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All other product names used in this manual are the properties of their respective owners and are acknowledged.

Important Safety Information

Congratulations on purchasing the **BOXLIGHT** DLP® projector!

> ***Important:***
> *It is strongly recommended that you read this section carefully before using the projector. These safety and usage instructions will ensure that you enjoy many years of safe use of the projector. Keep this manual for future reference.*

Symbols Used

Warning symbols are used on the unit and in this manual to alert you of hazardous situations.

The following styles are used in this manual to alert you to important information.

> ***Note:***
> *Provides additional information on the topic at hand.*

> ***Important:***
> *Provides additional information that should not be overlooked.*

> ***Caution:***
> *Alerts you to situations that may damage the unit.*

> ***Warning:***
> *Alerts you to situations that may damage the unit, create a hazardous environment, or cause personal injury.*

Throughout this manual, component parts and items in the OSD menus are denoted in bold font as in this example:
"Push the **Menu** button on the remote control to open the **Main** menu."

Remote Control

Some remote controls have a laser for pointing out items on a screen.
DANGER: Do not point the laser in the eyes. Doing so can damage the eyes permanently.

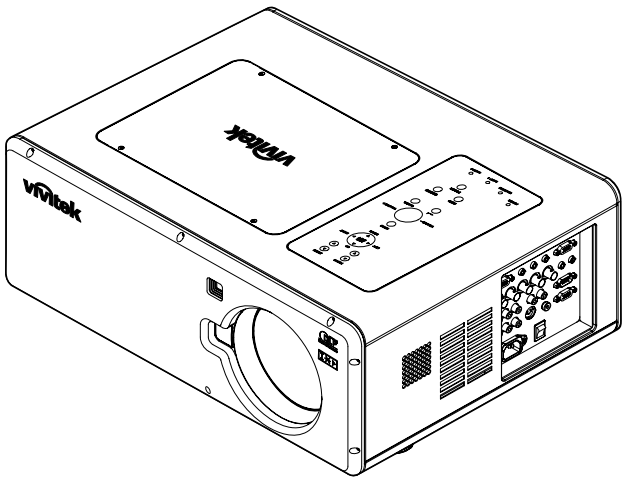
General Safety Information

- Do not open the unit case. Aside from the projection lamp, there are no user-serviceable parts in the unit. For servicing, contact qualified service personnel.
- Follow all warnings and cautions in this manual and on the unit case.
- The projection lamp is extremely bright by design. To avoid damage to eyes, do not look into the lens when the lamp is on.
- Do not place the unit on an unstable surface, cart, or stand.
- Avoid using the system near water, in direct sunlight, or near a heating device.
- Do not place heavy objects such as books or bags on the unit.

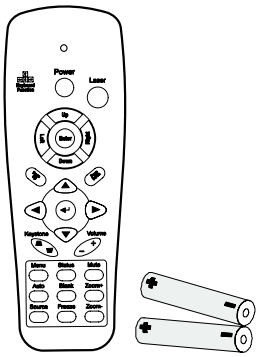
INTRODUCTION

Packing Checklist

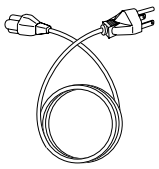
Carefully unpack the projector and check that the following items are included:



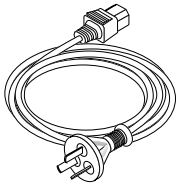
DLP PROJECTOR



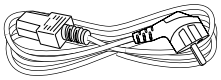
REMOTE CONTROL (WITH TWO AAA BATTERIES)



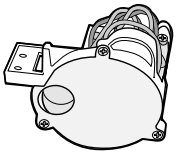
POWER CORD (FOR US MODEL)



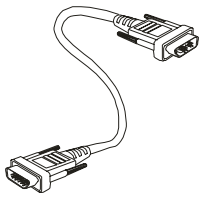
POWER CORD (FOR CHINA MODEL)



POWER CORD (FOR EU MODEL)



6 SEGMENT COLOR WHEEL



VGA CABLE

CD-ROM (THIS USER'S MANUAL)

LENS HOLE CAP (INSTALLED)

Contact your dealer immediately if any items are missing, appear damaged, or if the unit does not work.

Caution:
Avoid using the projector in dusty environments.

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Main Features

- Lightweight unit, easy to pack away and transport.
- Compatible with all major video standards including NTSC, PAL, and SECAM.
- A high brightness rating allows for presentations in daylight or in lit rooms.
- Supports resolutions up to UXGA at 16.7 million colors to deliver crisp, clear images.
- Flexible setup allows for front, rear projections.
- Line-of-vision projections remain square, with advanced keystone correction for angled projections.
- Input source automatically detected.

About this manual

This manual is intended for end users and describes how to install and operate the DLP projector. Wherever possible, relevant information—such as an illustration and its description—has been kept on one page. This printer-friendly format is both for your convenience and to help save paper, thereby protecting the environment. It is suggested that you only print sections that are relevant to your needs.

Power Safety

- Only use the supplied power cord.
- Do not place anything on the power cord. Place the power cord where it will not be in the way of foot traffic.
- Remove the batteries from the remote control when storing or not in use for a prolonged period.

Replacing the Lamp

Replacing the lamp can be hazardous if done incorrectly. See Replacing the Lamps on page 83 for clear and safe instructions for this procedure. Before replacing the lamp:

- Unplug the power cord.
- Allow the lamp to cool for about one hour.

Important Recycle Instructions:

Hg Lamp(s) inside this product contain mercury. This product may contain other electronic waste that can be hazardous if not disposed of properly. Recycle or dispose in accordance with local, state, or federal Laws. For more information, contact the Electronic Industries Alliance at WWW.EIAE.ORG. For lamp specific disposal information check WWW.LAMPRECYCLE.ORG.

Cleaning the Projector

- Unplug the power cord before cleaning. See Cleaning the projector on page 81.
- Allow the lamp to cool for about one hour.

Regulatory Warnings

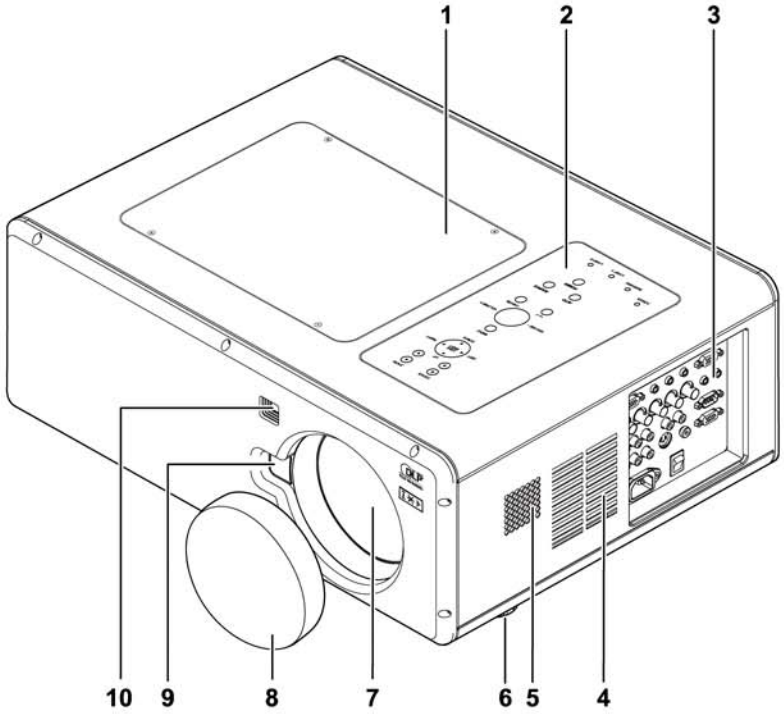
Before installing and using the projector, read the regulatory notices in the Regulatory Compliance section on page 107.

Symbol Explanations

DISPOSAL: Do not use household or municipal waste collection services for disposal of electrical and electronic equipment. EU countries require the use of separate recycling collection services.

Views of Projector Parts

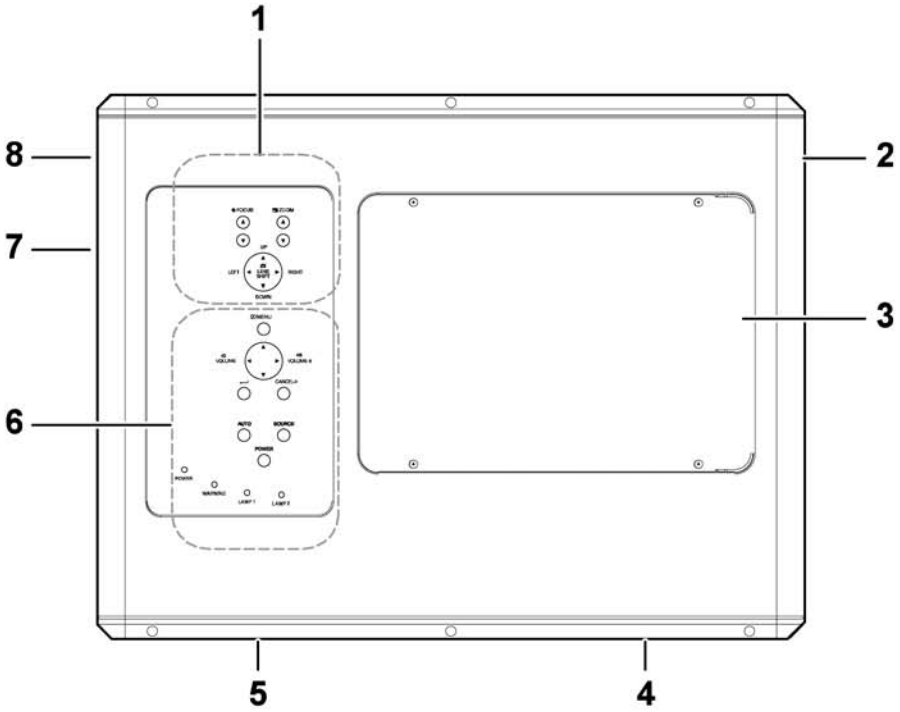
Front-right View



ITEM	LABEL	DESCRIPTION	SEE PAGE:
1.	Lamp cover	Remove cover to replace lamp or color wheel	*83*
2.	OSD control panel	See OSD Controls and Status LEDs	*6*
3.	I/O connector panel	Connect various input devices	*8*
4.	Intake vent	Lamp cooling vent – do not obstruct	
5.	Speakers	Built-in stereo speakers	
6.	Height adjuster	Adjusts level of projector	*32*
7.	Lens	Remove lens cap before use	
8.	Lens cap	Covers lens to protect when not in use	
9.	Lens release button	Press the release button before removing the lens	
10.	IR receiver	Receiver for IR signal from remote control	*10*

Important:
Grill openings on the projector allow for good air circulation, which keeps the projector lamp cool. Do not obstruct any of the grill openings.

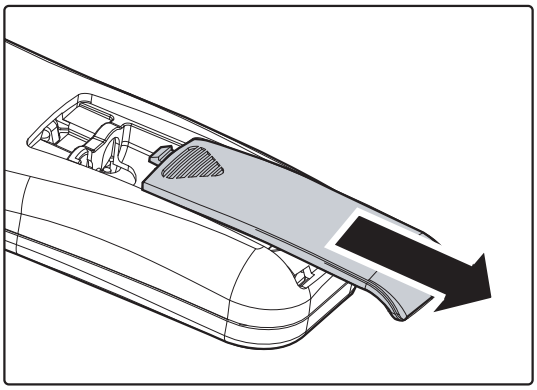
Top view



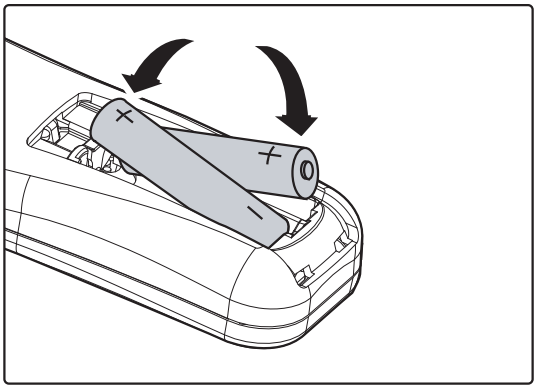
ITEM	LABEL	DESCRIPTION	SEE PAGE:
1.	Lens control panel	See Lens Controls	*5*
2.	Right-hand speaker	Right-hand speaker	
3.	Lamp cover	Remove cover to replace lamp or color wheel	*83*
4.	Exhaust vent	Exhaust vent – do not obstruct	
5.	Rear intake vent	Rear cooling intake – do not obstruct	
6.	OSD control panel	See OSD Controls and Status LEDs	*6*
7.	Left intake vent	Left-hand cooling intake – do not obstruct	
8.	Left-hand speaker	Left-hand speaker	

Inserting the Remote Control Batteries

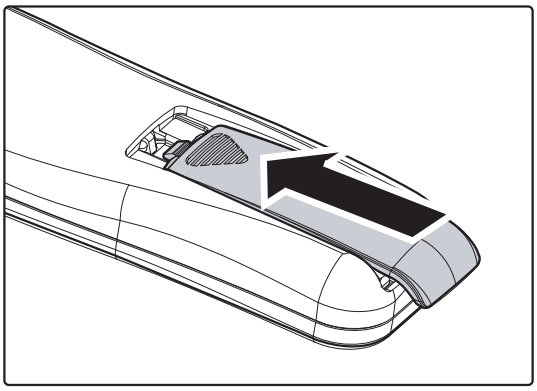
1. Remove the battery compartment cover by sliding the cover in the direction of the arrow.



