

# Home Cinema 2100/2150 User's Guide



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# Home Cinema 2100/2150 User's Guide

Welcome to the Home Cinema 2100/2150 *User's Guide*.

For a printable PDF copy of this guide, [click here](#).

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# Introduction to Your Projector

Refer to these sections to learn more about your projector and this manual.

[Projector Features](#)

[Notations Used in the Documentation](#)

[Where to Go for Additional Information](#)

[Projector Part Locations](#)

## Projector Features

Your projector includes these special features:

### **Bright, high-resolution projection system**

- Up to 2500 lumens of color brightness (color light output) and 2500 lumens of white brightness (white light output)

**Note:** Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.

- Native resolution of 1920 × 1080 pixels (1080p)
- Images up to 300 inches (7.62 m); for projection on any wall or screen

### **Full 3D projection**

- Active 3D projection with RF active shutter glasses
- Supports side-by-side, top-and-bottom, and frame-packing 3D formats

### **Flexible connectivity**

- Two HDMI ports for multiple high-definition AV devices, including MHL support
- WiDi and Miracast screen mirroring for laptops and mobile devices (Home Cinema 2150)
- Wireless network support (Home Cinema 2150) for projection, monitoring, and control via remote network computer
- PC Free photo slide shows via connected USB memory devices
- Audio Out port for connection to external speakers or stereo system

### Easy-to-use setup and operation features

- Vertical lens shift, automatic vertical keystone correction, and horizontal keystone correction slider for flexible projector placement
- Epson's Instant Off and Direct Power On features for quick setup and shut down
- 1.6× optical zoom ratio for improved zooming capability

[Product Box Contents](#)

[Additional Components](#)

[Additional Projector Software and Manuals](#)

[Optional Equipment and Replacement Parts](#)

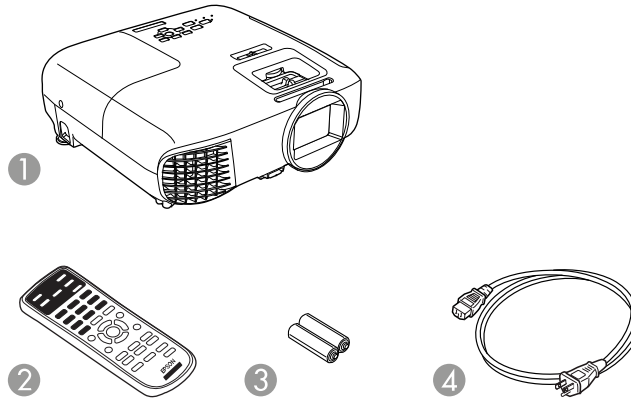
[Warranty and Registration Information](#)

**Parent topic:** [Introduction to Your Projector](#)

## Product Box Contents

Save all the packaging in case you need to ship the projector. Always use the original packaging (or equivalent) when shipping.

Make sure your projector box included all of these parts:



- 1 Projector
- 2 Remote control
- 3 Remote control batteries (two AA alkaline)

Parent topic: [Projector Features](#)

## Additional Components

Depending on how you plan to use the projector, you may need to obtain additional components.

**Note:** To connect a Mac that does not include a compatible video output port, you need to obtain an adapter that allows you to connect to an input port on the projector. Contact Apple for compatible adapter options. To connect a smartphone or tablet, you may need to obtain an adapter that allows you to connect to the projector. This allows you to mirror your smartphone or tablet screens, watch movies, and more. Contact your device manufacturer for compatible adapter options.

Unless listed as available from Epson in this table, see your local computer or electronics dealer for purchase information.

| Signal or connection type | Additional component necessary   |
|---------------------------|--|
| HDMI                      | Compatible HDMI cable<br>Available for purchase from Epson or an authorized Epson reseller.<br><b>Note:</b> Older Mac computers (2009 and earlier) may not support HDMI audio.   |
| MHL                       | MHL-compatible device or device with an integrated MHL connector, MHL cable, or HDMI cable and MHL adapter compatible with your device<br>Available for purchase from Epson or an authorized Epson reseller.   |
| VGA                       | To connect a computer through its VGA port to the projector's VGA video port, you need a VGA computer cable.   |
| 3D                        | Compatible HDMI cable and active shutter 3D glasses<br>Available for purchase from Epson or an authorized Epson reseller.<br><b>Note:</b> If your video source is a 3D Blu-ray disc, you also need a Blu-ray player that supports 3D playback. See your local computer or electronics dealer for purchase information. |

| Signal or connection type | Additional component necessary   |
|---------------------------|--|
| Additional audio          | Speakers, an audio video receiver, or a video source with speaker connections, and the cables necessary for connecting them to the projector |

Parent topic: [Projector Features](#)

## Additional Projector Software and Manuals

After connecting and setting up the projector, download the projector software and manuals as necessary.

You can install the projector software programs listed here and view their manuals for instructions on using them.

**Note:** If you still need help after checking this manual and the sources listed here, you can use the Epson PrivateLine Support service to get help fast. For details, see "Where to Get Help".

| Projector software                                       | Manual                                       | Description   |
|--|--|---|
| Epson iProjection<br>(Windows/Mac)<br>(Home Cinema 2150) | <i>Epson iProjection<br/>Operation Guide</i> | Lets you hold interactive meetings by projecting the computer screens of users over a network.<br><br>You can download the latest software and documentation from the Epson web site. Go to <a href="http://epson.com/support">epson.com/support</a> (U.S.) or <a href="http://epson.ca/support">epson.ca/support</a> (Canada) and select your projector. |
| Epson iProjection app<br>(Home Cinema 2150)              | Instructions are included with the app       | Lets you project from an iOS device, Android device, or Chromebook if your projector is connected to a network that includes a wireless access point.<br><br>Visit <a href="http://epson.com/iprojection">epson.com/iprojection</a> (U.S.) or <a href="http://epson.ca/iprojection">epson.ca/iprojection</a> (Canada) for more information.               |
| —  | <i>Open Source Software<br/>License</i>      | You can download this document from the Epson web site. Go to <a href="http://epson.com/support">epson.com/support</a> (U.S.) or <a href="http://epson.ca/support">epson.ca/support</a> (Canada) and select your projector.   |

Parent topic: [Projector Features](#)

## Optional Equipment and Replacement Parts

You can purchase screens, other optional accessories, and replacement parts from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at [epsonstore.com](http://epsonstore.com) (U.S. sales) or [epsonstore.ca](http://epsonstore.ca) (Canadian sales).

Epson offers the following optional accessories and replacement parts for your projector:

| Option or part                                    | Part number |
|---|-------------|
| Genuine Epson replacement lamp (ELPLP96)          | V13H010L96  |
| Home Cinema 2100 replacement air filter (ELPAF54) | V13H134A54  |
| Home Cinema 2150 replacement air filter (ELPAF55) | V13H134A55  |
| RF 3D glasses (ELPGS03)                           | V12H548006  |
| Universal projector ceiling mount (ELPMBPJG)      | V12H808001  |
| Accolade Duet ultra portable projector screen     | ELPSC80     |
| HDMI audio video cable 3 feet (0.9 m) length      | AV22300-03  |
| HDMI audio video cable 6 feet (1.8 m) length      | AV22300-06  |
| 1-Year Extended Exchange Service Plan             | EPPSNVHTRE1 |

Parent topic: [Projector Features](#)

## Warranty and Registration Information

Your projector comes with a basic warranty that lets you project with confidence. For details, see the warranty brochure that came with your projector.

In addition, Epson offers free Extra Care Home Service. In the unlikely event of an equipment failure, you won't have to wait for your unit to be repaired. Instead, Epson will ship you a replacement unit anywhere in the United States, Canada, or Puerto Rico. See the Extra Care Home Service brochure for details.

Register your product online at this site: [epson.com/webreg](http://epson.com/webreg)

Registering also lets you receive special updates on new accessories, products, and services.

Parent topic: [Projector Features](#)

## Notations Used in the Documentation

Follow the guidelines in these notations as you read your documentation:

- **Warnings** must be followed carefully to avoid bodily injury.
- **Cautions** must be observed to avoid damage to your equipment.
- **Notes** contain important information about your projector.
- **Tips** contain additional projection information.

**Parent topic:** [Introduction to Your Projector](#)

## Where to Go for Additional Information

Need quick help on using your projector? Here's where to look for help:

- [epson.com/support](http://epson.com/support) (U.S.) or [epson.ca/support](http://epson.ca/support) (Canada)

View FAQs (frequently asked questions) and e-mail your questions to Epson technical support 24 hours a day.

- If you still need help after checking this manual and any other sources listed here, you can use the Epson PrivateLine Support service to get help fast. For details, see "Where to Get Help".

**Parent topic:** [Introduction to Your Projector](#)

### Related references

[Where to Get Help](#)

## Projector Part Locations

Check the projector part illustrations to learn about the parts on your projector.

[Projector Parts - Front/Top](#)

[Projector Parts - Rear](#)

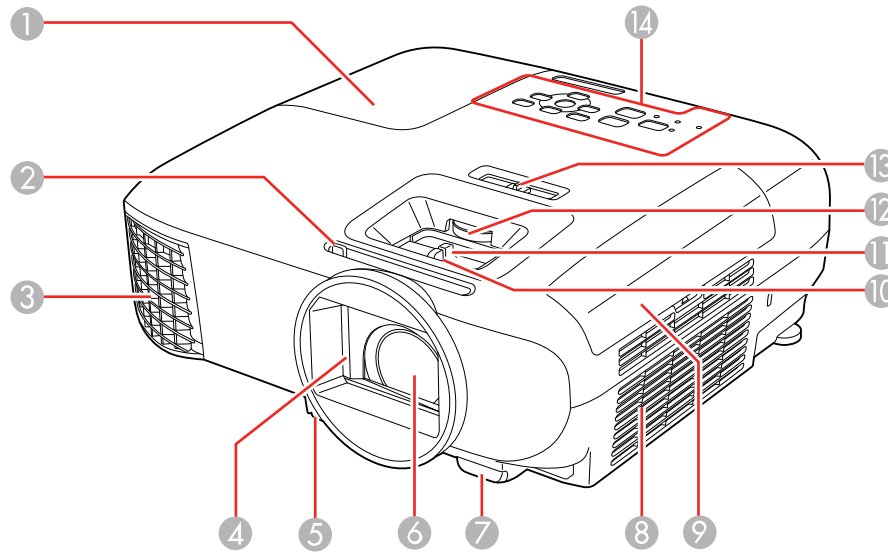
[Projector Parts - Base](#)

[Projector Parts - Control Panel](#)

[Projector Parts - Remote Control](#)

**Parent topic:** [Introduction to Your Projector](#)

## Projector Parts - Front/Top



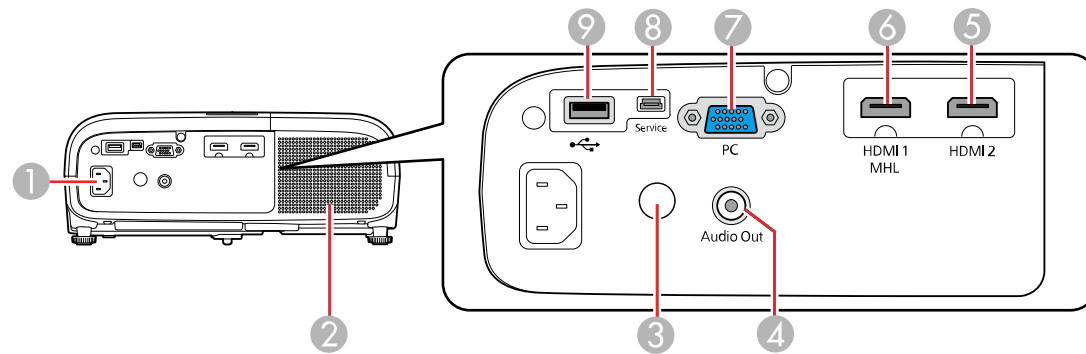
- 1 Lamp cover
- 2 A/V Mute slide lever
- 3 Exhaust vent
- 4 Lens cover
- 5 Foot release lever
- 6 Lens
- 7 Remote control receiver
- 8 Air filter/intake vent
- 9 Air filter cover
- 10 Focus slider
- 11 Zoom slider
- 12 Lens shift dial
- 13 Horizontal keystone slider



14 Control panel

Parent topic: [Projector Part Locations](#)

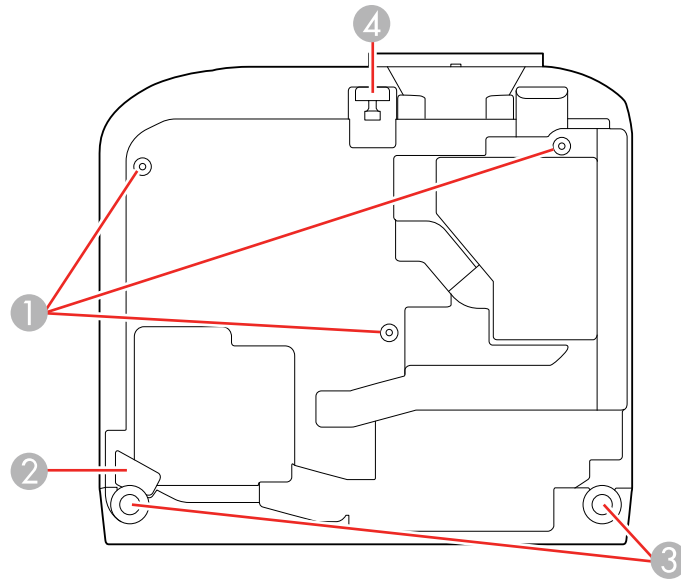
## Projector Parts - Rear



- 1 AC input
- 2 Speaker
- 3 Remote control receiver
- 4 **Audio Out** port
- 5 **HDMI 2** port
- 6 **HDMI 1 / MHL** port
- 7 **PC** port (VGA)
- 8 **Service** port
- 9 USB Type A port

Parent topic: [Projector Part Locations](#)

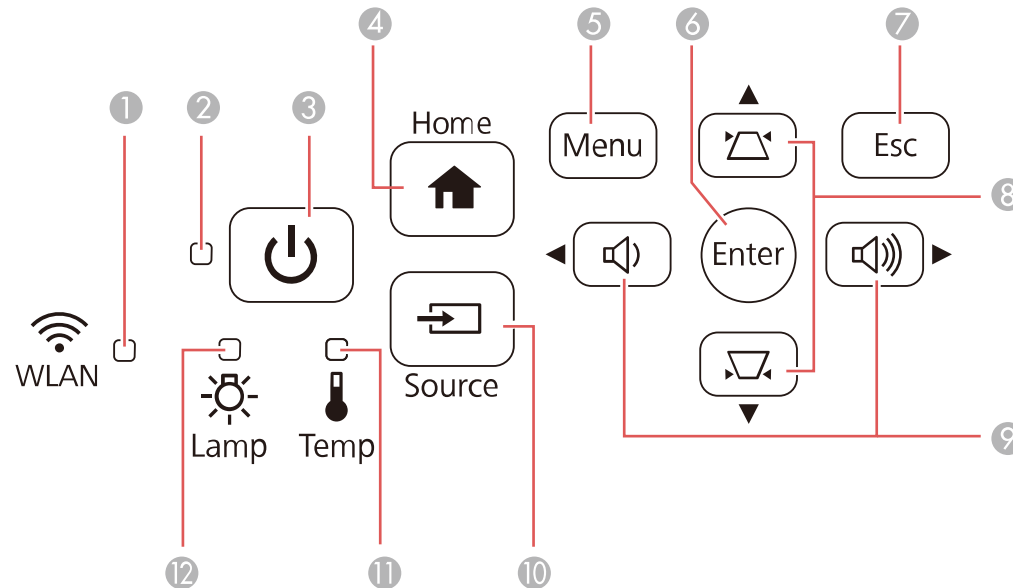
## Projector Parts - Base



- 1 Ceiling mount holes (3)
- 2 Security cable attachment point
- 3 Rear feet
- 4 Front adjustable foot

