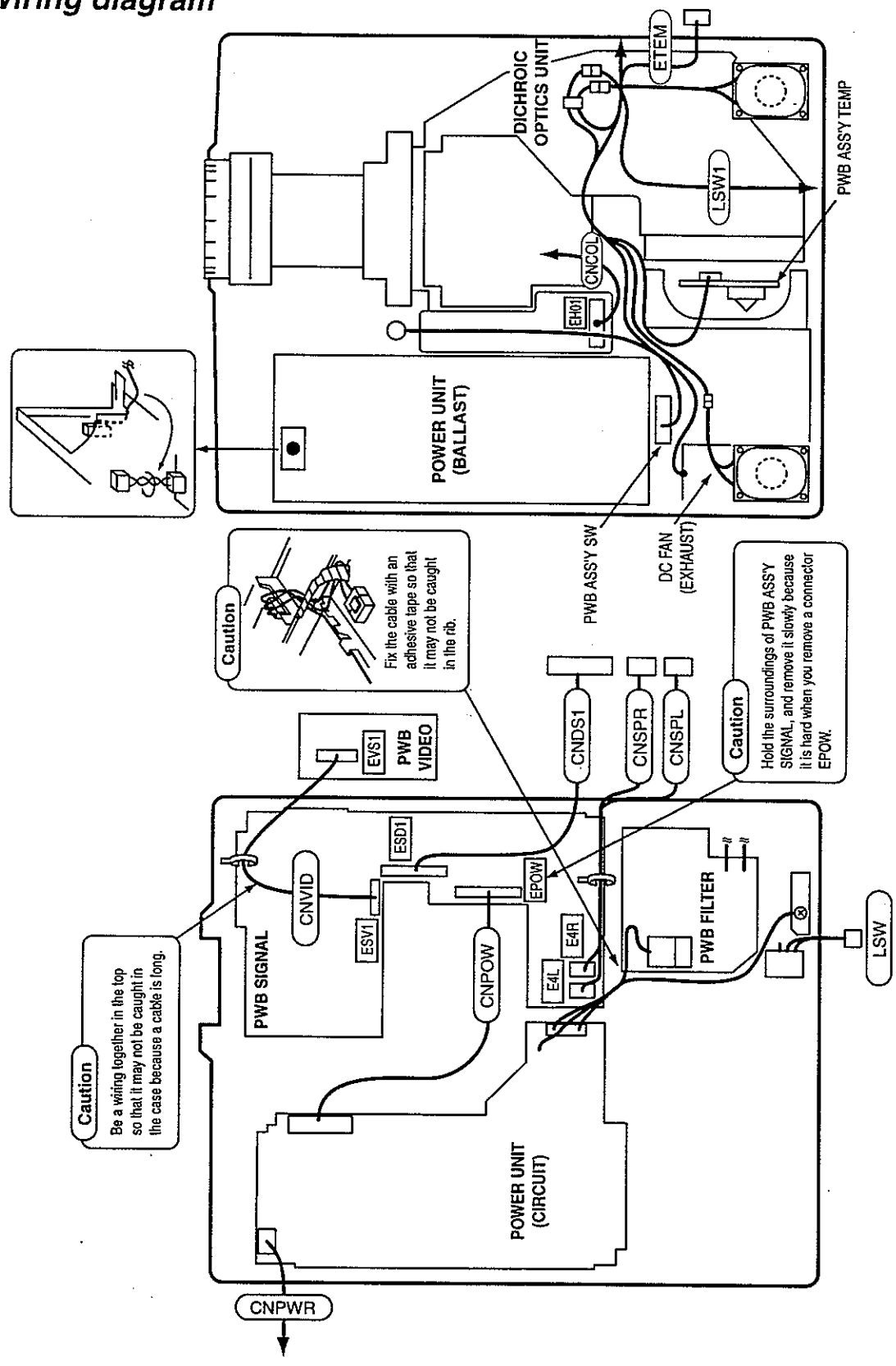


Fig. 1

- (3) Clean the Air filter
 1. Remove the air filter from the front of the projector.
 2. Wipe the air filter with a cloth moistened with water or neutral detergent, and wipe with a dry cloth.

9. Wiring diagram

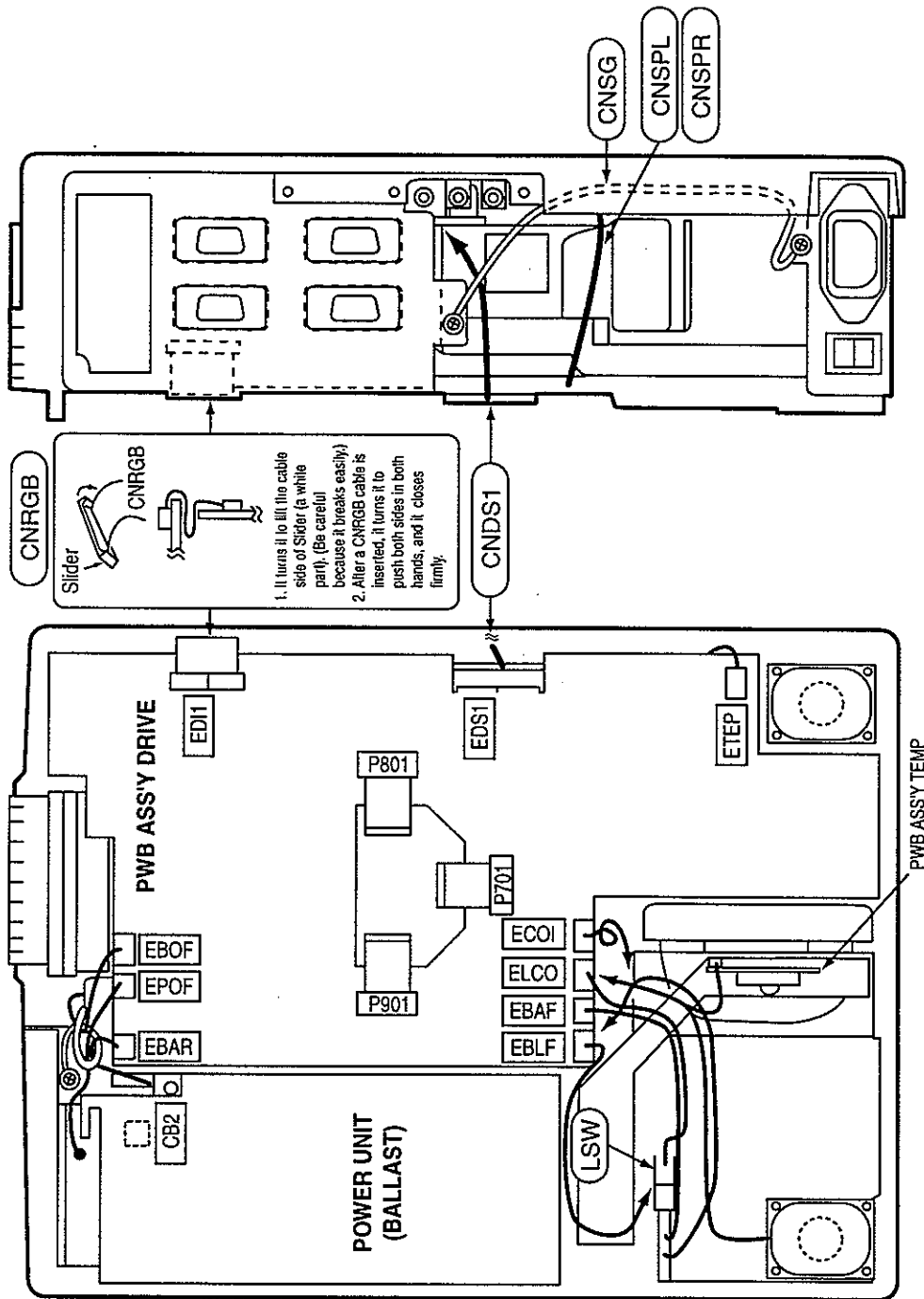


Caution
Be a wiring together in the top so that it may not be caught in the case because a cable is long.

Caution
Fix the cable with an adhesive tape so that it may not be caught in the rib.

Caution
Hold the surroundings of PWB ASSY SIGNAL, and remove it slowly because it is hard when you remove a connector EPOW.

