



Digital Projector User Manual

Warranty and Copyright information

Limited warranty

BenQ warrants this product against any defects in material and workmanship, under normal usage and storage.

Proof of purchase date will be required with any warranty claim. In the event this product is found to be defective within the warranty period, BenQ's only obligation and your exclusive remedy shall be replacement of any defective parts (labor included). To obtain warranty service, immediately notify the dealer from which you purchased the product of any defects.

Important: The above warranty shall be void if the customer fails to operate the product in accordance with BenQ's written instructions, especially the ambient humidity must be in-between 10% and 90%, temperature in-between 0°C and 35°C, altitude lower than 4920 feet, and avoiding to operate the projector in a dusty environment. This warranty gives you specific legal rights, and you may have other rights which vary from country to country.

For other information, please visit www.BenQ.com.

Copyright

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*DLP, Digital Micromirror Device and DMD are trademarks of Texas Instruments. Others are copyrights of their respective companies or organizations.

Patents

Please go to <http://patmarking.benq.com/> for the details on BenQ projector patent coverage.

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Important safety instructions

Your projector is designed and tested to meet the latest standards for safety of information technology equipment. However, to ensure safe use of this product, it is important that you follow the instructions mentioned in this manual and marked on the product.

1. **Please read this manual before you operate your projector.** Save it for future reference.



2. **Do not look straight at the projector lens during operation.** The intense light beam may damage your eyes.



3. **Refer servicing to qualified service personnel.**



4. **Always open the lens shutter (if any) or remove the lens cap (if any) when the projector lamp is on.**

5. The lamp becomes extremely hot during operation. Allow the projector to cool for approximately 45 minutes prior to removing the lamp assembly for replacement.



6. In some countries, the line voltage is NOT stable. This projector is designed to operate safely within a mains voltage between 100 to 240 volts AC, but could fail if power cuts or surges of ± 10 volts occur. **In areas where the mains voltage may fluctuate or cut out, it is recommended that you connect your projector through a power stabilizer, surge protector or uninterruptible power supply (UPS).**



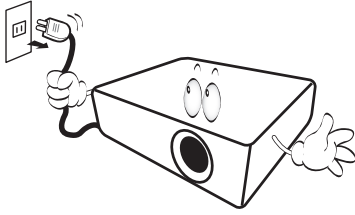
7. Do not block the projection lens with any objects when the projector is under operation as this could cause the objects to become heated and deformed or even cause a fire. To temporarily turn off the lamp, use the blank function.



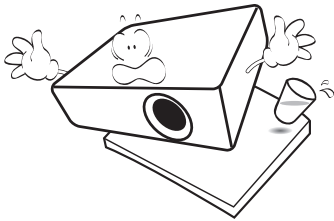
8. Do not operate lamps beyond the rated lamp life. Excessive operation of lamps beyond the rated life could cause them to break on rare occasions.



9. Never replace the lamp assembly or any electronic components unless the projector is unplugged.

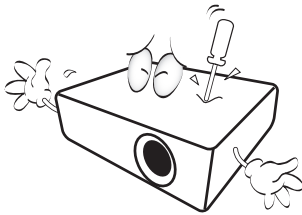


10. Do not place this product on an unstable cart, stand, or table. The product may fall, sustaining serious damage.



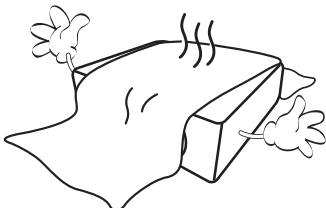
11. Do not attempt to disassemble this projector. There are dangerous high voltages inside which may cause death if you should come into contact with live parts. The only user serviceable part is the lamp which has its own removable cover.

Under no circumstances should you ever undo or remove any other covers. Refer servicing only to suitably qualified professional service personnel.



12. Do not block the ventilation holes.

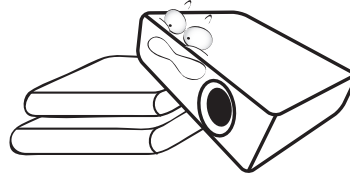
- Do not place this projector on a blanket, bedding or any other soft surface.
- Do not cover this projector with a cloth or any other item.
- Do not place inflammables near the projector.



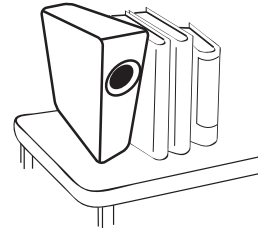
If the ventilation holes are seriously obstructed, overheating inside the projector may result in a fire.

13. Always place the projector on a level, horizontal surface during operation.

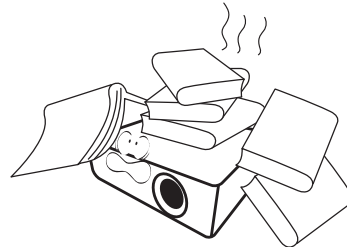
- Do not use if tilted at an angle of more than 10 degrees left to right, nor at angle of more than 15 degrees front to back. Using the projector when it is not fully horizontal may cause a malfunction of, or damage to, the lamp.



14. Do not stand the projector on end vertically. Doing so may cause the projector to fall over, causing injury or resulting in damage to the projector.

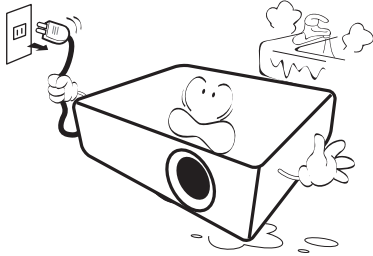


15. Do not step on the projector or place any objects upon it. Besides probable physical damage to the projector, doing so may result in accidents and possible injury.

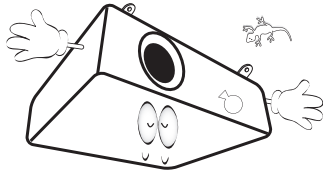


16. When the projector is under operation, you may sense some heated air and odor from its ventilation grill. It is a normal phenomenon and not a product defect.

17. Do not place liquids near or on the projector. Liquids spilled into the projector may cause it to fail. If the projector does become wet, disconnect it from the power supply's power outlet and call BenQ to have the projector serviced.



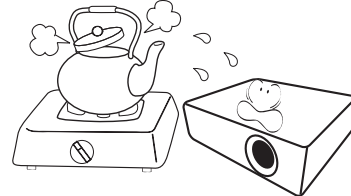
18. This product is capable of displaying inverted images for ceiling/wall mount installation.



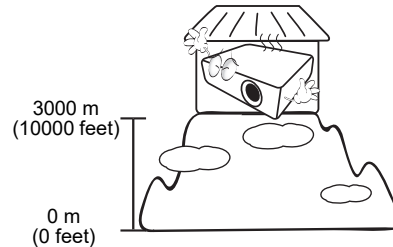
19. This apparatus must be earthed.

20. Do not place this projector in any of the following environments.

- Space that is poorly ventilated or confined. Allow at least 50 cm clearance from walls and free flow of air around the projector.
- Locations where temperatures may become excessively high, such as the inside of a car with all windows rolled up.
- Locations where excessive humidity, dust, or cigarette smoke may contaminate optical components, shorten the projector's life span and darken the image.



- Locations near fire alarms
- Locations with an ambient temperature above 40°C / 104°F
- Locations where the altitudes are higher than 3000 m (10000 feet).



Risk Group 2

1. According to the classification of photobiological safety of light sources and light source systems, this product is Risk Group 2, IEC 62471-5:2015.
2. Possibly hazardous optical radiation emitted from this product.
3. Do not stare at operating light source. May be harmful to the eyes.
4. As with any bright source, do not stare into the direct beam.



! To avoid damaging the DLP chips, never aim a high-power laser beam into the projection lens.

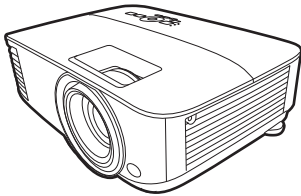
! Hg - Lamp contains mercury. Manage in accordance with local disposal laws. See www.lamprecycle.org.

Introduction

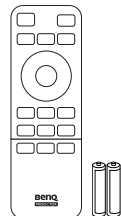
Shipping contents

Carefully unpack and verify that you have all of the items shown below. If any of these items are missing, please contact your place of purchase.

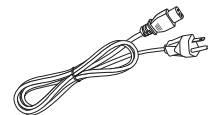
Standard accessories



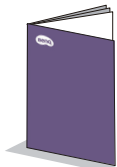
Projector



Remote control with batteries



Power cord



Quick start guide



Warranty card*



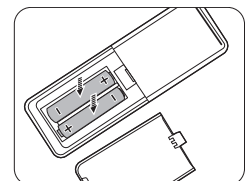
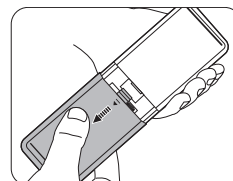
- The supplied accessories will be suitable for your region, and may differ from those illustrated.
- *The warranty card is only supplied in some specific regions. Please consult your dealer for detailed information.

Optional accessories

1. Spare lamp kit
2. 3D glasses
3. Instashow (WDC10/WDC20)
4. Dust filter

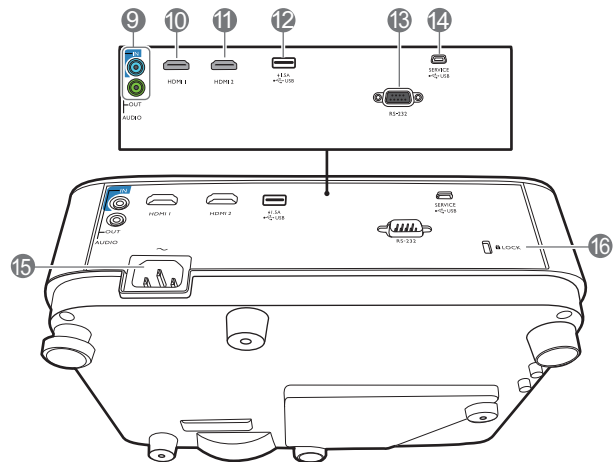
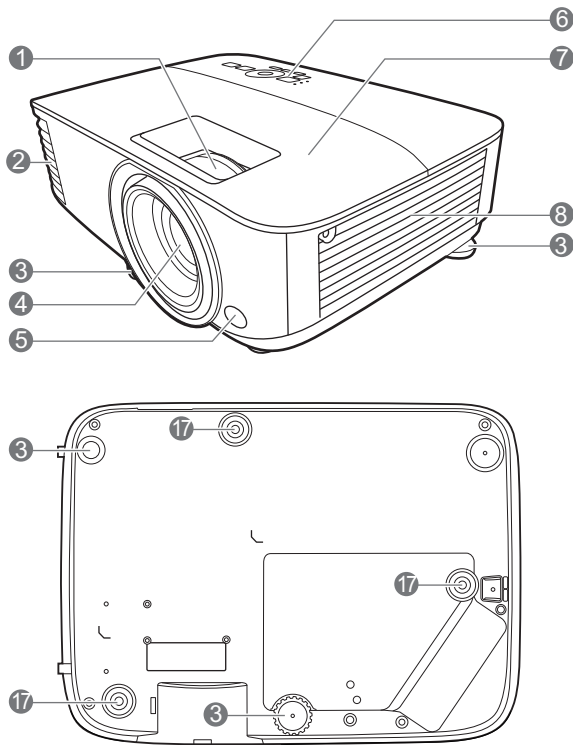
Replacing the remote control batteries

1. Press and open the battery cover, as illustrated.
2. Remove the old batteries (if applicable) and install two AAA batteries. Make sure that the positive and negative ends are positioned correctly, as illustrated.
3. Replace the battery cover until it clicks into place.



- Avoid leaving the remote control and batteries in an excessive heat or humid environment like the kitchen, bathroom, sauna, sunroom or in a closed car.
- Replace only with the same or equivalent type recommended by the battery manufacturer.
- Dispose of the used batteries according to the manufacturer's instructions and local environment regulations for your region.
- Never throw the batteries into a fire. There may be danger of an explosion.
- If the batteries are dead or if you will not be using the remote control for an extended period of time, remove the batteries to avoid damage to the remote control from possible battery leakage.