**Parent topic:** [Projector Part Locations](#)

## Projector Parts - Control Panel



- 1 **WLAN** (Wireless LAN) light; non-functional for Home Cinema 2100
- 2 Status light
- 3 Power button
- 4 **Home** button (displays the Home screen)
- 5 **Menu** button (accesses projector menu system)
- 6 **Enter** button (selects options)
- 7 **Esc** button (cancels/exits functions)
- 8 Vertical keystone adjustment buttons (displays the adjustment screen and adjusts screen shape) and arrow buttons
- 9 Volume buttons (adjust speaker volume), horizontal keystone adjustment buttons (adjusts screen shape), and arrow buttons
- 10 **Source** button (searches for connected video sources)

11 **Temp** (temperature) light

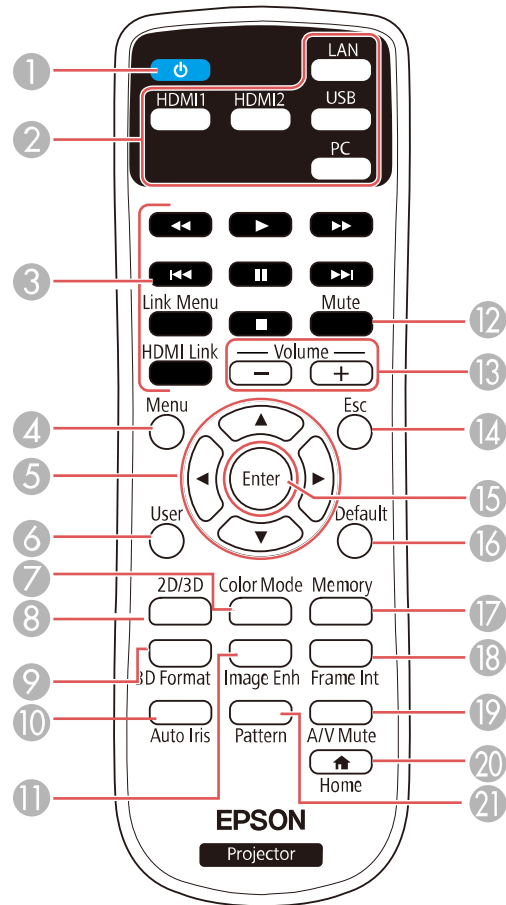
12 **Lamp** light

Parent topic: [Projector Part Locations](#)

Related references

[Projector Light Status](#)

## Projector Parts - Remote Control



- 1 Power button
- 2 Source buttons (select image source; **LAN** button is non-functional for the Home Cinema 2100)
- 3 **HDMI Link** button (displays the settings menu for HDMI Link), **Link Menu** button (displays the main menu of the connected device), and control buttons (control playback and other features of connected devices that support the HDMI CEC standard)
- 4 **Menu** button (accesses projector menu system)
- 5 Arrow buttons (move through on-screen options)
- 6 **User** button (customizable for different functions)
- 7 **Color Mode** button (selects display modes)
- 8 **2D/3D** button (cycles between 2D and 3D modes)
- 9 **3D Format** button (changes the 3D format)
- 10 **Auto Iris** button (optimizes the image based on brightness of content)
- 11 **Image Enh** (enhancement) button (adjusts the noise, contrast, and texture of the projected image)
- 12 **Mute** button (turns off sound only)
- 13 **Volume +/-** buttons (adjust speaker volume)
- 14 **Esc** button (cancels/exits functions)
- 15 **Enter** button (selects options)
- 16 **Default** button (returns selected setting to default value)
- 17 **Memory** button (accesses the Memory menu)
- 18 **Frame Int** (interpolation) button (adjusts the frame interpolation level)
- 19 **A/V Mute** button (turns off picture and sound)
- 20 **Home** button (displays the Home screen)
- 21 **Pattern** button (displays a test pattern)

Parent topic: [Projector Part Locations](#)

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# Setting Up the Projector

Follow the instructions in these sections to set up your projector for use.

[Projector Placement](#)

[Projector Connections](#)

[Installing Batteries in the Remote Control](#)

[Opening the Lens Cover](#)

## Projector Placement

You can place the projector on almost any flat surface to project an image.

You can also install the projector in a ceiling mount if you want to use it in a fixed location.

Keep these considerations in mind as you select a projector location:

- Place the projector on a sturdy, level surface or install it using a compatible mount.
- Leave plenty of space around and under the projector for ventilation, and do not place it on top of or next to anything that could block the vents.
- Position the projector within reach of a grounded electrical outlet or extension cord.

[Projector Setup and Installation Options](#)

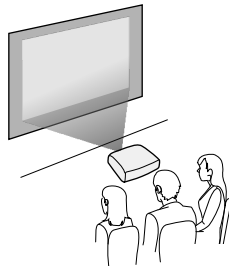
[Projection Distance](#)

**Parent topic:** [Setting Up the Projector](#)

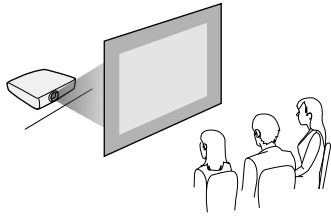
## Projector Setup and Installation Options

You can set up or install your projector in the following ways:

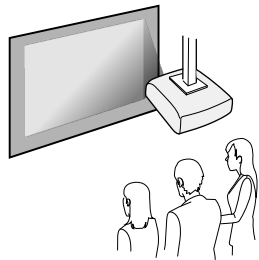
Front



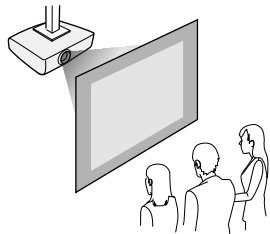
## Rear



## Front Ceiling



## Rear Ceiling



Wherever you set up the projector, make sure to position it squarely in front of the center of the screen, not at an angle, if possible.

If you project from the ceiling or from the rear, be sure to select the correct **Projection** option in the projector's menu system.

**Parent topic:** [Projector Placement](#)

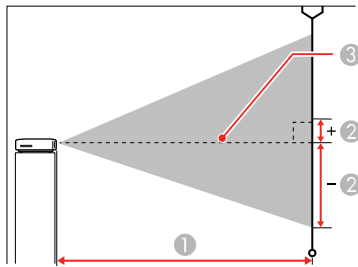
## Related references

[Projector Setup Settings - Extended Menu](#)

## Projection Distance

The distance at which you place the projector from the screen determines the approximate size of the image. The image size increases the farther the projector is from the screen, but can vary depending on the zoom factor, aspect ratio, and other settings.

Use the tables here to determine approximately how far to place the projector from the screen based on the size of the projected image. (Conversion figures may have been rounded up or down.) You can also use the Projection Distance Calculator [here](#) (U.S.), [here](#) (Canada), or [here](#) (Caribbean).



- 1 Projection distance
- 2 Distance from the center of the lens to the base of the image
- 3 Center of lens

| <b>16:9 Aspect Ratio Image or Screen</b> |   |                                    |
|--|---|------------------------------------|
| <b>Screen or image size</b>              | <b>Projection distance (1)</b>          | <b>Offset from lens center (2)</b> |
| 60 inches                                | 69.3 to 112.6 inches<br>(176 to 286 cm) | -1.6 to 2.76 inches (-4 to 7 cm)   |
| 80 inches                                | 92.5 to 150.4 inches<br>(235 to 382 cm) | -2.0 to 4 inches (-5 to 10 cm)     |



| <b>16:9 Aspect Ratio Image or Screen</b> |   |                                    |
|--|---|------------------------------------|
| <b>Screen or image size</b>              | <b>Projection distance (1)</b><br><b>Wide to Tele</b> | <b>Offset from lens center (2)</b> |
| 100 inches                               | 116.1 to 188.2 inches<br>(295 to 478 cm)              | -2.4 to 4.7 inches (-6 to 12 cm)   |
| 150 inches                               | 174.4 to 283.1 inches<br>(443 to 719 cm)              | -3.5 to 7.5 inches (-9 to 19 cm)   |

Parent topic: [Projector Placement](#)

## Projector Connections

See these sections to connect the projector to a variety of projection sources.

**Caution:** If you will use the projector at altitudes above 4921 feet (1500 m), turn on **High Altitude Mode** to ensure the projector's internal temperature is regulated properly.

[Connecting to Video Sources](#)

[Connecting to Computer Sources](#)

[Connecting to External Speakers or Headphones](#)

[Connecting to External USB Devices](#)

Parent topic: [Setting Up the Projector](#)

**Related references**

[Projector Setup Settings - Extended Menu](#)

### Connecting to Video Sources

Follow the instructions in these sections to connect video devices to the projector.

[Connecting to an HDMI Video Source](#)

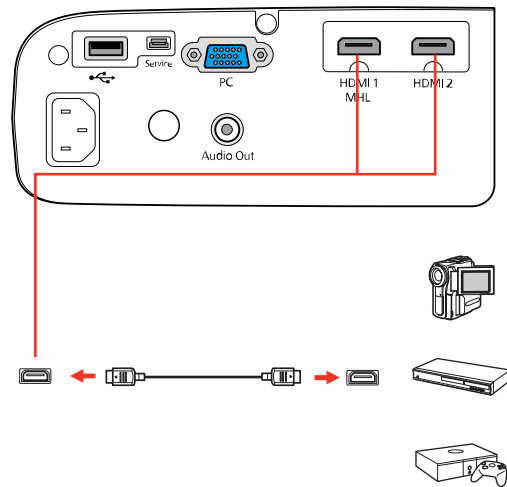
[Connecting to an MHL-Compatible Device](#)

Parent topic: [Projector Connections](#)

#### Connecting to an HDMI Video Source

If your video source has an HDMI port, you can connect it to the projector using an optional HDMI cable. The HDMI connection provides the best image quality.

1. Connect the HDMI cable to your video source's HDMI output port.
2. Connect the other end to one of the projector's HDMI ports.



**Note:** The projector converts the digital audio signal sent from your video source into a mono analog signal for the internal speaker or a stereo analog signal if you are connecting to external speakers.

**Note:** When an audio/video source that meets the HDMI CEC standard is connected to the projector's HDMI port, you can use the projector's remote control to control certain features of the linked device by pressing the **HDMI Link** button on the remote control and setting **HDMI Link** to **On**.

**Note:** If you have problems hearing audio through the HDMI connection, make sure the **Audio Out Device** setting in the Extended menu is set correctly.

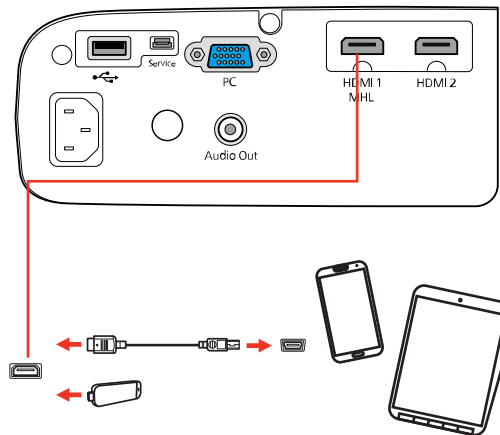
**Parent topic:** [Connecting to Video Sources](#)

### Connecting to an MHL-Compatible Device

If you have an MHL-compatible smartphone or tablet, you can connect it to the projector using either an MHL cable or an HDMI cable with a device-compatible MHL adapter. If you have a device with a built-in MHL connector, plug it directly into the **HDMI 1/MHL** port.

**Note:** Some connected devices may not charge when using an MHL adapter.

1. Connect the MHL cable or adapter to your device's Micro-USB port.
2. If you are using an MHL adapter, connect it to an MHL-compatible HDMI cable.
3. Connect the other end of the cable to the projector's **HDMI 1/MHL** port.



**Note:** The projector converts the digital audio signal sent from your video source into a mono analog signal for the internal speaker or a stereo analog signal if you are connecting to external speakers.

**Parent topic:** [Connecting to Video Sources](#)

## Connecting to Computer Sources

Follow the instructions in these sections to connect a computer to the projector.

[Connecting to a Computer for VGA Video](#)

[Connecting to a Computer for HDMI Video and Audio](#)

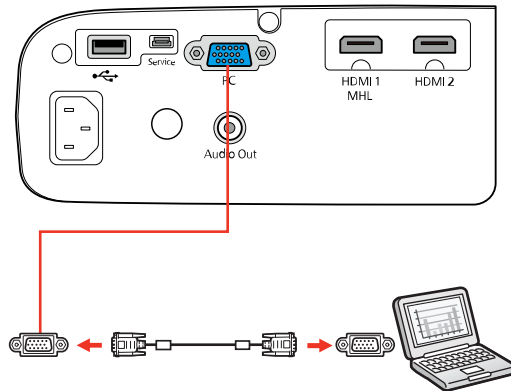
**Parent topic:** [Projector Connections](#)

### Connecting to a Computer for VGA Video

You can connect the projector to your computer using a VGA computer cable.

**Note:** To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's VGA video port. Contact Apple for compatible adapter options.

1. If necessary, disconnect your computer's monitor cable.
2. Connect the VGA computer cable to your computer's monitor port.
3. Connect the other end to a **PC** port on the projector.



4. Tighten the screws on the VGA connector.

**Parent topic:** [Connecting to Computer Sources](#)

**Related tasks**

[Connecting to External Speakers or Headphones](#)

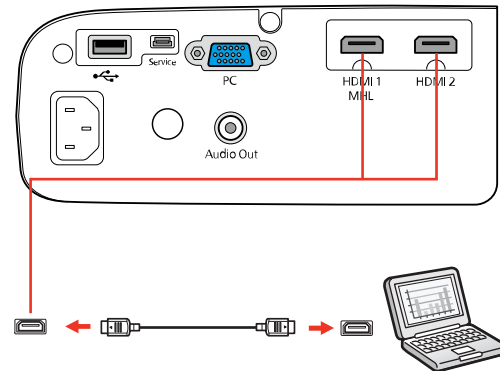
**Connecting to a Computer for HDMI Video and Audio**

If your computer has an HDMI port, you can connect it to the projector using an optional HDMI cable.

**Note:** To connect a Mac that includes only a Mini DisplayPort, Thunderbolt port, or Mini-DVI port for video output, you need to obtain an adapter that allows you to connect to the projector's **HDMI** port. Contact Apple for compatible adapter options.

1. Connect the HDMI cable to your computer's HDMI output port.

2. Connect the other end to one of the projector's HDMI ports.



**Note:** The projector converts the digital audio signal sent from your computer into a mono analog signal for the internal speaker or a stereo analog signal if you are connecting to external speakers.

**Parent topic:** [Connecting to Computer Sources](#)

## Connecting to External Speakers or Headphones

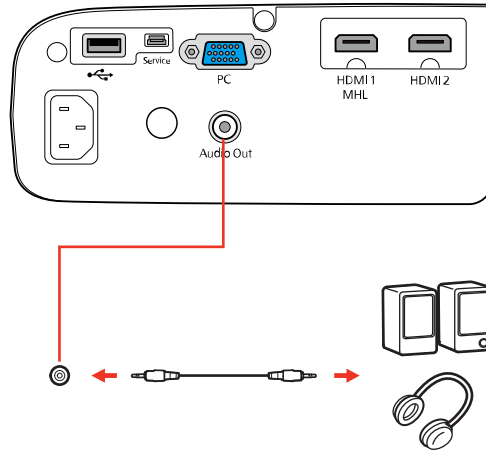
To enhance the sound from your presentation, you can connect the projector to external self-powered speakers or headphones. You can control the volume using the projector's remote control.

You can also connect the projector to an amplifier with speakers.

**Note:** The projector's built-in speaker system is disabled when you connect external speakers.

1. Make sure your computer or video source is connected to the projector with both audio and video cables as necessary.
2. Locate the appropriate cable to connect your external speakers, such as a stereo mini-jack-to-pin-jack cable, or another type of cable or adapter.
3. Connect one end of the cable to your external speakers as necessary.