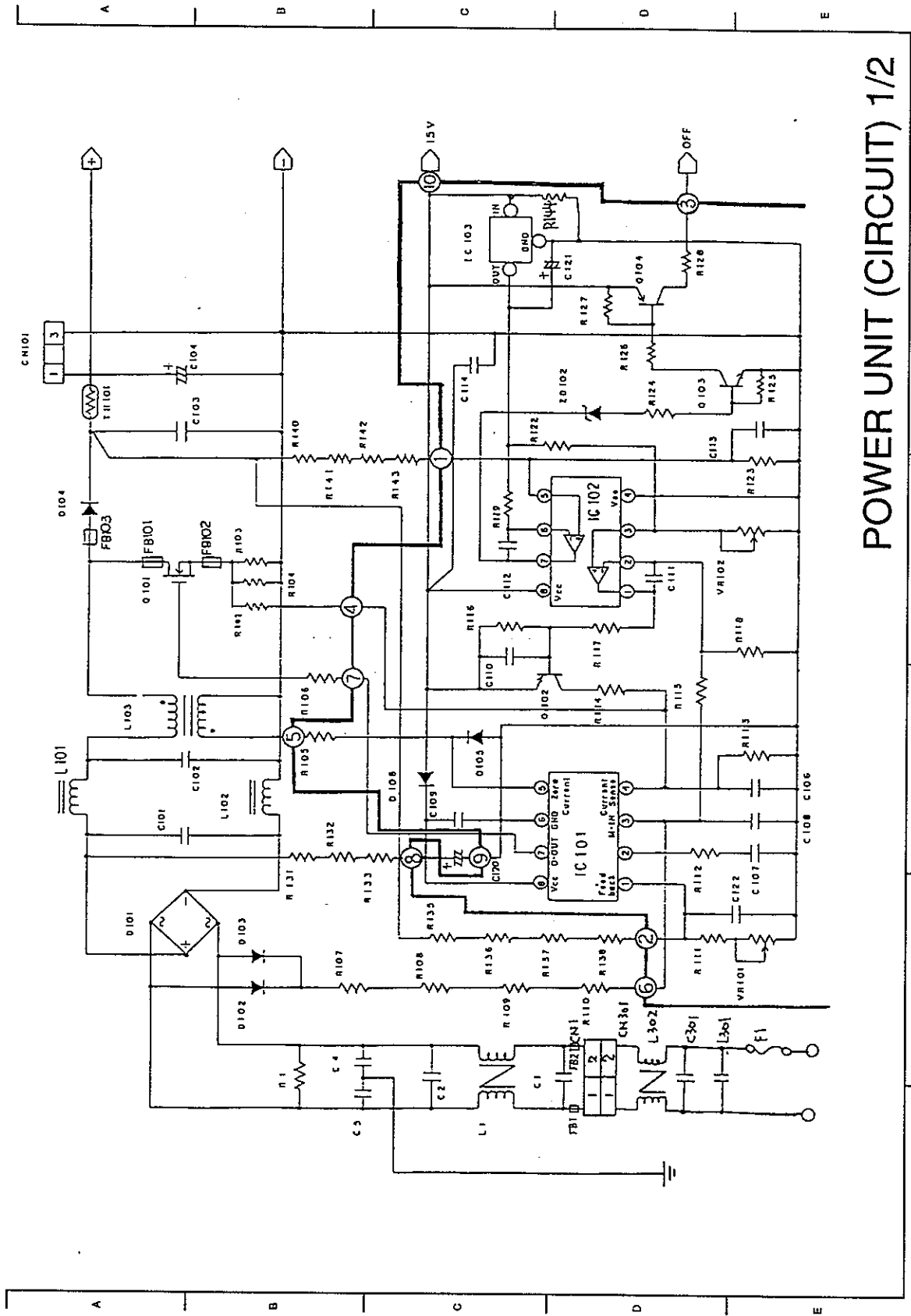
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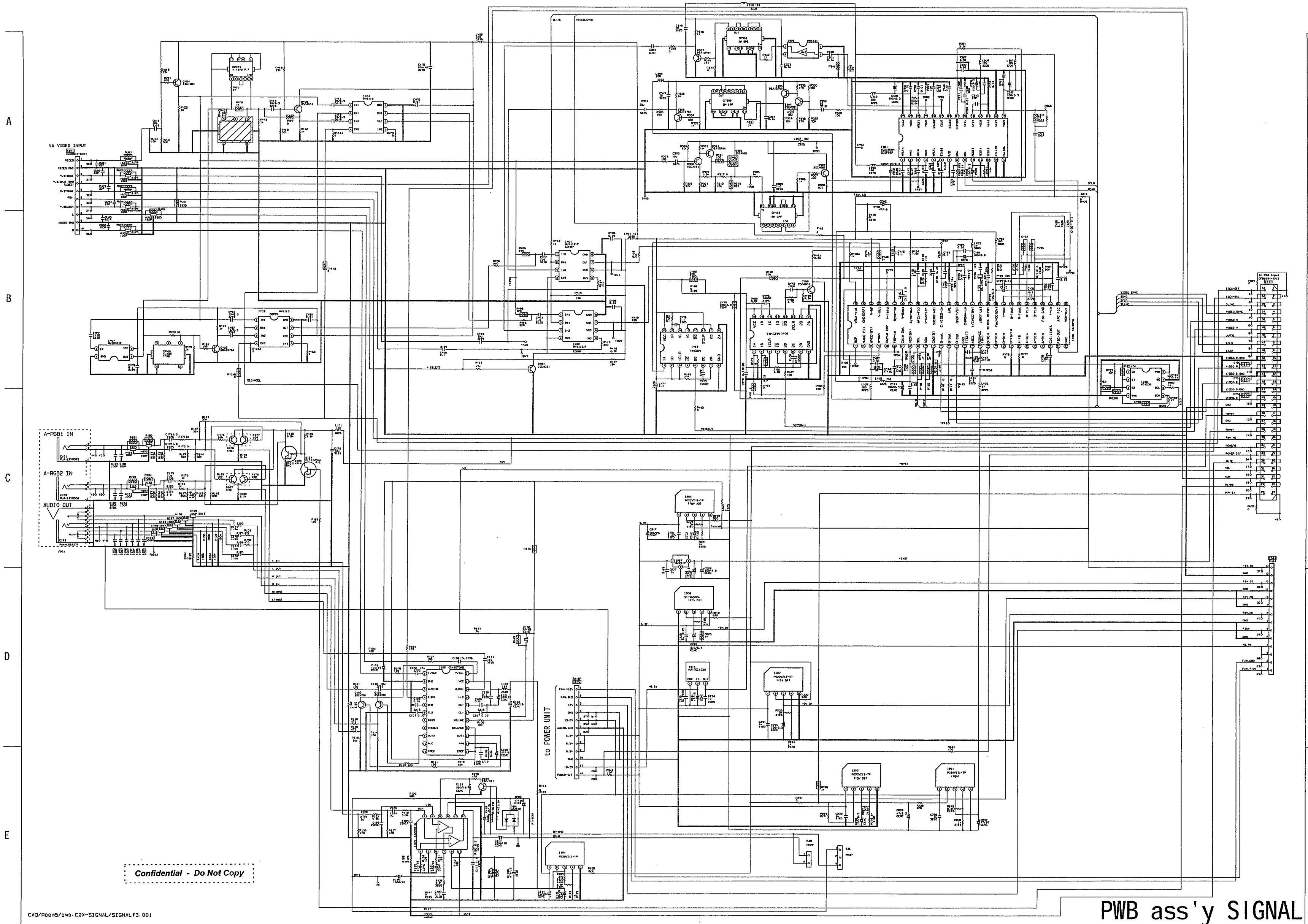
10. Schematic Diagrams

PJL1035-2



POWER UNIT (CIRCUIT) 1/2

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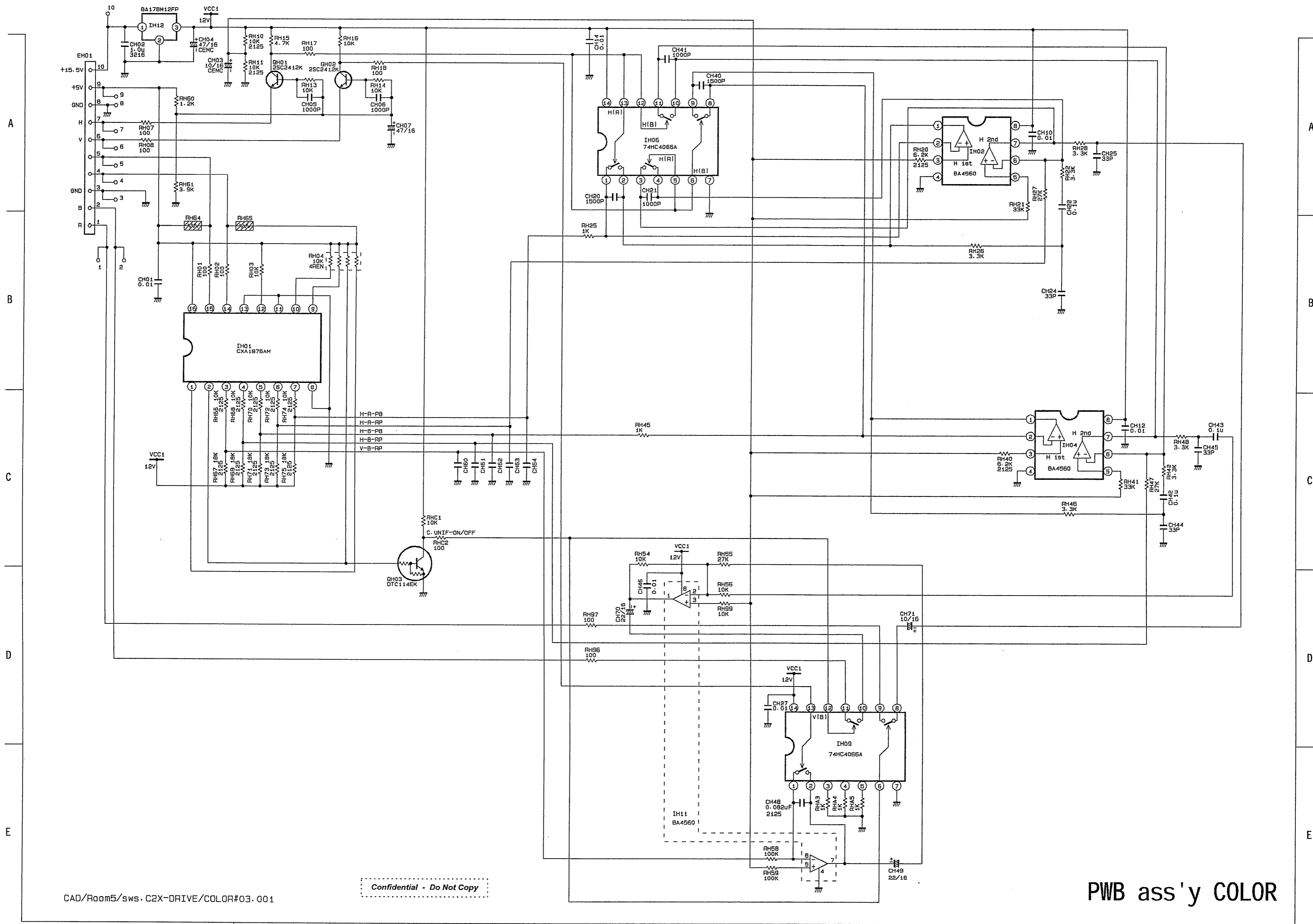


