

Lamp Module Replacement Instructions: SP-LAMP-100

NOTES:

Always use the InFocus lamp module designed for your projector model. Using the wrong lamp module may cause premature lamp failure and possible damage to the projector.

SP-LAMP-100: IN119HDxa

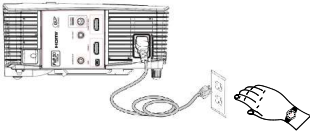
You can order new lamps from www.infocus.com (in select areas), your retailer or your dealer. **Only genuine InFocus lamps are tested for use in this projector.** Use of non InFocus lamps may cause electrical shock and fire, and may void the projector warranty. InFocus is not liable for the performance, safety or certification of any other lamps.

WARNINGS:

- The projector uses a high-pressure mercury glass lamp. The lamp may fail prematurely, or it may rupture with a popping sound if jolted, scratched, or handled while hot. The risk of lamp failure or rupture also increases as the lamp age increases; please replace the lamp when you see the "Replace Lamp" message.
- To avoid burns, allow the projector to cool for at least 60 minutes before you replace the lamp.
- Unplug the power cord before replacing the lamp.
- Do not drop the lamp module. The glass may shatter and cause injury.
- Do not touch the glass surface of the lamp module. Fingerprints can obscure projection sharpness and may cause the glass to shatter.
- Be extremely careful when removing the lamp module. In the unlikely event that the lamp ruptures, small glass fragments may be generated. The lamp module is designed to contain most of these fragments, but use caution when removing it.
- Before replacing a ruptured lamp, clean the lamp compartment and dispose of cleaning materials. Wash hands after lamp replacement.
- When replacing the lamp while the projector is ceiling-mounted, wear protective eyewear to prevent eye injury.
- Hg-Lamp contains mercury. Manage with accordance with local disposal laws. See www.lamprecycle.org

1) Turn off the projector and unplug the power cord. Wait 60 minutes to allow the projector to cool thoroughly.

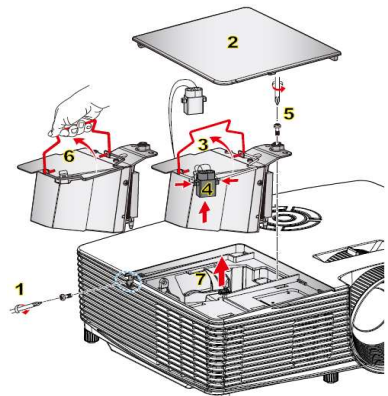
IN119HDxa



2) Replacing the Lamp



- ❖ The screws on the lamp cover and the lamp cannot be removed.
- ❖ The projector cannot be turned on if the lamp cover has not been placed back on the projector.
- ❖ Do not touch the glass area of the lamp. Hand oil can cause the lamp to shatter. Use a dry cloth to clean the lamp module if it was accidentally touched.



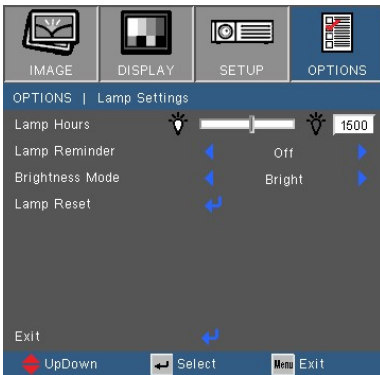
3) Lamp Replacement Procedure

1. Switch off the power to the projector by pressing the "⏻" button.
2. Allow the projector to cool down for at least 30 minutes.
3. Disconnect the power cord.
4. Unscrew the one screw on the cover. **1**
5. Lift up and remove the cover. **2**
6. Lift up the lamp handle. **3**
7. Press on the both sides then lift up and remove the lamp cord. **4**
8. Unscrew the one screw on the lamp module. **5**
9. Lift up the lamp handle **6** and remove the lamp module slowly and carefully. **7**

To replace the lamp module, reverse the previous steps.

10. Turn on the projector and reset the lamp timer.

Lamp Reset: (i) Press "Menu" → (ii) Select "OPTIONS" → (iii) Select "Lamp Settings" → (iv) Select "Lamp Reset" → (v) Select "Yes".



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