Projector exterior view



- 1. Focus ring and Zoom ring
- 2. Vent (air exhaust)
- 3. Adjuster feet
- 4. Projection lens
- 5. IR remote sensor
- 6. External control panel
(See [Controls and functions on page 9.](#))
- 7. Lamp cover
- 8. Vent (air inlet)
- 9. Audio input jack
(Only works when the projector input source is set to HDMI, and is connected to a DVI device via a DVI cable and a DVI-to-HDMI adapter.)
Audio output jack
- 10. HDMI 1 input port
- 11. HDMI 2 input port

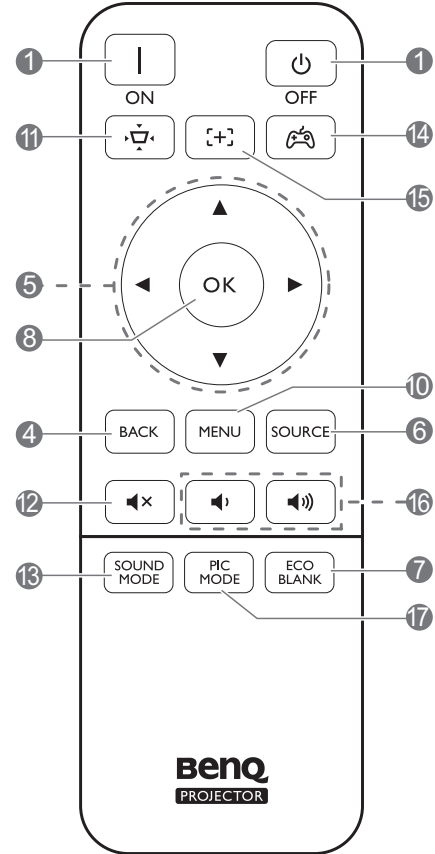
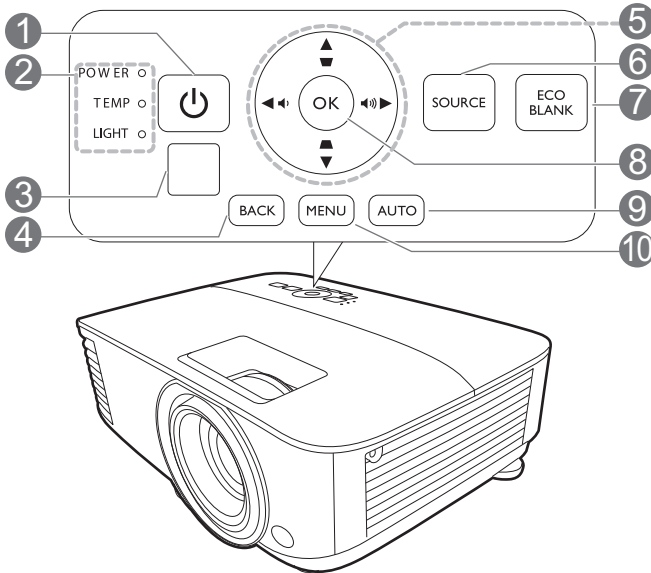
- 12. USB Type A port with power charging
- 13. RS-232 control port
- 14. Service USB port
- 15. AC power jack
- 16. Kensington anti-theft lock slot
- 17. Wall mount holes

Controls and functions

Projector & Remote control



All the key presses described in this document are available on the remote control or projector.



1. **POWER**

Toggles the projector between standby mode and on.

ON / **Off**

Toggles the projector between standby mode and on.

2. **POWER indicator light/TEMPerature warning light/LIGHT indicator light** (See [Indicators on page 39.](#))

3. IR remote sensor

4. **BACK**

Goes back to previous OSD menu, exits and saves menu settings.

5. Arrow keys (, , ,)

When the On-Screen Display (OSD) menu is activated, these keys are used as directional arrows to select the desired menu items and to make adjustments.

Keystone keys (,)

Displays the keystone correction page.

Volume keys /

Decreases or increase the projector volume.

6. **SOURCE**

Displays the source selection bar.

7. **ECO BLANK**

Used to hide the screen picture.



Do not block the projection lens from projecting as this could cause the blocking object to become heated and deformed or even cause a fire.

8. **OK**

Confirms the selected On-Screen Display (OSD) menu item.

9. **AUTO**

Automatically determines the best picture timings for the displayed image when PC signal (analog RGB) is selected.

*Available on compatible projectors only.

10. **MENU**

Turns on the On-Screen Display (OSD) menu.

11.

Displays the keystone menu. See [Correcting keystone on page 15](#) for details.

12.

Toggles projector audio between on and off.

13. **SOUND MODE**

Displays the sound mode menu.

*Available on compatible projectors only.

14.

Selects a preset picture and sound mode for games (**Bright/Dark**).

15.

Press to open/close Auto focus page.

*Available on compatible projectors only.

16.

Decreases or increase the projector volume.

17. **PIC MODE**

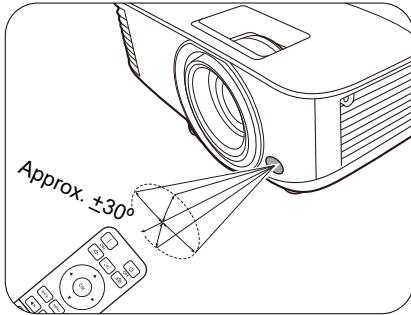
Displays the picture mode menu.

Remote control effective range

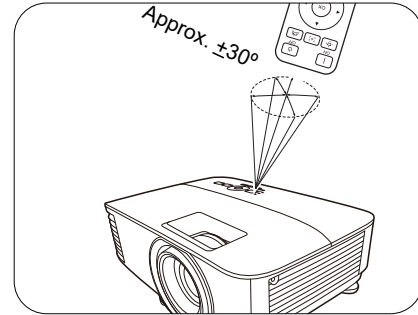
The remote control must be held at an angle within 30 degrees perpendicular to the projector's IR remote control sensor(s) to function correctly. The distance between the remote control and the sensor(s) should not exceed 8 meters (~ 26 feet).

Make sure that there are no obstacles between the remote control and the IR sensor(s) on the projector that might obstruct the infra-red beam.

- Operating the projector from the front



- Operating the projector from the top



Positioning your projector

Choosing a location

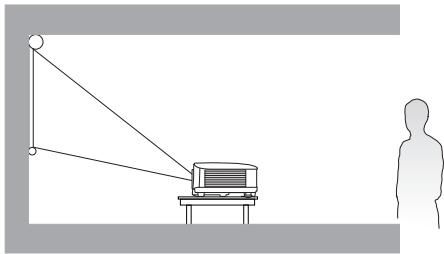
Before choosing an installation location for your projector, take the following factors into consideration:

- Size and position of your screen
- Electrical outlet location
- Location and distance between the projector and the rest of your equipment

You can install your projector in the following ways.

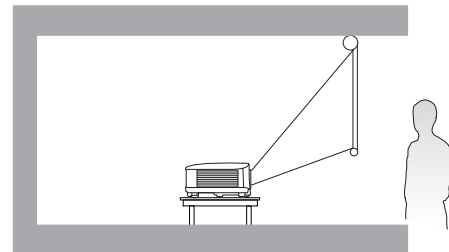
1. Front Table

Select this location with the projector placed on the table in front of the screen. This is the most common way to position the projector for quick setup and portability.



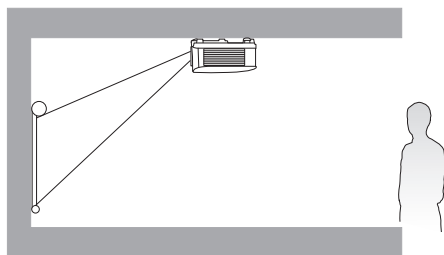
2. Rear Table

Select this location with the projector placed on the table behind the screen. Note that a special rear projection screen is required.



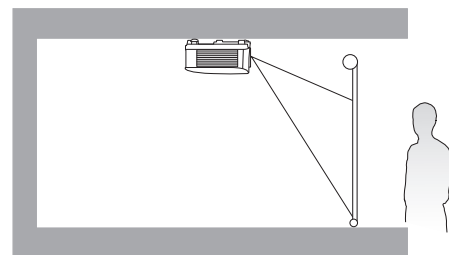
3. Front Ceiling

Select this location with the projector suspended upside-down in front of the screen. Purchase the BenQ Projector Ceiling/Wall Mount Kit from your dealer to mount your projector.



4. Rear Ceiling

Select this location with the projector suspended upside-down from behind the screen. Note that a special rear projection screen and the BenQ Projector Ceiling/Wall Mount Kit are required for this installation location.

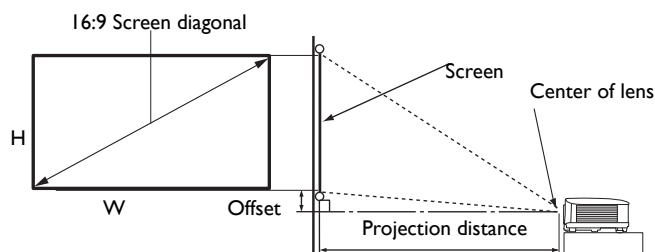


After turning on the projector, go to **Advanced Menu - Settings > Projector Installation** and press ◀/▶ to select a setting.

Obtaining a preferred projected image size

The distance from the projector lens to the screen, the zoom setting (if available), and the video format each factors in the projected image size.

Projection dimensions



- The screen aspect ratio is 16:9 and the projected picture is in a 16:9 aspect ratio

| Screen size | | | | Projection distance (mm) | | | Offset (mm) |
|-------------|------|--------|--------|--------------------------|---------|--------------|-------------|
| Diagonal | | H (mm) | W (mm) | Min distance | Average | Max distance | |
| Inch | mm | | | (max. zoom) | | (min. zoom) | |
| 30 | 762 | 374 | 664 | 990 | 1039 | 1089 | 30 |
| 40 | 1016 | 498 | 886 | 1319 | 1386 | 1452 | 40 |
| 50 | 1270 | 623 | 1107 | 1649 | 1732 | 1815 | 50 |
| 60 | 1524 | 747 | 1328 | 1979 | 2079 | 2178 | 60 |
| 70 | 1778 | 872 | 1550 | 2309 | 2425 | 2541 | 70 |
| 80 | 2032 | 996 | 1771 | 2639 | 2772 | 2905 | 80 |
| 90 | 2286 | 1121 | 1992 | 2969 | 3118 | 3268 | 90 |
| 100 | 2540 | 1245 | 2214 | 3299 | 3465 | 3631 | 100 |
| 110 | 2794 | 1370 | 2435 | 3628 | 3811 | 3994 | 110 |
| 120 | 3048 | 1494 | 2657 | 3958 | 4158 | 4357 | 120 |
| 130 | 3302 | 1619 | 2878 | 4288 | 4504 | 4720 | 130 |
| 140 | 3556 | 1743 | 3099 | 4618 | 4850 | 5083 | 139 |
| 150 | 3810 | 1868 | 3321 | 4948 | 5197 | 5446 | 149 |
| 160 | 4064 | 1992 | 3542 | 5278 | 5543 | 5809 | 159 |
| 170 | 4318 | 2117 | 3763 | 5608 | 5890 | 6172 | 169 |
| 180 | 4572 | 2241 | 3985 | 5937 | 6236 | 6535 | 179 |
| 190 | 4826 | 2366 | 4206 | 6267 | 6583 | 6898 | 189 |
| 200 | 5080 | 2491 | 4428 | 6597 | 6929 | 7261 | 199 |
| 250 | 6350 | 3113 | 5535 | 8246 | 8661 | 9077 | 249 |
| 300 | 7620 | 3736 | 6641 | 9896 | 10394 | 10892 | 299 |

For example, if you are using a 120-inch screen, the recommended projection distance is 4158 mm.

If your measured projection distance is 5200 mm, the closest match in the "[Projection distance \(mm\)](#)" column is 5197 mm. Looking across this row shows that a 150" (about 3.8 m) screen is required.