4. Connect the stereo mini-jack end of the cable to your projector's **Audio Out** port.



**Parent topic:** [Projector Connections](#)

## Connecting to External USB Devices

Follow the instructions in these sections to connect external USB devices to the projector.

[USB Device Projection](#)

[Connecting a USB Device or Camera to the Projector](#)

[Selecting the Connected USB Source](#)

[Disconnecting a USB Device or Camera From the Projector](#)

**Parent topic:** [Projector Connections](#)

### USB Device Projection

You can project images and other content without using a computer or video device by connecting any of these devices to your projector:

- USB flash drive
- Digital camera or smartphone
- USB hard drive
- Multimedia storage viewer

**Note:** Digital cameras or smartphones must be USB-mounted devices, not TWAIN-compliant devices, and must be USB Mass Storage Class-compliant.

**Note:** USB hard drives must meet these requirements:

- USB Mass Storage Class-compliant (not all USB Mass Storage Class devices are supported)
- Formatted in FAT or FAT32
- Self-powered by their own AC power supplies (bus-powered hard drives are not recommended)
- Does not have multiple partitions

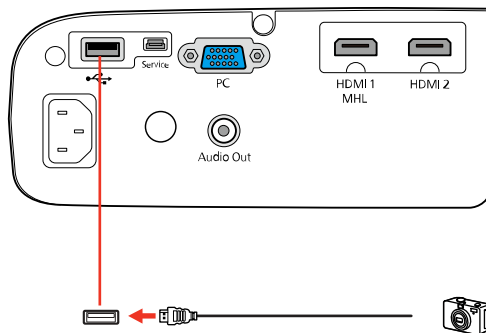
You can project slide shows from image files on a connected USB device.

**Parent topic:** [Connecting to External USB Devices](#)

### Connecting a USB Device or Camera to the Projector

You can connect your USB device or camera to the projector's USB Type A port and use it to project images and other content.

1. If your USB device came with a power adapter, plug the device into an electrical outlet.
2. Connect the USB cable (or USB flash drive) to the projector's USB Type A port.



**Note:** Do not connect a USB hub or a USB cable longer than 10 feet (3 m), or the device may not operate correctly.

3. Connect the other end of the cable (if applicable) to your device.

**Parent topic:** [Connecting to External USB Devices](#)

## Selecting the Connected USB Source

You can switch the projector's display to the source you connected to the USB Type A port.

1. Make sure the connected USB source is turned on, if necessary.
2. Press the **USB** button on the remote control.

**Parent topic:** [Connecting to External USB Devices](#)

## Disconnecting a USB Device or Camera From the Projector

When you finish presenting with a connected USB device or camera, you must prepare to disconnect the device from the projector.

1. If the device has a power button, turn off and unplug the device.
2. Disconnect the USB device or camera from the projector.

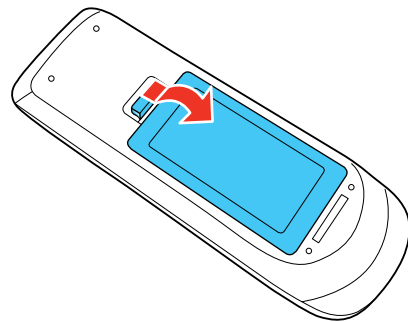
**Parent topic:** [Connecting to External USB Devices](#)

## Installing Batteries in the Remote Control

The remote control uses the two AA batteries that came with the projector.

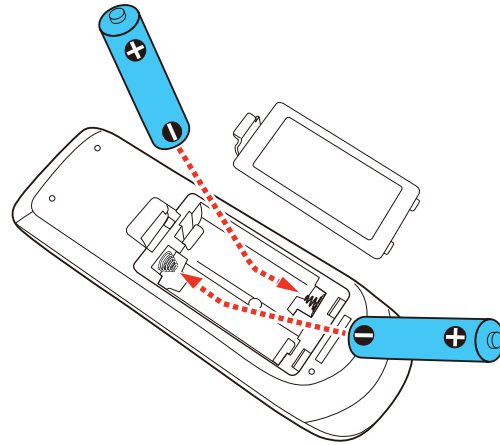
**Caution:** Use only the type of batteries specified in this manual. Do not install batteries of different types, or mix new and old batteries.

1. Remove the battery cover.

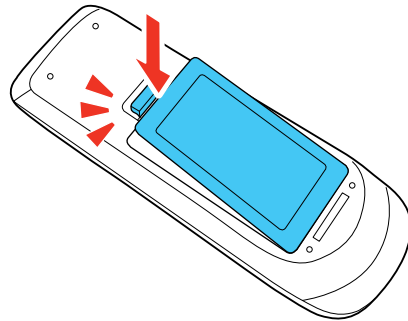




2. Insert the batteries with the + and – ends facing as shown.



3. Replace the battery cover and press it down until it clicks into place.

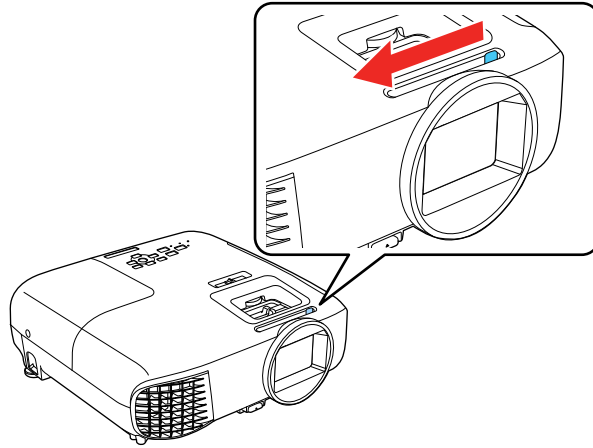


**Warning:** Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

**Parent topic:** [Setting Up the Projector](#)

## Opening the Lens Cover

To open the projector's lens cover, slide the **A/V Mute** slide lever until it clicks into the open position.



Parent topic: [Setting Up the Projector](#)

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# Using the Projector on a Network

Follow the instructions in these sections to set up your projector for use on a network.

[Wireless Network Projection](#)

[Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)

## Related references

[Additional Projector Software and Manuals](#)

## Wireless Network Projection

You can project over a wireless network. To do this, you must set up your projector and computer for wireless projection (Home Cinema 2150).

After setting up the projector as described here, download the network software and manuals as necessary.

**Note:** Wireless network connectivity is not recommended for video streaming.

[Using a QR Code to Connect a Mobile Device](#)

[Selecting Wireless Network Settings Manually](#)

[Selecting Wireless Network Settings in Windows](#)

[Selecting Wireless Network Settings on Mac](#)

[Setting Up Wireless Network Security](#)

**Parent topic:** [Using the Projector on a Network](#)

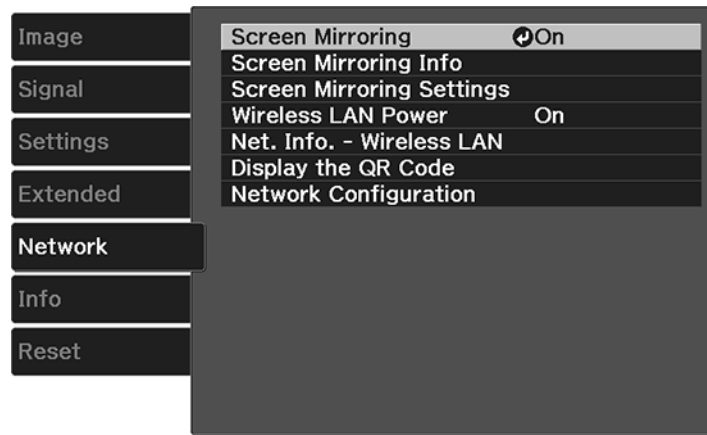
## Using a QR Code to Connect a Mobile Device

After you select the wireless network settings for your projector, you can display a QR code on the screen and use it to connect a mobile device using the Epson iProjection app (Home Cinema 2150).

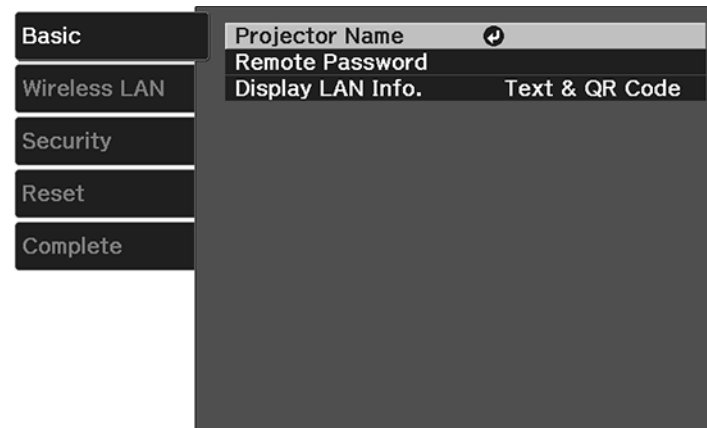
**Note:** Make sure you have installed the latest version of Epson iProjection on your device. Visit [epson.com/iprojection](http://epson.com/iprojection) (U.S.) or [epson.ca/iprojection](http://epson.ca/iprojection) (Canada) for more information.

1. Press the **Menu** button.

2. Select the **Network** menu and press **Enter**.



3. Select **Network Configuration** and press **Enter**.
4. Select the **Basic** menu and press **Enter**.



5. Set the **Display LAN Info** setting to **Text & QR Code**.
6. Select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

7. Do one of the following:
  - Press the **LAN** button on the remote control.
  - Select **Display the QR Code** in the projector's Network menu.

Your projector displays the QR code on the projection surface.

**Note:** If you do not see the QR code after pressing the **LAN** button, press **Enter** to display it.

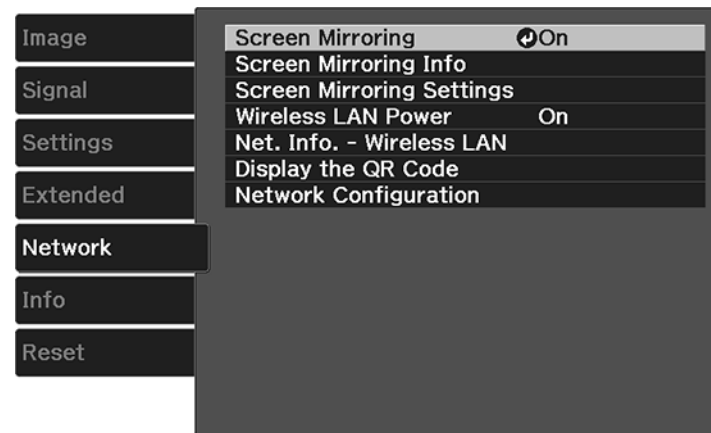
8. Start Epson iProjection on your mobile device.
9. Use the QR code reader feature to read the QR code and connect your device to the projector. Visit [epson.com/iprojection](http://epson.com/iprojection) (U.S.) or [epson.ca/iprojection](http://epson.ca/iprojection) (Canada) for instructions.

**Parent topic:** [Wireless Network Projection](#)

## Selecting Wireless Network Settings Manually

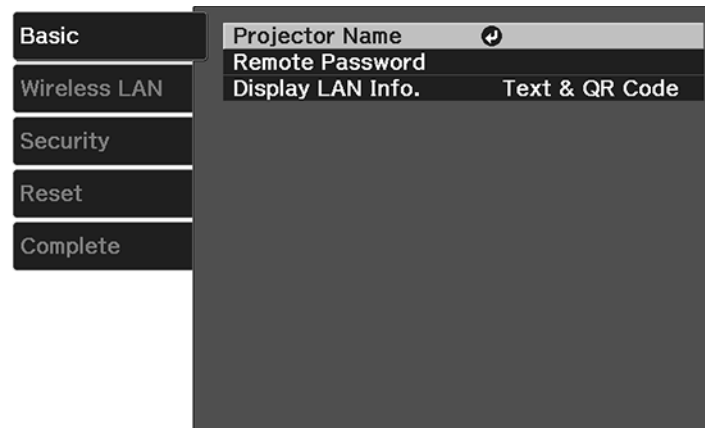
Before you can project from your wireless network, you must select the network settings for the projector using its menu system (Home Cinema 2150).

1. Turn on the projector.
2. Press the **Menu** button.
3. Select the **Network** menu and press **Enter**.



4. Make sure the **Wireless LAN Power** setting is set to **On**.

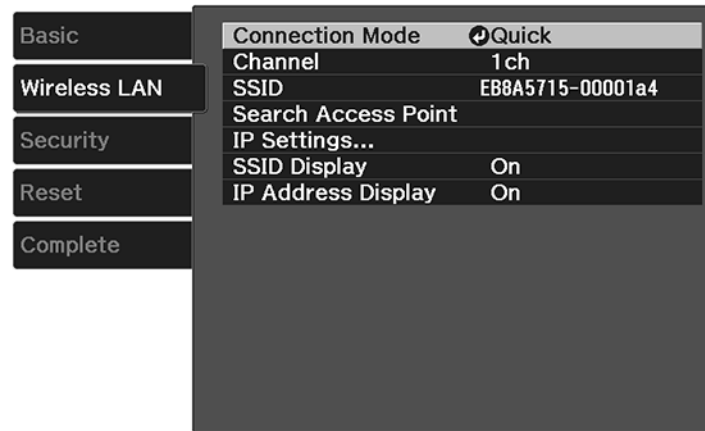
5. Select **Network Configuration** and press **Enter**.
6. Select the **Basic** menu and press **Enter**.



7. Select the following basic options as necessary:
  - **Projector Name** lets you enter a name up to 16 alphanumeric characters long to identify the projector over the network.
  - **Remote Password** lets you enter a password up to 8 alphanumeric characters long for accessing the Remote or Basic Control screen in the Epson Web Control. (Default user name is **EPSONREMOTE**; default password is **guest**.)
  - **Display LAN Info** lets you select how the projector displays network information. You can select an option to display a QR code that lets you quickly connect your iOS or Android devices using the Epson iProjection app.

**Note:** Use the displayed keyboard to enter the name, passwords and keyword. Press the arrow buttons on the remote control to highlight characters and press **Enter** to select them.

8. Select the **Wireless LAN** menu and press **Enter**.



9. Select the settings on the **Wireless LAN** menu as necessary for your network.
10. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

After you complete the wireless settings for your projector, you need to select the wireless network on your computer, or iOS or Android device.

[Wireless LAN Menu Settings](#)

[Restricted IP Addresses](#)

**Parent topic:** [Wireless Network Projection](#)

## Wireless LAN Menu Settings

| Setting                    | Options                                 | Description   |
|----------------------------|---|---|
| <b>Connection Mode</b>     | <b>Quick</b><br><b>Advanced</b>         | Selects the type of wireless connection:<br><b>Quick:</b> lets you quickly connect to one smartphone, tablet, or computer<br><b>Advanced:</b> lets you connect to multiple smartphones, tablets, or computers via a wireless network access point |
| <b>Channel</b>             | <b>1ch</b><br><b>6ch</b><br><b>11ch</b> | Selects the frequency band (channel) used by the wireless LAN   |
| <b>SSID</b>                | Up 32 alphanumeric characters           | Sets the SSID (network name) of the wireless LAN system the projector is connecting to  |
| <b>Search Access Point</b> | <b>To Search View</b>                   | Searches for available wireless network access points   |
| <b>IP Settings</b>         | —                                       | Turns on DHCP if your network assigns addresses automatically; set to <b>Off</b> to manually enter the network's <b>IP Address</b> , <b>Subnet Mask</b> , and <b>Gateway Address</b> (see list of restricted IP addresses in link below)          |
| <b>SSID Display</b>        | <b>On</b><br><b>Off</b>                 | Selects whether to display the SSID on the network standby screen and the Home screen   |
| <b>IP Address Display</b>  | <b>On</b><br><b>Off</b>                 | Selects whether to display the IP address on the network standby screen and the Home screen   |



**Note:** You can select the **Channel** setting only when the **Connection Mode** setting is set to **Quick**. You can select the **SSID**, **Search Access Point**, and **IP Settings** only when the **Connection Mode** settings is set to **Advanced**.