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CAD/ROOP5/SWB. C2X-SIGNAL/SIGNAL#3.001

PWB ass'y SIGNAL

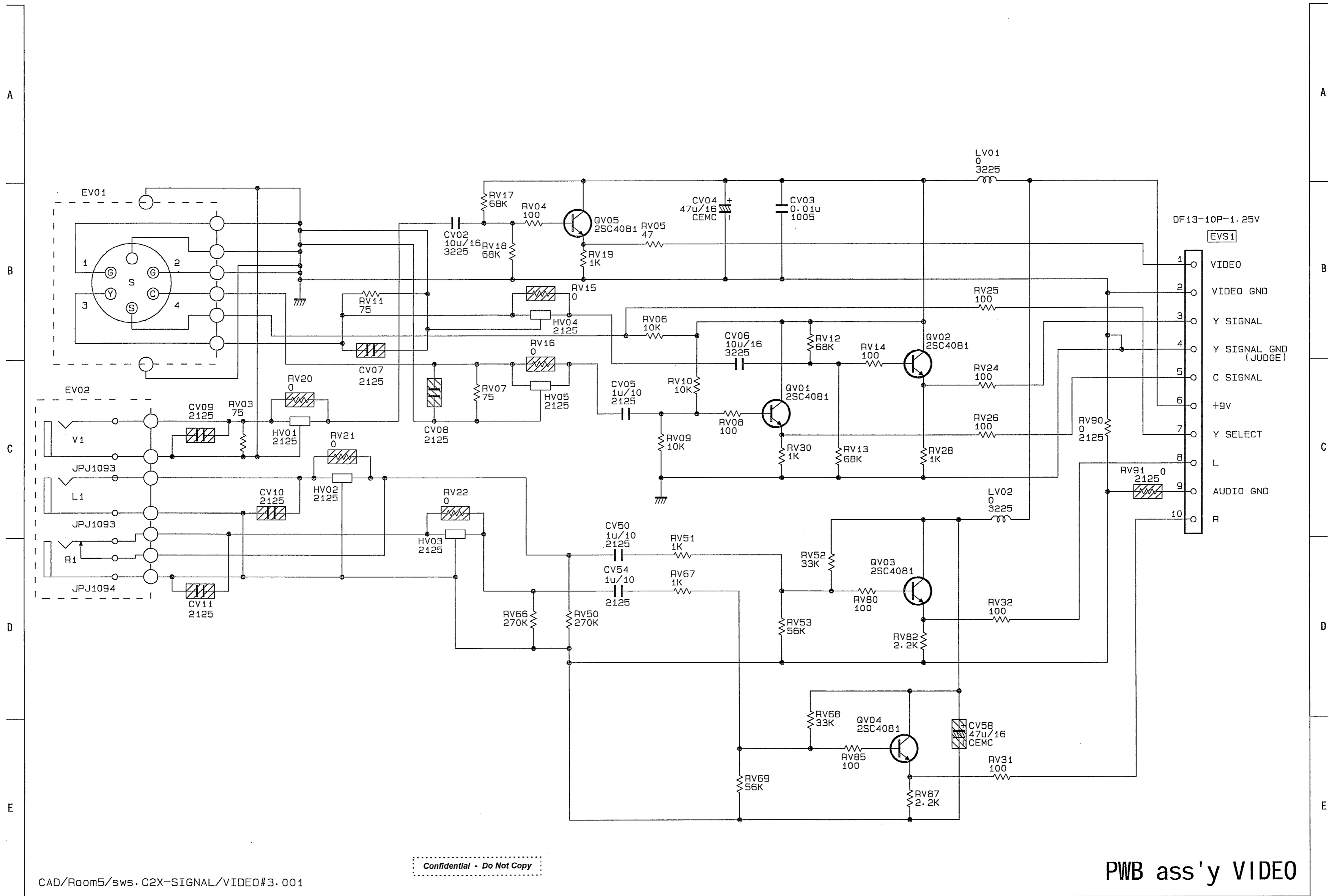
1 2 3 4 5 6

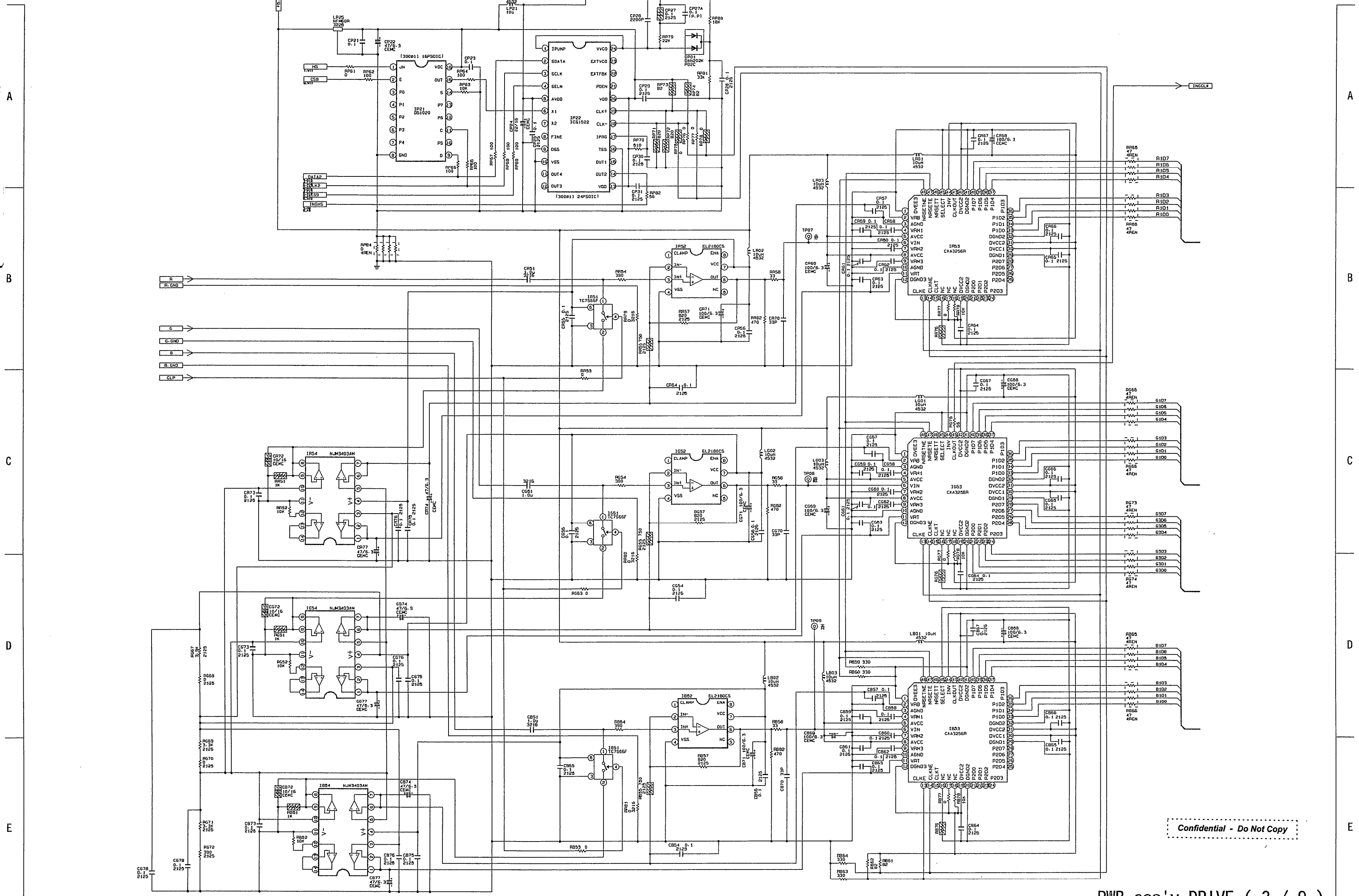


CAD/Room5/sws.C2X-DRIVE/COLOR#03.001

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PWB ass'y COLOR