To optimize your projection quality, we suggest to do the projection within non-gray area.

All measurements are approximate and may vary from the actual sizes.

BenQ recommends that if you intend to permanently install the projector, you should physically test the projection size and distance using the actual projector in situ before you permanently install it, so as to make allowance for this projector's optical characteristics. This will help you determine the exact mounting position so that it best suits your installation location.

Mounting the projector

If you intend to mount your projector, we strongly recommend that you use a proper fitting BenQ projector mounting kit and that you ensure it is securely and safely installed.

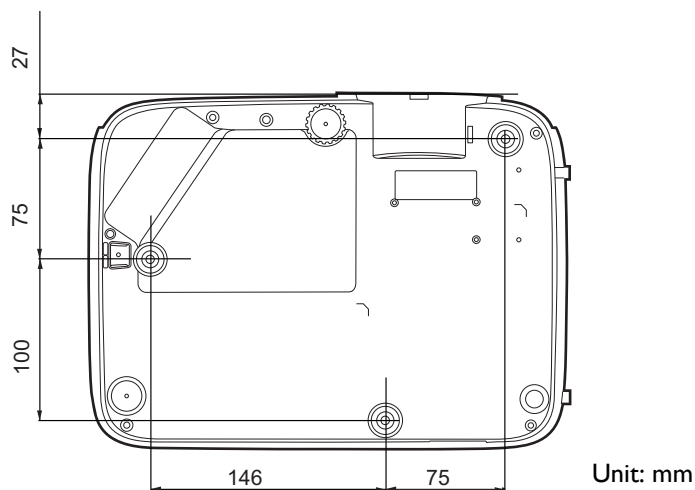
If you use a non-BenQ brand projector mounting kit, there is a safety risk that the projector may fall down due to an improper attachment through the use of the wrong gauge or length screws.

Before mounting the projector

- Purchase a BenQ projector mounting kit from the place you purchased your BenQ projector.
- BenQ recommends that you also purchase a separate Kensington lock compatible security cable and attach it securely to both the Kensington lock slot on the projector and the base of the mounting bracket. This will perform the secondary role of restraining the projector should its attachment to the mounting bracket become loose.
- Ask your dealer to install the projector for you. Installing the projector on your own may cause it to fall and result in injury.
- Take necessary procedures to prevent the projector from falling off such as during an earthquake.
- The warranty doesn't cover any product damage caused by mounting the projector with a non-BenQ brand projector mounting kit.
- Consider the surrounding temperature where the projector is ceiling/wall mounted. If a heater is used, the temperature around the ceiling/wall may be higher than expected.
- Read the user manual for the mounting kit about the range of torque. Tightening with torque exceeding the recommended range may cause damage to the projector and subsequently falling off.
- Make sure the power outlet is at an accessible height so that you can easily shut down the projector.

Ceiling/Wall mount installation diagram

Ceiling/Wall mount screw: M4
(Max L = 25 mm; Min L = 20 mm)

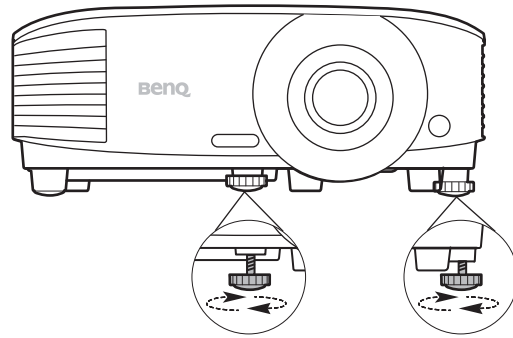


Adjusting the projected image

Adjusting the projection angle

If the projector is not placed on a flat surface or the screen and the projector are not perpendicular to each other, the projected image becomes trapezoidal. You can screw the adjuster feet to fine-tune the horizontal angle.

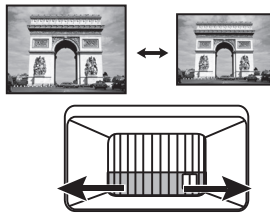
To retract the feet, screw the adjuster feet in a reverse direction.



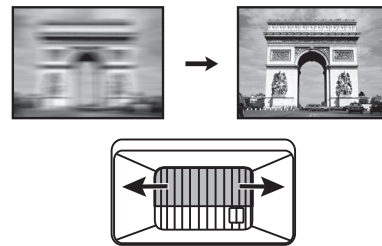
! Do not look into the lens while the lamp is on. The strong light from the lamp may cause damage to your eyes.

Fine-tuning the image size and clarity

Adjust the projected image to the size that you need using the zoom ring.



Sharpen the image by rotating the focus ring.



Correcting keystone

Keystoning refers to the situation where the projected image becomes a trapezoid due to angled projection.

To correct this, you will need to manually correct it following these steps.

1. Do one of the following steps to display the keystone correction page.

- Press ▲ / ▼ on the projector.
- Press [+>] on the remote control.
- Go to **Advanced Menu - Display > Keystone** and press **OK**.

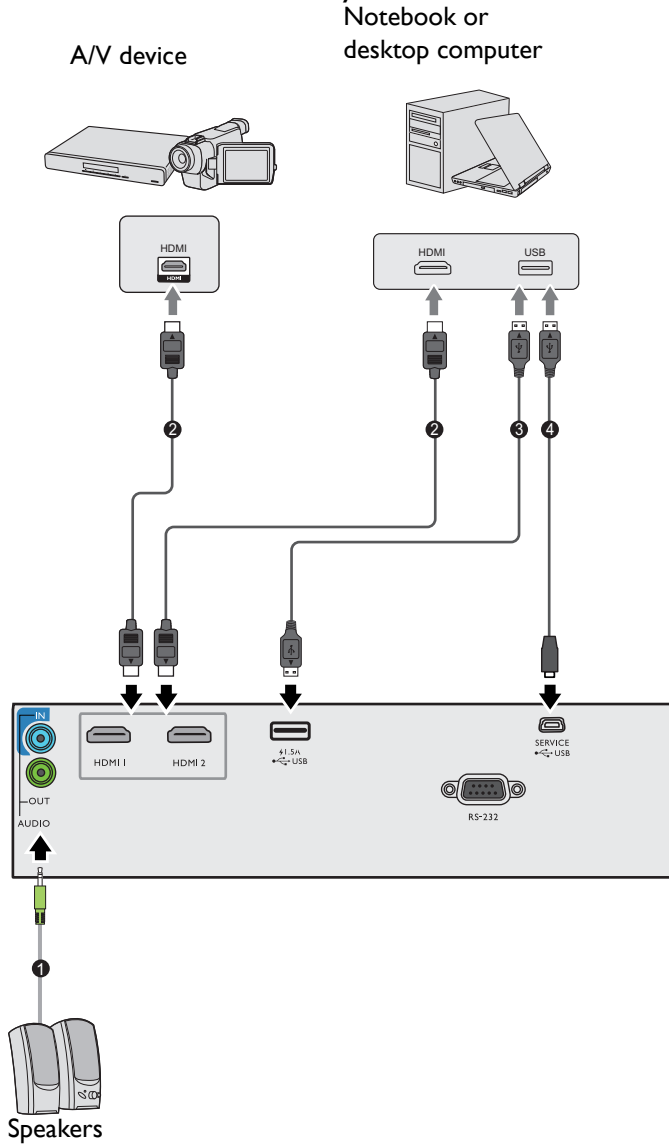
2. After the **Keystone** correction page displays. Press ▲ to correct keystone at the top of the image. Press ▼ to correct keystone at the bottom of the image.



Connection

When connecting a signal source to the projector, be sure to:

1. Turn all equipment off before making any connections.
2. Use the correct signal cables for each source.
3. Ensure the cables are firmly inserted.



| | |
|---|------------------------------|
| 1 | Audio cable |
| 2 | HDMI cable |
| 3 | USB cable |
| 4 | USB cable (for service only) |



- In the connections above, some cables may not be included with the projector (see [Shipping contents on page 7](#)). They are commercially available from electronics stores.
- The connection illustrations are for reference only. The rear connecting jacks available on the projector vary with each projector model.
- Many notebooks do not turn on their external video ports when connected to a projector. Usually a key combo like FN + function key with a monitor symbol turns the external display on/off. Press FN and the labeled function key simultaneously. Refer to your notebook's documentation to find your notebook's key combination.
- If the selected video image is not displayed after the projector is turned on and the correct video source has been selected, check that the video source device is turned on and operating correctly. Also check that the signal cables have been connected correctly.
- "Audio In" port only works when the projector input source is set to HDMI, and is connected to a DVI device via a DVI cable and a DVI-to-HDMI adapter.

Connecting audio

The projector has built-in mono speaker(s) which are designed to provide basic audio functionality accompanying data presentations for business purposes only. They are not designed for, nor intended for stereo audio reproduction use as might be expected in home theater or home cinema applications. Any stereo audio input (if provided), is mixed into a common mono audio output through the projector speaker(s).



The built-in speaker(s) will be muted when the **AUDIO OUT** jack is connected.



- The projector is only capable of playing mixed mono audio, even if a stereo audio input is connected.
- If the selected video image is not displayed after the projector is turned on and the correct video source has been selected, check that the video source device is turned on and operating correctly. Also check that the signal cables have been connected correctly.

Operation

Starting up the projector

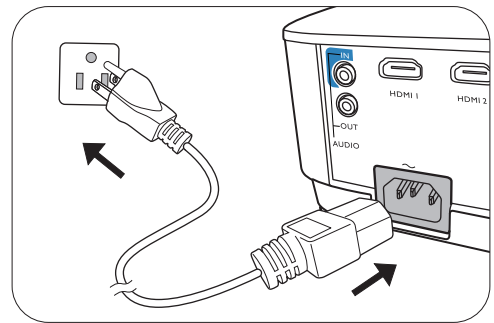
1. Plug the power cord. Turn on the power outlet switch (where fitted). The power indicator on the projector lights orange after power has been applied.
2. Press  on the projector or  on the remote control to start the projector. The power indicator flashes green and stays green when the projector is on.

The start up procedure takes about 30 seconds. In the later stage of start up, a startup logo is projected.

(If necessary) Rotate the focus ring to adjust the image clearness.

3. If the projector is activated for the first time, select your OSD language following the on-screen instructions.
4. If you are prompted for a password, press the arrow keys to enter a 6-digit password. See [Utilizing the password function on page 20](#).
5. Switch all of the connected equipment on.
6. The projector will search for input signals. The current input signal being scanned appears. If the projector does not detect a valid signal, the message “No Signal” will continue displaying until an input signal is found.

You can also press **SOURCE** to select your desired input signal. See [Switching input signal on page 21](#).



- Please use the original accessories (e.g. power cord) to avoid possible dangers such as electric shock and fire.
 - If the projector is still hot from previous activity, it will run the cooling fan for approximately 90 seconds before energizing the lamp.
-
- The Setup Wizard screenshots are for reference only and may differ from the actual design.
 - If the frequency/resolution of the input signal exceeds the projector's operating range, you will see the message “Out of Range” displayed on the background screen. Please change to an input signal which is compatible with the projector's resolution or set the input signal to a lower setting. See [Timing chart on page 43](#).
 - If no signal is detected for 3 minutes, the projector automatically enters saving mode.

Using the menus

The projector is equipped with 2 types of On-Screen Display (OSD) menus for making various adjustments and settings.

- **Basic** OSD menu: provides primary menu functions. (See [Basic menu on page 27](#))
- **Advanced** OSD menu: provides full menu functions. (See [Advanced menu on page 29](#))

To access the OSD menu, press **MENU** on the projector or remote control.

- Use the arrow keys (▲/▼/◀/▶) on the projector or remote control to move through the menu items.
- Use **OK** on the projector or remote control to confirm the selected menu item.

The first time you use the projector (after finishing the initial setup), Basic OSD menu displays.



The OSD screenshots below are for reference only, and may differ from the actual design.

