# **DC166 Visual Presenter**

**Quick Start Guide** 







English -0

## 1. Package Content



<u>Lumens 🛯</u>

English -1









#### 4.1 Step 1: Plugging in the Power Outlet



<Note> Appearance of power cord may vary depending on country/region.

#### 4.2 Step 2: Connection projector with other hardware devices

#### 4.2.1 Connecting to a Projector or Monitor

• Connect the VAG cable to the VGA OUT port on the DC166 and to the

VGA IN port on the projector or monitor.



### 4.2.2 Connecting to a TV

1. Connect the C-VIDEO cable to the VIDEO port on the DC166 and the

C-VIDEO port on the TV.



2. Adjust DIP Switch Setting

■ NTSC: America, Taiwan, Panama, Philippine, Canada, Chile, Japan and Mexico.





■ PAL: Country/region not listed above.



<Note>: OSD is not available in C-VIDEO. Some functions are not available on the control panel and the remote control in this mode. <Note>: VGA OUT is not supported once C-VIDEO is enabled.

3.DIP switch settings will not availabe until the DC166 has been restarted.

#### 4.2.3 Connecting to a Computer

Connecting to a computer through USB

Connect the USB cable to the USB port on the DC166 and the USB port on the computer. Next, download the **queue**<sup>™</sup> program at

<u>http://www.lumens.com.tw/goto.htm</u>. Please refer to the <u>queue™ user</u> <u>manual</u> for more detailed instructions.



• Connecting to a computer through VGA IN

Connect the VGA cable to the VGA IN port on the DC166 and the VGA

OUT port on the computer.





• Connecting to a computer through RS-232

Connect the RS-232 adapter (Optional) to the RS-232 port on the DC166 and the RS-232 port on the computer.



## 5. Start Using the DC166



- When using the **remote control**, aim at the remote sensor at the DC166 and press the power button.
- Once the visual presenter is turned on, the LED on the projector will flash a few times and then stay lit. Please contact your distributor if LED is not on.

\*For a detailed introduction to menu functions and additional operating instructions, please refer to the <u>user manual</u>.