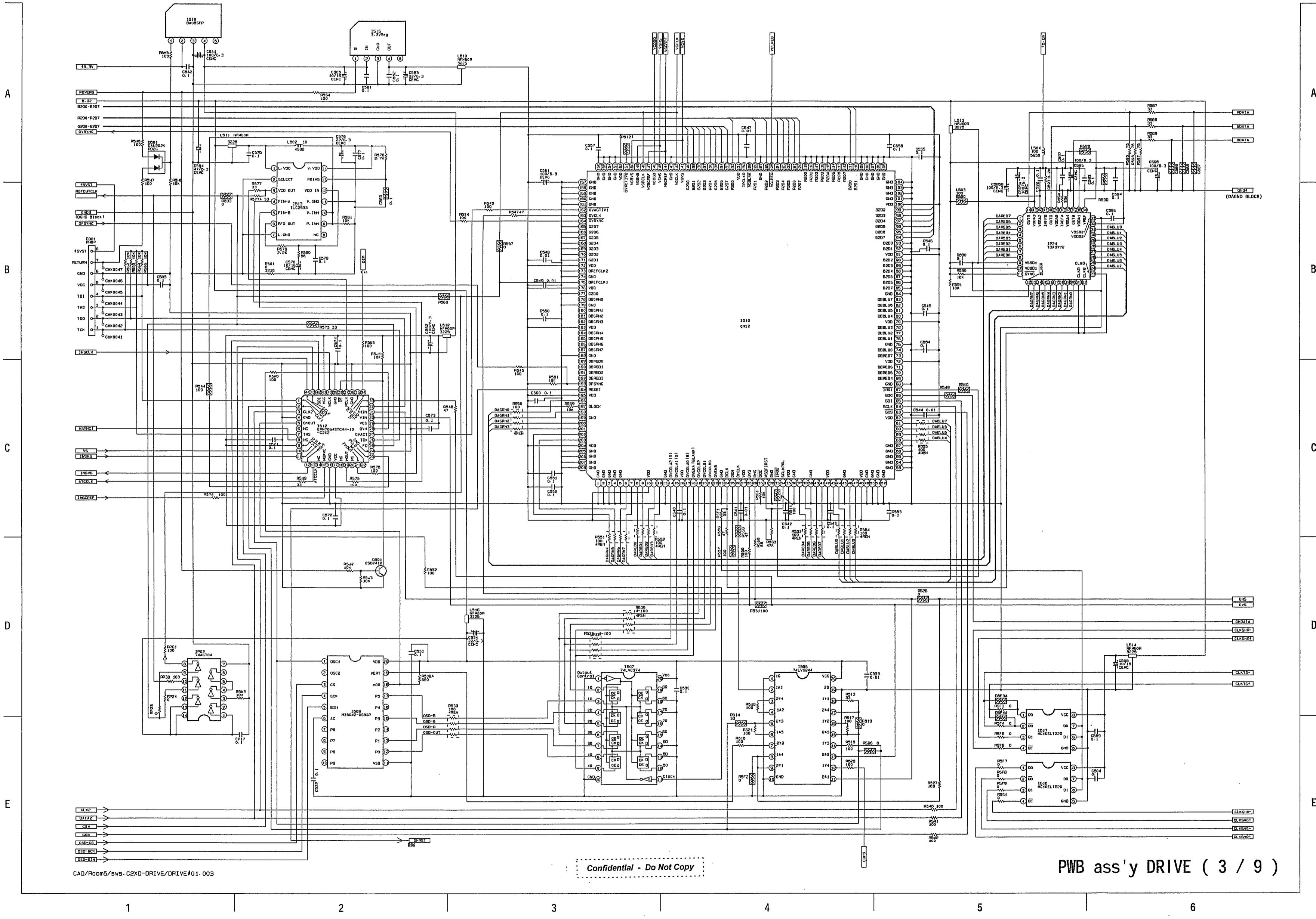




CAD/Rooms/svs. C2XD-DRIVE/DRIVE#01-002

PWB ass'y DRIVE (2 / 9)

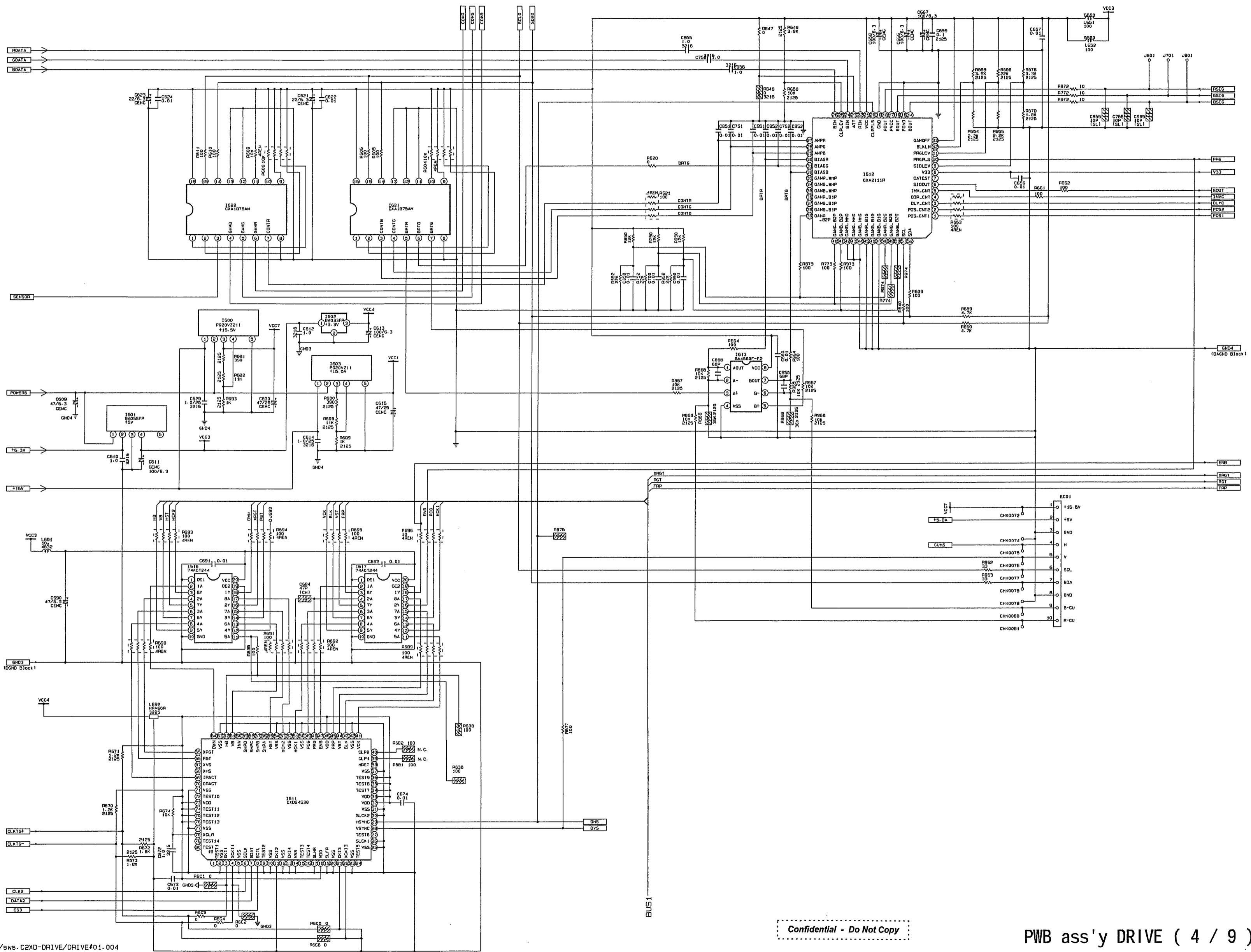
1 2 3 4 5 6



CAD/Room5/sws. C2XD-DRIVE/DRIVE#01.003

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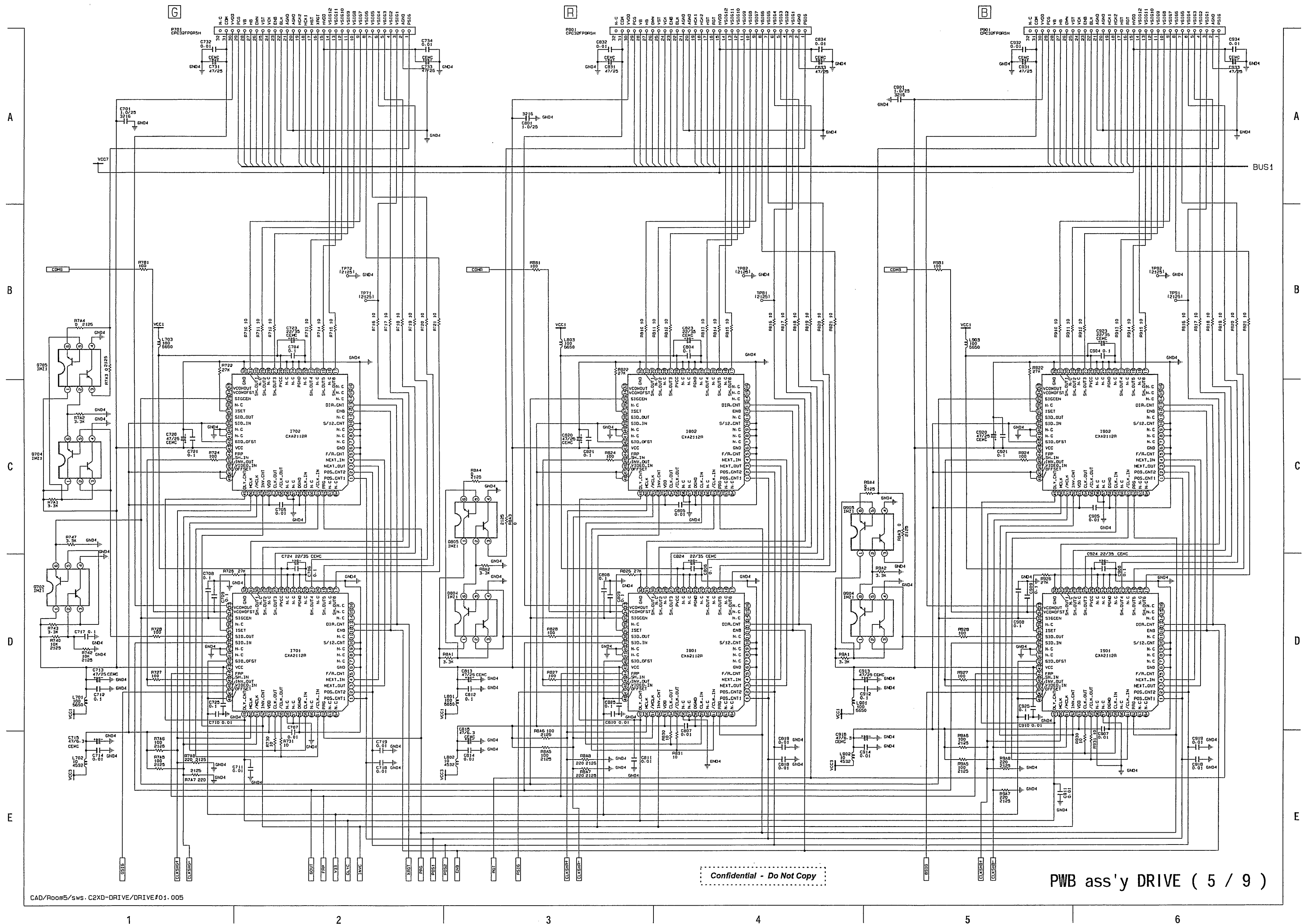
PWB ass'y DRIVE (3 / 9)