Below is the overview of the **Basic** OSD menu.

| | | |
|--|---|---|
| | <p>1 Menu Type</p> <p>2 Main menu</p> <p>3 Current input signal</p> | <p>4 Press OK to enter the menu.</p> <p>5 Status</p> <p>6 Press MENU to exit.</p> |
|--|---|---|

If you intend to switch from the **Basic** OSD menu to the **Advanced** OSD menu, follow the instructions below:

1. Go to **Basic Menu > Menu Type**.
2. Press **OK** and press ▲/▼ to select **Advanced**. Next time when you turn on the projector, you may access the **Advanced** OSD menu by pressing **MENU**.

Below is the overview of the **Advanced** OSD menu.

| | | |
|--|---|--|
| | <p>1 Main menu & Main menu icon</p> <p>2 Sub-menu</p> <p>3 Current input signal</p> <p>4 Press OK to enter the menu.</p> | <p>5 Press BACK to go to the previous page.</p> <p>6 Press MENU to exit.</p> <p>7 Status</p> |
|--|---|--|

Likewise, when you wish to switch from the **Advanced** OSD menu to the **Basic** OSD menu, follow the instructions below:

1. Go to **Advanced Menu - System > Menu Settings** and press **OK**.
2. Select **Menu Type** and **OK**.
3. Press **▲/▼** to select **Basic**. Next time when you turn on the projector, you may access the **Basic** OSD menu by pressing **MENU**.

Securing the projector

Using a security cable lock

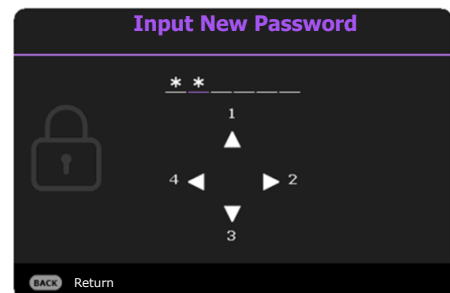
The projector has to be installed in a safe place to prevent theft. Otherwise, purchase a lock, such as the Kensington lock, to secure the projector. You can locate a Kensington lock slot on the rear side of the projector. See item 16 on [page 8](#).

A Kensington security cable lock is usually a combination of key(s) and the lock. Refer to the lock's documentation for finding out how to use it.

Utilizing the password function

Setting a password

1. Go to **Advanced Menu - Settings > Security Settings**. Press **OK**. The **Security Settings** page appears.
2. Highlight **Change Password** and press **OK**.
3. The four arrow keys (**▲**, **▶**, **▼**, **◀**) respectively represent 4 digits (1, 2, 3, 4). According to the password you desire to set, press the arrow keys to enter six digits for the password.
4. Confirm the new password by re-entering the new password.
Once the password is set, the OSD menu returns to the **Security Settings** page.
5. To activate the **Power On Lock** function, press **▲/▼** to highlight **Power On Lock** and press **◀/▶** to select **On**. Input the password again.

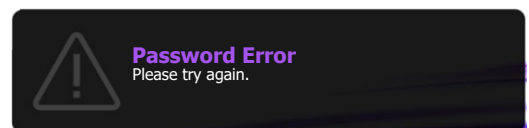


- The digits being input will display as asterisks on-screen. Make a note of your selected password and keep it in a safe place in advance or right after the password is entered so that it is available to you should you ever forget it.
- Once a password has been set and the power on lock is activated, the projector cannot be used unless the correct password is entered every time the projector is started.

If you forget the password

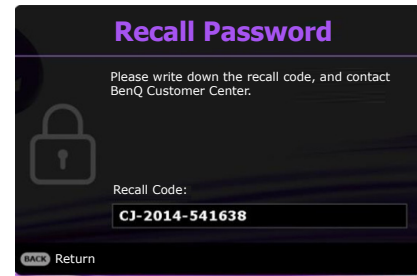
If you enter the wrong password, the password error message will appear, and the **Input Password** message follows. If you absolutely do not remember the password, you can use the password recall procedure. See [Entering the password recall procedure on page 21](#).

If you enter an incorrect password 5 times in succession, the projector will automatically shut down in a short time.



Entering the password recall procedure

1. Press and hold **AUTO** for 3 seconds. The projector will display a coded number on the screen.
2. Write down the number and turn off your projector.
3. Seek help from the local BenQ service center to decode the number. You may be required to provide proof of purchase documentation to verify that you are an authorized user of the projector.



Changing the password

1. Go to **Advanced Menu - Settings > Security Settings > Change Password**.
2. Press **OK**. The message “**Input Password**” appears.
3. Enter the old password.
 - If the password is correct, another message “**Input New Password**” appears.
 - If the password is incorrect, the password error message will appear, and the message “**Input Password**” appears for your retry. You can press **BACK** to cancel the change or try another password.
4. Enter a new password.
5. Confirm the new password by re-entering the new password.

Disabling the password function

To disable password protection, go to **Advanced Menu - Settings > Security Settings > Power On Lock** and press **◀/▶** to select **Off**. The message “**Input Password**” appears. Enter the current password.

- If the password is correct, the OSD menu returns to the **Security Settings** page. You will not have to enter the password next time turning on the projector.
- If the password is incorrect, the password error message will appear, and the message “**Input Password**” appears for your retry. You can press **BACK** to cancel the change or try another password.



Though the password function is disabled, you need to keep the old password in hand should you ever need to re-activate the password function by entering the old password.

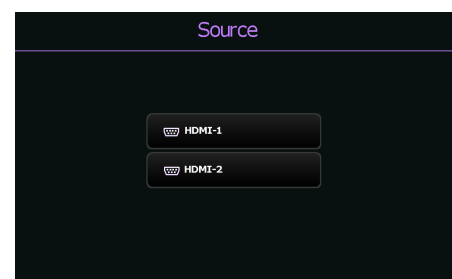
Switching input signal

The projector can be connected to multiple devices at the same time. However, it can only display one full screen at a time. When starting up, the projector automatically searches for the available signals.

Be sure the **Advanced Menu - Settings > Auto Source Search** menu is **On** if you want the projector to automatically search for the signals.

To select the source:

1. Press **SOURCE**. A source selection bar appears.
2. Press **▲/▼** until your desired signal is selected and press **OK**.







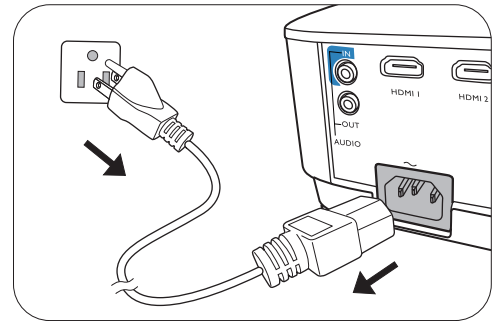
Once detected, the selected source information will appear at the corner of the screen for seconds. If there is multiple equipment connected to the projector, repeat steps 1-2 to search for another signal.



- The brightness level of the projected image will change accordingly when you switch between different input signals.
- For best display picture results, you should select and use an input signal which outputs at the projector's native resolution. Any other resolutions will be scaled by the projector depending upon the "aspect ratio" setting, which may cause some image distortion or loss of picture clarity. See [Aspect Ratio on page 27](#).



Shutting down the projector

1. Press  on the projector or  on the remote control and a confirmation message will appear prompting you. If you don't respond in a few seconds, the message will disappear.
2. Press  or  a second time. The power indicator flashes orange, the projection lamp shuts down, and the fans will continue to run for approximately 90 seconds to cool down the projector.
3. Once the cooling process finishes, the power indicator becomes a steady orange and fans stop. Disconnect the power cord from the power outlet.



- To protect the lamp, the projector will not respond to any commands during the cooling process.
- To shorten the cooling time, you can also activate the Quick cooling function. See [Quick Cooling on page 33](#).
- Avoid turning on the projector immediately after turning it off as excessive heat may shorten lamp life.
- Lamp life results will vary depending on environmental conditions and usage.

Direct power off

The AC power cord can be pulled out right after the projector is turned off. To protect the lamp, wait about 10 minutes before re-starting the projector. If you attempt to re-start the projector, the fans may run for a few minutes to cool down. In such cases, press  or  again to start the projector after the fans stop and the power indicator turns orange.

Menu operation

Please note that the on-screen display (OSD) menus vary according to the signal type selected and the projector model you are using.

The menu items are available when the projector detects at least one valid signal. If there is no equipment connected to the projector or no signal detected, limited menu items are accessible.

Menu System

Basic menu

| Main menu | Options |
|--------------|--|
| Brightness | 0~50~100 |
| Aspect Ratio | Auto/4:3/16:9 |
| Picture Mode | Bright/Living Room/Cinema/Game/Sports/ (3D)/User 1/User 2 |
| Volume | 0~10~20 |
| Fast Mode | On/Off |
| Information | Native Resolution |
| | Detected Resolution |
| | Source |
| | Picture Mode |
| | Light Mode |
| | 3D Format |
| | Color System |
| | Light Usage Time |
| | Firmware Version |
| | Service Code |
| Menu Type | Basic/Advanced |

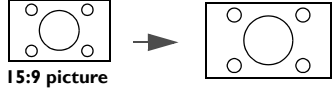

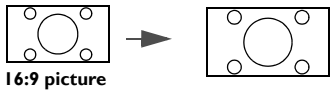
Advanced menu

| Main menu | Submenu | Options | |
|-----------|--------------------|--|--|
| Picture | Picture Mode | Bright/Living Room/Cinema/ Game/Sports/(3D)/User 1/User 2 | |
| | Reference Mode | Bright/Living Room/Cinema/ Game/Sports | |
| | Fast Mode | On/Off | |
| | Brightness | 0~50~100 | |
| | Contrast | 0~50~100 | |
| | Color | 0~50~100 | |
| | Tint | 0~50~100 | |
| | Sharpness | 0~7~15 | |
| | Brilliant Color | On/Off | |
| | | Color Temperature | Cool/Normal/Warm/Native |
| | | | R Gain (0~200) |
| | | | G Gain (0~200) |
| | | Color Temperature Tuning | B Gain (0~200) |
| | | | R Offset (0~5) |
| | | | G Offset (0~5) |
| | | | B Offset (0~5) |
| | | | R (Primary Color/Hue/ Saturation/Gain) |
| | | | G (Primary Color/Hue/ Saturation/Gain) |
| | | Advanced Color Settings | B (Primary Color/Hue/ Saturation/Gain) |
| | | | C (Primary Color/Hue/ Saturation/Gain) |
| | | Color Management | M (Primary Color/Hue/ Saturation/Gain) |
| | | | Y (Primary Color/Hue/ Saturation/Gain) |
| | | | W (Primary Color/R Gain/ G Gain/B Gain) |
| | Gamma Selection | 1.6/1.8/2.0/2.1/2.2/2.3/2.4/2.6/2.8/BenQ | |
| | Light Mode | Normal/ECO/SmartEco/LampSave | |
| | Reset Picture | Reset/Cancel | |

| Main menu | Submenu | Options | | |
|--------------------|---|------------------------|---|--|
| Display | Aspect Ratio | Auto/4:3/16:9 | | |
| | Keystone | -40~0~40 | | |
| | Auto Vertical Keystone | -40~0~40 | | |
| | Test Pattern | On/Off | | |
| | 3D | 3D Sync Invert | Disable/Invert | |
| | | Apply 3D Settings | 3D Settings 1/3D Settings 2/ 3D Settings 3/Off | |
| | | Save 3D Settings | 3D Settings 1/3D Settings 2/ 3D Settings 3 | |
| | HDMI Format | HDMI-1 | Auto/RGB Limited/RGB Full/ | |
| | | HDMI-2 | YUV Limited | |
| | Reset Display | Reset/Cancel | | |
| | Settings | Projector Installation | Front Table/Rear Table/Rear Ceiling/Front Ceiling | |
| Auto Source Search | | On/Off | | |
| Light Settings | | Reset Light Timer | Reset/Cancel | |
| | | Light Usage Time | | |
| Operation Settings | | Quick Cooling | On/Off | |
| | | Reminder Message | On/Off | |
| | | High Altitude Mode | On/Off | |
| | | Power On/Off Settings | Direct Power On | |
| | | | Signal Power On | |
| | | | Auto Power Off | |
| Power Off Timer | | | | |
| Instant Restart | | On/Off | | |
| Security Settings | | Panel Key Lock | On/Off | |
| | | Change Password | | |
| | Power On Lock | On/Off | | |
| Baud Rate | 9600/14400/19200/38400/57600/ 115200 | | | |
| Reset Settings | Reset/Cancel | | | |

| Main menu | Submenu | Options | |
|--------------------|----------------------------|--|----------------|
| | Language | English/Français/Deutsch/Italiano/Español/ Русский/繁體中文/简体中文/日本語/한국어/ Svenska / Nederlands/Türkçe/Čeština/ Português/ไทย/PolSKI/Magyar/Hrvatski/ Română/Norsk/Dansk/Български/ Suomi/Bhs Ind / Ελληνικά/ العربية/ हिंदी | |
| System | Background Settings | Background Splash Screen | |
| | | BenQ/Black/Blue/Purple BenQ/Black/Blue | |
| | Menu Settings | Menu Type Menu Display Time | |
| | | Basic/Advanced 5 sec/10 sec/20 sec/30 sec/Always | |
| | Audio Settings | Mute | On/Off |
| | | Volume | 0~10~20 |
| | | Power On/Off Ring Tone | On/Off |
| | Factory Default | Reset/Cancel | |
| | Reset System | Reset/Cancel | |
| Information | Native Resolution | | |
| | Detected Resolution | | |
| | Source | | |
| | Picture Mode | | |
| | Light Mode | | |
| | 3D Format | | |
| | Color System | | |
| | Light Usage Time | | |
| | Firmware Version | | |
| | Service Code | | |