2. Insert the supplied batteries taking note of the polarity (+/-) as shown here.



3. Replace the cover.



Caution:
1. *Only use AAA batteries. (Alkaline is better).*

2. *Dispose of used batteries according to local ordinance regulations.*

3. *Remove the battery when not using the projector for prolonged periods.*

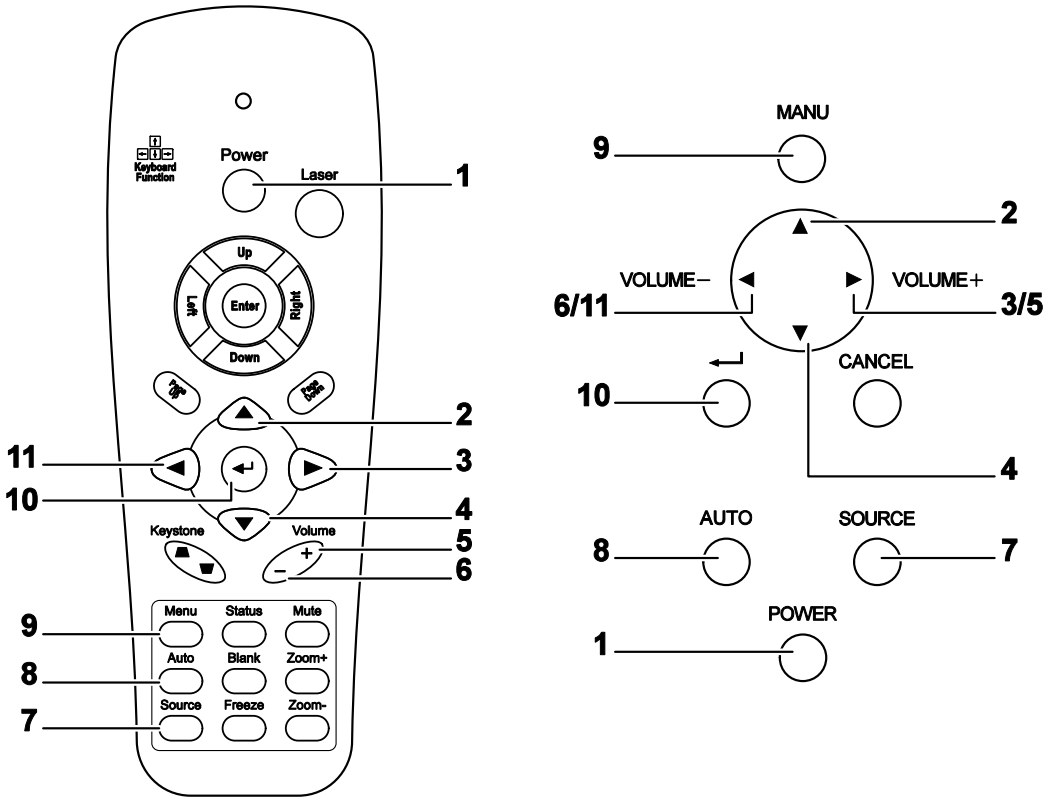
Remote Control Operating Range

The remote control uses infrared transmission to control the projector. It is not necessary to point the remote directly at the projector. Provided you are not holding the remote perpendicular to the sides or the rear of the projector, the remote will function well within a radius of about 7 meters (23 feet) and 15 degrees above or below the projector level. If the projector does not respond to the remote control, move a little closer.

Projector and Remote Control Buttons

The projector can be operated using the remote control or the buttons on the top of the projector. All operations can be carried out with the remote control; however, the buttons on the projector are limited in use. The following illustration shows the corresponding buttons on the remote control and on the projector.

Remote Control

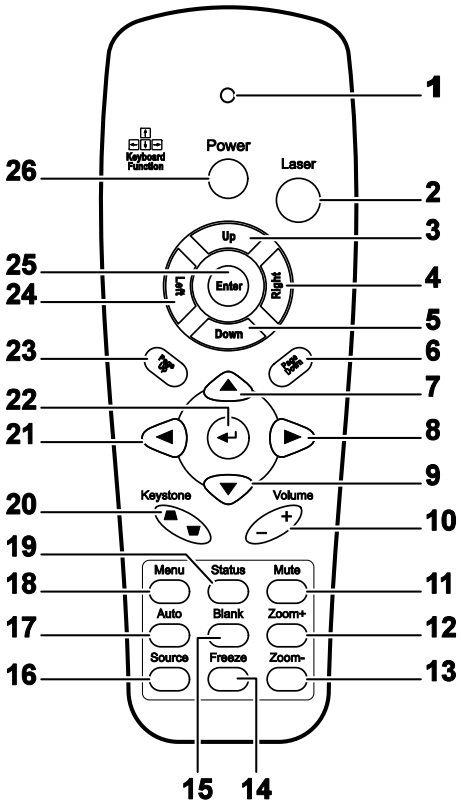


Some buttons on the projector have two functions. For example, item 6/11 on the projector functions as both the volume down button and as the left cursor key in OSD menus.

ITEM	LABEL	DESCRIPTION	SEE PAGE:
7.	Up cursor	Navigates and changes settings in the OSD	*47*
8.	Right cursor	Navigates and changes settings in the OSD	*47*
9.	Down cursor		
10.	Volume +/-	Adjusts volume	*34*
11.	Mute	Mutes the built-in speaker	
12.	Zoom+	Zoom in	
13.	Zoom-	Zoom out	
14.	Freeze	Freeze/unfreezes the on-screen picture	
15.	Blank	Makes the screen blank	
16.	Source	Detects the input device	
17.	Auto	Auto adjustment for phase, tracking, size, position	
18.	Menu	Opens the OSD	*47*
19.	Status	Opens the OSD Status menu (the menu only opens when an input device is detected)	
20.	Keystone top/bottom	Corrects image-trapezoid (wider top/bottom) effect	*42*
21.	Left cursor	Navigates and changes settings in the OSD	*47*
22.	Enter	Changes settings in the OSD	*47*
23.	Page Up	Page up when connected through USB to a PC	
24.	Left	Left arrow when connected through USB to a PC	
25.	Enter	Enter key when connected through USB to a PC	
26.	Power	Turns the projector on or off	*25*

Note:
The remote control can only interface with a computer when connected to the computer through a USB cable connection. The computer cable connects a computer to the projector for display purposes only.

Remote Control Parts



Important:
1. *Avoid using the projector with bright fluorescent lighting turned on. Certain high-frequency fluorescent lights can disrupt remote control operation.*

2. *Be sure nothing obstructs the path between the remote control and the projector. If the path between the remote control and the projector is obstructed, you can bounce the signal off certain reflective surfaces such as projector screens.*

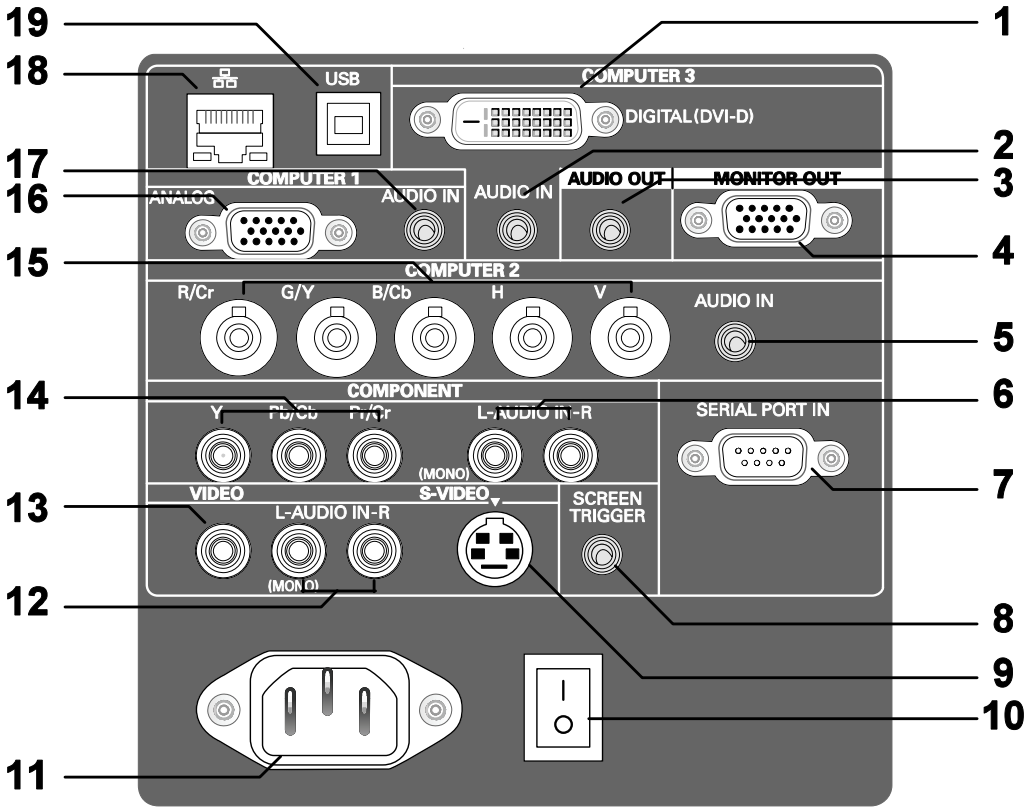
3. *The buttons and keys on the projector have the same functions as the corresponding buttons on the remote control. This user's manual describes the functions based on the remote control.*

ITEM	LABEL	DESCRIPTION	SEE PAGE:
1.	Status LED	Lights when the remote control is used	
2.	Laser	Use as on screen pointer. DO NOT POINT IN EYES.	
3.	Up	Up arrow when connected through USB to a PC	
4.	Right	Right arrow when connected through USB to a PC	
5.	Down	Down arrow when connected through USB to a PC	
6.	Page Down	Page down when connected through USB to a PC	

ITEM	LABEL	DESCRIPTION	SEE PAGE:
10.	POWER SWITCH	Turn on/off the projector	*35*
11.	AC IN	Connect the supplied power cable	*25*
12.	AUDIO IN [L (MONO)/R] (VIDEO)	Connect RCA audio cables (not supplied) from the input device right and left channels. This audio jack is shared with S-Video input.	*24*
13.	VIDEO IN	Connect a composite video cable (not supplied) from a video device to the yellow RCA jack	*23*
14.	COMPONENT IN (Y, Pb/Cb, Pr/Cr)	Connect a component video enabled device	*23*
15.	COMPUTER 2 IN (R/Cr, G/Y, B/Cb, H, V)	Connect RGBHV or Component signal from computer or component video enabled device	*24*
16.	COMPUTER 1 IN	Connect a VGA cable (supplied) from a computer	*21*
17.	AUDIO IN (COMPUTER 1)	Connect the audio cable (not supplied) from the input device	
18.	LAN	Connect a LAN cable (not supplied) from a computer	
19.	SERVICE	Connect the USB cable (not supplied) from a computer. For service personnel only.	