**Parent topic:** [Selecting Wireless Network Settings Manually](#)

**Related references**

[Restricted IP Addresses](#)

## Restricted IP Addresses

When manually entering IP Settings, you cannot use these ranges of IP addresses:

| Setting                | Restricted IP addresses                              |
|------------------------|--|
| <b>IP Address</b>      | 0.0.0.0<br>127.x.x.x<br>224.0.0.0 to 255.255.255.255 |
| <b>Subnet Mask</b>     | 0.0.0.0<br>255.255.255.255                           |
| <b>Gateway Address</b> | 0.0.0.0<br>197.x.x.x<br>224.0.0.0 to 255.255.255.255 |

**Parent topic:** [Selecting Wireless Network Settings Manually](#)

## Selecting Wireless Network Settings in Windows

Before connecting to the projector, select the correct wireless network on your computer.

1. To access your wireless utility software, access the Desktop and double-click the network icon on the Windows taskbar.
2. Do one of the following:
  - If your projector is set up on an existing network (Advanced mode), select the network name (SSID).
  - If your projector is configured for Quick mode, select the projector's SSID.
3. Click **Connect**.

Parent topic: [Wireless Network Projection](#)

## Selecting Wireless Network Settings on Mac

Before connecting to the projector, select the correct wireless network on your Mac.

1. Click the AirPort icon on the menu bar at the top of the screen.
2. Make sure AirPort is turned on, then do one of the following:
  - If your projector is set up on an existing network (Advanced mode), select the network name (SSID).
  - If your projector is configured for Quick mode, select the projector's SSID.

Parent topic: [Wireless Network Projection](#)

## Setting Up Wireless Network Security

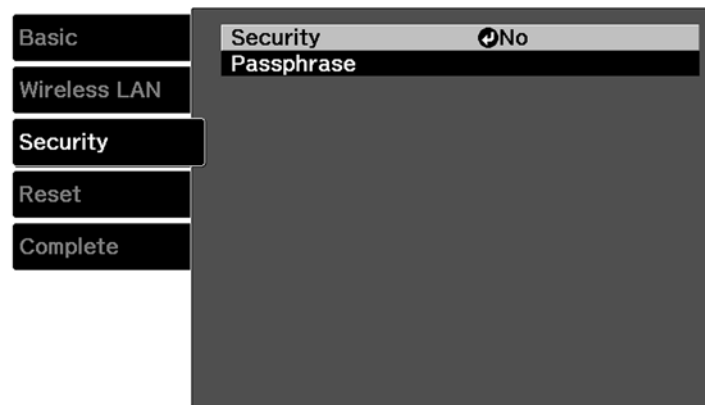
You can set up security for your projector to use on the wireless network (Home Cinema 2150). Set up one of the following security options to match the settings used on your network:

- WPA/WPA2-PSK security (Advanced connection mode)
- WPA2-PSK security (Advanced and Quick connection mode)

Check with your network administrator for guidance on entering the correct information.

1. Press the **Menu** button.
2. Select the **Network** menu and press **Enter**.
3. Select **Network Configuration** and press **Enter**.

4. Select the **Security** menu and press **Enter**.



5. Select the security settings for your network.
6. When you finish selecting settings, select **Complete** and follow the on-screen instructions to save your settings and exit the menus.

[Wireless Security Menu Settings](#)

Parent topic: [Wireless Network Projection](#)

**Wireless Security Menu Settings**

Settings on the Security menu let you select the type of security and security settings that match the network you are connecting the projector to.

| Setting           | Options   | Description  |
|-------------------|---|--|
| <b>Security</b>   | <b>No</b><br><b>WPA2-PSK</b><br><b>WPA/WPA2-PSK</b> | Selects the type of security used on the wireless network                        |
| <b>Passphrase</b> | —   | For the selected security, selects the pre-shared passphrase used on the network |

Parent topic: [Setting Up Wireless Network Security](#)

## Wireless Network Projection from a Mobile Device or Windows Computer (Screen Mirroring)

You can send images to your projector from mobile devices such as laptops, smartphones, and tablets using Miracast technology or from a Windows computer (Home Cinema 2150). If your device supports Miracast, you do not need to install any additional software.

[Screen Mirroring Restrictions](#)

[Selecting Screen Mirroring Settings](#)

[Screen Mirroring Settings](#)

[Connecting for Screen Mirroring with a Windows 8.x/Windows 10 Computer](#)

[Connecting for Screen Mirroring with Miracast](#)

**Parent topic:** [Using the Projector on a Network](#)

### Screen Mirroring Restrictions

Note the following when using Screen Mirroring features (Home Cinema 2150):

- You cannot project an interlaced image.
- You cannot play audio with more than 3 channels.
- You cannot project images with a resolution above 1920 × 1080 and a frame rate above 30 fps.
- You cannot project 3D video.
- You cannot use extended Miracast features on Windows 8.1.
- You may not be able to view contents with copyright protection using a Miracast connection.

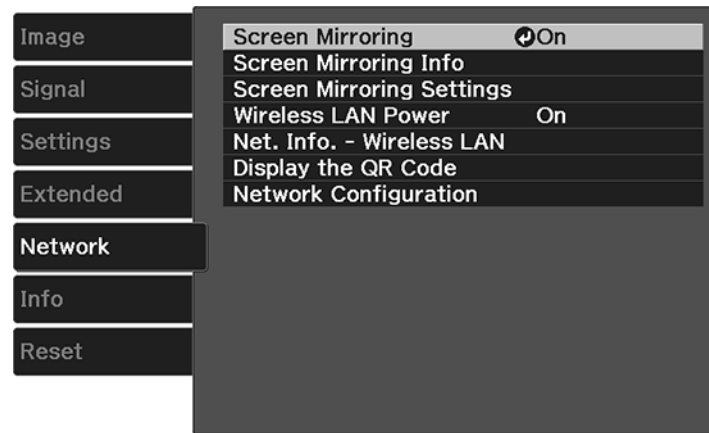
**Parent topic:** [Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)

### Selecting Screen Mirroring Settings

You can select Screen Mirroring settings for your projector and then project images from your mobile device or computer (Home Cinema 2150).

1. Press the **Menu** button.

2. Select the **Network** menu and press **Enter**.



3. Set the **Screen Mirroring** setting to **On**.
4. Select **Screen Mirroring Settings** and press **Enter**.
5. Select the **Screen Mirroring Settings** options as necessary.



6. When you finish selecting settings, select **Set** and follow the on-screen instructions to save your settings and exit the menus.
7. Press the **Home** button on the control panel or remote control.  
You see the Display Name you created on the Home screen.

Parent topic: [Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)

## Screen Mirroring Settings

| Setting              | Options                         | Description  |
|----------------------|---------------------------------|--|
| Display Name         | —                               | Enter a name up to 32 alphanumeric characters long to identify the projector from a list of available devices  |
| Operation Mode       | Basic<br>Extended               | Connect using either basic or detailed connection settings   |
| Adjust Image Quality | 1 to 4                          | Adjusts the balance between image speed and quality; higher values improve the speed and lower values improve the quality  |
| Extended             | Interrupt Connection<br>Channel | Additional settings that are available if you select <b>Extended</b> for the <b>Operation Mode</b> setting<br><b>Interrupt Connection</b> : allows users to switch the screen while projecting using Screen Mirroring<br><b>Channel</b> : selects the wireless channel to use for Screen Mirroring |

Parent topic: [Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)

## Connecting for Screen Mirroring with a Windows 8.x/Windows 10 Computer

You can set up your computer to wirelessly project images and play sound using Screen Mirroring (Home Cinema 2150).

1. Select the **Screen Mirroring** settings on your projector as necessary.
2. Press the **LAN** button on the remote control to switch to the Screen Mirroring source.

You see the Screen Mirroring standby screen.

3. Do one of the following:
  - **Windows 10:** Open **Action Center** and select **Connect**.
  - **Windows 8.x:** Select **Devices > Project > Add a wireless display**.
4. Select your projector's Display Name from the list.
5. If you see the PIN entry screen on your computer, enter the PIN code displayed on the Screen Mirroring standby screen or at the bottom right of the projected image.

The projector displays the image from your computer or mobile device.

**Note:** It may take some time to establish the connection. Do not disconnect the projector's power cord while it is connecting to your device. This may cause your device to freeze or malfunction.

**Parent topic:** [Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)

## Connecting for Screen Mirroring with Miracast

If your mobile device supports Miracast, you can connect it to the projector wirelessly and project images and sound (Home Cinema 2150).

1. Select the **Screen Mirroring** settings on your projector as necessary.
2. Press the **LAN** button on the remote control to switch to the Screen Mirroring source.

You see the Screen Mirroring standby screen.
3. On your mobile device, use the Miracast function to search for the projector.

**Note:** See your mobile device's documentation for information on accessing the Miracast function.

You see a list of available devices.

4. Select your projector from the list.
5. If you see the PIN entry screen on your mobile device, enter the PIN code displayed on the Screen Mirroring standby screen or at the bottom right of the projected image.

The projector displays the image from your mobile device.

**Caution:** It may take some time to establish the connection. Do not disconnect the projector's power cord while it is connecting to your device. Doing so may cause your device to freeze or malfunction.

**Note:** Depending on the mobile device, you may need to delete a device when connecting. Follow the on-screen instructions on your device.

**Parent topic:** [Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)



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# Using Basic Projector Features

Follow the instructions in these sections to use your projector's basic features.

[Turning On the Projector](#)

[Turning Off the Projector](#)

[Viewing 3D Images](#)

[Selecting the Language for the Projector Menus](#)

[Adjusting the Image Height](#)

[Adjusting the Image Position Using Lens Shift](#)

[Image Shape](#)

[Resizing the Image with the Zoom Slider](#)

[Focusing the Image Using the Focus Slider](#)

[Remote Control Operation](#)

[Selecting an Image Source](#)

[Projection Modes](#)

[Image Aspect Ratio](#)

[Color Mode](#)

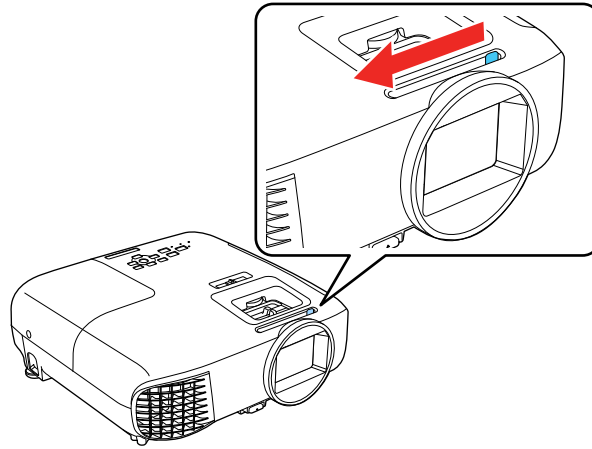
[Controlling the Volume with the Volume Buttons](#)

[Projecting a Slide Show](#)

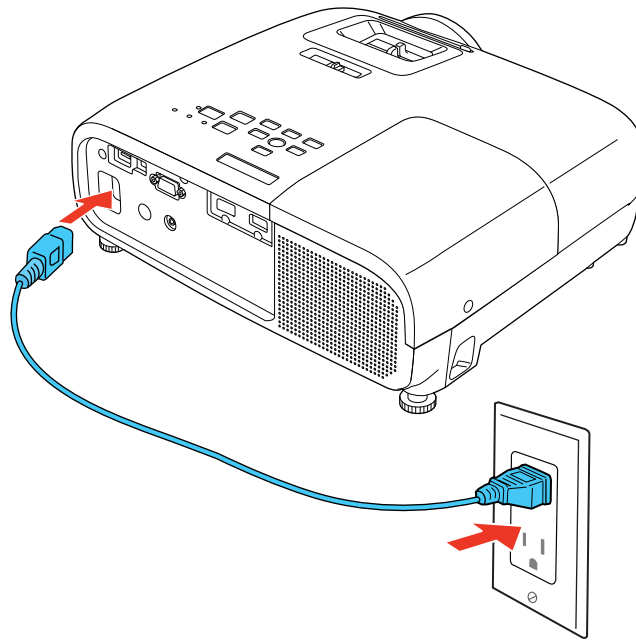
## Turning On the Projector

Turn on the computer or video equipment you want to use before you turn on the projector so it can display the image source.

1. Open the projector's lens cover.



2. Connect the power cord to the projector's power inlet.



3. Plug the power cord into an electrical outlet.

**Note:** With **Direct Power On** turned on, the projector turns on as soon as you plug it in.

4. Press the power button on the projector or the remote control to turn on the projector.

The status light flashes blue as the projector warms up. Once the projector is warmed up, the status light stops flashing and turns blue.

**Warning:** Never look into the projector lens when the lamp is on. This can damage your eyes and is especially dangerous for children.

If you do not see a projected image right away, try the following:

- Verify the lens cover is open all the way.
- Turn on the connected computer or video device.
- Insert a DVD or other video media and press the play button, if necessary.
- Press the button for the video source on the remote control.
- Press the **Source** button on the projector to detect the video source, or press a source button on the remote control.
- If the Home screen is displayed, select the source you want to project.

[Using the Home Screen](#)

**Parent topic:** [Using Basic Projector Features](#)

**Related tasks**

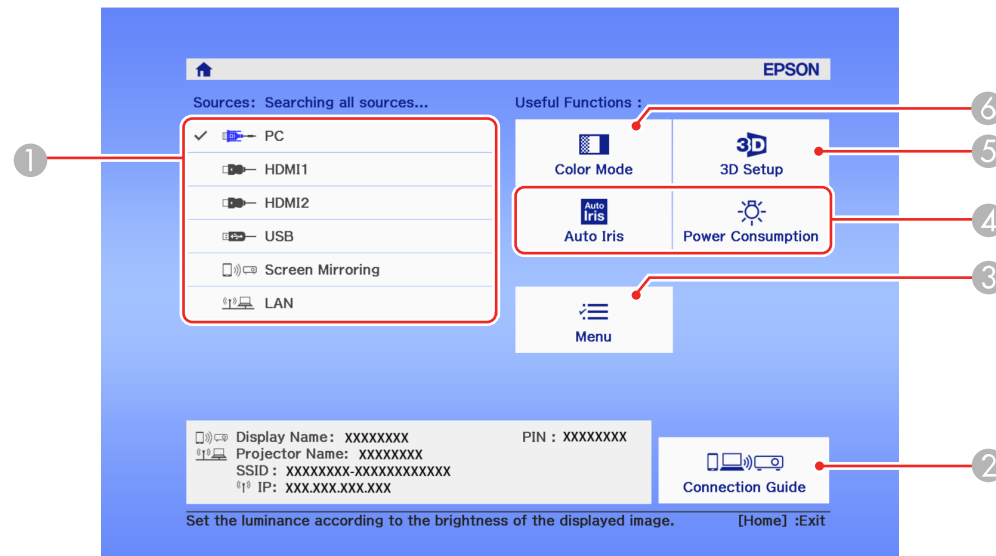
[Selecting an Image Source](#)

## Using the Home Screen

You can select input sources and other frequently used options from the Home screen.

1. To display the Home screen, do one of the following:
  - Press the **Home** button on the control panel or remote control.
  - Turn on the projector with the **Home Screen Auto Disp** setting enabled.
  - Turn on the projector when no signal is received from the selected input source.

2. Press the arrow buttons on the remote control or control panel to navigate the screen, and press **Enter** to select an option.



- 1 Select the video source you want to project
- 2 Display the Connection Guide (Home Cinema 2150)
- 3 Display the projector's menus
- 4 Select customizable menu options
- 5 Select to change the 3D settings
- 6 Select to change the Color Mode

**Note:** Your Home screen may look different from the illustration shown here. You can select the customizable menu options using the **Custom Function 1** and **Custom Function 2** settings in the Extended menu.