Basic menu


| | |
|---------------------|---|
| Brightness | <p>The higher the value, the brighter the image. Adjust this control so the black areas of the image appear just as black and that detail in the dark areas is visible.</p> |
| Aspect Ratio | <p>There are several options to set the image's aspect ratio depending on your input signal source.</p> <ul style="list-style-type: none"> • Auto: Scales an image proportionally to fit the projector's native resolution in its horizontal or vertical width.  <p>15:9 picture →</p> <ul style="list-style-type: none"> • 4:3: Scales an image so that it is displayed in the center of the screen with a 4:3 aspect ratio.  <p>4:3 picture →</p> <ul style="list-style-type: none"> • 16:9: Scales an image so that it is displayed in the center of the screen with a 16:9 aspect ratio.  <p>16:9 picture →</p> |
| Picture Mode | <p>The projector is preset with several predefined picture modes so that you can choose one to suit your operating environment and input signal picture type.</p> <ul style="list-style-type: none"> • Bright: Maximizes the brightness of the projected image. This mode is suitable for environments where extra-high brightness is required, such as using the projector in well lit rooms. • Living Room: With well-saturated color, fine-tuned sharpness, and a higher brightness level, Living Room mode is suitable for TV streaming in rooms where there is a small amount of ambient light, e.g. your living room. • Cinema: With accurate color and deepest contrast at lower brightness level, Cinema mode is suitable for playing movies in a environment with a bit of ambient light, as if in a commercial cinema. • Game: This mode is best for playing video games in rooms where there is a small amount of ambient light, eg. your living room. • Sports: With well-saturated colors and higher brightness level, this mode is best for watching sporting events in a bright room. • 3D: Is appropriate for playing 3D images and 3D video clips. • User 1/User 2: Recalls the settings customized based on the current available picture modes. See Reference Mode on page 29. |
| Volume | <p>Adjusts the sound level.</p> |
| Fast Mode | <p>Minimizes the response time between the input source and the displayed image. For the optimized latency, when Fast Mode is activated, Keystone/Aspect Ratio will return to the default settings, and Auto Vertical Keystone will be turned off automatically.</p> <p>*Fast Mode can only be enabled for below input timing adopted by most of popular games:</p> <ul style="list-style-type: none"> - 1080p 60Hz/120Hz/240Hz - 4K 60Hz |

| | |
|---------------------------|--|
| <p>Information</p> | <ul style="list-style-type: none"> • Native Resolution: Shows the native resolution of the projector. • Detected Resolution: Shows the native resolution of the input signal. • Source: Shows the current signal source. • Picture Mode: Shows the selected mode in the Picture menu. • Light Mode: Shows the selected mode in the Light Settings menu. • 3D Format: Shows the current 3D mode. • Color System: Shows input system format. • Light Usage Time: Shows the number of hours the lamp has been used. • Firmware Version: Shows the firmware version of your projector. • Service Code: Shows the service code of your projector. |
| <p>Menu Type</p> | <p>Switches to the Advanced OSD menu. See Using the menus on page 19.</p> |

Advanced menu

Picture

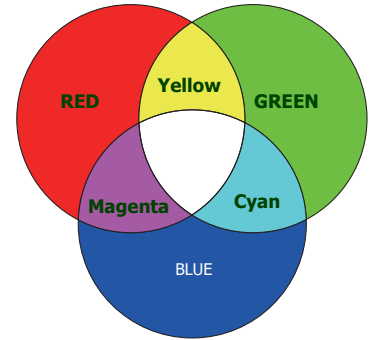
| | |
|------------------------------|---|
| <p>Picture Mode</p> | <p>The projector is preset with several predefined picture modes so that you can choose one to suit your operating environment and input signal picture type.</p> <ul style="list-style-type: none"> • Bright: Maximizes the brightness of the projected image. This mode is suitable for environments where extra-high brightness is required, such as using the projector in well lit rooms. • Living Room: With well-saturated color, fine-tuned sharpness, and a higher brightness level, Living Room mode is suitable for TV streaming in rooms where there is a small amount of ambient light, e.g. your living room. • Cinema: With accurate color and deepest contrast at lower brightness level, Cinema mode is suitable for playing movies in a environment with a bit of ambient light, as if in a commercial cinema. • Game: This mode is best for playing video games in rooms where there is a small amount of ambient light, eg. your living room. • Sports: With well-saturated colors and higher brightness level, this mode is best for watching sporting events in a bright room. • 3D: Is appropriate for playing 3D images and 3D video clips. • User 1/User 2: Recalls the settings customized based on the current available picture modes. See Reference Mode on page 29. |
| <p>Reference Mode</p> | <p>There are 2 user-definable modes if the current available picture modes are not suitable for your need. You can use one of the picture modes (except the User 1/User 2) as a starting point and customize the settings.</p> <ol style="list-style-type: none"> 1. Go to Picture > Picture Mode. 2. Press ◀/▶ to select User 1 or User 2. 3. Press ▼ to highlight Reference Mode, and press ◀/▶ to select a picture mode that is closest to your need. 4. Press ▼ to select a menu item to be changed and adjust the value. The adjustments define the selected user mode. |
| <p>Fast Mode</p> | <p>Minimizes the response time between the input source and the displayed image. For the optimized latency, when Fast Mode is activated, Keystone/Aspect Ratio will return to the default settings, and Auto Vertical Keystone will be turned off automatically.</p> <p>*Fast Mode can only be enabled for below input timing adopted by most of popular games:</p> <ul style="list-style-type: none"> - 1080p 60Hz/120Hz/240Hz - 4K 60Hz |
| <p>Brightness</p> | <p>The higher the value, the brighter the image. Adjust this control so the black areas of the image appear just as black and that detail in the dark areas is visible.</p> |
| <p>Contrast</p> | <p>The higher the value, the greater the contrast. Use this to set the peak white level after you have previously adjusted the Brightness setting to suit your selected input and viewing environment.</p> |

| | |
|---------------------------------------|---|
| <p>Color</p> | <p>Lower setting produces less saturated colors. If the setting is too high, colors on the image will be overpowering, which makes the image unrealistic.</p>  <p>Only YUV color space is supported.</p> |
| <p>Tint</p> | <p>The higher the value, the more greenish the picture becomes. The lower the value, the more reddish the picture becomes.</p> |
| <p>Sharpness</p> | <p>The higher the value, the sharper the picture becomes.</p> |
| <p>Brilliant Color</p> | <p>This feature utilizes a new color-processing algorithm and system level enhancements to enable higher brightness while providing truer, more vibrant colors in picture. It enables a greater than 50% brightness increase in mid-tone images, which are common in video and natural scenes, so the projector reproduces images in realistic and true colors. If you prefer images with that quality, select On. When Off is selected, the Color Temperature function is not available.</p> |
| <p>Advanced Color Settings</p> | <p>Color Temperature</p> <p>There are several preset color temperature settings available. The available settings may vary according to the signal type selected.</p> <p>When Bright is selected for Picture Mode, the color temperature switches to Native, and cannot be changed.</p> <ul style="list-style-type: none"> • Normal: Maintains normal colorings for white. • Cool: Makes images appear bluish white. • Warm: Makes images appear reddish white. • Native: With the light source's original color temperature and higher brightness, this setting is suitable for environments where high brightness is required, such as projecting pictures in well lit rooms. <p>Color Temperature Tuning</p> <p>You can also set a preferred color temperature by adjusting the following options.</p> <ul style="list-style-type: none"> • R Gain/G Gain/B Gain: Adjusts the contrast levels of Red, Green, and Blue. • R Offset/G Offset/B Offset: Adjusts the brightness levels of Red, Green, and Blue. |

Color Management

This function provides six sets (RGBCMY) of colors to be adjusted. When you select each color, you can independently adjust its range and saturation according to your preference.

- **Primary Color:** Selects a color from among **R** (Red), **G** (Green), **B** (Blue), **C** (Cyan), **M** (Magenta), **Y** (Yellow), or **W** (White).
- **Hue:** Increase in the range will include colors consisted of more proportions of its two adjacent colors. Please refer to the illustration for how the colors relate to each other. For example, if you select Red and set its range at 0, only pure red in the projected picture will be selected. Increasing its range will include red close to yellow and red close to magenta.
- **Saturation:** Adjusts the values to your preference. Every adjustment made will reflect to the image immediately. For example, if you select Red and set its value at 0, only the saturation of pure red will be affected.



Saturation is the amount of that color in a video picture. Lower settings produce less saturated colors; a setting of “0” removes that color from the image entirely. If the saturation is too high, that color will be overpowering and unrealistic.

- **Gain:** Adjusts the values to your preference. The contrast level of the primary color you select will be affected. Every adjustment made will reflect to the image immediately.

If you selected **White Balance (W)**, you can adjust the contrast levels of Red, Green, and Blue by selecting **R Gain**, **G Gain**, and **B Gain**.

Gamma Selection

Gamma refers to the relationship between input source and picture brightness.

- **1.6/1.8/2.0/2.1/BenQ:** Select these values according to your preference.
- **2.2/2.3:** Increases the average brightness of the picture. Best for a lit environment, meeting room or family room.
- **2.4/2.6:** Best for viewing movies in a dark environment.
- **2.8:** Best for viewing movies which are mostly composed of dark scenes.

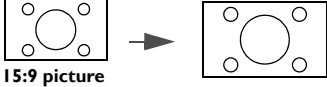

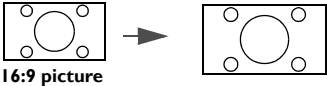
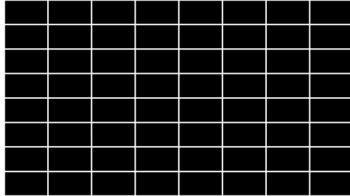

Light Mode

See [Setting the Light Mode on page 37](#).

Reset Picture


Returns all of the adjustments you’ve made for the **Picture** menu to the factory preset values.