Note:
- *To use this feature, you must turn on the Screen Trigger function on the OSD.*
- *Screen controllers are supplied and supported by screen manufacturers.*
- *Do not use this jack for anything other than intended use.*

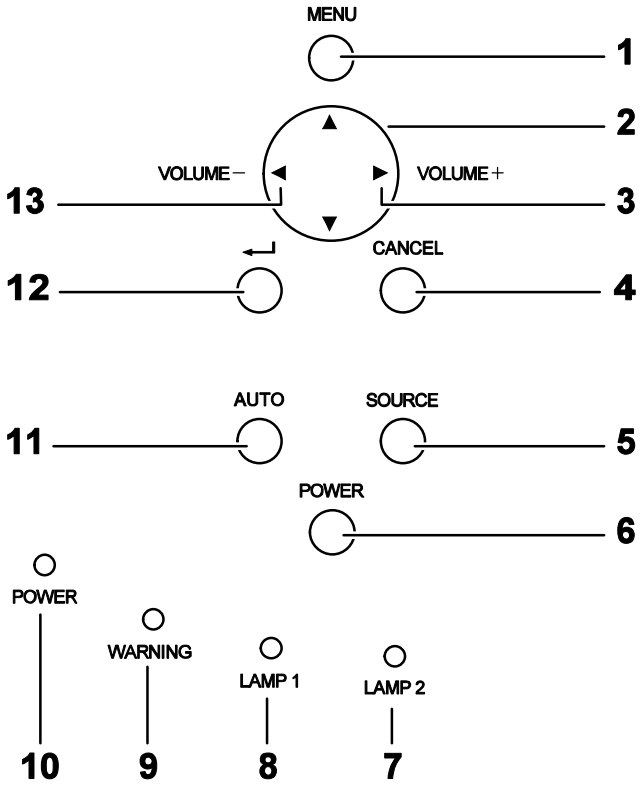
Terminal Panel Features



ITEM	LABEL	DESCRIPTION	SEE PAGE:
1.	COMPUTER 3 IN	Connect the DVI-D cable (not supplied) from a computer	*21*
2.	AUDIO IN (COMPUTER 3)	Connect the audio cable (not supplied) from the input device	
3.	AUDIO OUT	Audio loop-thru	
4.	MONITOR OUT	Connect to a monitor	
5.	AUDIO IN (COMPUTER 2)	Connect the audio cable (not supplied) from the input device	
6.	AUDIO IN [L (MONO)/R] (COMPONENT)	Connect an RCA audio cables (not supplied) from the input device right and left channels	
7.	SERIAL PORT IN	Installation control	*98*
8.	SCREEN TRIGGER	When connected to the screen through a commercially available cable, the screen deploys automatically on start up of the projector. The screen retracts when the projector is powered off (see notes below)	*101*
9.	S-VIDEO	Connect a commercially available S-video cable from a video device	*24*

ITEM	LABEL	DESCRIPTION		SEE PAGE:
10.	POWER (LED)	Green Orange Flashing	See Indicator Messages	*87*
11.	AUTO	Optimize image size, position, and resolution		*33*
12.	↵	Select or change settings in the OSD		*47*
13.	LEFT CURSOR/VOLUME DECREASE	Decrease volume		*34*

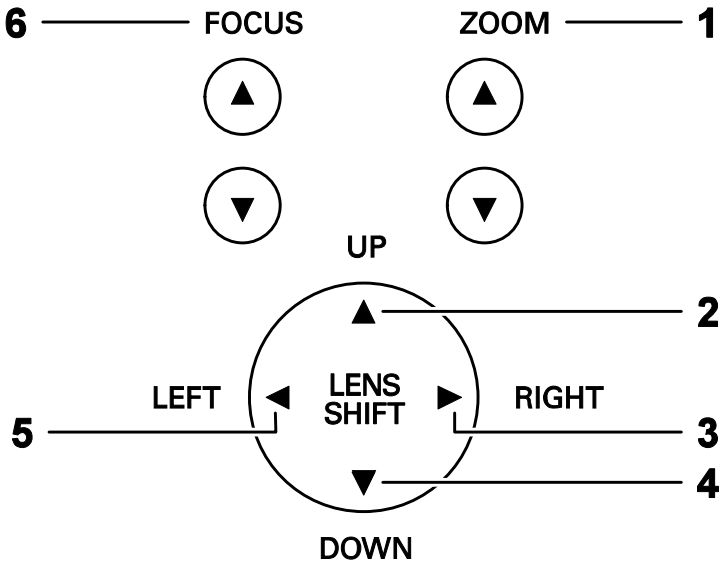
OSD Controls and Status LEDs



ITEM	LABEL	DESCRIPTION		SEE PAGE:
1.	MENU	Open / Close the OSD		47
2.	UP/ DOWN/ LEFT/ RIGHT BUTTONS	Navigate and change settings in the OSD		47
3.	RIGHT CURSOR/ VOLUME INCREASE	Increase volume		34
4.	CANCEL	Exit the On-Screen Display (OSD)		47
5.	SOURCE	Detects the input device		27
6.	POWER	Turn the projector on or off (main power switch must be turned on first). Press to place the projector in standby mode.		25
7.	LAMP 2 (LED)	Green Flashing	See Indicator Messages	87
8.	LAMP 1 (LED)	Green Flashing	See Indicator Messages	87
9.	WARNING (LED)	Green Red Orange Flashing	See Indicator Messages	87

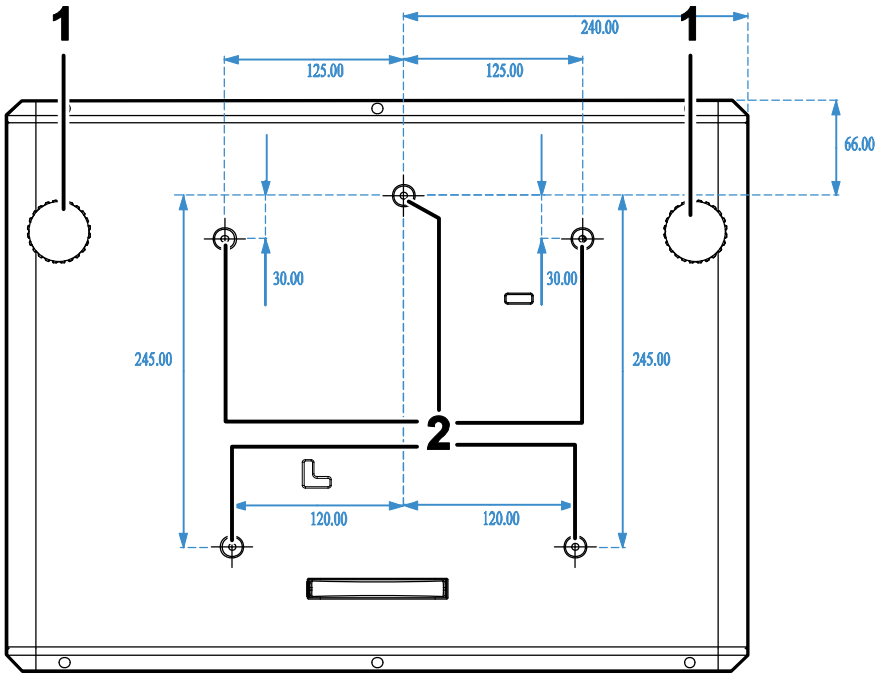
Top Features

Lens Controls



ITEM	LABEL	DESCRIPTION	SEE PAGE:
1.	ZOOM	Increase/decrease projected image size	*38*
2.	UP CURSOR	Move image left, right, up, or down	
3.	RIGHT CURSOR		
4.	DOWN CURSOR		
5.	LEFT CURSOR		
6.	FOCUS	Focus the projected image	*38*

Bottom view



ITEM	LABEL	DESCRIPTION	SEE PAGE:
1.	Height adjusters	Adjust projection height	*32*
2.	Ceiling support holes	Contact your dealer for information on mounting the projector on a ceiling	

Note:
When installing, ensure that you use only UL Listed ceiling mounts.

Caution:
With ceiling installation, use approved mounting hardware & M4 screws; maximum depth of screw: 12 mm; distance from ceiling/ wall: 20 cm (0.7 feet) for proper ventilation; distance from fluorescent lamps: at least 1 m (3 feet) front and back of the projector. For permanent installations, follow local codes.

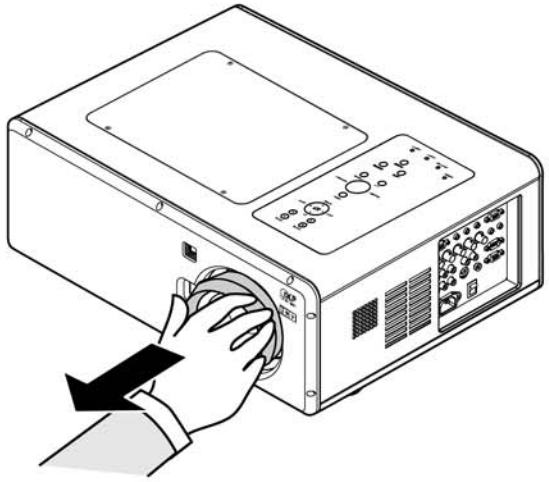
Installing or Removing the Optional Lens

Caution:

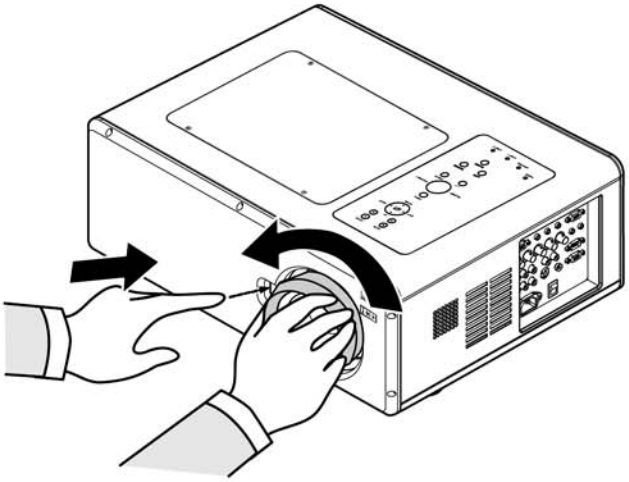
- *Do not shake or place excessive pressure on the projector or the lens components as the projector and lens components contain precision parts.*
- *When shipping the projector with the optional lens, remove the optional lens before shipping the projector. The lens and the lens shift mechanism may encounter damage caused by improper handling during transportation.*
- *Before removing or installing the lens, be sure to turn off the projector, wait until the cooling fans stop, and turn off the main power switch.*
- *Do not touch the lens surface when removing or installing the lens.*
- *Keep fingerprints, dust or oil off the lens surface. Do not scratch the lens surface.*
- *Work on a level surface with a soft cloth under it to avoid scratching.*
- *If you remove and store the lens, attach the lens cap to the projector to keep off dust and dirt.*

Removing the Existing Lens From the Projector

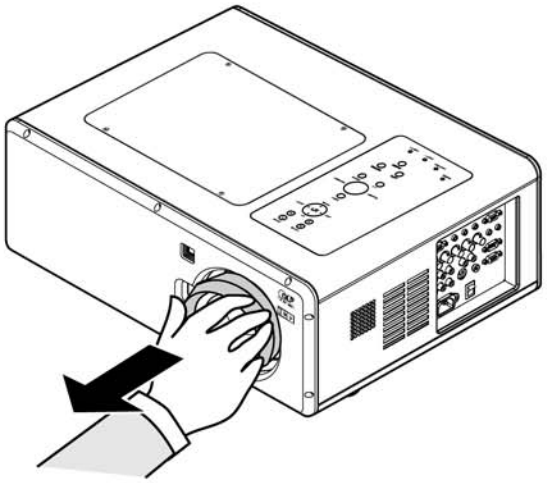
1. Pull out the lens cap.



2. Push the LENS RELEASE button all the way in and rotate the lens counterclockwise.
The existing lens will be disengaged.



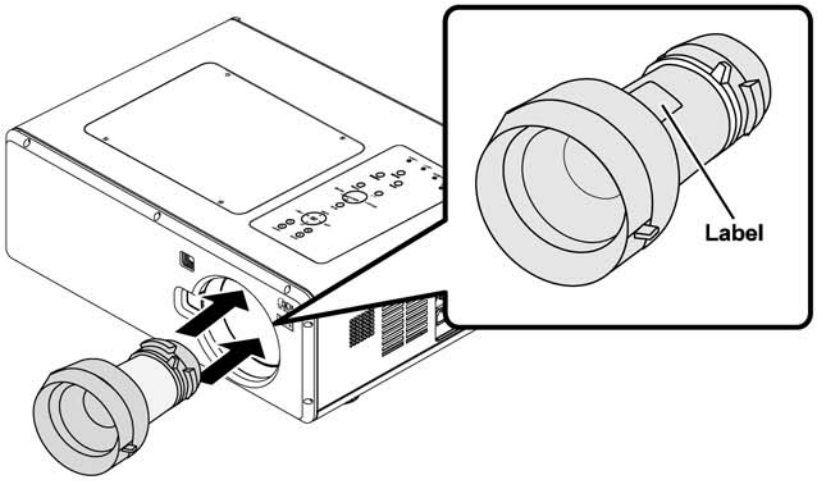
3. Pull out the existing lens slowly.



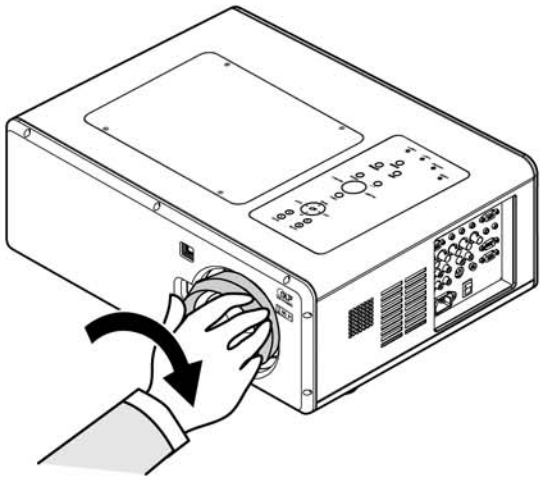
Caution:
When installing the lens into the projector, be sure to remove the lens cap from the back of the optional lens before installing the optional lens into the projector. Failure to do so will cause damage to the projector.