CAD/Room5/sws- C2XD-DRIVE/DRIVE01-004

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PWB ass'y DRIVE (4 / 9)

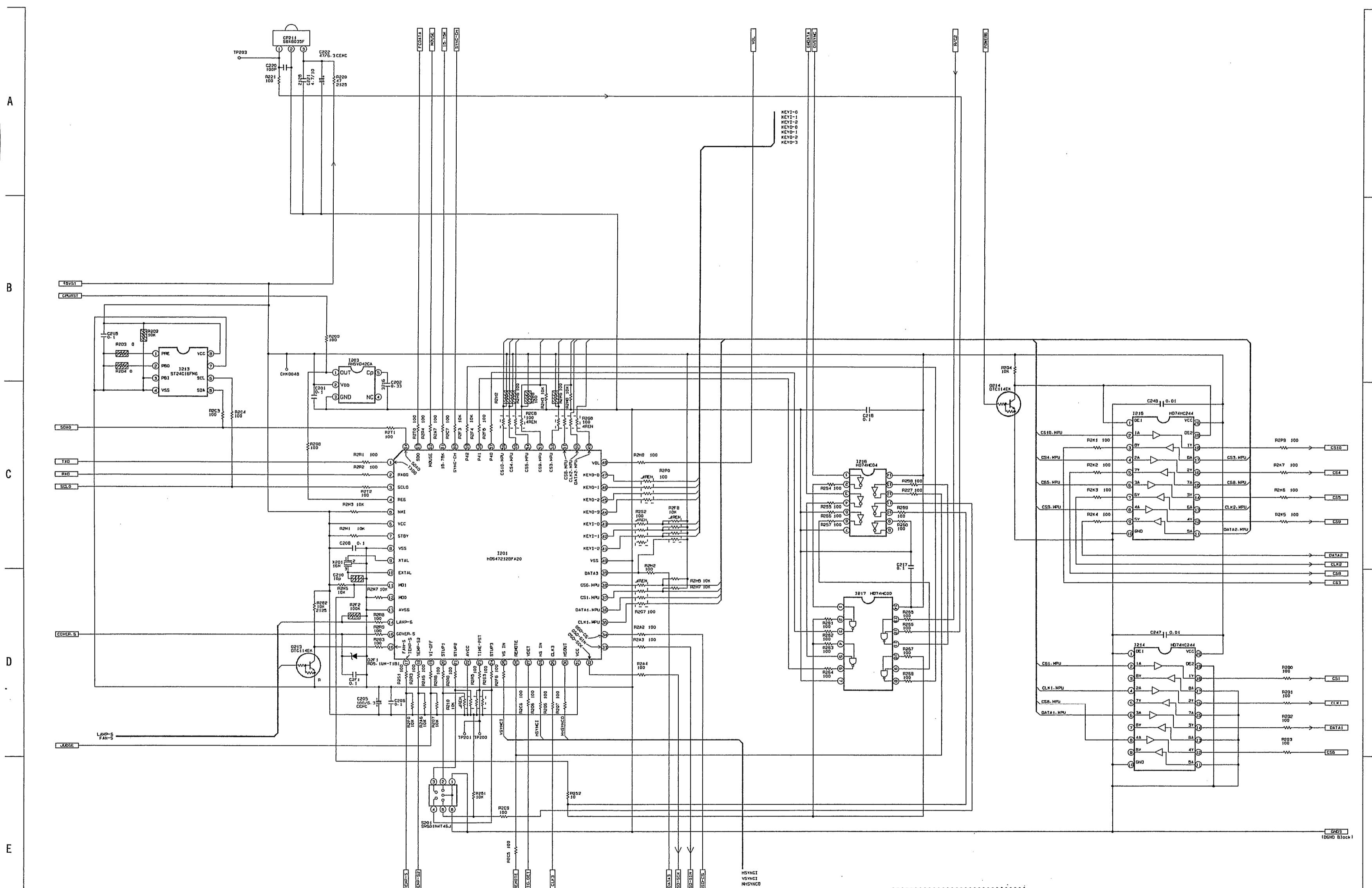


CAD/Room5/sws. C2XD-DRIVE/DRIVE#01.005

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PWB ass'y DRIVE (5 / 9)