Display

| | |
|--------------------------------------|---|
| <p>Aspect Ratio</p> | <p>There are several options to set the image's aspect ratio depending on your input signal source.</p> <p>This image adjustment might impact latency in Game mode. We suggest setting Aspect Ratio to Auto to enjoy low latency gaming.</p> <ul style="list-style-type: none"> • Auto: Scales an image proportionally to fit the projector's native resolution in its horizontal or vertical width. • 4:3: Scales an image so that it is displayed in the center of the screen with a 4:3 aspect ratio. • 16:9: Scales an image so that it is displayed in the center of the screen with a 16:9 aspect ratio. <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>15:9 picture</p> </div> <div style="text-align: center;">  <p>4:3 picture</p> </div> <div style="text-align: center;">  <p>16:9 picture</p> </div> </div> |
| <p>Keystone</p> | <p>Corrects any keystoneing of the image. See Correcting keystone on page 15.</p> |
| <p>Auto Vertical Keystone</p> | <p>When selecting Auto Vertical Keystone, projector image will automatically adjust the keystone.</p> |
| <p>Test Pattern</p> | <p>Adjusts the image size and focus and check that the projected image is free from distortion.</p>  |
| <p>3D</p> | <p>This projector features a 3D function which enables you to enjoy the 3D movies, videos, and sporting events in a more realistic way by presenting the depth of the images. You need to wear a pair of 3D glasses to view the 3D images.</p> <ul style="list-style-type: none"> • 3D Sync Invert: When you discover the inversion of the image depth, enable this function to correct the problem. • Apply 3D Settings: After the 3D settings are saved, you can decide if you would like to apply them by choosing a set of 3D settings that you have saved. Once applied, the projector will automatically play the incoming 3D contents if it matches the 3D settings saved. <div style="display: flex; align-items: center; margin-bottom: 10px;">  <p>Only the set(s) of 3D settings with memorized data is available.</p> </div> <ul style="list-style-type: none"> • Save 3D Settings: When you have successfully displayed the 3D contents after making the appropriate adjustments, you can enable this function and choose a set of 3D settings to memorize current 3D settings. |



| | |
|----------------------|---|
| HDMI Format | <p>Selects a suitable color format to optimize display quality.</p> <ul style="list-style-type: none"> • Auto: Automatically selects a suitable color space and gray level for the incoming HDMI signal. • RGB Limited: Utilizes the Limited range RGB 16-235. • RGB Full: Utilizes the Full range RGB 0-255. • YUV Limited: Utilizes the Limited range YUV 16-235. |
| Reset Display | Returns all of the adjustments you've made for the Display menu to the factory preset values. |

Settings

| | |
|-------------------------------|--|
| Projector Installation | See Choosing a location on page 12 . |
| Auto Source Search | Allows the projector to automatically search for a signal. |
| Light Settings | <ul style="list-style-type: none"> • Reset Light Timer: See Resetting the Light timer (FOR SERVICE PERSONNEL ONLY) on page 38. • Light Usage Time: Displays the number of hours the lamp has been used. |
| Operation Settings | <p>Quick Cooling:</p> <p>Selecting On enables the function and projector cooling time will be shortened from a normal 90-second duration to approximately 15 seconds.</p> |
| | <p>Reminder Message</p> <p>Sets the reminder messages on or off.</p> |
| | <p>High Altitude Mode</p> <p>We recommend you use the High Altitude Mode when your environment is between 1500 m –3000 m above sea level, and ambient temperature is between 0°C–30°C.</p> <p>Operation under "High Altitude Mode" may cause a higher decibel operating noise level because of increased fan speed necessary to improve overall system cooling and performance.</p> <p>If you use this projector under other extreme conditions excluding the above, it may display auto shut-down symptoms, which is designed to protect your projector from over-heating. In cases like this, you should switch to High Altitude mode to solve these symptoms. However, this is not to state that this projector can operate under any and all harsh or extreme conditions.</p> <p></p> <p>Do not use the High Altitude Mode if your altitude is between 0 m and 1500 m and ambient temperature is between 0°C and 35°C. The projector will be over cooled, if you turn the mode on under such a condition.</p> |

| | |
|--------------------------|---|
| | <p>Power On/Off Settings</p> <ul style="list-style-type: none"> • Direct Power On: Allows the projector to turn on automatically once the power is fed through the power cord. • Signal Power On: Sets whether to turn the projector directly on without pressing  POWER or  ON when the projector is in standby mode and detects a HDMI signal with 5V power. • Auto Power Off: Allows the projector to turn off automatically if no input signal is detected after a set period of time to prevent unnecessary waste of lamp life. • Power Off Timer: Sets the auto-shutdown timer. <p>Instant Restart</p> <p>Allows you to restart the projector immediately within 90 seconds after turning it off.</p> |
| Security Settings | See Utilizing the password function on page 20 . |
| Baud Rate | Selects a baud rate that is identical with your computer's so that you can connect the projector using a suitable RS-232 cable and update or download the projector's firmware. This function is intended for qualified service personnel. |
| Reset Settings | Returns all of the adjustments you've made for the Settings menu to the factory preset values. |

System

| | |
|----------------------------|--|
| Language | Sets the language for the On-Screen Display (OSD) menus. |
| Background Settings | <ul style="list-style-type: none"> • Background: Sets the background color for the projector. • Splash Screen: Allows you to select which logo screen will be displayed during projector start-up. |
| Menu Settings | <ul style="list-style-type: none"> • Menu Type: Switches to the Basic OSD menu. • Menu Display Time: Sets the length of time the OSD will remain active after your last key press. |
| Audio Settings | <ul style="list-style-type: none"> • Mute: Temporarily turns off the sound. • Volume: Adjusts the sound level. • Power On/Off Ring Tone: Turns on or off the ring tone when the projector is in startup and shutdown process. <p> The only way to change Power On/Off Ring Tone is setting On or Off here. Setting the sound mute or changing the sound level will not affect the Power On/Off Ring Tone.</p> |
| Factory Default | <p>Returns all settings to the factory preset values.</p> <p> The following settings will still remain: Keystone, Auto Vertical Keystone, Projector Installation, Light Usage Time, High Altitude Mode, Security Settings, Baud Rate.</p> |
| Reset System | Returns all of the adjustments you've made for the System menu to the factory preset values. |

Information

| | |
|--------------------|---|
| Information | <ul style="list-style-type: none">• Native Resolution: Shows the native resolution of the projector.• Detected Resolution: Shows the native resolution of the input signal.• Source: Shows the current signal source.• Picture Mode: Shows the selected mode in the Picture menu.• Light Mode: Shows the selected mode in the Light Settings menu.• 3D Format: Shows the current 3D mode.• Color System: Shows input system format.• Light Usage Time: Shows the number of hours the lamp has been used.• Firmware Version: Shows the firmware version of your projector.• Service Code: Shows the service code of your projector. |
|--------------------|---|

Maintenance

Care of the projector

Cleaning the lens

Clean the lens whenever you notice dirt or dust on the surface. Please be sure to turn off the projector and let it cool down completely before cleaning the lens.

- Use a canister of compressed air to remove dust.
- If there is dirt or smears, use lens-cleaning paper or moisten a soft cloth with lens cleaner and gently wipe the lens surface.
- Never use any type of abrasive pad, alkaline/acid cleaner, scouring powder, or volatile solvent, such as alcohol, benzene, thinner or insecticide. Using such materials or maintaining prolonged contact with rubber or vinyl materials may result in damage to the projector surface and cabinet material.

Cleaning the projector case

Before you clean the case, turn the projector off using the proper shutdown procedure as described in [Shutting down the projector on page 22](#) and unplug the power cord.

- To remove dirt or dust, wipe the case with a soft, lint-free cloth.
- To remove stubborn dirt or stains, moisten a soft cloth with water and a neutral pH detergent. Then wipe the case.



Never use wax, alcohol, benzene, thinner or other chemical detergents. These can damage the case.

Storing the projector

If you need to store the projector for an extended time, please follow the instructions below:

- Make sure the temperature and humidity of the storage area are within the recommended range for the projector. Please refer to [Specifications on page 41](#) or consult your dealer about the range.
- Retract the adjuster feet.
- Remove the battery from the remote control.
- Pack the projector in its original packing or equivalent.

Transporting the projector

It is recommended that you ship the projector with its original packing or equivalent.

Lamp information

Getting to know the lamp hour

When the projector is in operation, the duration (in hours) of lamp usage is automatically calculated by the built-in timer. The method of calculating the equivalent lamp hour is as follows:

Lamp Usage Time = (hours used in **Normal** mode) + (hours used in **ECO** mode) + (hours used in **SmartEco** mode) + (hours used in **LampSave** mode)

Total (equivalent) lamp hour = 3 x (hours used in **Normal** mode) + 1.5 x (hours used in **ECO** mode) + 1.5 x (hours used in **SmartEco** mode) + 1 x (hours used in **LampSave** mode)

To obtain the lamp hour information:

1. Go to **Advanced Menu - Settings > Light Settings** and press **OK**. The **Light Settings** page appears.
2. Press **▼** to select **Light Usage Time** and press **OK**. The **Light Usage Time** information is displayed.

You can also get the lamp hour information on the **Information** menu.

Extending lamp life

• Setting the **Light Mode**

Go to **Advanced Menu - Picture > Advanced Color Settings > Light Mode** and select a suitable lamp power from among the provided modes.

Setting the projector in **ECO**, **SmartEco** or **LampSave** mode extends lamp life.

| Light mode | Description |
|-----------------|--|
| Normal | Provides full lamp brightness |
| ECO | Lowers brightness to extend the lamp life and decreases the fan noise |
| SmartEco | Adjusts the lamp power automatically depending on the content brightness level while optimizing display quality |
| LampSave | Adjusts the lamp power automatically depending on the content brightness level while offering a longer lamp life |

• Setting **Auto Power Off**

This function allows the projector to turn off automatically if no input signal is detected after a set period of time to prevent unnecessary waste of lamp life.

To set **Auto Power Off**, go to **Advanced Menu - Settings > Operation Settings > Power On/Off Settings > Auto Power Off** and press **◀/▶**.

Timing of replacing the lamp

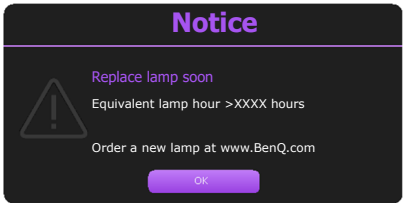
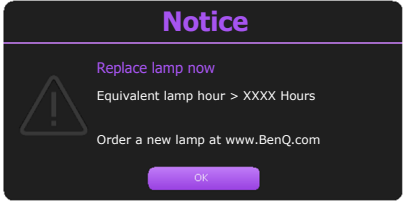
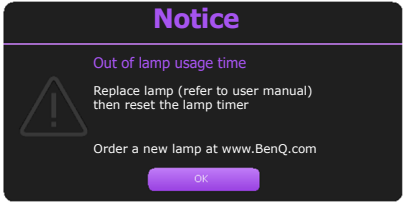
When the **Light indicator** lights up or a message appears suggesting it is time to replace the lamp, please consult your dealer or go to <http://www.BenQ.com> before installing a new lamp. An old lamp may cause a malfunction in the projector and in some instances the lamp may explode.



- The apparent brightness of the projected image will vary depending on the ambient lighting conditions, selected input signal contrast/brightness settings, and is directly proportional to projection distance.
- The lamp brightness will decline over time and may vary within the lamp manufacturers specifications. This is normal and expected behavior.
- The **LIGHT indicator light** and **TEMPerature warning light** will light up if the lamp becomes too hot. Turn the power off and let the projector cool for 45 minutes. If the Light or Temp indicator still lights up after turning the power back on, please contact your dealer. See [Indicators on page 39](#).

The following Lamp warning displays will remind you to change the lamp.

| | |
|--|--|
| | <p>Install a new lamp for optimal performance. Press OK to dismiss the message.</p> |
|--|--|

| | |
|--|---|
|  | <p>It is strongly recommended that you replace the lamp at this age. The lamp is a consumable item. The lamp brightness diminishes with use. This is normal lamp behavior. You can replace the lamp whenever you notice that the brightness level has significantly diminished. Press OK to dismiss the message.</p> |
|   | <p>The lamp MUST be replaced before the projector will operate normally. Press OK to dismiss the message.</p> |



"XXXX" shown in the above messages are numbers that vary depending on different models.

















































Resetting the Light timer (FOR SERVICE PERSONNEL ONLY)









After the startup logo, open the On-Screen Display (OSD) menu. Go to **Advanced Menu - Settings > Light Settings** and press **OK**. The **Light Settings** page appears. Highlight **Reset Light Timer** and press **OK**. A warning message is displayed asking if you want to reset the Light timer. Highlight **Reset** and press **OK**. The light time will be reset to "0".