Installing the New Lens

1. Pull out the existing lens slowly.

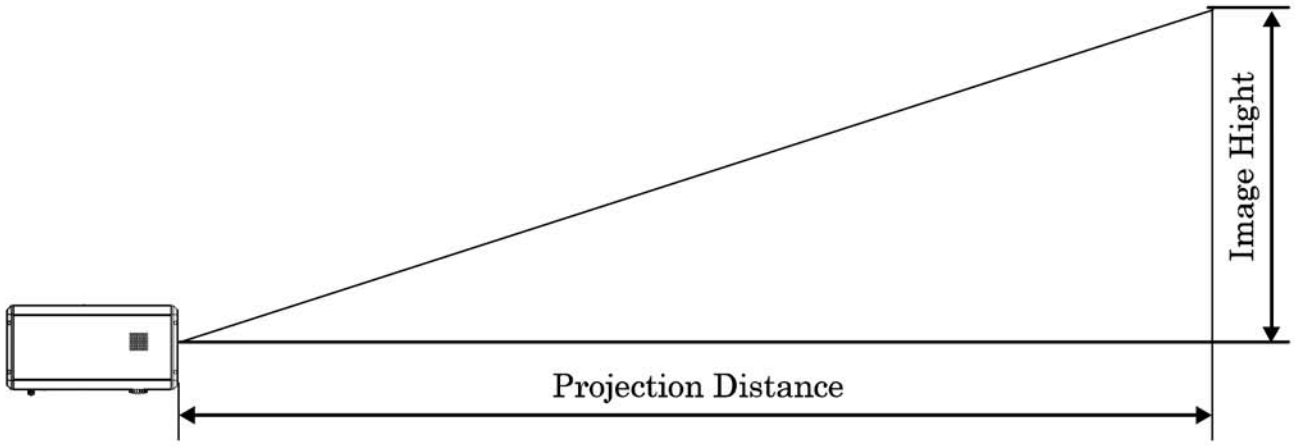


2. Rotate the lens clockwise until it clicks into place.



Throw Distance and Screen Size

Example of Standard lens:
The further your projector is from the screen or wall, the larger the image. The minimum size the image can be is approximately 40 inches (1 m) measured diagonally when the projector is roughly 65 inches (1.7 m) from the wall or screen. The largest the image can be is 500 inches (12.7 m) when the projector is about 843 inches (21.4 m) from the wall or screen.



Screen Size						A		B		Standard	
Diagonal		Width		Height		0.77		1.33 - 1.79		1.78 - 2.35	
						Distance					
[inches]	[m]	[inches]	[m]	[inches]	[m]	[inches]	[m]	[inches]	[m]	[inches]	[m]
40	1.02	32	0.81	24	0.61			41.7 - 56.8	1.06 - 1.44	55.8 - 74.4	1.42 - 1.89
50	1.27	40	1.02	30	0.76	30.7	0.78	52.6 - 71.5	1.34 - 1.82	70.4 - 93.7	1.79 - 2.38
60	1.52	48	1.22	36	0.91	37.1	0.94	63.5 - 86.1	1.61 - 2.19	85.0 - 112.9	2.16 - 2.87
67	1.70	54	1.36	40	1.02	41.6	1.06	71.1 - 96.4	1.81 - 2.45	95.2 - 126.4	2.42 - 3.21
72	1.83	58	1.46	43	1.10	44.9	1.14	76.6 - 103.7	1.94 - 2.63	102.5 - 136.0	2.60 - 3.45
80	2.03	64	1.63	48	1.22	50.0	1.27	85.3 - 115.4	2.17 - 2.93	114.1 - 151.3	2.90 - 3.84
84	2.13	67	1.71	50	1.28	52.6	1.34	89.6 - 121.3	2.28 - 3.08	120.0 - 159.0	3.05 - 4.04
90	2.29	72	1.83	54	1.37	56.5	1.44	96.2 - 130.1	2.44 - 3.30	128.7 - 170.6	3.27 - 4.33
100	2.54	80	2.03	60	1.52	63.0	1.60	107.0 - 144.7	2.72 - 3.68	143.3 - 189.8	3.64 - 4.82
120	3.05	96	2.44	72	1.83	75.9	1.93	128.8 - 174.0	3.27 - 4.42	172.5 - 228.2	4.38 - 5.80
150	3.81	120	3.05	90	2.29	95.3	2.42	161.5 - 218.0	4.10 - 5.54	216.2 - 285.9	5.49 - 7.26
180	4.57	144	3.66	108	2.74	114.6	2.91	194.1 - 261.9	4.93 - 6.65	260.0 - 343.6	6.60 - 8.73
200	5.08	160	4.06	120	3.05	127.6	3.24	215.9 - 291.2	5.48 - 7.40	289.1 - 382.0	7.34 - 9.70
210	5.33	168	4.27	126	3.20			226.8 - 305.9	5.76 - 7.77	303.7 - 401.3	7.71 - 10.19
240	6.10	192	4.88	144	3.66			259.5 - 349.8	6.59 - 8.89	347.5 - 458.9	8.83 - 11.66
261	6.63	209	5.30	157	3.98			282.3 - 380.6	7.17 - 9.67	378.1 - 499.3	9.60 - 12.68
270	6.86	216	5.49	162	4.11			292.1 - 393.8	7.42 - 10.00	391.2 - 516.6	9.94 - 13.12
300	7.62	240	6.10	180	4.57			324.8 - 437.7	8.25 - 11.12	435.0 - 574.3	11.05 - 14.59
350	8.89	280	7.11	210	5.33			379.2 - 511.0	9.63 - 12.98	507.9 - 670.4	12.90 - 17.03
400	10.16	320	8.13	240	6.10			433.7 - 584.3	11.02 - 14.84	580.8 - 766.5	14.75 - 19.47
450	11.43	360	9.14	270	6.86			488.1 - 657.5	12.40 - 16.70	653.7 - 862.6	16.60 - 21.91
500	12.70	400	10.16	300	7.62			542.6 - 730.8	13.78 - 18.56	726.6 - 958.7	18.46 - 24.35

Making Connections

Connecting Your PC or Macintosh Computer

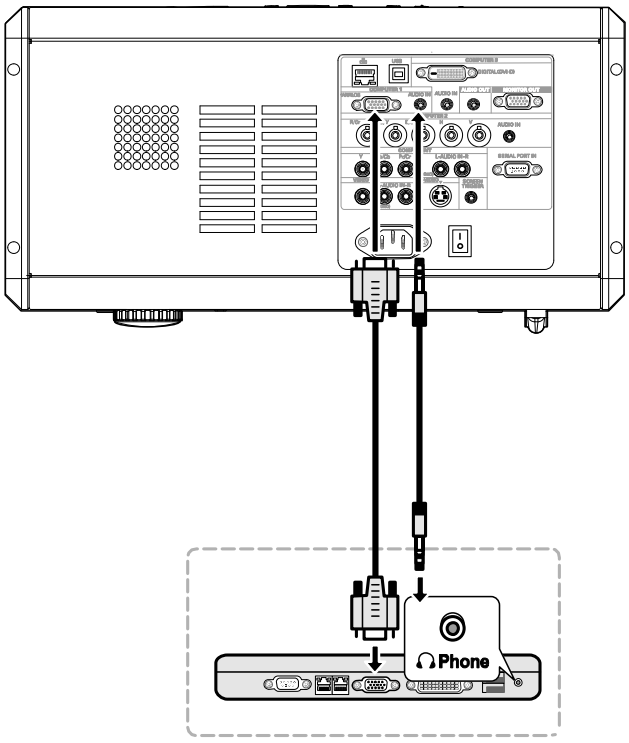
Enabling the computer's external display:
Displaying an image on the notebook PC's screen does not necessarily mean it outputs a signal to the projector. When using a PC compatible laptop, a combination of function keys will enable/disable the external display. Usually, the combination of the **Fn-key** along with one of the 12 function keys activates the external display.

To connect a PC or Macintosh computer to the projector, refer to the following guide.

1. Connect a computer to the projector through one of the three available input data connections before turning on the PC or the projector. The best signal order (from best to least suitable) is as follows:
   - Computer 3 in (see Terminal Panel Features on page 8) is a digital signal and offers the best connection to your computer.

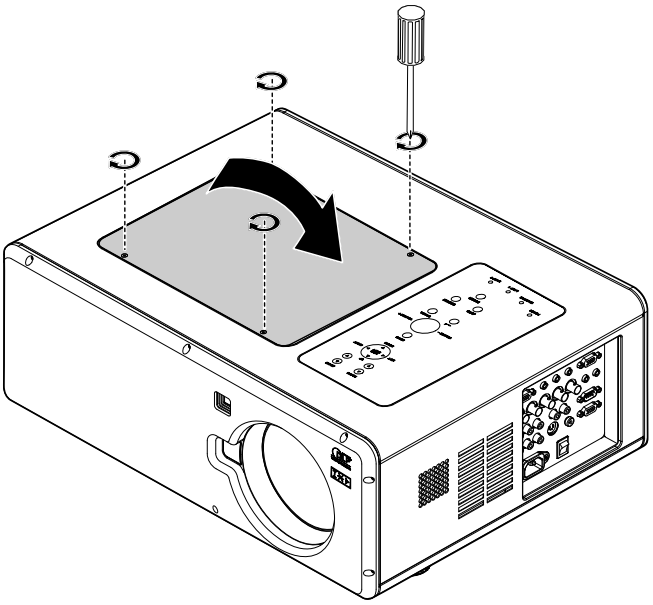
     Note:
     The DVI (DIGITAL) connector (COMPUTER 3) accepts VGA (640 x 480), 1152 x 864, XGA (1024 x 768), SXGA (1280 x 1024@up to 60Hz) and UXGA(1600 x 1200 @ 60Hz).

   - Computer 2 in (see Terminal Panel Features on page 8) is an analog signal; use a DSUB-15 cable-to-5BNC connection.
   - Computer 1 in as shown below (see Terminal Panel Features on page 8) is an analog signal that uses a standard RGB computer cable.



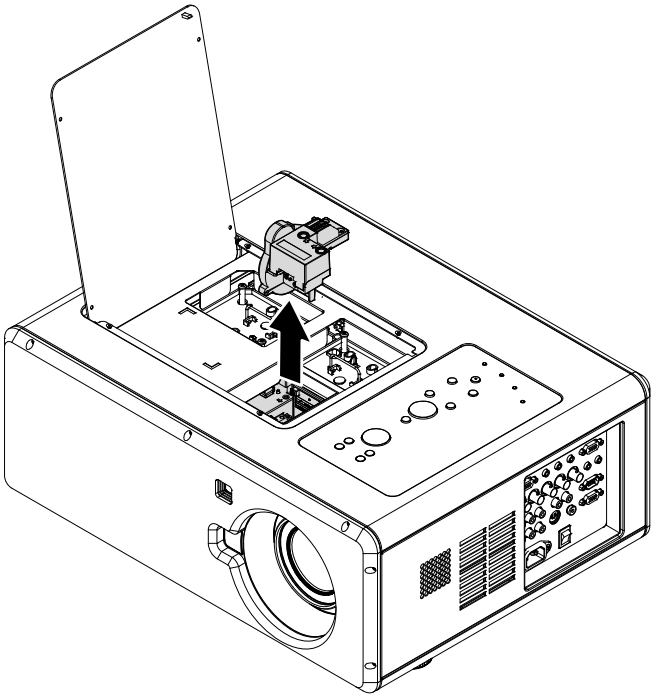
2. Turn on the projector and select the chosen method of connection from the source menu before turning on the PC (see Selecting an Input Source on page 27).
3. Turn on the PC.

6. Close the lamp cover and secure the retaining screws as shown.

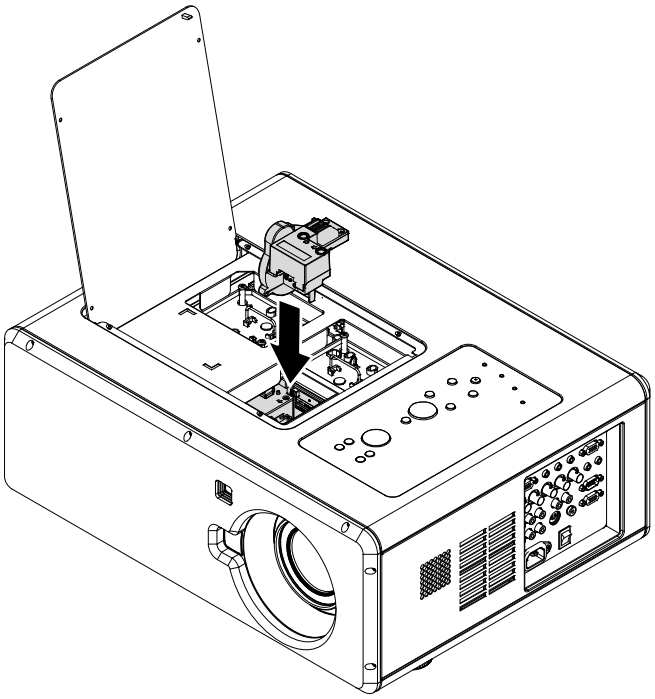


Storing Unused Color Wheel:
Keep the unused color wheel in the zipper bag in which the 6-segment color wheel (not supplied) was packaged.
This bag prevents dust from falling or collecting on the color wheel.