3. Press the **Home** button to hide the Home screen.

**Parent topic:** [Turning On the Projector](#)

## Related references

[Projector Setup Settings - Extended Menu](#)

# Turning Off the Projector

Before turning off the projector, shut down any computer connected to it so you can see the computer display during shutdown.

**Note:** Turn off this product when not in use to prolong the life of the projector. Lamp life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

**Note:** When using the A/V Mute feature, the projector lamp is still on. To turn off the lamp, turn off the projector.

1. Press the power button on the projector or the remote control.  
The projector displays a shutdown confirmation screen.

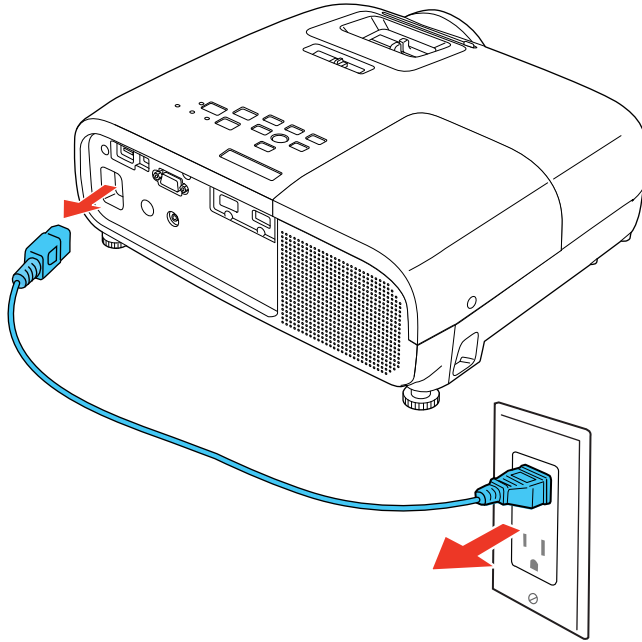


2. Press the power button again. (To leave it on, press any other button.)  
The projector beeps twice, the lamp turns off, and the status light turns off.

**Note:** With Epson's Instant Off technology, there is no cool-down period so you can pack up the projector for transport right away (if necessary).

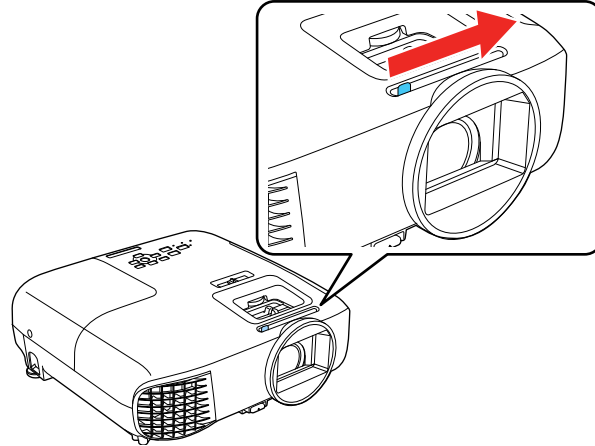
**Caution:** Do not turn the projector on immediately after turning it off. Turning the projector on and off frequently may shorten the life of the lamp.

3. To transport or store the projector, make sure status light is off, then unplug the power cord.



**Caution:** To avoid damaging the projector or lamp, never unplug the power cord when the status light is on or flashing.

4. Close the projector's lens cover.



**Parent topic:** [Using Basic Projector Features](#)

**Related references**

[Projector Light Status](#)

## Viewing 3D Images

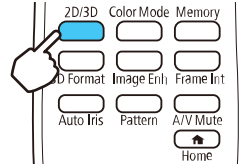
You can view 3D images using your projector. Viewing 3D images requires a 3D-compatible video device, a compatible HDMI cable, and a pair of Epson RF 3D glasses (not included with your projector). You can also convert 2D images to 3D using the **2D-to-3D Conversion** setting in your projector's **Signal > 3D Setup** menu.

You can purchase Epson RF 3D glasses from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at [epsonstore.com](http://epsonstore.com) (U.S. sales) or [epsonstore.ca](http://epsonstore.ca) (Canadian sales).

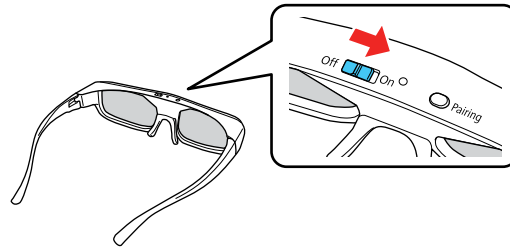
1. Connect a 3D-compatible video device to the projector using a compatible HDMI cable.
2. Turn on the video device, then turn on the projector.
3. Begin playback from the video device.

**Note:** Make sure you set the video device to play content in 3D mode.

4. Press the **2D/3D** button on the remote control to activate 3D mode, if necessary.



5. Slide the power switch on the 3D glasses to the **On** position.



6. Put on the 3D glasses and view the projected image. If you do not see a 3D image, pair the glasses with the projector.

**Note:** If you change the video source or you are not within range of your projector, the glasses enter standby mode and the status light flashes green. Slide the power switch on the glasses to the **Off** position and then back to the **On** position to resume 3D viewing.

**Note:** Make sure you are within 32 ft (10 m) of the projector when using the 3D glasses or you may lose your connection.

[Pairing the 3D Glasses with the Projector](#)

[Charging the 3D Glasses](#)

**Parent topic:** [Using Basic Projector Features](#)

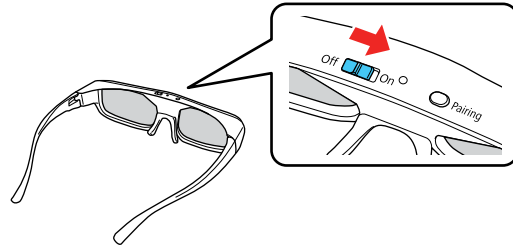
## Pairing the 3D Glasses with the Projector

Pair the glasses with the projector to establish communication between them for 3D viewing.

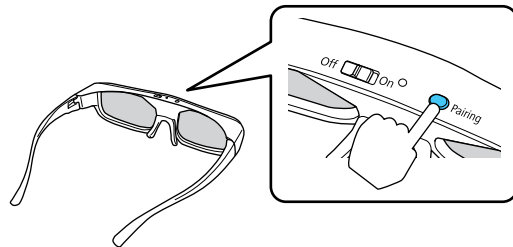
1. Turn on the projector.



2. Set the image source on the projector to HDMI.
3. Project a 3D image.
4. Slide the power switch on the 3D glasses to the **On** position.



5. Move the glasses within 10 feet (3 m) of the projector and hold down the **Pairing** button for at least three seconds.



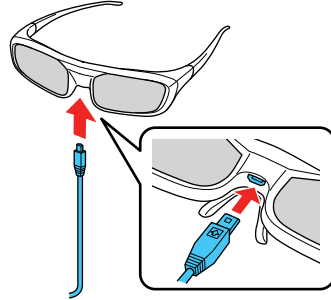
The status light on the glasses flashes green and red. If pairing is successful, the light turns green for 10 seconds and then turns off.

Parent topic: [Viewing 3D Images](#)

## Charging the 3D Glasses

Charge the glasses when the status light on the glasses flashes red to indicate a low battery.

1. Connect the smaller end of the charging cable to the port on the bridge of the glasses.



**Note:** Make sure you connect the cable in the correct orientation or you may damage the glasses or cable.

2. Connect the other end of the cable to the USB Type A port on the projector or any other device such as a computer that has an active USB Type A port.

**Note:** The projector must be turned on to charge the glasses.

The glasses are fully charged when the status light on the glasses stays green.

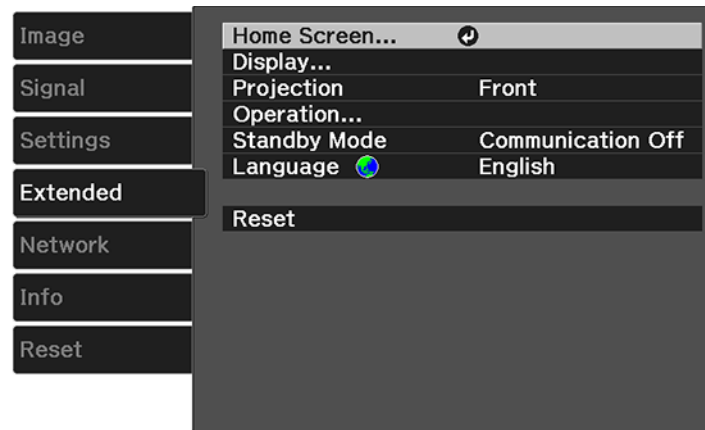
**Parent topic:** [Viewing 3D Images](#)

## Selecting the Language for the Projector Menus

If you want to view the projector's menus and messages in another language, you can change the Language setting.

1. Turn on the projector.
2. Press the **Menu** button.

3. Select the menu and press **Enter**.



4. Select the **Language** setting and press **Enter**.
5. Select the language you want to use and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

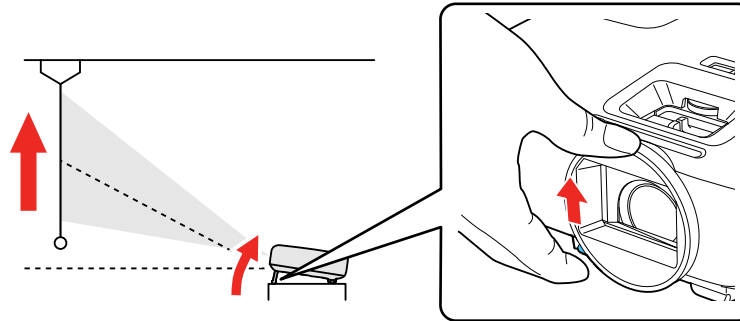
Parent topic: [Using Basic Projector Features](#)

## Adjusting the Image Height

If you are projecting from a table or other flat surface, and the image is too high or low, you can adjust the image height using the projector's adjustable feet.

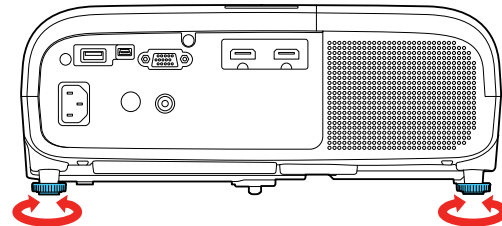
1. Turn on the projector and display an image.

2. To adjust the front foot, pull up on the foot release lever and lift the front of the projector.



The foot extends from the projector.

3. Release the lever to lock the foot.
4. If the image is tilted, rotate the rear feet to adjust their height.



If the projected image is unevenly rectangular, you need to adjust the image shape.

Parent topic: [Using Basic Projector Features](#)

## Adjusting the Image Position Using Lens Shift

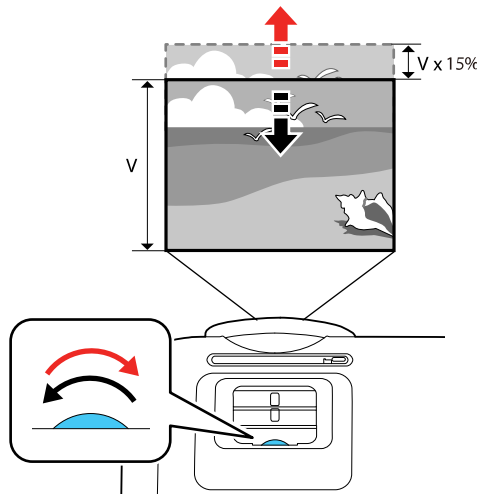
If you cannot install the projector directly in front of the screen, you can adjust the position of the projected image using the lens shift feature.

Follow these guidelines when using lens shift to adjust your images:

- When adjusting the image height, position the image lower than where you want it to be and then move it up using the vertical lens shift dial. This helps prevent the image from moving down after adjustment.
- Keep the vertical and horizontal lens shift dials in their center positions for the clearest picture.

**Note:** Wait 30 minutes after turning on the projector before setting the focus, zoom, and lens shift for maximum accuracy.

1. Turn on the projector and display an image.
2. Turn the vertical lens shift dial on the projector to adjust the position of the projected image as necessary.



Parent topic: [Using Basic Projector Features](#)

## Image Shape

You can project an evenly rectangular image by placing the projector directly in front of the center of the screen and keeping it level. If you place the projector at an angle to the screen, or tilted up or down, or off to the side, you may need to correct the image shape for the best display quality.

When you turn on automatic keystone correction in your projector's Settings menu, your projector automatically corrects vertical keystone effects when you reposition the projector.

[Correcting Image Shape with the Horizontal Keystone Slider](#)

[Correcting Image Shape with the Keystone Buttons](#)

[Correcting Image Shape with Quick Corner](#)

**Parent topic:** [Using Basic Projector Features](#)

## Correcting Image Shape with the Horizontal Keystone Slider

You can use the projector's horizontal keystone slider to correct the shape of an image that is unevenly rectangular horizontally, such as when the projector is placed to the side of the projection area.

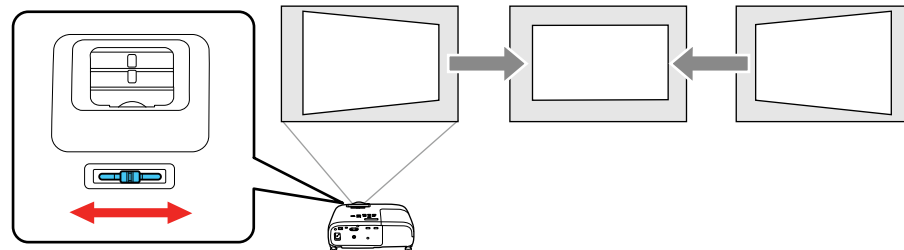
**Note:** To provide the best possible image quality, adjust the projector's position to correct the image shape. If this isn't possible, use the horizontal keystone slider on the projector to correct the image shape.

1. Turn on the projector and display an image.

**Note:** You can display a pattern to aid in adjusting the projected image using the Settings menu.

**Note:** You can also display the pattern by pressing the **Pattern** button on the remote control.

2. Adjust the slider until the image is evenly rectangular.



After correction, your image is slightly smaller.

**Parent topic:** [Image Shape](#)

## Correcting Image Shape with the Keystone Buttons

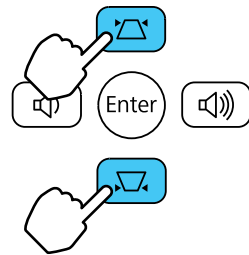
You can use the projector's keystone correction buttons to correct the shape of an image that is unevenly rectangular on the sides.

1. Turn on the projector and display an image.

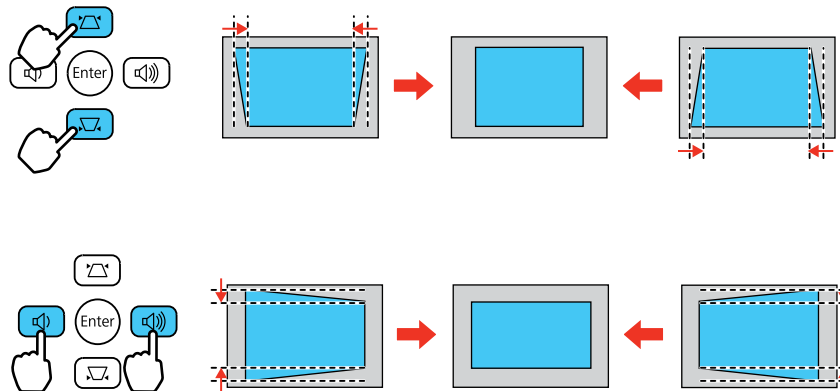
**Note:** You can display a pattern to aid in adjusting the projected image using the Settings menu.