Do not reset if the lamp is not new or replaced as this could cause damage.

Indicators

| Light | | | Status & Description |
|---|---|---|---|
| POWER ○ | TEMP ○ | LIGHT ○ | |
| Power events | | | |
|  |  |  | Stand-by mode |
|  |  |  | Powering up |
|  |  |  | Normal operation |
|  |  |  | Normal power-down cooling |
|  |  |  | Download |
|  |  |  | CW start fail |
|  |  |  | Data abort, scaler shutdown abnormally |
| Burn-in events | | | |
|  |  |  | Burn-in on |
|  |  |  | Burn-in off |
| Light events | | | |
|  |  |  | Light life exhausted |
|  |  |  | Light error in normal operation |
|  |  |  | Light is not lit up |
| Thermal events | | | |
|  |  |  | Fan 1 error (the actual fan speed is outside the desired speed) |
|  |  |  | Fan 2 error (the actual fan speed is outside the desired speed) |
|  |  |  | Fan 3 error (the actual fan speed is outside the desired speed) |
|  |  |  | Temperature 1 error (over limited temperature) |

| | | | | |
|---|--|--|--|--|
|  |  : Off |  : Orange On  : Orange Flashing |  : Green On  : Green Flashing |  : Red On  : Red Flashing |
|---|--|--|--|--|

Troubleshooting

? The projector does not turn on.

| Cause | Remedy |
|---|---|
| There is no power from the power cord. | Plug the power cord into the AC power jack on the projector, and plug the power cord into the power outlet. If the power outlet has a switch, make sure that it is switched on. |
| Attempting to turn the projector on again during the cooling process. | Wait until the cooling down process has completed. |

? No picture

| Cause | Remedy |
|--|--|
| The video source is not turned on or connected correctly. | Turn the video source on and check that the signal cable is connected correctly. |
| The projector is not correctly connected to the input signal device. | Check the connection. |
| The input signal has not been correctly selected. | Select the correct input signal with the SOURCE key. |
| The lens cover is still closed. | Open the lens cover. |

? Blurred image

| Cause | Remedy |
|--|--|
| The projection lens is not correctly focused. | Adjust the focus of the lens using the focus ring. |
| The projector and the screen are not aligned properly. | Adjust the projection angle and direction as well as the height of the projector if necessary. |
| The lens cover is still closed. | Open the lens cover. |

? Remote control does not work.

| Cause | Remedy |
|--|---|
| The batteries are out of power. | Replace both of the batteries with new ones. |
| There is an obstacle between the remote control and the projector. | Remove the obstacle. |
| You are too far away from the projector. | Stand within 8 meters (26 feet) of the projector. |

? The password is incorrect.

| Cause | Remedy |
|-----------------------------------|---|
| You do not remember the password. | See Entering the password recall procedure on page 21 . |

Specifications

Projector specifications



All specifications are subject to change without notice.

Optical

Resolution

1920 (H) x 1080 (V)

Display system

1-CHIP DMD

Lens

F = 2.56 ~ 2.68, f = 22 ~ 24.1 mm

Lamp

203 W lamp

Electrical

Power supply

AC100–240V, 3.2 A, 50–60 Hz (Automatic)

Power consumption

280 W (Max); < 0.5 W (Standby)

Mechanical

Weight

2.5 Kg (5.5 lbs)

Output terminals

Speaker

10 watt x 1

Audio signal output

PC audio jack x 1

Control

USB

Type-A power supply 5V /1.5 A x 1; Mini-B x 1

RS-232 serial control

9 pin x 1

IR receiver x 2

Input terminals

Video signal input

Digital - HDMI x 2

Audio signal input

Audio in

PC audio jack x 1

(Only works when the projector input source is set to HDMI, and is connected to a DVI device via a DVI cable and a DVI-to-HDMI adapter.)

Environmental Requirements

Operating temperature

0°C–40°C at sea level

Operating relative humidity

10%–90% (without condensation)

Operating altitude

0–1499 m at 0°C–35°C

1500–3000 m at 0°C–30°C (with

High Altitude Mode on)

Storage temperature

-20°C–60°C at sea level

Storage humidity

10%–90% RH (without condensation)

Storage altitude

30°C@ 0~12,200m above sea level

Transporting

Original packing or equivalent is recommended

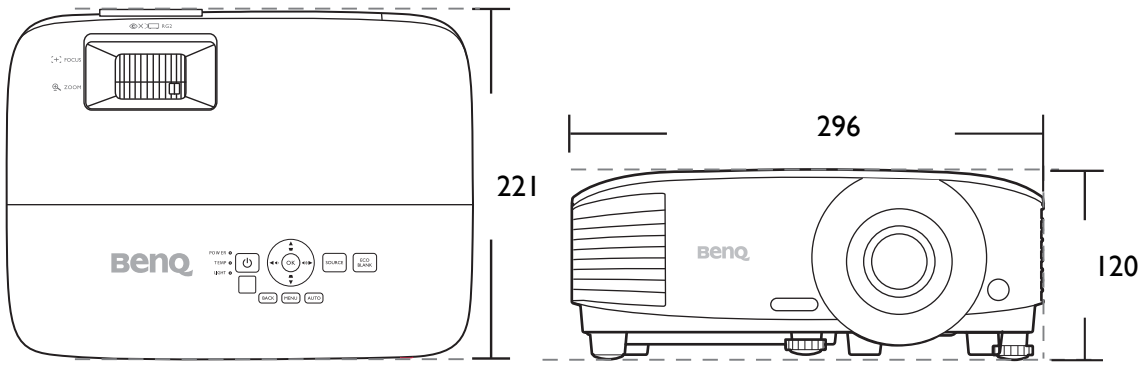
Repairing

Please visit below website and choose your country to find your service contact window.

<http://www.benq.com/welcome>

Dimensions

296 mm (W) x 120 mm (H) x 221 mm (D)



Unit: mm

Timing chart

Supported timing for HDMI (HDCP) input

- PC timings

| Resolution | Mode | Vertical Frequency (Hz) | Horizontal Frequency (kHz) | Pixel Frequency (MHz) | Supported 3D format | | |
|------------------|----------------------------------|-------------------------|----------------------------|-----------------------|---------------------|------------|--------------|
| | | | | | Frame Sequential | Top Bottom | Side by Side |
| 640 x 480 | VGA_60 | 59.940 | 31.469 | 25.175 | V | V | V |
| | VGA_72 | 72.809 | 37.861 | 31.500 | | | |
| | VGA_75 | 75.000 | 37.500 | 31.500 | | | |
| | VGA_85 | 85.008 | 43.269 | 36.000 | | | |
| 720 x 400 | 720 x 400_70 | 70.087 | 31.469 | 28.3221 | | | |
| 800 x 600 | SVGA_60 | 60.317 | 37.879 | 40.000 | V | V | V |
| | SVGA_72 | 72.188 | 48.077 | 50.000 | | | |
| | SVGA_75 | 75.000 | 46.875 | 49.500 | | | |
| | SVGA_85 | 85.061 | 53.674 | 56.250 | | | |
| | SVGA_120 (Reduce Blanking) | 119.854 | 77.425 | 83.000 | V | | |
| 1024 x 768 | XGA_60 | 60.004 | 48.363 | 65.000 | V | V | V |
| | XGA_70 | 70.069 | 56.476 | 75.000 | | | |
| | XGA_75 | 75.029 | 60.023 | 78.750 | | | |
| | XGA_85 | 84.997 | 68.667 | 94.500 | | | |
| | XGA_120 (Reduce Blanking) | 119.989 | 97.551 | 115.5 | V | | |
| 1152 x 864 | 1152 x 864_75 | 75 | 67.5 | 108 | | | |
| 1024 x 576@60Hz | BenQ Notebook Timing | 60.00 | 35.820 | 46.996 | | | |
| 1024 x 600@65Hz | BenQ Notebook Timing | 64.995 | 41.467 | 51.419 | | | |
| 1280 x 720 | 1280 x 720_60 | 60 | 45.000 | 74.250 | V | V | V |
| 1280 x 768 | 1280 x 768_60 | 59.870 | 47.776 | 79.5 | V | V | V |
| 1280 x 800 | WXGA_60 | 59.810 | 49.702 | 83.500 | V | V | V |
| | WXGA_75 | 74.934 | 62.795 | 106.500 | | | |
| | WXGA_85 | 84.880 | 71.554 | 122.500 | | | |
| | WXGA_120 (Reduce Blanking) | 119.909 | 101.563 | 146.25 | V | | |
| 1280 x 1024 | SXGA_60 | 60.020 | 63.981 | 108.000 | | V | V |
| | SXGA_75 | 75.025 | 79.976 | 135.000 | | | |
| | SXGA_85 | 85.024 | 91.146 | 157.500 | | | |
| 1280 x 960 | 1280 x 960_60 | 60.000 | 60.000 | 108 | | V | V |
| | 1280 x 960_85 | 85.002 | 85.938 | 148.500 | | | |
| 1360 x 768 | 1360 x 768_60 | 60.015 | 47.712 | 85.500 | | V | V |
| 1440 x 900 | WXGA+_60 | 59.887 | 55.935 | 106.500 | | V | V |
| 1400 x 1050 | SXGA+_60 | 59.978 | 65.317 | 121.750 | | V | V |
| 1600 x 1200 | UXGA | 60.000 | 75.000 | 162.000 | | V | V |
| 1680 x 1050 | 1680 x 1050_60 | 59.954 | 65.290 | 146.250 | | V | V |
| 640 x 480@67Hz | MAC13 | 66.667 | 35.000 | 30.240 | | | |
| 832 x 624@75Hz | MAC16 | 74.546 | 49.722 | 57.280 | | | |
| 1024 x 768@75Hz | MAC19 | 75.020 | 60.241 | 80.000 | | | |
| 1152 x 870@75Hz | MAC21 | 75.06 | 68.68 | 100.00 | | | |
| 1920 x 1080@60Hz | 1920 x 1080_60 | 60 | 67.5 | 148.5 | V | V | V |
| 1920 x 1200@60Hz | 1920 x 1200_60 (Reduce Blanking) | 59.95 | 74.038 | 154 | V | V | V |



The timings showing above may not be supported due to EDID file and VGA graphic card limitations. It is possible that some timings cannot be chosen.