4. Lift the color wheel in the direction shown.



5. Insert the six-segment color wheel



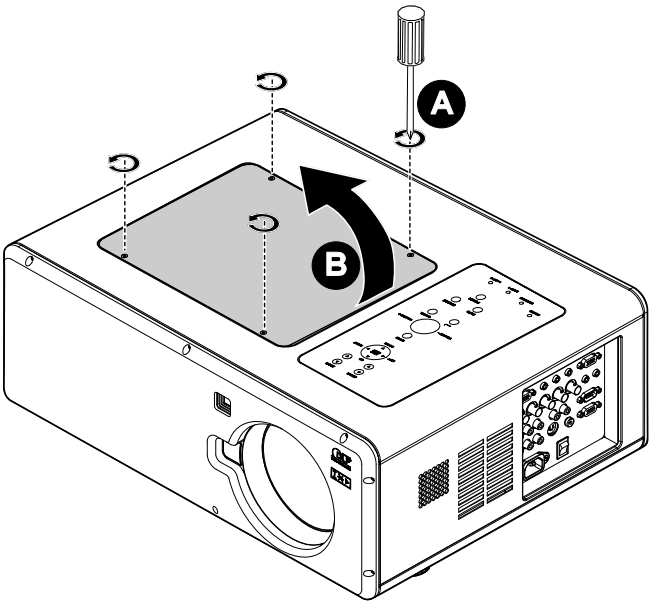
Installing the Optional Color Wheel

The projector comes with a four-segment color wheel installed. An additional six-segment color wheel is optional. To replace the color wheel (located under the lamp cover adjacent to lamp 1) refer to the following guide.

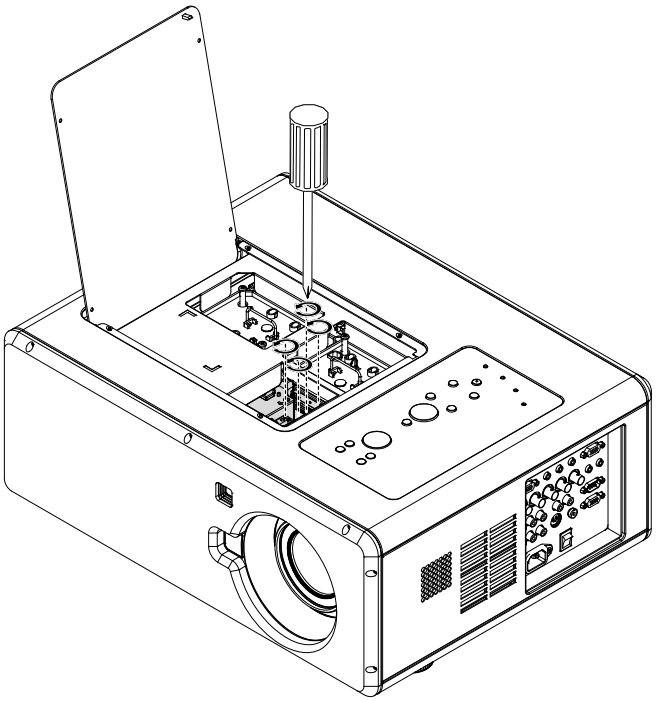
Note:
Wait until the lamp house and the color wheel cool off.

1. Remove the four screws (A) on the lamp cover.

2. Lift the lamp cover in the direction of the arrow (B).



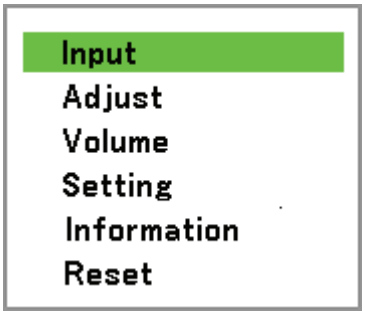
3. Unscrew the retaining screws (x 4) on the four-segment color wheel.



Selecting an Input Source

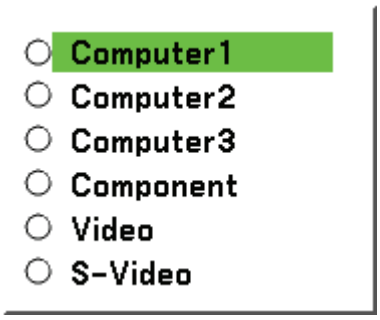
The Input Source can be selected from the projector's control panel or from the remote control unit. Refer to the following guide to select the Input Source.

1. Press **Menu** on the OSD control panel or on the remote control unit to display the **Main Menu**. Scroll to the **Input** menu using ▲or▼ and press ↵.



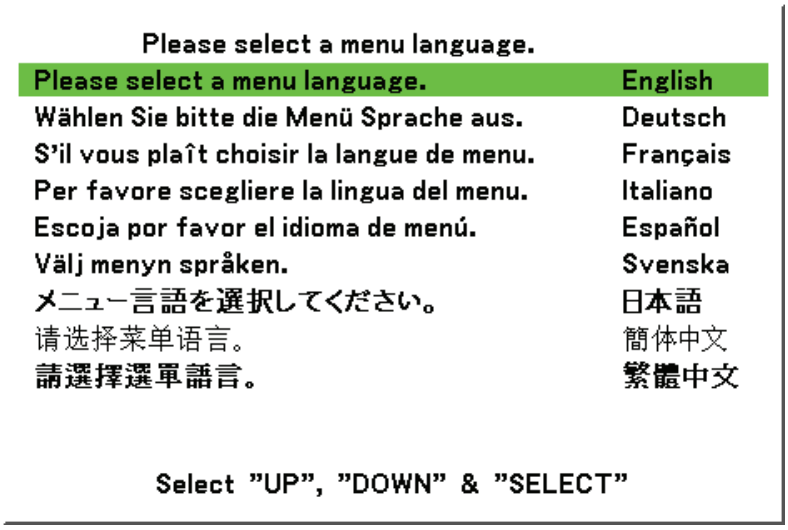
Note:
Return to the projected image by pressing **Cancel** twice.

2. Select the required source using ▲or▼ and press ↵.



Note on Startup Screen (Menu Language Select screen)

In the first instance of powering on the projector, the language menu is displayed to select the default language.



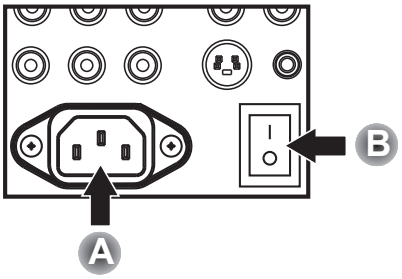
Select the required default language using the ▲ or ▼ buttons on the OSD menu panel or the remote control unit and press ↵.

Note:
The language select screen only appears on the first instance of power on. All subsequent operations assume the selected default language. To change the default see page 65.

Turning on the Projector

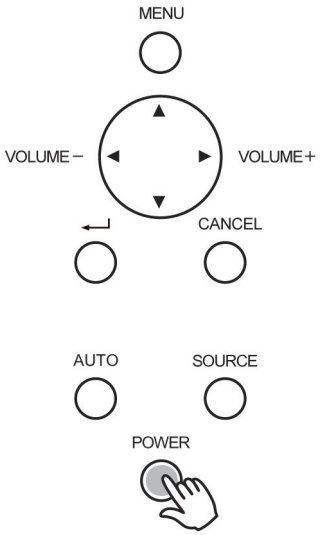
Once the projector is correctly located and the power cable and other connections are in place, it is important that the projector is powered on correctly in order to avoid damage to components and unnecessary wear and tear. Refer to the following guide to power on the projector.

1. Connect the power cable (A). Press the main power switch to the on (I) position as shown (B). All four LEDs light orange, then the Lamp1 and 2 LEDs turn off and the Warning LED lights green.



2. Press the **POWER** button once (see OSD Controls and Status LEDs on page 6). The Power LED flashes green and the internal cooling fan starts.

3. After approximately 10 seconds, the Lamp1 and Lamp2 LEDs light green and the Power LED flashes more rapidly.

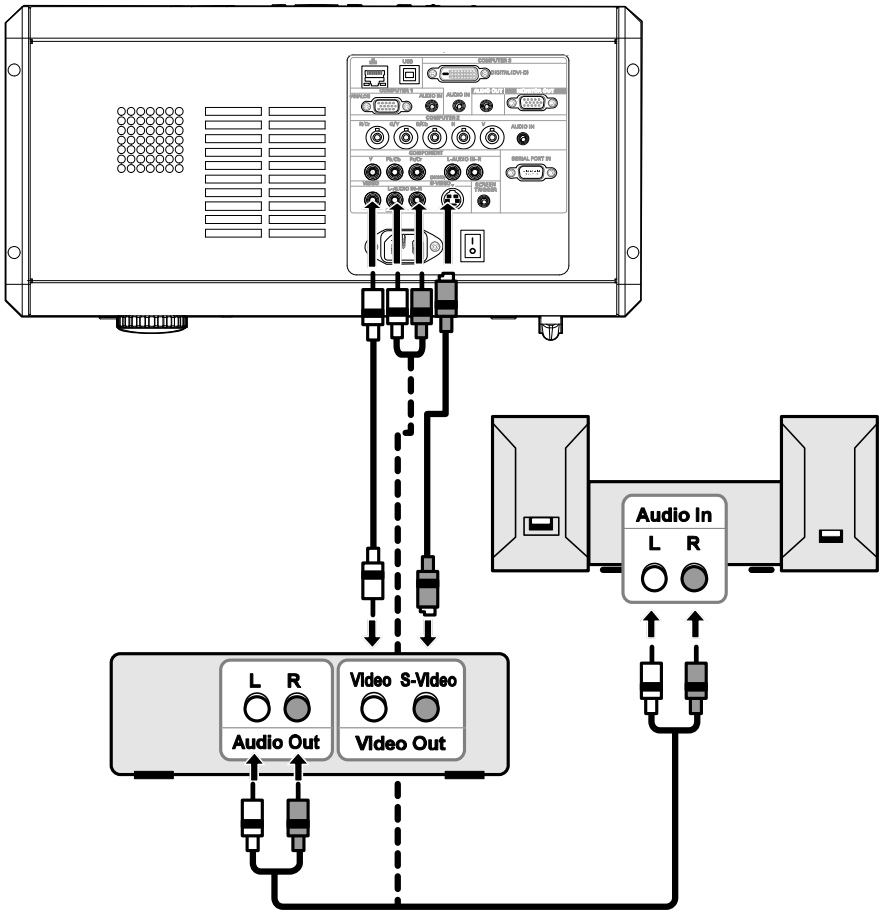


4. Once the power LED is lit a solid green, the projector is ready for use.

Note:
If any of the LEDs remain flashing or blink there may be a problem with the startup. Please refer to the Troubleshooting section on page 87.

Connecting Your VCR or Laser Disc Player

To connect your VCR or Laser Disc Player, refer to the following diagram.



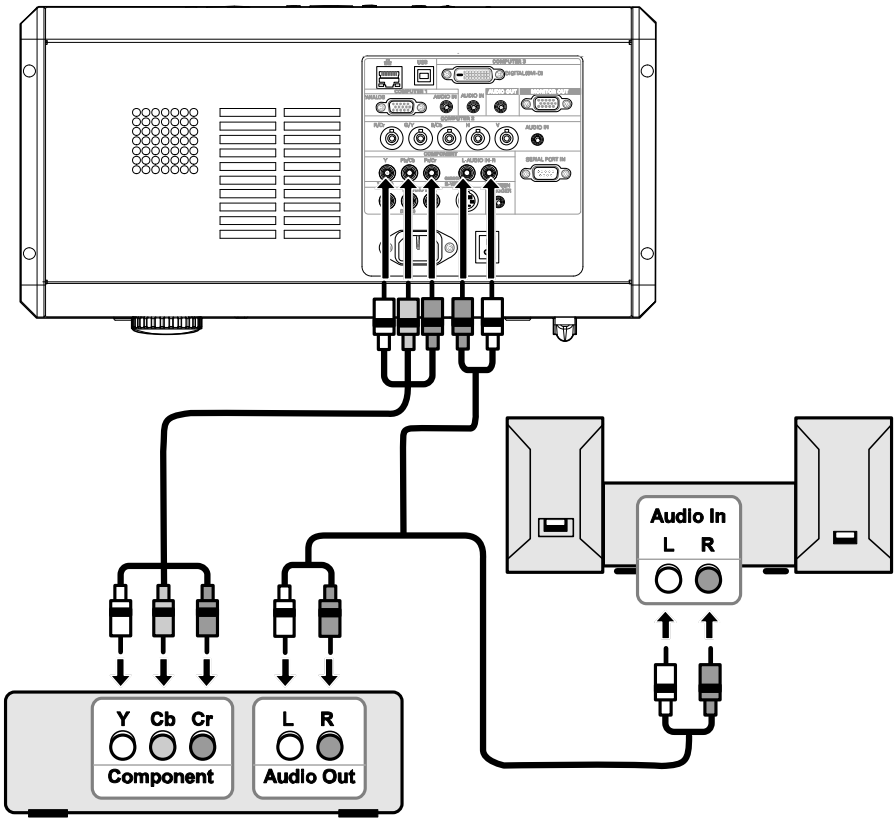
Note:
Refer to your VCR or laser disc player user's manual for more information about your device's requirements.
Images may not be displayed correctly when using an S-Video or Video connection to fast-forward or fast-rewind scanning.