**Note:** You can also display the pattern by pressing the **Pattern** button on the remote control.

2. Press one of these keystone buttons on the control panel to display the Keystone adjustment screen.



3. Press a keystone button on the projector's control panel to adjust the image shape.



After correction, your image is slightly smaller.

**Note:** If the projector is installed out of reach, you can also correct the image shape with the remote control using the **H/V-Keystone** settings in the projector menus.

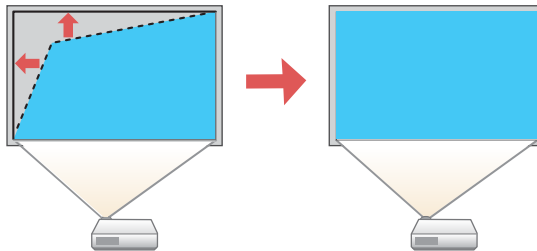
**Parent topic:** [Image Shape](#)

**Related references**

[Projector Feature Settings - Settings Menu](#)

## Correcting Image Shape with Quick Corner

You can use the projector's Quick Corner setting to correct the shape and size of an image that is unevenly rectangular on all sides.



1. Turn on the projector and display an image.

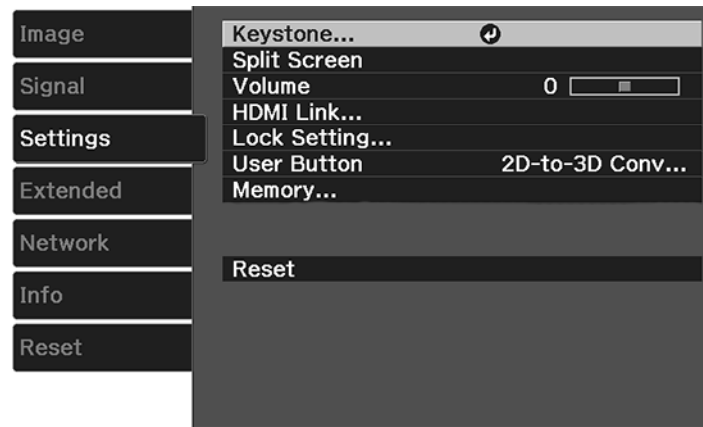
**Note:** You can display a pattern to aid in adjusting the projected image using the Settings menu.

**Note:** You can also display the pattern by pressing the **Pattern** button on the remote control.

2. Press the **Menu** button.

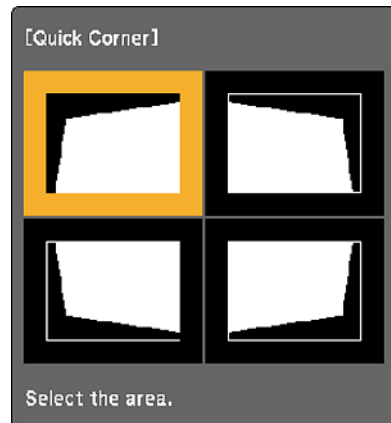


3. Select the **Settings** menu and press **Enter**.



4. Select the **Keystone** setting and press **Enter**.
5. Select the **Quick Corner** setting and press **Enter**. Then press **Enter** again.

You see the Quick Corner adjustment screen:



**Note:** To reset your adjustments, press and hold the **Esc** button for at least 2 seconds to display a reset screen. Then select **Yes**.

6. Use the arrow buttons on the projector or the remote control to select the corner of the image you want to adjust. Then press **Enter**.
7. Press the arrow buttons to adjust the image shape as necessary.
8. When you are finished, press **Esc**.

Parent topic: [Image Shape](#)

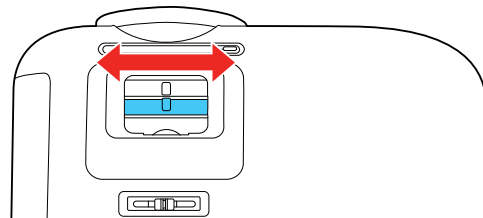
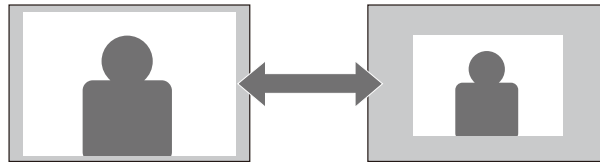
## Resizing the Image with the Zoom Slider

1. Turn on the projector and display an image.

**Note:** You can display a pattern to aid in adjusting the projected image using the Settings menu.

**Note:** You can also display the pattern by pressing the **Pattern** button on the remote control.

2. To enlarge or reduce the image size, adjust the zoom slider.



Parent topic: [Using Basic Projector Features](#)

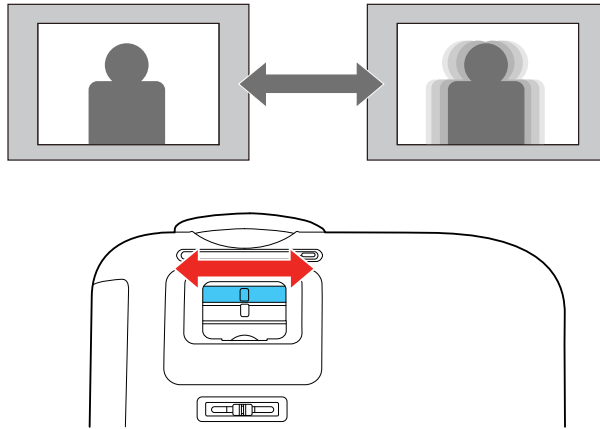
## Focusing the Image Using the Focus Slider

1. Turn on the projector and display an image.

**Note:** You can display a pattern to aid in adjusting the projected image using the Settings menu.

**Note:** You can also display the pattern by pressing the **Pattern** button on the remote control.

2. To sharpen the image focus, adjust the focus slider.



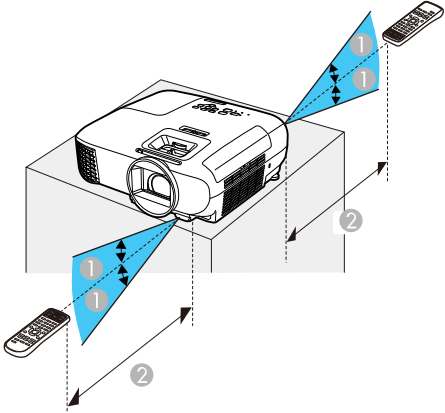
Parent topic: [Using Basic Projector Features](#)

## Remote Control Operation

The remote control lets you control the projector from almost anywhere in the room. You can point it at the screen, or the front or back of the projector.

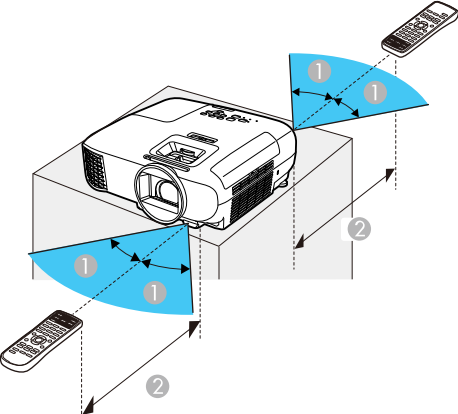
Make sure that you aim the remote control at the projector's receivers within the distance and angles listed here.

**Vertical**



- 1 15°
- 2 19.7 feet (6 m)

**Horizontal**



- 1 30°

2 19.7 feet (6 m)

**Note:** Avoid using the remote control in conditions with bright fluorescent lights or in direct sunlight, or the projector may not respond to commands. If you will not use the remote control for a long time, remove the batteries.

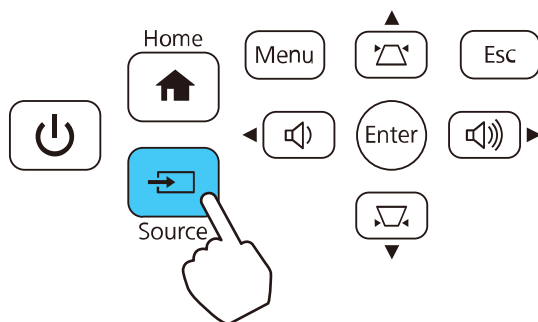
**Parent topic:** [Using Basic Projector Features](#)

## Selecting an Image Source

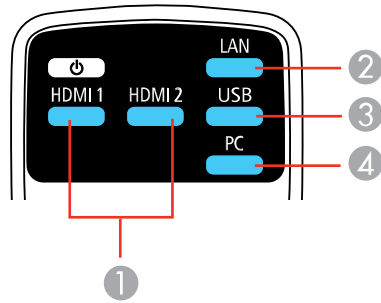
If you connected multiple image sources to the projector, such as a computer and DVD player, you may want to switch from one image source to the other.

**Note:** If you turned on the **Auto Source Search** setting in the Extended menu, the projector automatically switches to another detected image source if the signal to the current image source is lost.

1. Make sure the connected image source you want to use is turned on.
2. For video image sources, insert a DVD or other video media and press its play button, if necessary.
3. Do one of the following:
  - Press the **Source** button on the projector until you see the image from the source you want.

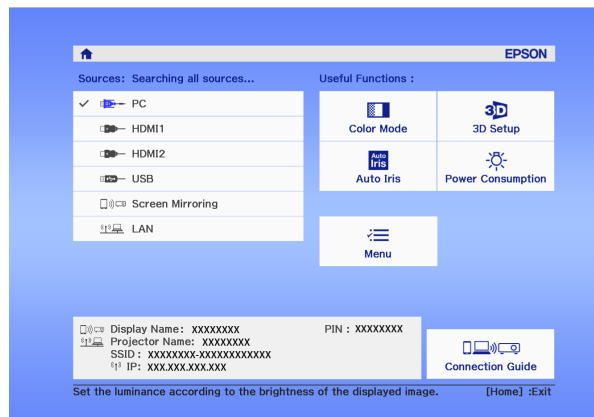


- Press the button for the source you want on the remote control.



- 1 HDMI port sources
- 2 Network source (LAN)
- 3 USB port sources (computer display and external devices)
- 4 Computer port sources

- Press the **Home** button on the remote control or projector and select your image source.



Parent topic: [Using Basic Projector Features](#)

## Projection Modes

Depending on how you positioned the projector, you may need to change the projection mode so your images project correctly.

- **Front** (default setting) lets you project from a table in front of the screen.
- **Front/Ceiling** flips the image over top-to-bottom to project upside-down from a ceiling or wall mount.
- **Rear** flips the image horizontally to project from behind a translucent screen.
- **Rear/Ceiling** flips the image over top-to-bottom and horizontally to project from the ceiling and behind a translucent screen.

[Changing the Projection Mode Using the Remote Control](#)

[Changing the Projection Mode Using the Menus](#)

**Parent topic:** [Using Basic Projector Features](#)

### Changing the Projection Mode Using the Remote Control

You can change the projection mode to flip the image over top-to-bottom.

1. Turn on the projector and display an image.
2. Hold down the button on the remote control for 5 to 10 seconds.  
The image disappears briefly and reappears flipped top-to-bottom.
3. To change projection back to the original mode, hold down the button for 5 to 10 seconds again.

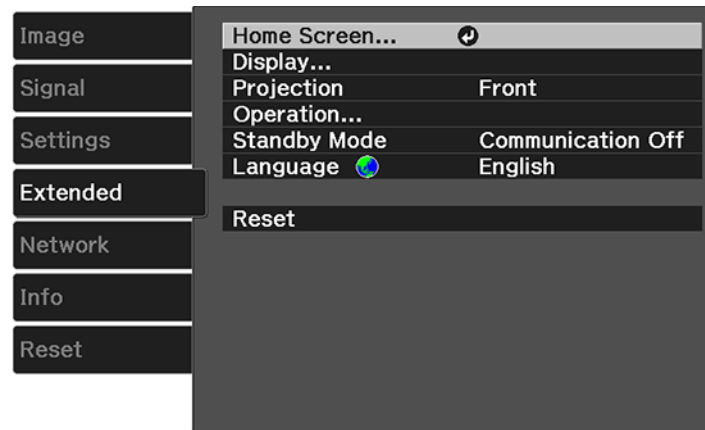
**Parent topic:** [Projection Modes](#)

### Changing the Projection Mode Using the Menus

You can change the projection mode to flip the image over top-to-bottom and/or left-to-right using the projector menus.

1. Turn on the projector and display an image.
2. Press the **Menu** button.

3. Select the **Extended** menu and press **Enter**.



4. Select the **Projection** setting and press **Enter**.
5. Select a projection mode and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

Parent topic: [Projection Modes](#)

## Image Aspect Ratio

The projector can display images in different width-to-height ratios called aspect ratios. Normally the input signal from your video source determines the image's aspect ratio. However, for certain images you can change the aspect ratio to fit your screen by pressing a button on the remote control.

If you always want to use a particular aspect ratio for a certain video input source, you can select it using the projector's menus.

[Changing the Image Aspect Ratio](#)

[Available Image Aspect Ratios](#)

Parent topic: [Using Basic Projector Features](#)

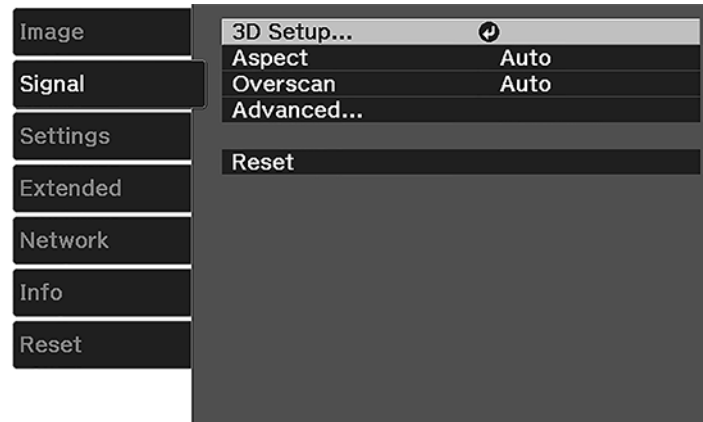
## Changing the Image Aspect Ratio

You can change the aspect ratio of the displayed image to resize it.

**Note:** For HDMI sources, the input signal determines the image's aspect ratio.



1. Turn on the projector and switch to the image source you want to use.
2. Press the **Menu** button.
3. Select the **Signal** menu and press **Enter**.



4. Select **Aspect** and press **Enter**.
5. Select the aspect ratio you want to use for your input signal and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

**Parent topic:** [Image Aspect Ratio](#)

**Related references**

[Input Signal Settings - Signal Menu](#)

## Available Image Aspect Ratios

You can select the following image aspect ratios, depending on the input signal from your image source.

**Note:** When the projector is in 3D mode or projecting in Full HD resolution via an HDMI connection, the aspect ratio is automatically set to **Normal**.

**Note:** Black bands and cropped images may project in certain aspect ratios, depending on the aspect ratio and resolution of your input signal.

| Aspect ratio setting | Description  |
|----------------------|--|
| <b>Auto</b>          | Automatically sets the aspect ratio according to the input signal.                                       |
| <b>Normal</b>        | Displays images using the full projection area and maintains the aspect ratio of the image.              |
| <b>Zoom</b>          | Displays images using the full width of the projection area and maintains the aspect ratio of the image. |
| <b>Full</b>          | Displays images using the full width of the projection area, but does not maintain the aspect ratio.     |

**Note:** The **Auto** aspect ratio setting is available only for HDMI computer connections.

**Parent topic:** [Image Aspect Ratio](#)

## Color Mode

The projector offers different Color Modes to provide optimum brightness, contrast, and color for a variety of viewing environments and image types. You can select a mode designed to match your image and environment, or experiment with the available modes.

If you always want to use a particular color mode for a certain video input source, you can select it using the projector menus.