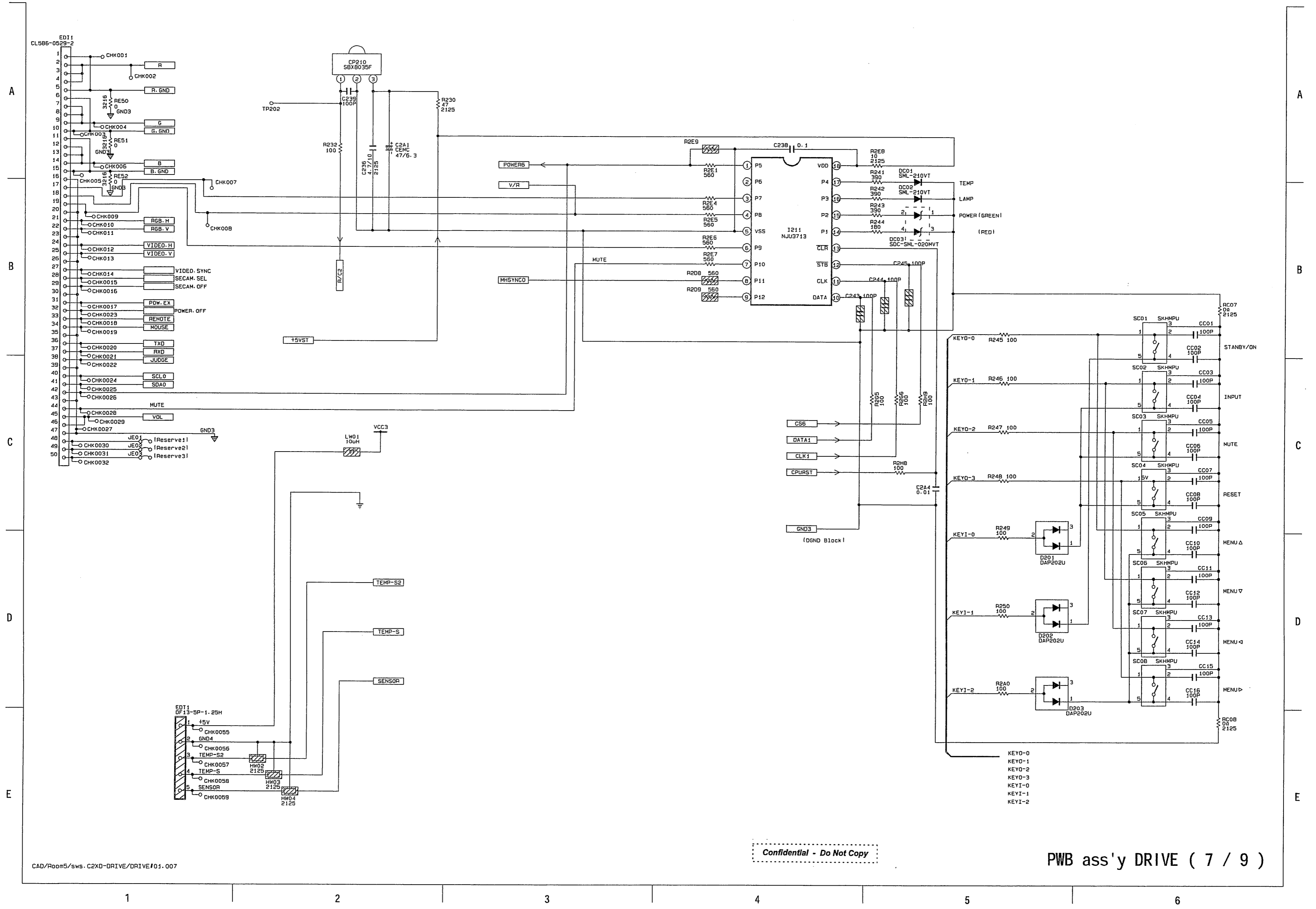
1 2 3 4 5 6



CAD/Room5/sws. C2XD-DRIVE/DRIVE F01.006

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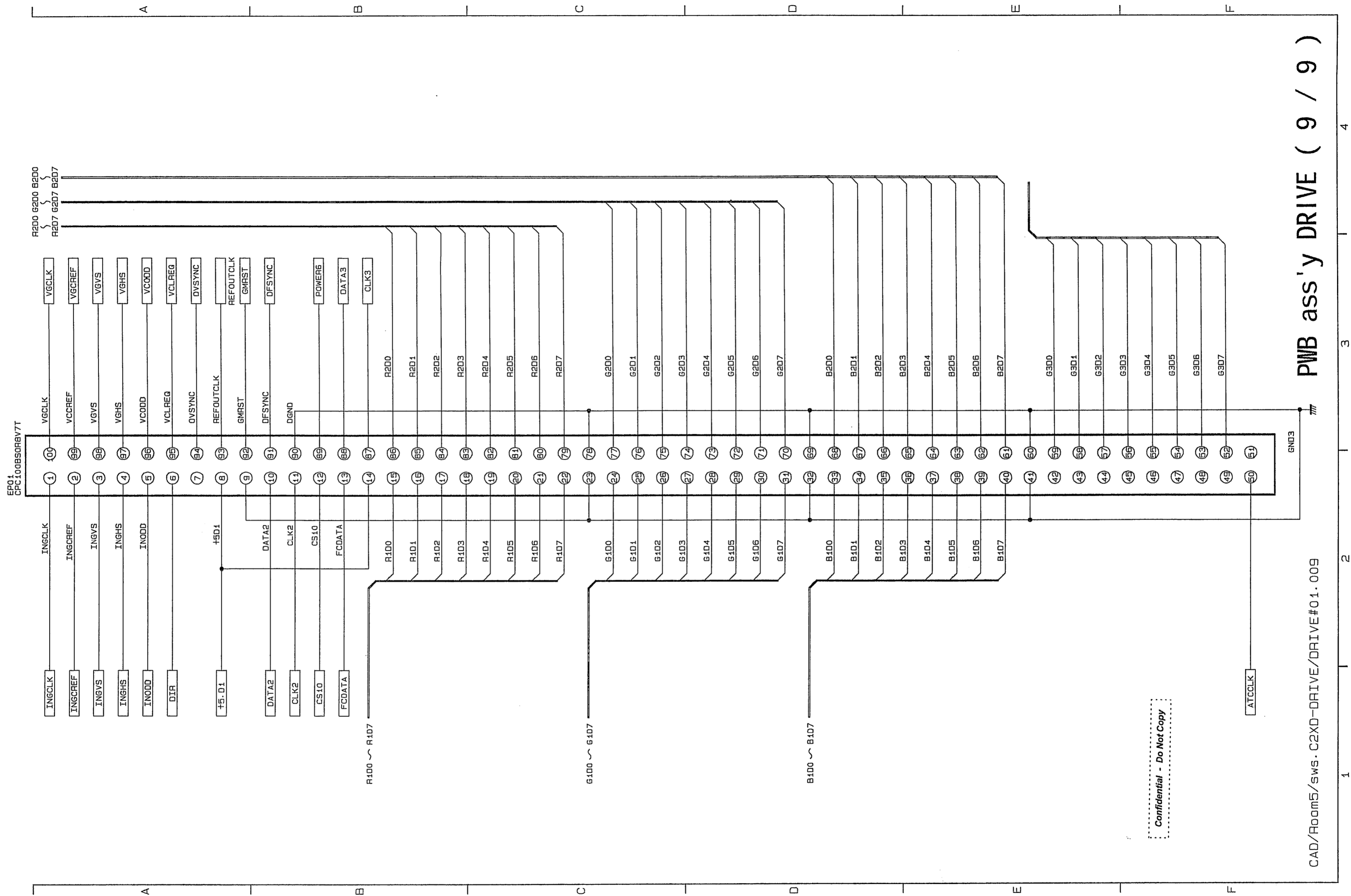
PWB ass'y DRIVE (6 / 9)

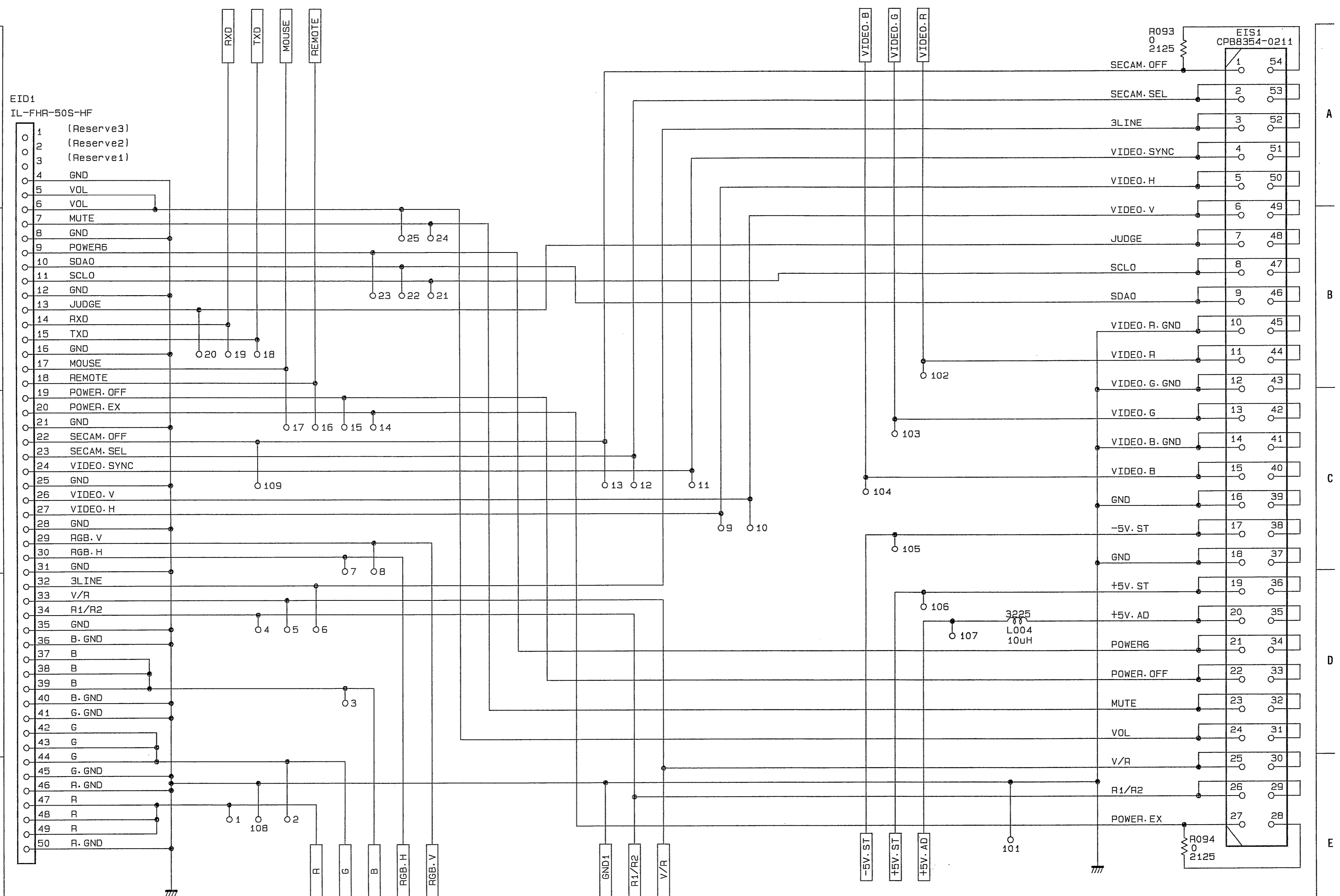


CAD/Room5/sws. C2XD-DRIVE/DRIVE#01.007

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PWB ass'y DRIVE (7 / 9)



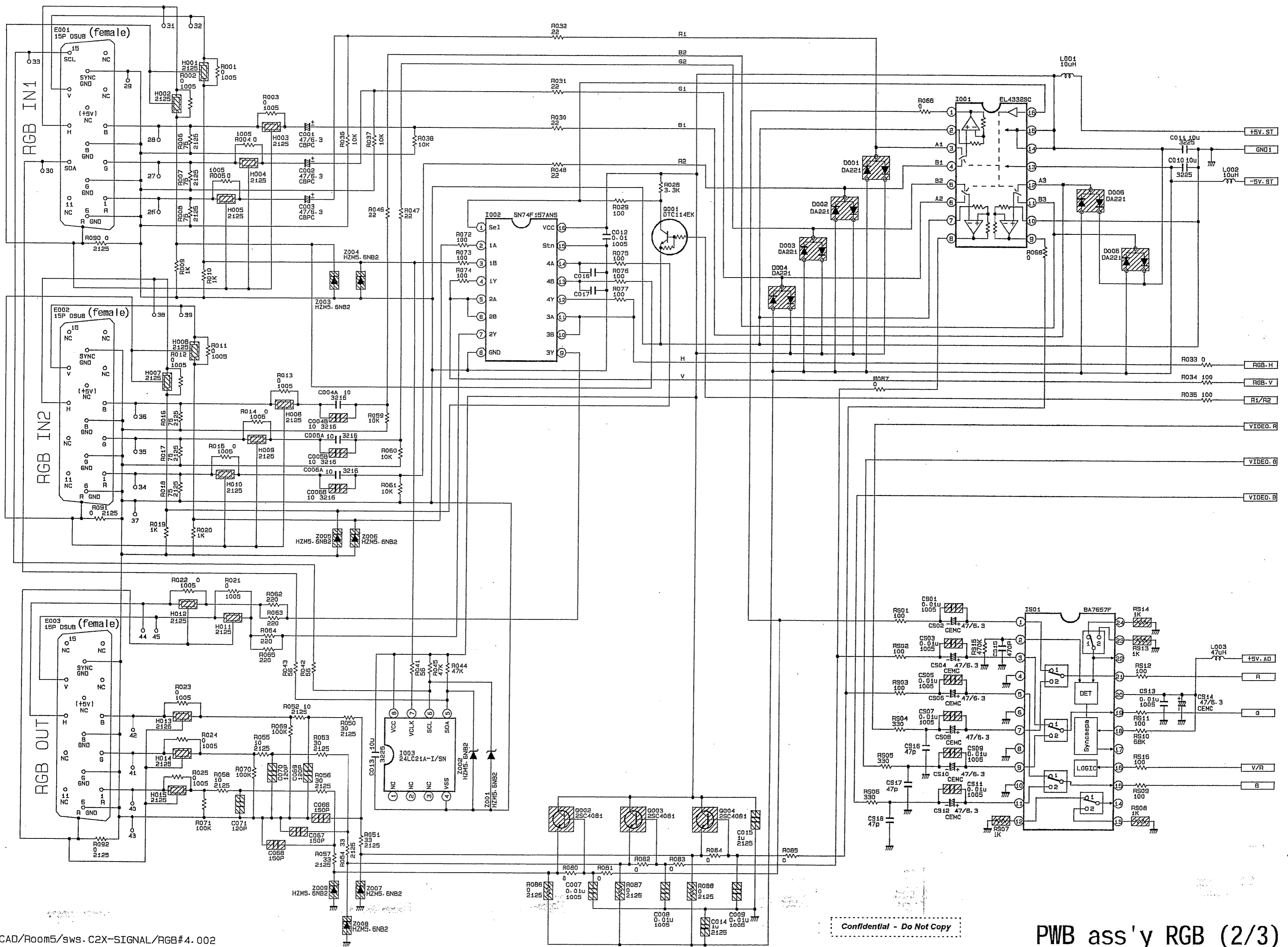


CAD/Room5/sws. C2X-SIGNAL/RGB#4.001

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PWB ass'y RGB (1/3)