The AUDIO IN RCA jack is shared between VIDEO IN and S-VIDEO IN.

Connecting Your DVD Player with Component Output

To connect a DVD Player to the projector, refer to the following guide.

1. Connect the DVD Player to the projector as shown below before turning on the Player or the projector.



2. Turn on the projector and select **Component** from the source menu before turning on the DVD Player (see Selecting an Input Source on page 27).

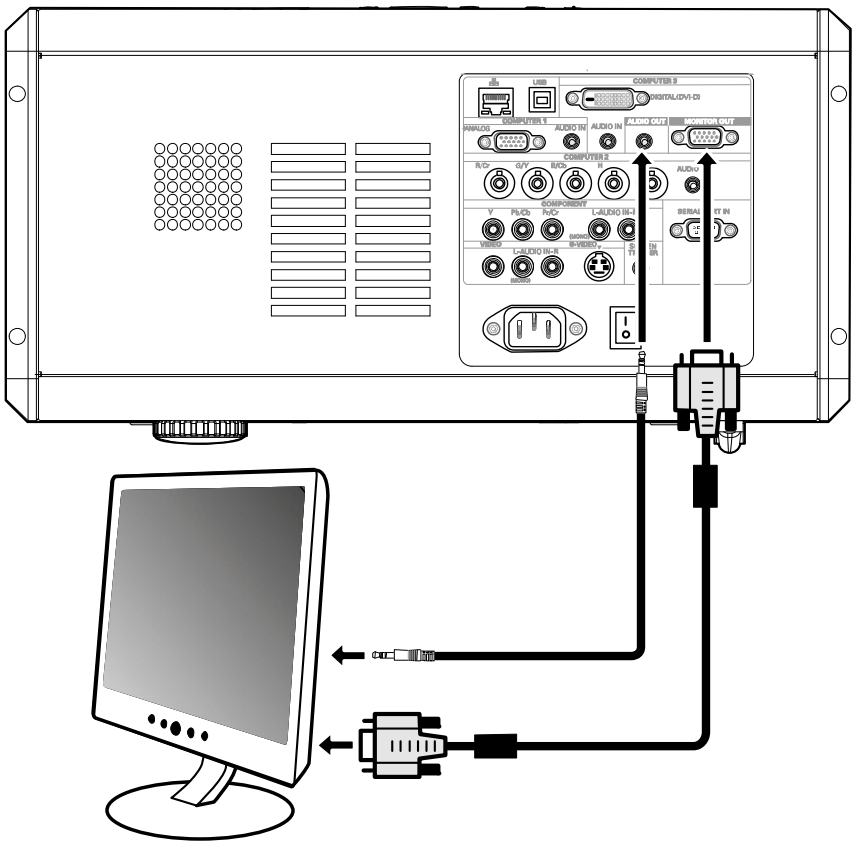
3. Turn on the DVD Player.

Note:
Refer to your DVD player's user's manual for more information about your DVD player's video output requirements.

Note:
Failure to follow the above steps may not activate the digital output of the graphics card resulting in no picture being displayed. Should this happen, restart your PC.

Connecting an External Monitor

Connect an external monitor to the projector through RGB out connections as shown below (see Terminal Panel Features on page 8).

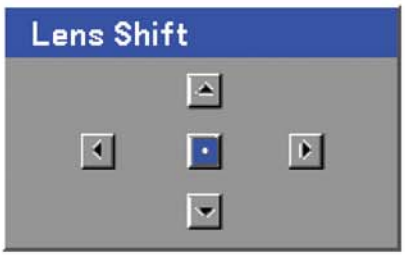


Adjusting the Picture Position and Picture Size

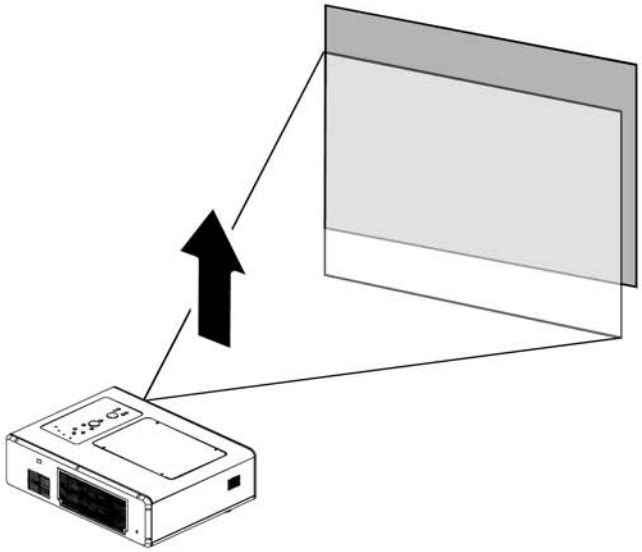
The Picture Position and Picture Size can be adjusted manually from the lens control panel or from the remote control unit. Refer to the following guides to adjust Picture Position manually.

Adjusting Picture Position Manually

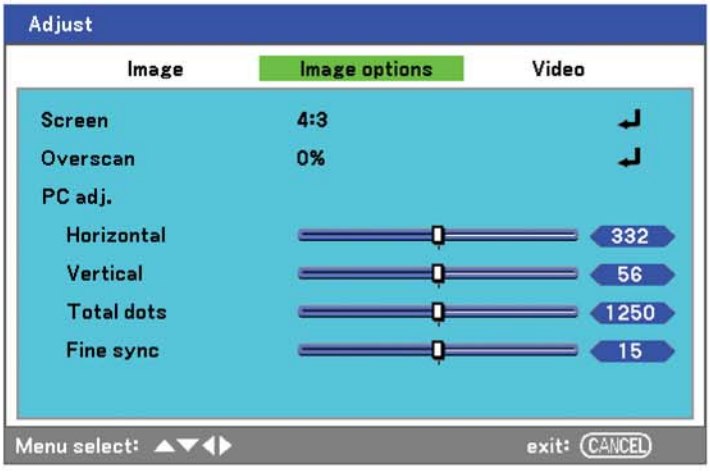
1. Press the **Lens Shift** keypad on the projector in any direction to bring up the Lens Shift window.



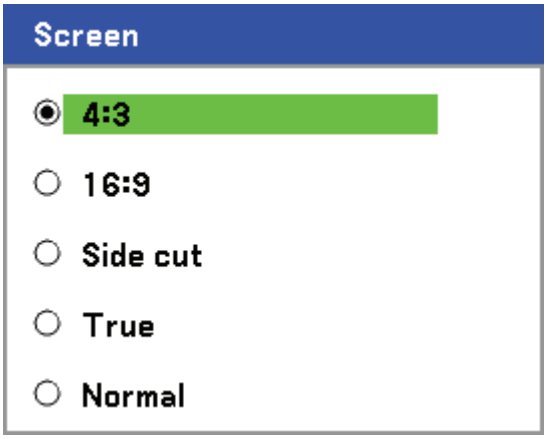
2. Press the directional key as required to shift the image. Releasing the directional arrow will re-center the cursor.



3. To alter the picture size, press **Menu** and select the **Adjust** menu using ▲or▼. Press ↵ to open the **Adjust** menu. Press ◄or► to select **Image Options** followed by ▲or▼ to select **Screen**. Press ↵.



4. The **Screen** window is displayed. Select the desired picture size using ▲or▼ and press ↵.

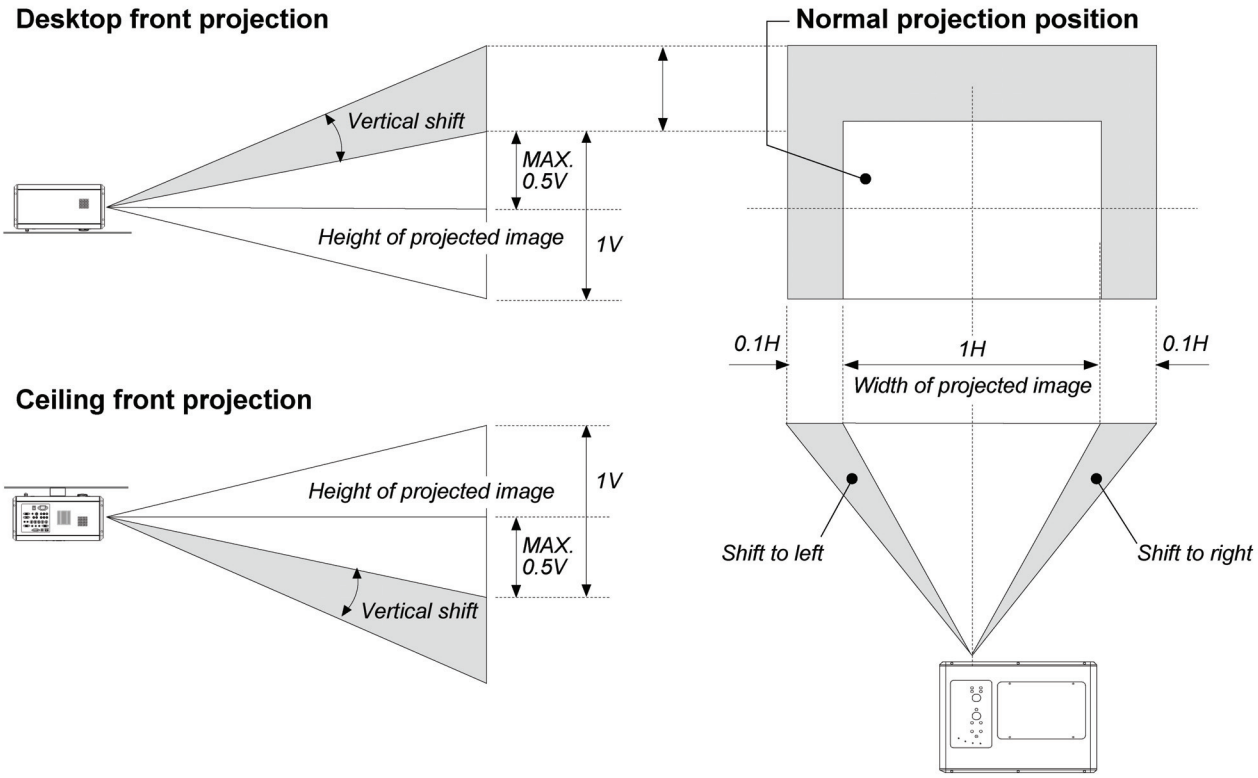


5. When finished, press **Cancel** to return to the projected image.

Lens Shift Adjustable Range

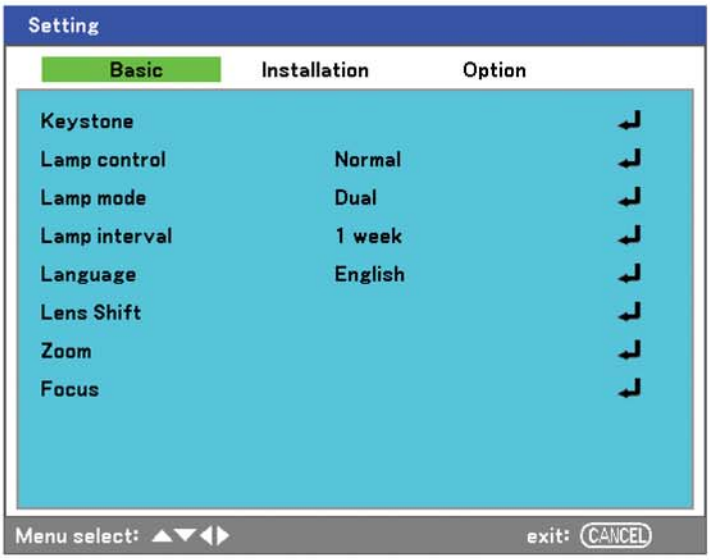
The adjustable range for lens shift is tabulated below and subject to the conditions listed.

Note:
The drawings below apply to the standard lens (GB940G) only.