[Changing the Color Mode](#)

[Available Color Modes](#)

[Turning On Auto Iris](#)

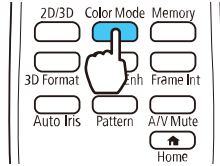
**Parent topic:** [Using Basic Projector Features](#)

## Changing the Color Mode

You can change the projector's Color Mode using the remote control to optimize the image for your viewing environment.

1. Turn on the projector and switch to the image source you want to use.
2. If you are projecting from a DVD player or other video source, insert a disc or other video media and press the play button, if necessary.

3. Press the **Color Mode** button on the remote control to change the Color Mode.



The image appearance changes and the name of the Color Mode appears briefly on the screen.

4. To cycle through all the available Color Modes for your input signal, press the **Color Mode** button repeatedly.

Parent topic: [Color Mode](#)

## Available Color Modes

You can set the projector to use these Color Modes, depending on the input source you are using:

### 2D Images

| Color Mode           | Description  |
|----------------------|--|
| <b>Dynamic</b>       | Best for projecting in a bright room               |
| <b>Natural</b>       | Best for projecting in a dark room                 |
| <b>Bright Cinema</b> | Best for projecting in a room with closed curtains |
| <b>Cinema</b>        | Best for projecting color movies in a dark room    |

### 3D Images

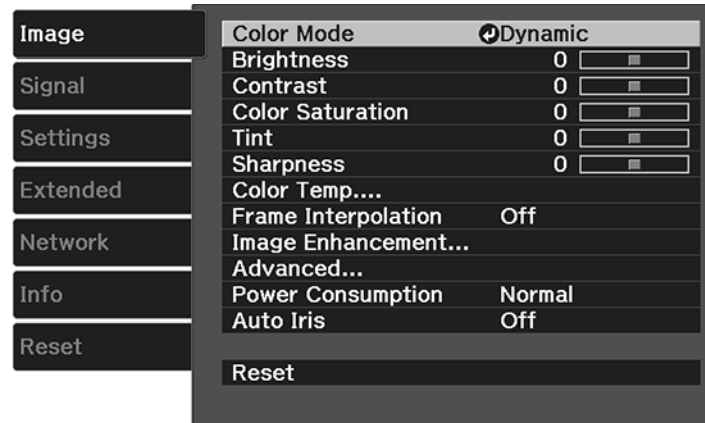
| Color Mode        | Description                               |
|-------------------|---|
| <b>3D Dynamic</b> | Best for projecting in a bright room      |
| <b>3D Cinema</b>  | Best for projecting movies in a dark room |

Parent topic: [Color Mode](#)

## Turning On Auto Iris

In certain color modes, you can turn on the Auto Iris setting to automatically optimize the image based on the brightness of the content you project.

1. Turn on the projector and switch to the image source you want to use.
2. Press the **Menu** button.
3. Select the **Image** menu and press **Enter**.



4. Select the **Auto Iris** setting and choose one of the following:
  - **High Speed** to adjust brightness as soon as the scene changes.
  - **Normal** for standard brightness adjustment.

**Note:** You can set **Auto Iris** for each Color Mode that supports the feature.

5. Press **Menu** or **Esc** to exit the menus.

**Parent topic:** [Color Mode](#)

### Related references

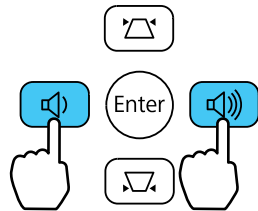
[Image Quality Settings - Image Menu](#)

## Controlling the Volume with the Volume Buttons

You can use the **Volume** buttons on the projector or the remote control to adjust the volume as you project a presentation with audio. The volume buttons control the projector's internal speaker system or any external speakers you connected to the projector.

You must adjust the volume separately for each connected input source.

1. Turn on the projector and start a presentation that includes audio.
2. To lower or raise the volume, press the **Volume** buttons on the remote control or these buttons on the control panel.



A volume gauge appears on the screen.

3. To set the volume to a specific level for an input source, use the projector menus.

**Parent topic:** [Using Basic Projector Features](#)

### Related references

[Projector Feature Settings - Settings Menu](#)

## Projecting a Slide Show

You can use your projector's Slideshow feature whenever you connect a USB device that contains compatible files. This lets you quickly and easily display the contents of the files and control their display using the projector's remote control.

[Supported Slideshow File Types](#)

[Slideshow Features](#)

[Starting a Slide Show](#)

[Slideshow Display Options](#)

**Parent topic:** [Using Basic Projector Features](#)

## Related topics

[Connecting to External USB Devices](#)

## Supported Slideshow File Types

You can project these types of files using the projector's Slideshow feature.

**Note:** For best results, place your files on media that is formatted in FAT16/32. If you have trouble projecting from media formatted for non-Windows file systems, try formatting the media for Windows instead. You may not be able to use the security features on certain USB storage devices with Slideshow features. When connecting a USB-compatible hard drive, connect the AC adapter supplied with the drive.

| File type and extension | Details  |
|-------------------------|--|
| Image (.jpg)            | Make sure the file is not: <ul style="list-style-type: none"><li>• CMYK format</li><li>• Progressive format</li><li>• Highly compressed</li><li>• Above 8192 × 8192 resolution</li></ul> |

Parent topic: [Projecting a Slide Show](#)

## Slideshow Features

Your projector's Slideshow feature lets you do the following:

- Display individual images
- Present a slide show of all images in a folder

Parent topic: [Projecting a Slide Show](#)

## Starting a Slide Show

After connecting a USB device to the projector, you can switch to the USB input source and start your slide show.

**Note:** You can change the Slideshow operation options or add special effects by highlighting **Option** at the bottom of the screen and pressing **Enter**.

1. Press the **USB** button on the projector remote control.  
The Slideshow screen appears.



2. Do the following as necessary to locate your files:
  - If you need to display files inside a subfolder on your device, press the arrow buttons to highlight the folder and press the **Enter** button.
  - To move back up a folder level on your device, highlight **Back to Top** and press **Enter**.
  - To view additional images in a folder, highlight **Next page** or **Previous page** and press **Enter**.
3. Do one of the following to start your slide show:
  - To display an individual image, press the arrow buttons to highlight the image and press **Enter**. (Press the **Esc** button to return to the file list screen.)
  - To display a slide show of all the images in a folder, press the arrow buttons to highlight the **Slideshow** option at the bottom of the screen and press **Enter**.

**Note:** If any file names are longer than 8 characters or include unsupported symbols, the file names may be shortened or changed only in the screen display.

4. While projecting, use the following commands to control the display as necessary:
  - To rotate a displayed image, press the up or down arrow button.
  - To move to the next or previous image, press the left or right arrow button.

5. To stop the display, follow the on-screen instructions or press the **Esc** button.

**Parent topic:** [Projecting a Slide Show](#)

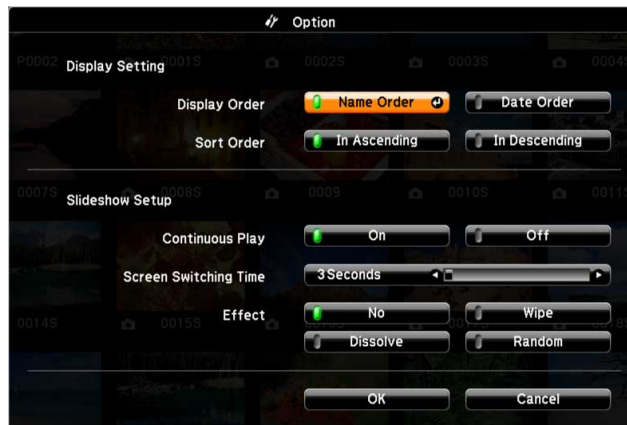
**Related tasks**

[Connecting a USB Device or Camera to the Projector](#)

[Disconnecting a USB Device or Camera From the Projector](#)

## Slideshow Display Options

You can select these display options when using the projector's Slideshow feature.



| Setting         | Options       | Description                            |
|-----------------|---------------|--|
| Display Order   | Name Order    | Displays files in name order           |
|                 | Date Order    | Displays files in date order           |
| Sort Order      | In Ascending  | Sorts files in first-to-last order     |
|                 | In Descending | Sorts files in last-to-first order     |
| Continuous Play | On            | Displays a slide show continuously     |
|                 | Off           | Displays a slide show one time through |



| <b>Setting</b>               | <b>Options</b>         | <b>Description</b>  |
|------------------------------|------------------------|---|
| <b>Screen Switching Time</b> | <b>No</b>              | Does not display the next file automatically  |
|                              | 1 Second to 60 Seconds | Displays files for the selected time and switches to the next file automatically; high resolution images may switch at a slightly slower rate |
| <b>Effect</b>                | <b>Wipe</b>            | Transitions between images with a wipe effect   |
|                              | <b>Dissolve</b>        | Transitions between images with a dissolve effect   |
|                              | <b>Random</b>          | Transitions between images using a random variety of effects  |

**Parent topic:** [Projecting a Slide Show](#)

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# Adjusting Projector Features

Follow the instructions in these sections to use your projector's feature adjustments.

[Shutting Off the Picture and Sound Temporarily](#)

[Projecting Two Images Simultaneously](#)

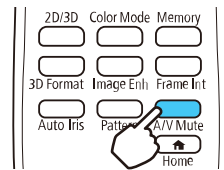
[Projector Security Features](#)

[Saving Settings to Memory and Using Saved Settings](#)

## Shutting Off the Picture and Sound Temporarily

You can temporarily turn off the projected picture and sound if you want to redirect your audience's attention during a presentation. Any sound or video action continues to run, however, so you cannot resume projection at the point that you stopped it.

1. Press the **A/V Mute** button on the remote control to temporarily stop projection and mute any sound.



**Note:** To mute only the audio, press the **Mute** button on the remote control.

2. To turn the picture and sound back on, press the **A/V Mute** button again.

**Note:** You can also stop projection using the **A/V Mute** slide lever on the projector.

**Parent topic:** [Adjusting Projector Features](#)

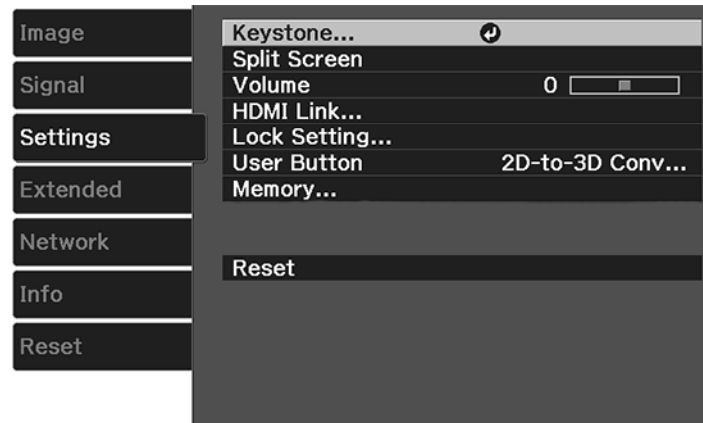
## Projecting Two Images Simultaneously

You can use the split screen feature to simultaneously project two images from different image sources (HDMI1/HDMI2 and Screen Mirroring) next to each other (Home Cinema 2150). You can control the split screen feature using the projector menus.

**Note:** While you use the split screen feature, other projector features may not be available and some settings may be automatically applied to both images.

**Note:** You cannot project from the same input source onto both sides (left and right) of the screen. You also cannot use split screen with 3D images or certain input source combinations.

1. Press the **Menu** button.
2. Select the **Settings** menu and press **Enter**.

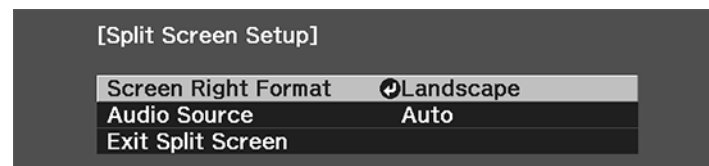


3. Select **Split Screen** and press **Enter**.

Images from the HDMI1 or HDMI2 source are projected on the left side of the screen, and images from Screen Mirroring are projected on the right side of the screen. (These are the only sources that can be split.)

4. Press the **Menu** button on the remote control to change the Split Screen Settings.

You see this screen:



5. To change the size and orientation of the image sent by Screen Mirroring, select the **Screen Right Format** setting, press **Enter**, select size and orientation options, press **Enter**, and press **Menu** to exit. (The image sent by Screen Mirroring is always on the right side.)
6. To choose the audio you want to hear, select the **Audio Source** setting, press **Enter**, select an audio option, press **Enter**, and press **Menu** to exit.
7. To exit the split screen feature, select **Exit Split Screen** or press the **Esc** button.

Parent topic: [Adjusting Projector Features](#)

## Projector Security Features

You can secure your projector to deter theft or prevent unintended use by setting up the following security features:

- Button lock security to block operation of the projector using the buttons on the control panel.
- Security cabling to physically cable the projector in place.

[Locking the Projector's Buttons](#)

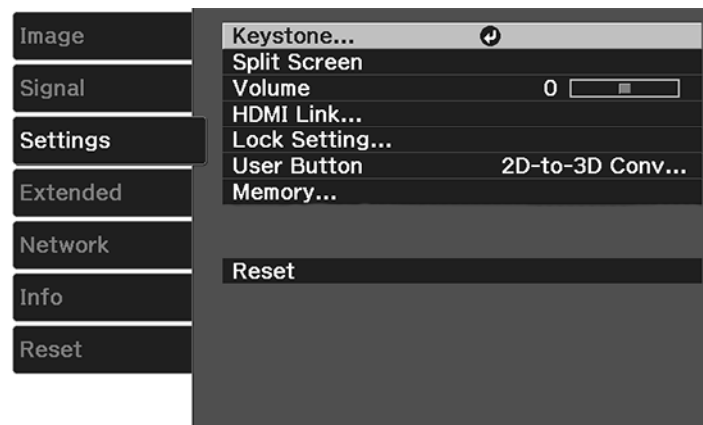
[Installing a Security Cable](#)

Parent topic: [Adjusting Projector Features](#)

## Locking the Projector's Buttons

You can lock the buttons on the projector's control panel to prevent anyone from using the projector.


1. Press the **Menu** button.
2. Select the **Settings** menu and press **Enter**.



3. Select the **Lock Setting** setting and press **Enter**.
4. Select one of these lock types and press **Enter**:
  - To lock the projector's power button, select **Child Lock**. To turn the projector on, you must press the power button for longer than three seconds.

**Note:** **Child Lock** does not prevent the projector from turning on when the power cord is connected and the **Direct Power On Setting** is set to **On**.

- To lock all buttons, select **Control Panel Lock > Full Lock**.
- To lock all buttons except the power button, select **Control Panel Lock > Partial Lock**.

**Note:** The  lock icon is displayed on the screen if any control panel buttons are pressed while this setting is enabled.

You see a confirmation prompt.

5. Select **Yes** and press **Enter**.
6. Restart the projector for the lock settings to take effect.

[Unlocking the Projector's Buttons](#)

**Parent topic:** [Projector Security Features](#)

**Related references**

[Projector Feature Settings - Settings Menu](#)

## Unlocking the Projector's Buttons

If the projector's buttons have been locked, hold the **Enter** button on the projector's control panel for seven seconds to unlock them. You can also set the **Control Panel Lock** setting to **Off** in the Settings menu.

**Parent topic:** [Locking the Projector's Buttons](#)

**Related references**

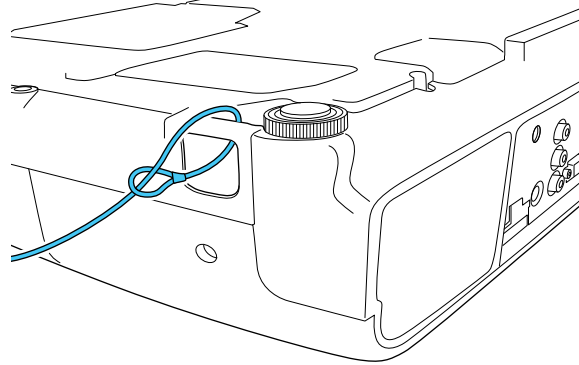
[Projector Feature Settings - Settings Menu](#)

## Installing a Security Cable

You can install two types of security cables on the projector to deter theft.