1 2 3 4 5 6

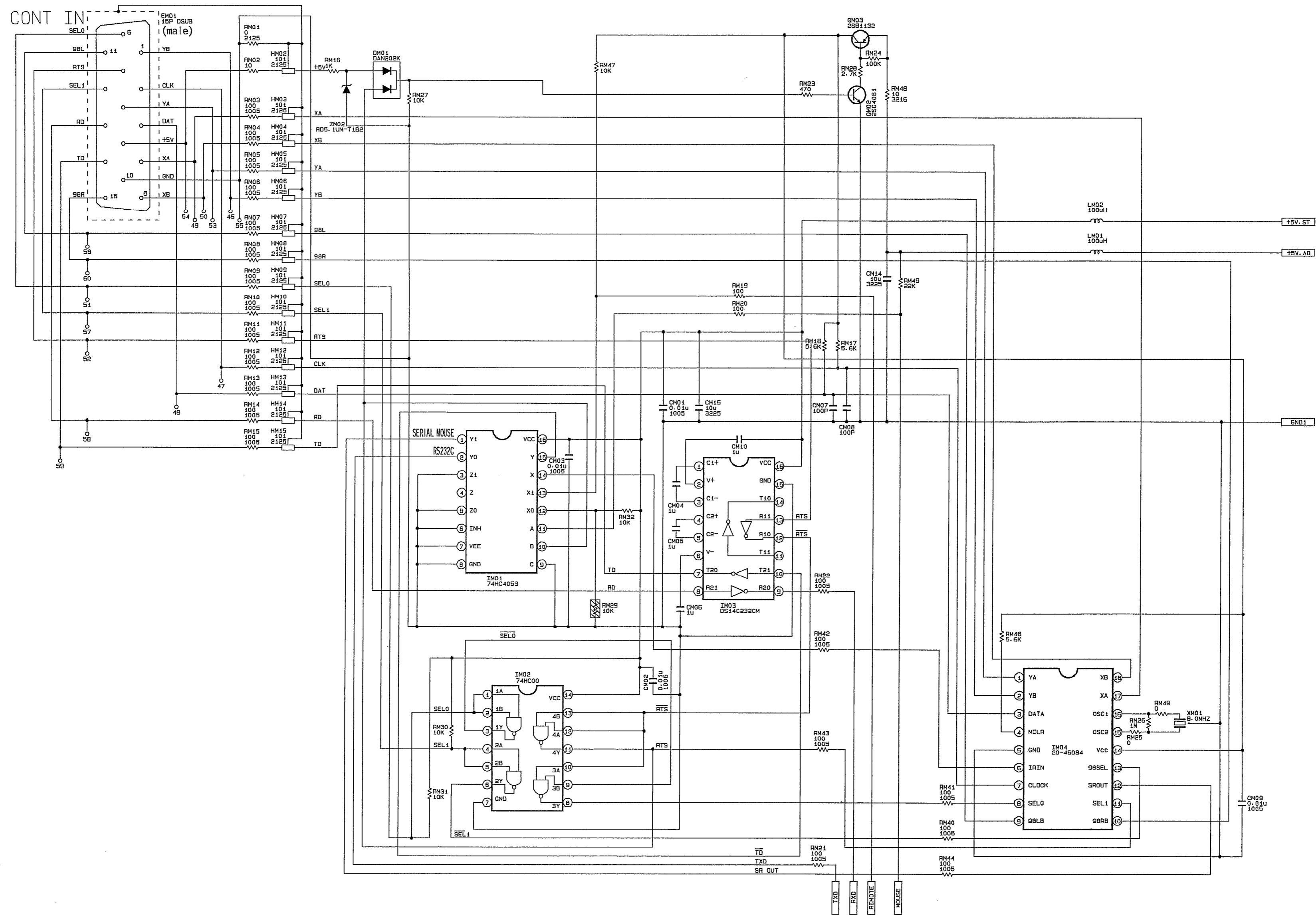


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PWB ass'y RGB (2/3)