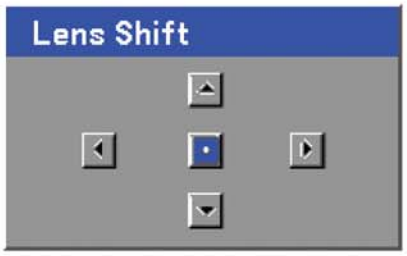


From the Remote Control Unit

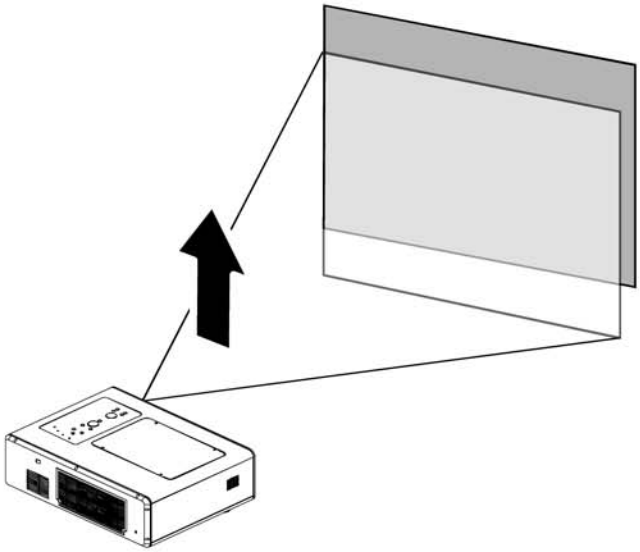
1. Press **Menu** and select the **Setting** menu using ▲or▼. Press ↵ to open the **Setting** menu. Press ◄or► to select **Basic** followed by ▲or▼ to select **Lens Shift**. Press ↵.



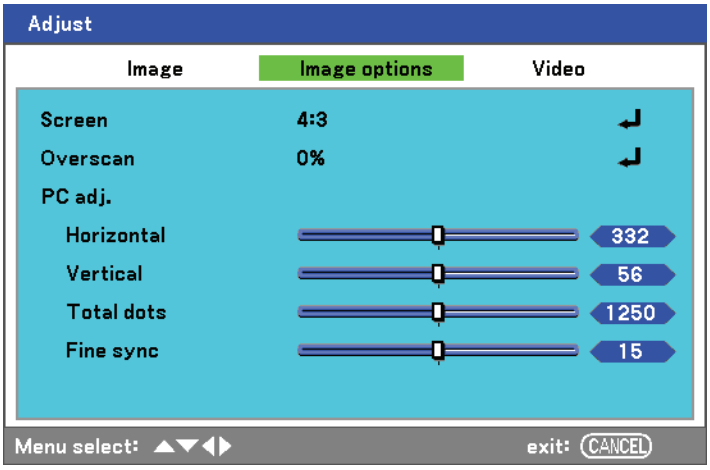
2. The **Lens Shift** window displays.



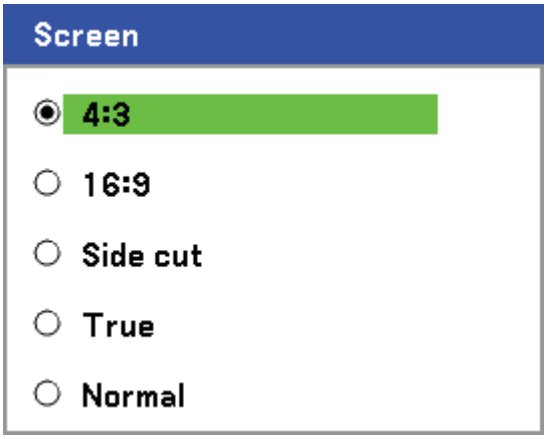
3. Press the directional buttons as required to shift the image. Releasing the directional arrow will re-center the cursor.



4. To alter the picture size, press **Menu** and select the **Adjust** menu using ▲or▼. Press ↵ to open the **Adjust** menu. Press ◄or► to select **Image Options** followed by ▲or▼ to select **Screen**. Press ↵.



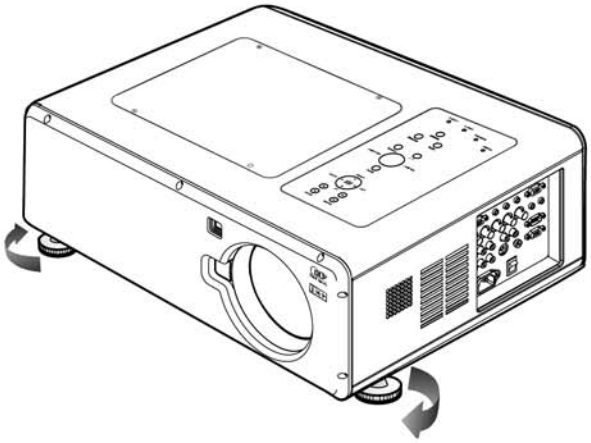
5. Select the desired picture size using ▲or▼ and press ↵.



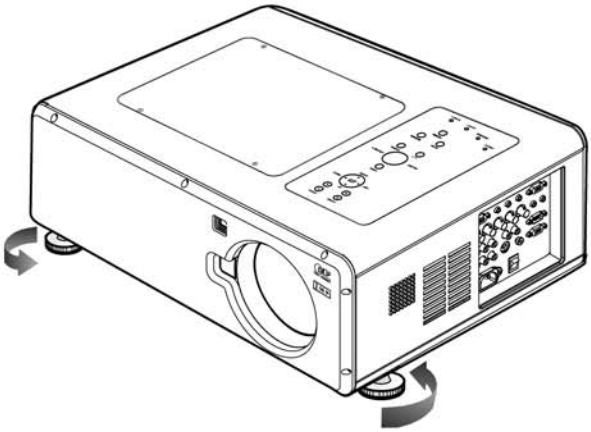
6. When finished, press **Menu** to return to the projected image.

Adjusting the Projector Level

1. To raise the level of the projector, twist the adjusters clockwise.



2. To lower the level of the projector, lift the projector and twist the adjusters counter clockwise.



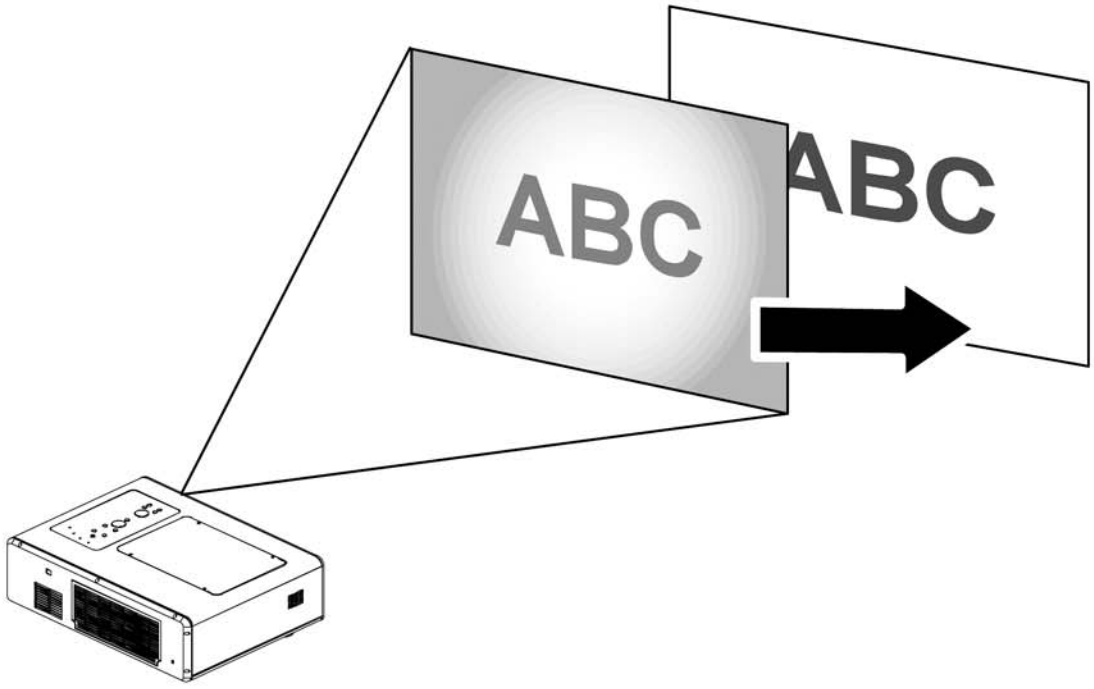
Optimizing an RGB Image Automatically

Adjusting the Image Using AUTO

To optimize an RGB image automatically refer to the following guide.

Press the Auto button on the remote control (see Remote Control Parts on page 10) or the AUTO button on the OSD control panel to optimize an RGB image automatically.

This adjustment may be necessary when you connect your computer for the first time.

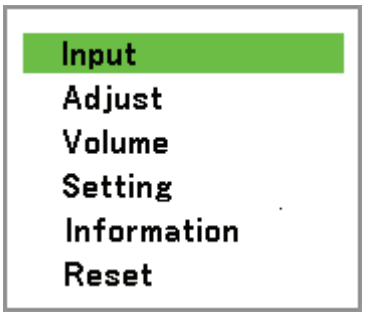


Adjusting Position/Total Dots/Fine Sync

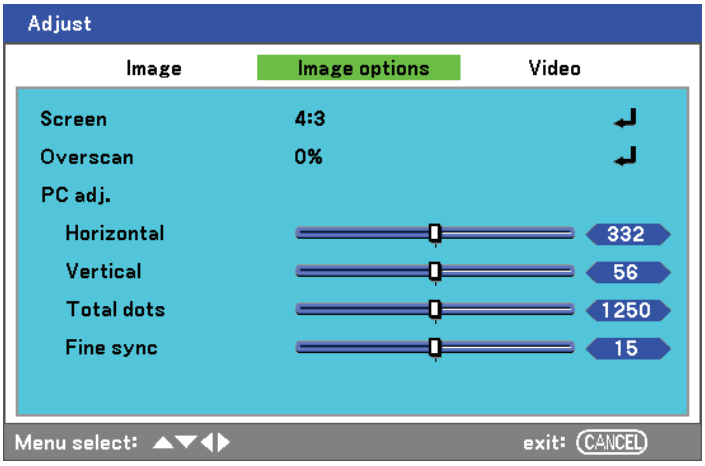
The Position/Total dots/Fine sync and Keystone Correction can be adjusted manually from the projector's control panel or from the remote control unit. Refer to the following guides to adjust the Keystone Distortion manually.

Adjusting Position/Total Dots/Fine Sync by using the OSD Control Panel

1. Press the **Menu** button to display the Main menu. Select the **Adjust** menu using ▲or▼ and press ↵ to display the **Adjust** menu.



2. From the **Adjust** menu, press ◄or► to select Image Options and scroll using ▲or▼ to **Horizontal**, **Vertical, Total dots**, or **Fine sync**.



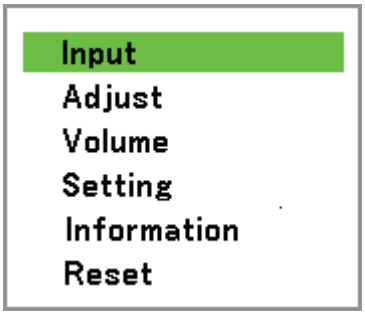
3. Adjust the **Horizontal**, **Vertical**, **Total dots**, or **Fine sync** sliding bars using the select ▲▼◄► buttons.

4. Press **Cancel** or **Menu** to return to the projected image.

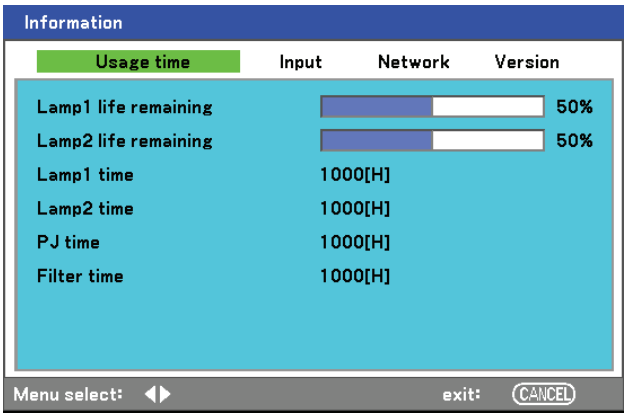
Getting Information

The Information screen provides details on the life of consumable items within the projector as well as other information such as software version. To access the Information screen, refer to the following guide.

1. Press **Menu** on the projector's OSD control panel or remote control to display the **Main Menu**. Scroll to the **Information** menu using ▲or▼ and press ↵.



2. The **Usage time** menu is displayed as the default view. The menu items in this screen are for display and cannot be modified.



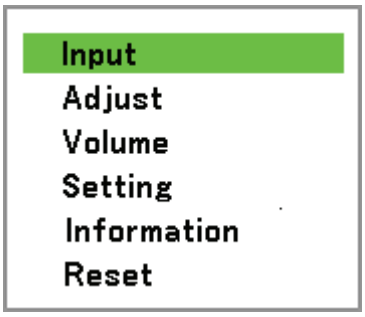
3. Press **Cancel** or **Menu** to return to the projected image.