• Video timings

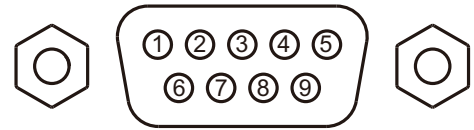
| Timing | Resolution | Vertical Frequency (Hz) | Horizontal Frequency (kHz) | Pixel Frequency (MHz) | Supported 3D format | | | |
|----------|------------------|-------------------------|----------------------------|-----------------------|---------------------|---------------|------------|--------------|
| | | | | | Frame Sequential | Frame Packing | Top Bottom | Side by Side |
| 480i | 720 (1440) x 480 | 59.94 | 15.73 | 27 | V | | | |
| 480p | 720 x 480 | 59.94 | 31.47 | 27 | V | | | |
| 576i | 720 (1440) x 576 | 50 | 15.63 | 27 | | | | |
| 576p | 720 x 576 | 50 | 31.25 | 27 | | | | |
| 720/50p | 1280 x 720 | 50 | 37.5 | 74.25 | | V | V | V |
| 720/60p | 1280 x 720 | 60 | 45.00 | 74.25 | V | V | V | V |
| 1080/50i | 1920 x 1080 | 50 | 28.13 | 74.25 | | | | V |
| 1080/60i | 1920 x 1080 | 60 | 33.75 | 74.25 | | | | V |
| 1080/24P | 1920 x 1080 | 24 | 27 | 74.25 | | V | V | V |
| 1080/25P | 1920 x 1080 | 25 | 28.13 | 74.25 | | | | |
| 1080/30P | 1920 x 1080 | 30 | 33.75 | 74.25 | | | | |
| 1080/50P | 1920 x 1080 | 50 | 56.25 | 148.5 | | | V | V |
| 1080/60P | 1920 x 1080 | 60 | 67.5 | 148.5 | | | V | V |

RS232 command

RS232 pin assignment

| No. | Serial |
|-----|--------|
| 1 | NC |
| 2 | RX |
| 3 | TX |
| 4 | NC |
| 5 | GND |

| No. | Serial |
|-----|--------|
| 6 | NC |
| 7 | RTSZ |
| 8 | CTSZ |
| 9 | NC |



| Function | Type | Operation | ASCII |
|------------------|--------------------------|-------------------------------|-----------------------------|
| Power | Write | Power On | <CR>*pow=on#<CR> |
| | Write | Power Off | <CR>*pow=off#<CR> |
| | Read | Power Status | <CR>*pow=?#<CR> |
| Source Selection | Write | HDMI(MHL) | <CR>*sour=hdm1#<CR> |
| | Write | HDMI 2(MHL2) | <CR>*sour=hdm2#<CR> |
| | Read | Current source | <CR>*sour=?#<CR> |
| Audio Control | Write | Mute On | <CR>*mute=on#<CR> |
| | Write | Mute Off | <CR>*mute=off#<CR> |
| | Read | Mute Status | <CR>*mute=?#<CR> |
| | Write | Volume + | <CR>*vol=+#<CR> |
| | Write | Volume - | <CR>*vol=-#<CR> |
| | Write | Volume level for customer | <CR>*vol=value#<CR> |
| | Read | Volume Status | <CR>*vol=?#<CR> |
| Picture Mode | Write | Bright | <CR>*appmod=bright#<CR> |
| | Write | Living Room | <CR>*appmod=livingroom#<CR> |
| | Write | Game | <CR>*appmod=game#<CR> |
| | Write | Cinema (Rec.709) | <CR>*appmod=cine#<CR> |
| | Write | User1 | <CR>*appmod=user1#<CR> |
| | Write | 3D | <CR>*appmod=threed#<CR> |
| | Write | Sport | <CR>*appmod=sport#<CR> |
| | Read | Picture Mode | <CR>*appmod=?#<CR> |
| Picture Setting | Write | Contrast + | <CR>*con=+#<CR> |
| | Write | Contrast - | <CR>*con=-#<CR> |
| | Write | Set Contrast value | <CR>*con=value#<CR> |
| | Read | Contrast value | <CR>*con=?#<CR> |
| | Write | Brightness + | <CR>*bri=+#<CR> |
| | Write | Brightness - | <CR>*bri=-#<CR> |
| | Write | Set Brightness value | <CR>*bri=value#<CR> |
| | Read | Brightness value | <CR>*bri=?#<CR> |
| | Write | Sharpness + | <CR>*sharp=+#<CR> |
| | Write | Sharpness - | <CR>*sharp=-#<CR> |
| | Write | Set Sharpness value | <CR>*sharp=value#<CR> |
| | Read | Sharpness value | <CR>*sharp=?#<CR> |
| | Write | Color Temperature-Warm | <CR>*ct=warm#<CR> |
| | Write | Color Temperature-Normal | <CR>*ct=normal#<CR> |
| | Write | Color Temperature-Cool | <CR>*ct=cool#<CR> |
| | Write | Color Temperature-lamp native | <CR>*ct=ative#<CR> |
| Read | Color Temperature Status | <CR>*ct=?#<CR> | |
| Write | Aspect 4:3 | <CR>*asp=4:3#<CR> | |

| | | | |
|--------------------------------|-------|----------------------------------|---------------------------|
| Picture Setting (Continued) | Write | Aspect 16:9 | <CR>*asp=16:9#<CR> |
| | Write | Aspect Auto | <CR>*asp=AUTO#<CR> |
| | Read | Aspect Status | <CR>*asp=?#<CR> |
| | Write | Vertical Keystone + | <CR>*vkeystone=+#<CR> |
| | Write | Vertical Keystone - | <CR>*vkeystone=-#<CR> |
| | Read | Vertical Keystone value | <CR>*vkeystone=?#<CR> |
| | Write | Brilliant color on | <CR>*BC=on#<CR> |
| | Write | Brilliant color off | <CR>*BC=off#<CR> |
| | Read | Brilliant color status | <CR>*BC=?#<CR> |
| Operation Settings | Write | Projector Position-Front Table | <CR>*pp=FT#<CR> |
| | Write | Projector Position-Rear Table | <CR>*pp=RE#<CR> |
| | Write | Projector Position-Rear Ceiling | <CR>*pp=RC#<CR> |
| | Write | Projector Position-Front Ceiling | <CR>*pp=FC#<CR> |
| | Read | Projector Position Status | <CR>*pp=?#<CR> |
| | Write | Quick cooling on | <CR>*qcool=on<CR> |
| | Write | Quick cooling off | <CR>*qcool=off<CR> |
| | Read | Quick cooling status | <CR>*qcool=?#<CR> |
| | Write | Quick auto search on | <CR>*QAS=on#<CR> |
| | Write | Quick auto search off | <CR>*QAS=off#<CR> |
| | Read | Quick auto search status | <CR>*QAS=?#<CR> |
| | Write | Direct Power On-on | <CR>*directpower=on#<CR> |
| | Write | Direct Power On-off | <CR>*directpower=off#<CR> |
| | Read | Direct Power On-Status | <CR>*directpower=?#<CR> |
| | Write | Signal Power On-on | <CR>*autopower=on#<CR> |
| | Write | Signal Power On-off | <CR>*autopower=off#<CR> |
| | Read | Signal Power On-Status | <CR>*autopower=?#<CR> |
| Baud Rate | Write | 9600 | <CR>*baud=9600#<CR> |
| | Write | 14400 | <CR>*baud=14400#<CR> |
| | Write | 19200 | <CR>*baud=19200#<CR> |
| | Write | 38400 | <CR>*baud=38400#<CR> |
| | Write | 57600 | <CR>*baud=57600#<CR> |
| | Write | 115200 | <CR>*baud=115200#<CR> |
| | Read | Current Baud Rate | <CR>*baud=?#<CR> |
| Lamp Control | Read | Lamp | <CR>*ltim=?#<CR> |
| | Write | Normal mode | <CR>*lampm=lnor#<CR> |
| | Write | Eco mode | <CR>*lampm=eco#<CR> |
| | Write | SmartEco mode | <CR>*lampm=seco#<CR> |
| | Write | SmartEco mode 2 | <CR>*lampm=seco2#<CR> |
| | Read | Lamp Mode Status | <CR>*lampm=?#<CR> |

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|---|---------------------------|----------------------------|---------------------------|
| Miscellaneous | Read | Model Name | <CR>*modelname=?#<CR> |
| | Read | System F/W Version | <CR>*sysfwversion=?#<CR> |
| | Write | Blank On | <CR>*blank=on#<CR> |
| | Write | Blank Off | <CR>*blank=off#<CR> |
| | Read | Blank Status | <CR>*blank=?#<CR> |
| | Write | Menu On | <CR>*menu=on#<CR> |
| | Write | Menu Off | <CR>*menu=off#<CR> |
| | Read | Menu Status | <CR>*menu=?#<CR> |
| | Write | Up | <CR>*up#<CR> |
| | Write | Down | <CR>*down#<CR> |
| | Write | Right | <CR>*right#<CR> |
| | Write | Left | <CR>*left#<CR> |
| | Write | Enter | <CR>*enter#<CR> |
| | Write | Back | <CR>*back#<CR> |
| | Write | Source Menu On | <CR>*sourmenu=on#<CR> |
| | Write | Source Menu Off | <CR>*sourmenu=off#<CR> |
| | Read | Source Menu Status | <CR>*sourmenu=?#<CR> |
| | Write | 3D Sync Off | <CR>*3d=off#<CR> |
| | Write | 3D Auto | <CR>*3d=auto#<CR> |
| | Write | 3D Sync Top Bottom | <CR>*3d=tb#<CR> |
| | Write | 3D Sync Frame Sequential | <CR>*3d=fs#<CR> |
| | Write | 3D Frame packing | <CR>*3d=fp#<CR> |
| | Write | 3D Side by side | <CR>*3d=sbs#<CR> |
| | Write | 3D inverter disable | <CR>*3d=da#<CR> |
| | Write | 3D inverter | <CR>*3d=iv#<CR> |
| | Read | 3D Sync Status | <CR>*3d=?#<CR> |
| | Write | Instant On-on | <CR>*ins=on#<CR> |
| | Write | Instant On-off | <CR>*ins=off#<CR> |
| | Read | Instant On Status | <CR>*ins=?#<CR> |
| | Write | High Altitude mode on | <CR>*Highaltitude=on#<CR> |
| Write | High Altitude mode off | <CR>*Highaltitude=off#<CR> | |
| Read | High Altitude mode status | <CR>*Highaltitude=?#<CR> | |
| Color Calibration (only for service) | Write | Red Gain + | <CR>*RGain=+#<CR> |
| | Write | Red Gain - | <CR>*RGain=-#<CR> |
| | Write | Set Red Gain value | <CR>*RGain=value#<CR> |
| | Read | Get Red Gain value | <CR>*RGain=?#<CR> |
| | Write | Green Gain + | <CR>*GGain=+#<CR> |
| | Write | Green Gain - | <CR>*GGain=-#<CR> |
| | Write | Set Green Gain value | <CR>*GGain=value#<CR> |
| | Read | Get Green Gain value | <CR>*GGain=?#<CR> |
| | Write | Blue Gain + | <CR>*BGain=+#<CR> |
| | Write | Blue Gain - | <CR>*BGain=-#<CR> |
| | Write | Set Blue Gain value | <CR>*BGain=value#<CR> |
| | Read | Get Blue Gain value | <CR>*BGain=?#<CR> |
| | Write | Red Offset + | <CR>*ROffset=+#<CR> |
| | Write | Red Offset - | <CR>*ROffset=-#<CR> |
| | Write | Set Red Offset value | <CR>*ROffset=value#<CR> |
| | Read | Get Red Offset value | <CR>*ROffset=?#<CR> |
| | Write | Green Offset + | <CR>*GOffset=+#<CR> |
| | Write | Green Offset - | <CR>*GOffset=-#<CR> |
| | Write | Set Green Offset value | <CR>*GOffset=value#<CR> |
| | Read | Get Green Offset value | <CR>*GOffset=?#<CR> |

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| Color Calibration (only for service) (Continued) | Write | Blue Offset + | <CR>*BOffset=+#<CR> |
| | Write | Blue Offset - | <CR>*BOffset=-#<CR> |
| | Write | Set Blue Offset value | <CR>*BOffset=value#<CR> |
| | Read | Get Blue Offset value | <CR>*BOffset=?#<CR> |
| | Write | Primary Color | <CR>*primcr=value#<CR> |
| | Read | Primary Color Status | <CR>*primcr=?#<CR> |
| | Write | Hue + | <CR>*hue=+#<CR> |
| | Write | Hue - | <CR>*hue=-#<CR> |
| | Write | Set Hue value | <CR>*hue=value#<CR> |
| | Read | Get Hue value | <CR>*hue=?#<CR> |
| | Write | Saturation + | <CR>*saturation =+#<CR> |
| | Write | Saturation - | <CR>*saturation =-#<CR> |
| | Write | Set Saturation value | <CR>*saturation =value#<CR> |
| | Read | Get Saturation value | <CR>*saturation =?#<CR> |
| | Write | Gain + | <CR>*gain=+#<CR> |
| | Write | Gain - | <CR>*gain=-#<CR> |
| | Write | Set Gain value | <CR>*gain=value#<CR> |
| | Read | Get Gain value | <CR>*gain=?#<CR> |
| Service (Only for service) | Write | Service mode enable for error report | <CR>*error=enable#<CR> |
| | Read | Error code report | <CR>*error=report#<CR> |
| | Read | FAN 1 speed | <CR>*fan1=?#<CR> |
| | Read | FAN 2 speed | <CR>*fan2=?#<CR> |
| | Read | FAN 3 speed | <CR>*fan3=?#<CR> |
| | Read | Temperature 1 | <CR>*tmp1=?#<CR> |
| | Read | LED indicator | <CR>*led=?#<CR> |