CAD/Room5/sws-C2X-SIGNAL/RGB#4.002

1 2 3 4 5 6

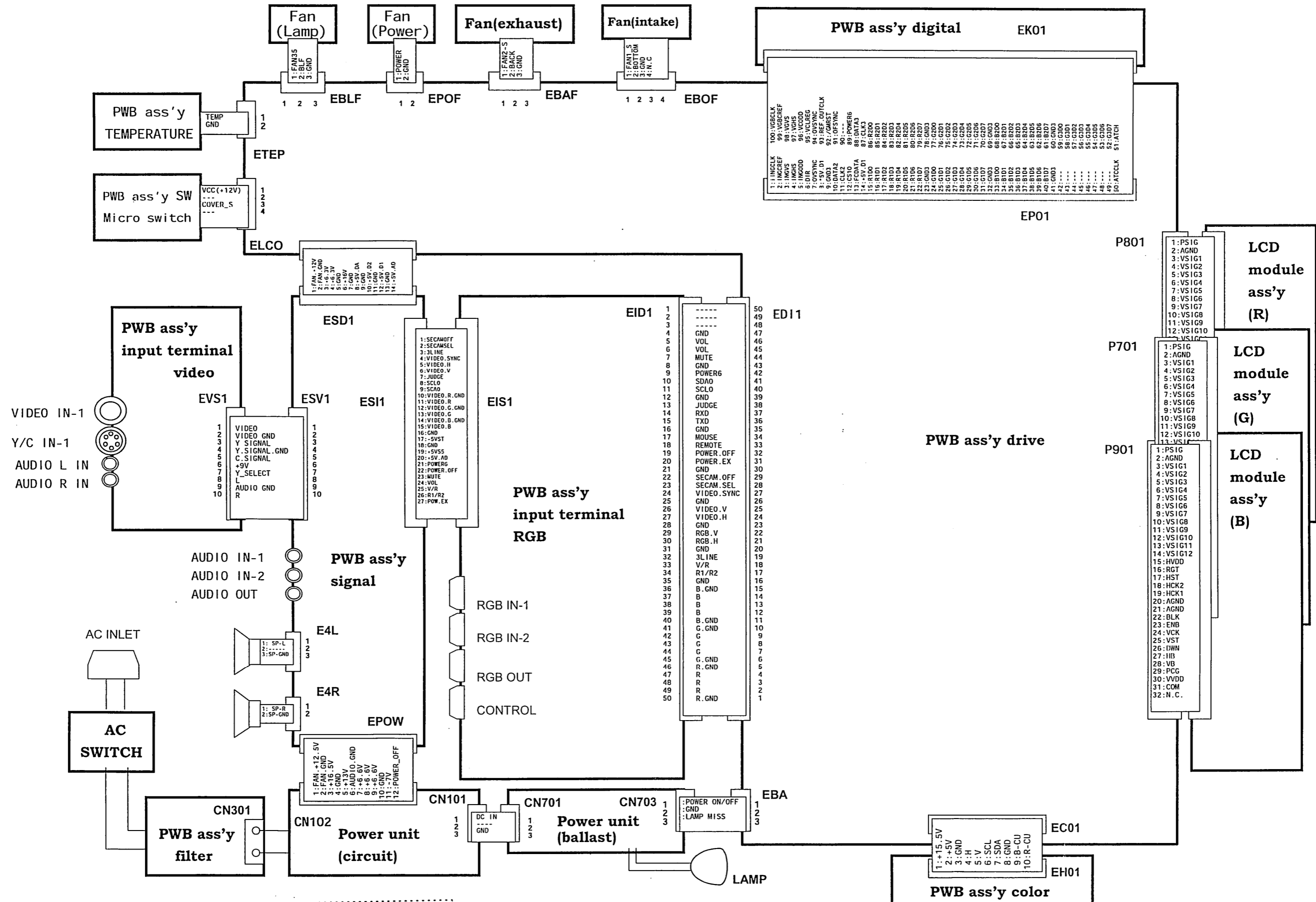


CAD/Room5/sws. C2X-SIGNAL/RGB#4.003

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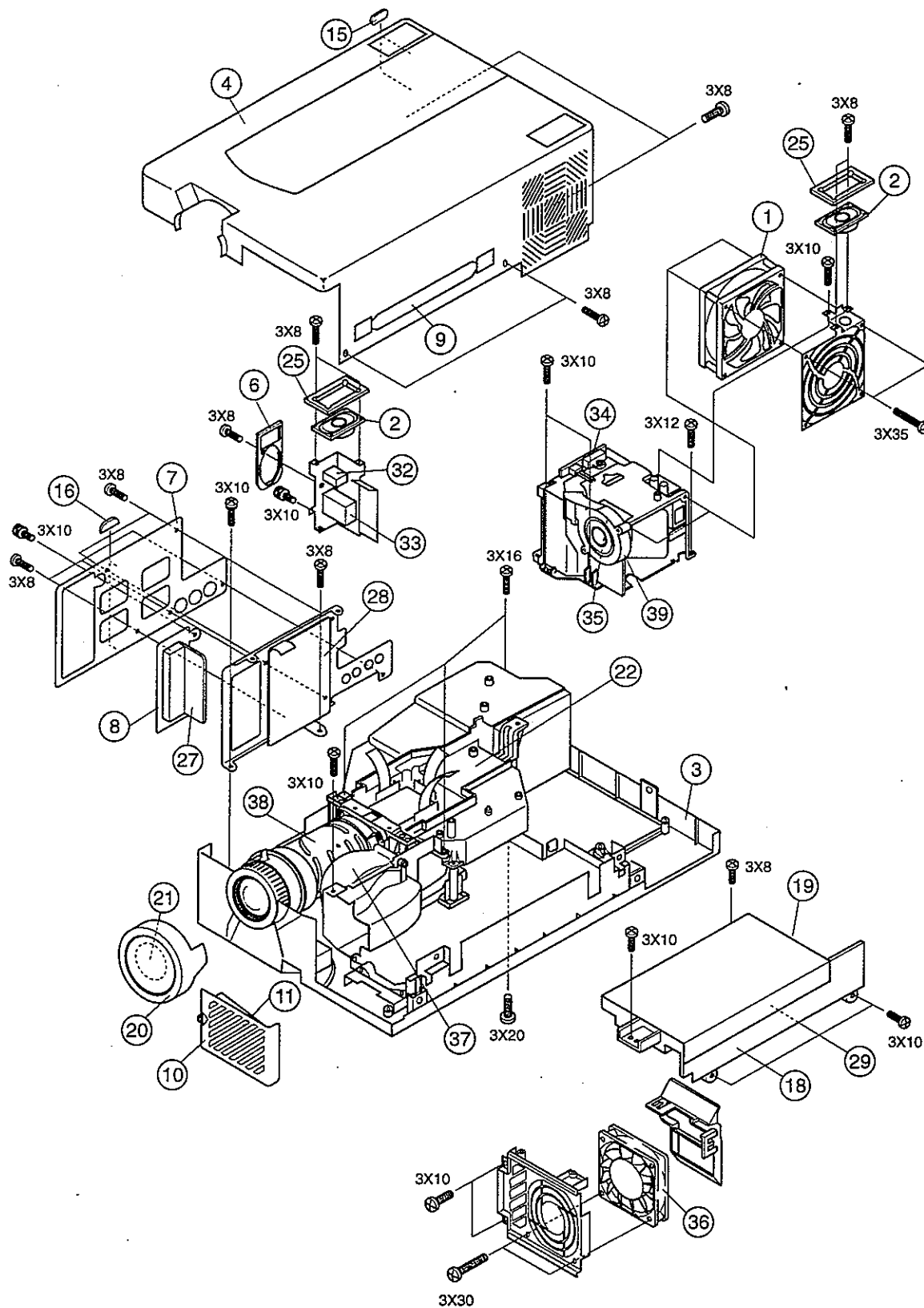
PWB ass'y RGB (3/3)

11. Connector Connection Diagram

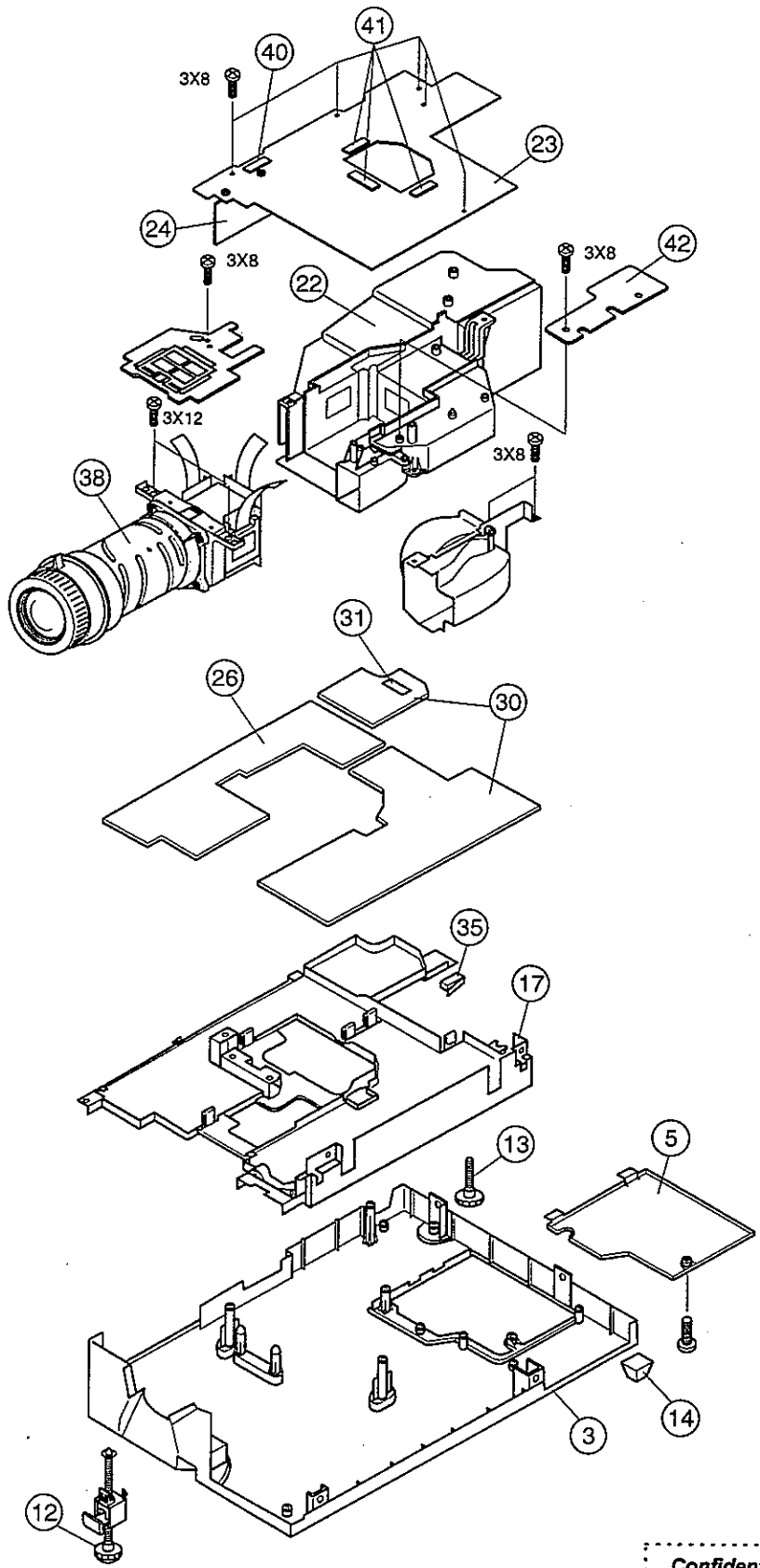


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12. Disassembly diagram



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13. Replacement Parts list

PRODUCT SAFETY NOTE : Components marked with a Δ have special characteristics important to safety. Before replacing any of these components, read carefully, the PRODUCT SAFETY NOTICE of this Service Manual. Don't degrade the safety of the receiver through improper servicing.

SYMBOL NO.	PARTS NO.	DESCRIPTION	SYMBOL NO.	PARTS NO.	DESCRIPTION
1	GS00392	DC FAN(EXHAUST)	30	HA00555	POWER UNIT(CIRCUIT)
2	GK00562	SPEAKER	31	2722447	FUSE
3	QD06778	BOTTOM CASE ASSY	32	FG00141	POWER SWITCH
4	QD08537	UPPER CASE ASSY	33	BZ02653	AC INLET
5	QD06808	LAMP COVER ASSY	34	JP03665	PWB ASSY TEMPERATURE
6	PH06734	AC PANEL	35	FH00161	LIMIT SWITCH (MICRO SWITCH)
7	QD07214	I/O DECO PANEL	36	GS00232	DC FAN(POWER)
8	PM08762	VIDEO PLATE	37	GS00371	DC FAN(INTAKE)
9	PV00221	HANDLE	38	UX06163	LCD/LENS PRISM ASSY
10	PH06802	FILTER COVER	39	GS00421	DC FAN(LAMP)
11	MU00502	AIR FILTER A	40	EA00282R	CPC50 CONNECTOR
12	QJ00621	ADJUST FOOT	41	EA00561R	CPC32 CONNECTOR
13	QJ00631	ADJUST REAR FOOT	42	JP03044	PWB ASSY COLOR
14	PE00111	RUBBER FOOT			
15	PE00094	LEG CUSHION R			
16	PE00121	LEG CUSHION		EV00631	POWER SUPPLY CORD(UL/CSA TYPE)
17	NJ03204	PWB HOLDER		EV00641	POWER SUPPLY CORD(CONTINENTAL TYPE)
18	NJ03911	BALAST HOLDER		EV01022	POWER SUPPLY CORD(CHINA TYPE)
19	ME02171	BALAST COVER		EW06031	3 CONDUCTOR VIDEO/AUDIO CABLE
20	QD06811	LENS CAP		EW05016	RGB-D CABLE(15PIN MALE TO 15PIN MALE)
21	ME01771	CAP SHEET		EY00362	APPLE MAC ADAPTER
22	UE06005	DICHROIC OPTICS UNIT		EW06021	VIDEO CABLE(S-VIDEO MINI DIN 4PIN)
23	JP03046G	PWB ASSY DRIVE		EW06011	STEREO MINI JACK CABLE
24	JP03047	PWB ASSY DIGITAL		HL01314	REMOTE CONTROL UNIT W/POINTER
25	MD05652	SPEAKER SUB METAL SASS		EW02753	PS/2-2 MOUSE CABLE W/CORE
26	JP03662	PWB ASSY SIGNAL		EW02743	ADB-2 MOUSE CABLE W/CORE
27	JP03663	PWB ASSY INPUT TERMINAL VIDEO		EW02733	SERIAL-2 MOUSE CABLE W/CORE
28	JP03664	PWB ASSY INPUT TERMINAL RGB		DT00205	C2S LAMP UNIT ASSY
29	HA00641	POWER UNIT(BALLAST)		NX05741	CLEANING TOOL FOR DUST

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