Changing Lamp Mode

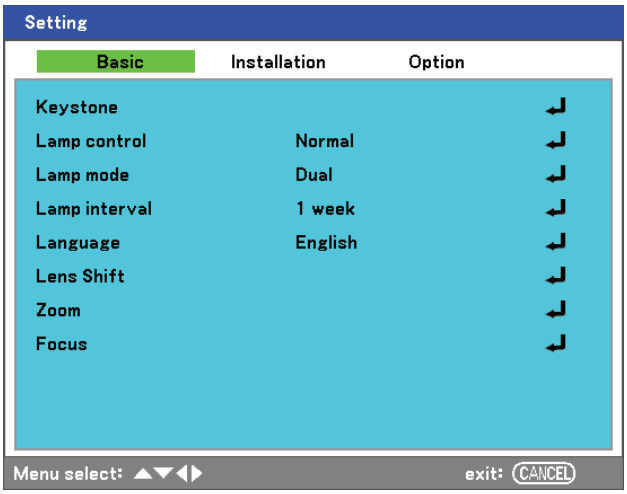
The projector has two lamp modes available, **Normal** and **Eco**. The **Normal** mode is used for everyday standard projection, whereas the **Eco** mode is used for saving power and lamp life. To change the Lamp Mode, refer to the following guides.

Changing Lamp Mode by Using the Projector's OSD Control Panel

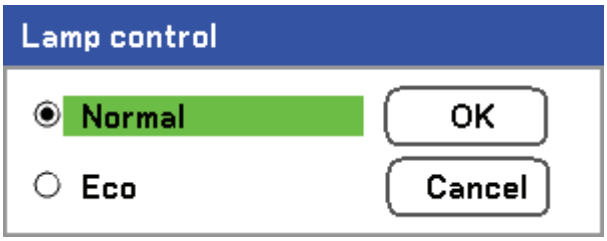
1. Press **Menu** on the projector's OSD control panel to display the **Main** menu. Scroll to the **Setting** menu using ▲or▼ and press ↵.



2. Select the **Basic** tab using ◄or► and select **Lamp control** using ▲or▼. Press ↵.



3. From the **Lamp control** window, select **Normal** or **Eco** using ▲or▼. Select **OK** and press ↵.



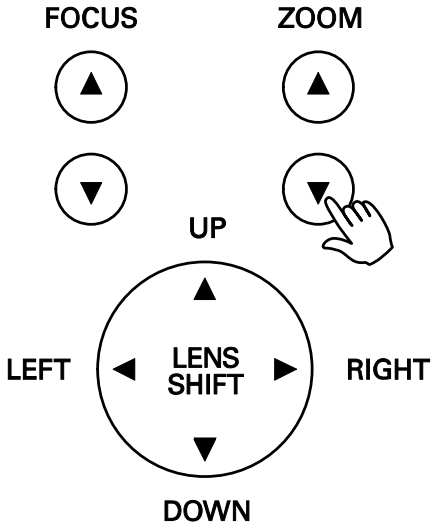
Note:
When the projector is in Eco mode, brightness may be affected.
Normal Mode: 100% Brightness
Eco Mode: approx. 85% Brightness

Adjusting the Focus/Zoom Manually

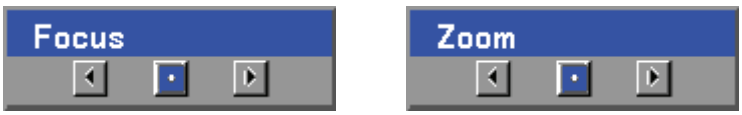
The focus and zoom can be adjusted manually from the projector focus/zoom panel. Refer to the following guides to adjust the focus and zoom manually.

Adjusting by Using the OSD Control Panel

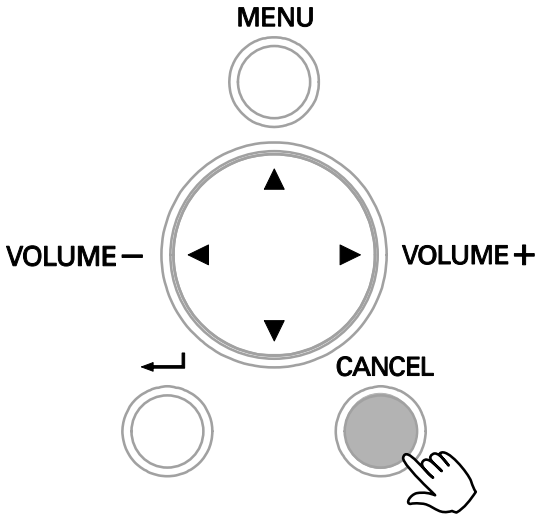
1. Press the **Focus** or **Zoom** button on the projector panel to display the appropriate window.



2. Adjust the Focus/Zoom using the increase and decrease buttons as required.



3. Press **Cancel** to return to the projected image.



Turning Off the Image and Sound

The projected image and sound can be turned off for short periods of time with the remote control. This feature is useful for breaking up presentations or for other brief interruptions in projections. To turn off the picture and image, refer to the following guide.

1. Press the **Blank** button on the remote control once (see Remote Control Parts on page 10).
2. The image does not display.
3. To resume projection, press the **Blank** button once more.

Note:
For extended periods of time it is recommended that the projector be powered off.

Freezing a Picture

The projected image can be frozen for short periods of time by using the remote control. This feature is useful for capturing still images from movies or freezing an animation at a particular point. To freeze the projected image, refer to the following guide.

1. Press the **Freeze** button on the remote control once (see Remote Control Parts on page 10).
2. The screen freezes.
3. To resume, press the **Freeze** button once more.

Note:
For extended periods of time it is recommended that the projector be powered off.

About Direct Power Off

The projector has a feature called "Direct Power Off". This feature allows the projector to be turned off (even when projecting an image) using a power strip equipped with a switch and a breaker.

Note:
Before using Direct Power Off, be sure to allow at least 20 minutes immediately after turning on the projector and starting to display an image.

After Use

Preparation: Make sure that the projector is turned off.

1. Unplug the power cable.
2. Disconnect any other cables.
3. Return the height adjusters to their original, minimum position.
4. Cover the lens with the lens cap.

Turning off the Projector

Once the projector is no longer required, it is important to shut it down correctly to avoid damage or unnecessary wear and tear to the projector.

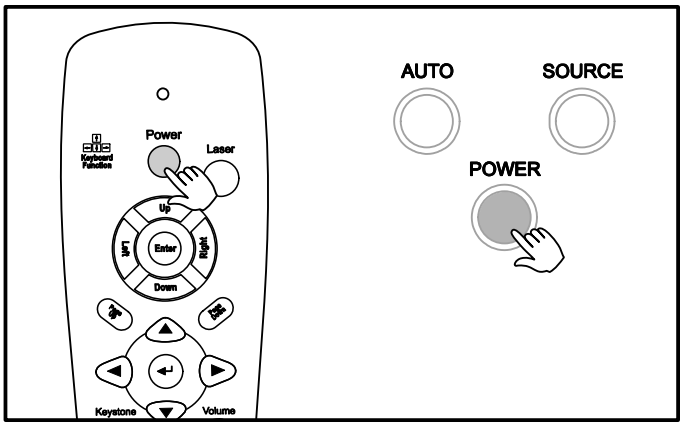
Note:

- *Do not unplug the power cable from the wall outlet or projector when the projector is powered on. Doing so can cause damage to the AC IN connector of the projector and (or) the prong plug of the power cable. To turn off the AC power supply when the projector is powered on, use a power strip equipped with a switch and a breaker.*
- *Do not turn off the AC power supply within 10 seconds of making adjustment or setting changes and closing the menu. Doing so can cause loss of adjustments and settings and return to default.*

Refer to the following guide to shut down the projector.

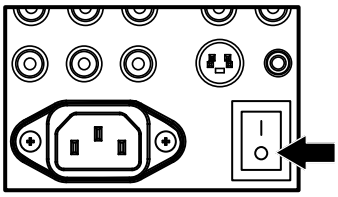
1. Press the **POWER** button once. The Power Off window displays.

2. Press the **POWER** button or ↵ again on the OSD control panel or remote control to verify power off.
The cooling fans continue to operate (cooling-off time) and the power LED flashes orange.
The cooling fans stop operating when the projector turns off.



3. The projector enters Standby mode when the power LED lights orange and the warning LED lights green.

4. Press the Main Power switch to the off position (O) to turn off the projector.

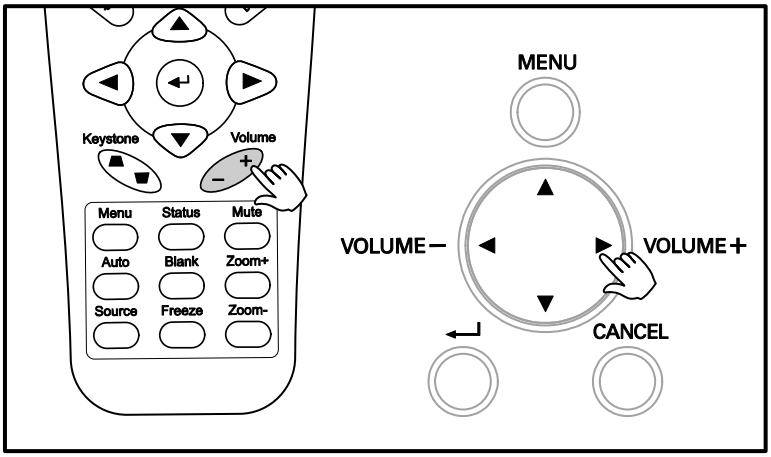


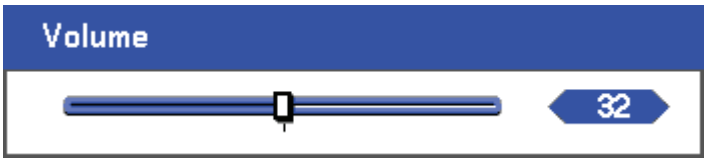
Adjusting Volume Up and Down

The volume can be adjusted from the OSD Control Panel or with the Remote Control unit. Refer to the following as a guide.

1. Press the **Volume +/-** buttons on the remote control or the ◄ ► buttons on the OSD control panel. The volume level is displayed on screen.

2. Use the **Volume +/-** buttons or the ◄ ► buttons on the OSD control panel to adjust the level.

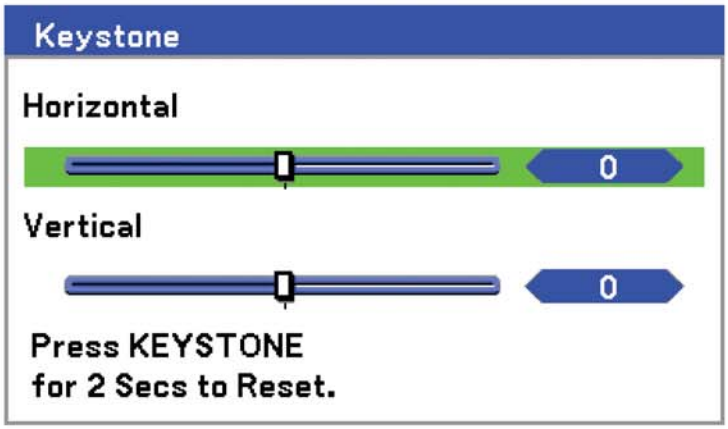




Correcting Keystone by Using the Remote Control

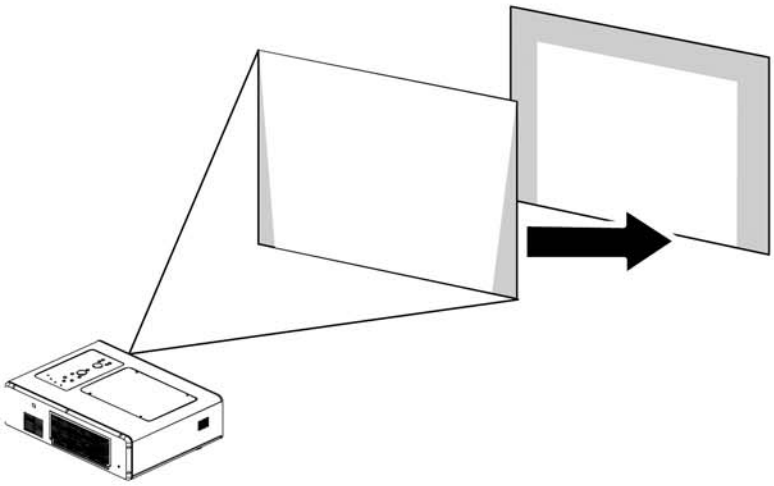
Important:
When adjusting the keystone, place the projector in the following position.
- *Horizontal: set to the lens center*
- *Vertical: set to the maximum top*

1. Press the **Keystone** button to display the Keystone window.



2. Adjust the **Horizontal** and **Vertical** sliding bars using the select ▲▼◄► buttons.

3. Adjust the slide bars until the screen trapezoid is a regular shape (see diagram).



4. Press **Cancel** or **Menu** to return to the projected image.

Note:
Holding down the Keystone button for 2 seconds resets the default keystone values.