- Use the security slot on the projector to attach a Kensington lock. See your local computer or electronics dealer for purchase information.

- Use the security cable attachment point on the projector to attach a wire cable and secure it to a room fixture or heavy furniture.



**Note:** Do not pass drop-prevention cables through the security cable attachment point when mounting the projector on a wall or ceiling.

**Parent topic:** [Projector Security Features](#)

**Related references**

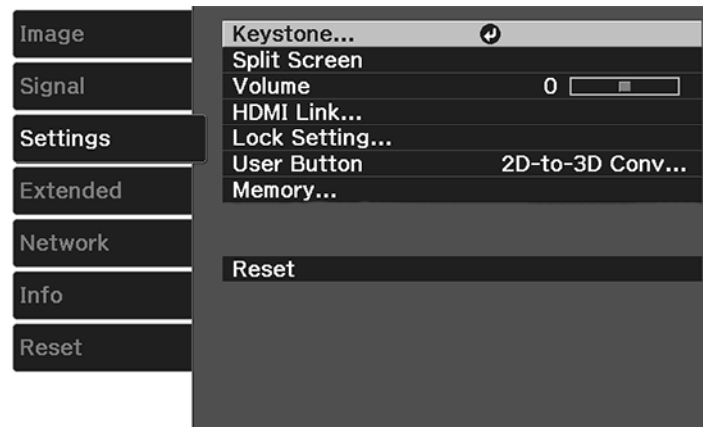
[Optional Equipment and Replacement Parts](#)

## **Saving Settings to Memory and Using Saved Settings**

You can save customized settings and then select the saved settings whenever you want to use them.

1. Turn on the projector and display an image.
2. Press the **Menu** button.

3. Select the **Settings** menu and press **Enter**.



4. Select the **Memory** setting and press **Enter**.



**Note:** You can also access this screen by pressing the **Memory** button on the remote control.

5. Select one of the following options:
  - **Load Memory:** Overwrites your current settings with saved settings
  - **Save Memory:** Saves your current settings to memory

**Note:** A memory name that has already been used is indicated by a mark. Saving over a previously saved memory overwrites the settings with your current settings.

- **Erase Memory:** Erases the selected memory settings
  - **Rename Memory:** Renames a saved memory
6. Press **Menu** or **Esc** to exit.

**Parent topic:** [Adjusting Projector Features](#)



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# Adjusting the Menu Settings

Follow the instructions in these sections to access the projector menu system and change projector settings.

[Using the Projector's Menus](#)

[Image Quality Settings - Image Menu](#)

[Input Signal Settings - Signal Menu](#)

[Projector Feature Settings - Settings Menu](#)

[Projector Setup Settings - Extended Menu](#)

[Projector Network Settings - Network Menu](#)

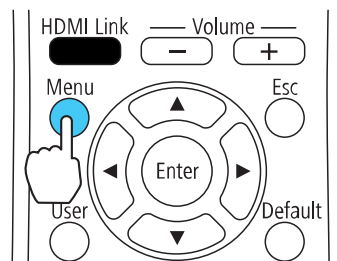
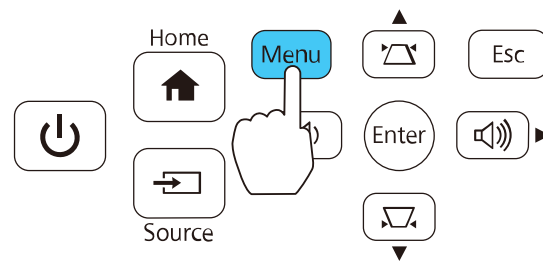
[Projector Information Display - Info Menu](#)

[Projector Reset Options - Reset Menu](#)

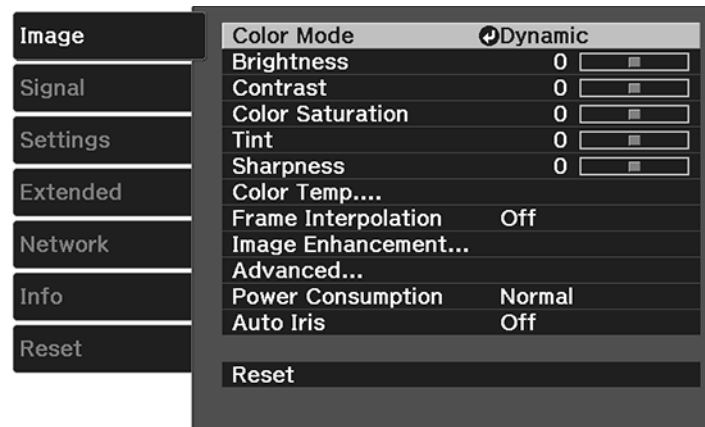
## Using the Projector's Menus

You can use the projector's menus to adjust the settings that control how your projector works. The projector displays the menus on the screen.

1. Press the **Menu** button on the control panel or remote control.



You see the menu screen displaying the Image menu settings.



2. Press the up or down arrow button to move through the menus listed on the left. The settings for each menu are displayed on the right.

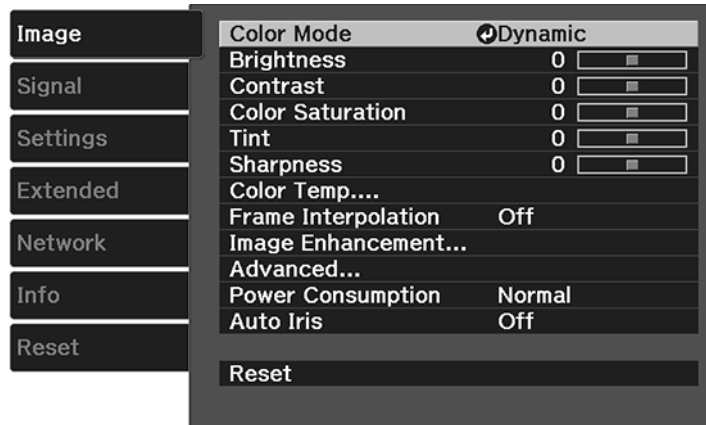
**Note:** The available settings depend on the current input source.

3. To change settings in the displayed menu, press **Enter**.
4. Press the up or down arrow button to move through the settings.
5. Change the settings using the buttons listed on the bottom of the menu screens.
6. To return all the menu settings to their default values, select **Reset**.
7. When you finish changing settings on a menu, press **Esc**.
8. Press **Menu** or **Esc** to exit the menus.

**Parent topic:** [Adjusting the Menu Settings](#)

## Image Quality Settings - Image Menu

Settings on the Image menu let you adjust the quality of your image for the input source you are currently using. The available settings depend on the currently selected input source and resolution.



To change settings for an input source, make sure the source is connected and select that source.

| Setting                 | Options                               | Description  |
|-------------------------|---------------------------------------|--|
| <b>Color Mode</b>       | See the list of available Color Modes | Adjusts the vividness of image colors for various image types and environments |
| <b>Brightness</b>       | Varying levels available              | Lightens or darkens the overall image  |
| <b>Contrast</b>         | Varying levels available              | Adjusts the difference between light and dark areas of the image               |
| <b>Color Saturation</b> | Varying levels available              | Adjusts the intensity of the image colors                                      |
| <b>Tint</b>             | Varying levels available              | Adjusts the balance of green to magenta tones in the image                     |
| <b>Sharpness</b>        | Varying levels available              | Adjusts the sharpness or softness of image details                             |

| <b>Setting</b>                         | <b>Options</b>  | <b>Description</b>   |
|--|---|--|
| <b>Color Temp.</b> (color temperature) | Varying levels available                                    | Sets the overall color tone; Higher values tint the image blue and lower values tint the image red         |
| <b>Frame Interpolation</b>             | <b>Off</b><br><b>Weak</b><br><b>Normal</b><br><b>Strong</b> | Smooths fast moving video by comparing consecutive frames and inserting an intermediate frame between them |
| <b>Image Enhancement</b>               | <b>Image Preset Mode</b>                                    | Selects the image enhancement settings saved in advance  |
|  | <b>Noise Reduction</b>                                      | Reduces flickering in analog images in two levels  |
|  | <b>MPEG Noise Reduction</b>                                 | Reduces the noise or artifacts seen in MPEG video  |
|  | <b>Detail Enhancement</b>                                   | Enhances details to create clear outlines  |
| <b>Advanced</b>                        | <b>Gamma</b>  | Adjusts the gamma levels of the image  |
|  | <b>RGBCMY</b>   | Adjusts the hue, saturation, and brightness for each color   |
|  | <b>Epson Super White</b>                                    | Reduces over-exposure of whites in your image  |
| <b>Power Consumption</b>               | <b>Normal</b><br><b>ECO</b>                                 | Adjusts the brightness level, power usage, and fan noise   |
| <b>Auto Iris</b>                       | <b>Off</b><br><b>Normal</b><br><b>High Speed</b>            | Adjusts the projected luminance based on the image brightness when certain Color Modes are selected        |

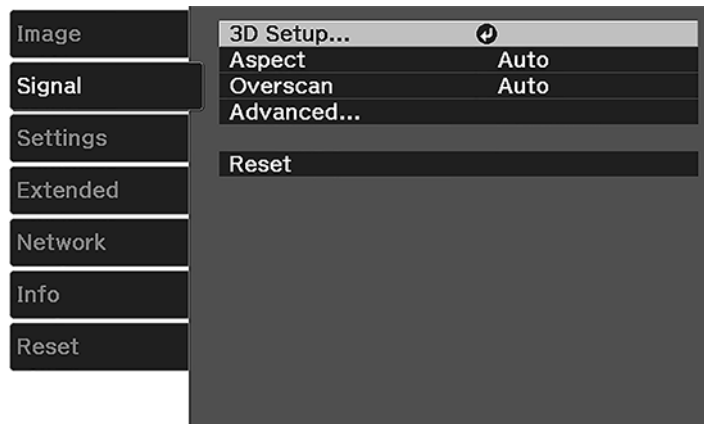
**Note:** The **Brightness** setting does not affect lamp brightness. To change the lamp brightness mode, use the **Power Consumption** setting.

**Note:** You can select the **Frame Interpolation** and **Noise Reduction** settings only when the **Image Processing** setting is set to **Fine**.

Parent topic: [Adjusting the Menu Settings](#)

## Input Signal Settings - Signal Menu

Normally the projector detects and optimizes the input signal settings automatically. If you need to customize the settings, you can use the Signal menu. The available settings depend on the currently selected input source.



To change settings for an input source, make sure the source is connected and select that source.

| <b>Setting</b>    | <b>Options</b>                          | <b>Description</b>  |
|-------------------|---|---|
| <b>3D Setup</b>   | <b>3D Display</b>                       | Enables 3D mode   |
|                   | <b>3D Format</b>                        | Selects the 3D format   |
|                   | <b>2D-to-3D Conversion</b>              | Converts 2D images to 3D images   |
|                   | <b>3D Depth</b>                         | Sets the depth for the 3D image   |
|                   | <b>Diagonal Screen Size</b>             | Selects the actual size of the screen to maximize the 3D effect   |
|                   | <b>3D Brightness</b>                    | Adjusts the brightness of the 3D image  |
|                   | <b>Inverse 3D Glasses</b>               | Reverses the images projected for the left and right eyes (enable only if 3D images are not displaying correctly) |
|                   | <b>3D Viewing Notice</b>                | Enables the viewing notice displayed when 3D mode is activated  |
| <b>Aspect</b>     | See the list of available aspect ratios | Sets the aspect ratio (width-to-height ratio) for the selected input source                                       |
| <b>Tracking</b>   | Varying levels available                | Adjusts signal to eliminate vertical stripes in computer images   |
| <b>Sync.</b>      | Varying levels available                | Adjusts signal to eliminate fuzziness or flickering in computer images  |
| <b>Position</b>   | Up, down, left, right                   | Adjusts the image location on the screen  |
| <b>Auto Setup</b> | <b>On</b><br><b>Off</b>                 | Automatically optimizes computer image quality (when On)  |

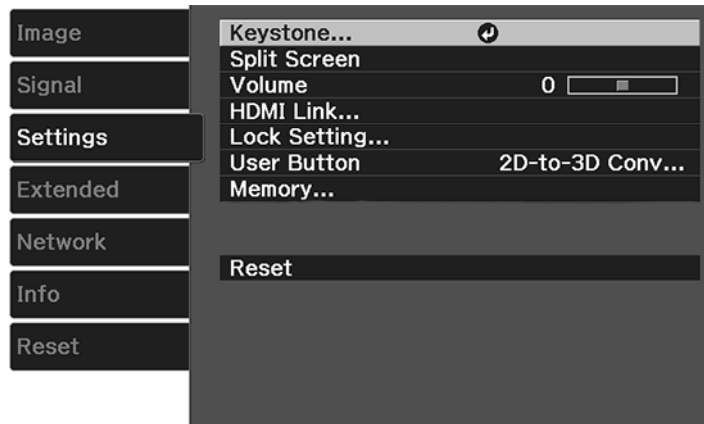
| Setting         | Options   | Description  |
|-----------------|---|--|
| <b>Overscan</b> | <b>Auto</b><br><b>Off</b><br><b>4%</b><br><b>8%</b> | Changes the projected image ratio to make the edges visible by a selectable percentage or automatically  |
| <b>Advanced</b> | <b>HDMI Video Range</b>                             | Sets the video range to match the setting of the device connected to the HDMI input port<br><b>Auto:</b> detects the video range automatically<br><b>Normal:</b> for images from a device other than a computer; can also be selected if the black areas of the image are too bright<br><b>Expanded:</b> for images from a computer; can also be selected if the image is too dark |
|                 | <b>Image Processing</b>                             | Adjusts how images are processed<br><b>Fast:</b> displays images more quickly<br><b>Fine:</b> displays images in higher quality  |

**Note:** If you notice 3D crosstalk when watching 3D images, select **Normal** as the **HDMI Video Range** setting.

**Parent topic:** [Adjusting the Menu Settings](#)

## Projector Feature Settings - Settings Menu

Options on the Settings menu let you customize various projector features.



| Setting                                   | Options                                    | Description   |
|---|--|---|
| <b>Keystone</b>                           | <b>H/V-Keystone</b><br><b>Quick Corner</b> | Adjusts image shape to rectangular (horizontally and vertically)<br><br><b>H/V-Keystone:</b> lets you manually correct horizontal and vertical sides; turn on or off <b>Auto V-Keystone</b> and the <b>H-Keystone Adjuster</b> setting<br><br><b>Quick Corner:</b> select to correct image shape and alignment using an on-screen display |
| <b>Split Screen</b><br>(Home Cinema 2150) | —  | Splits the screen in two and displays images from the HDMI source and the Screen Mirroring source simultaneously  |



| Setting   | Options   | Description   |
|-----------|---|---|
| Volume    | Varying levels available  | Adjusts the volume of the projector's speaker system or external device connected to the <b>Audio Out</b> port  |
| HDMI Link | <b>Device Connections</b><br><b>HDMI Link</b><br><b>Audio Out Device</b><br><b>Power On Link</b><br><b>Power Off Link</b> | Adjusts the HDMI Link options that allow the projector remote to control HDMI-connected devices that support the CEC standard<br><br><b>Device Connections:</b> lists the devices connected to the <b>HDMI 1</b> and <b>HDMI 2</b> ports<br><br><b>HDMI Link:</b> enables or disables the HDMI Link function<br><br><b>Audio Out Device:</b> selects whether to output audio from the internal speakers or a connected audio/video system<br><br><b>Power On Link:</b> controls the projector or a linked device<br><br><ul style="list-style-type: none"> <li>• <b>PJ -&gt; Device</b> or <b>Bidirectional:</b> turns on the linked device when the projector is turned on</li> <li>• <b>Device -&gt; PJ</b> or <b>Bidirectional:</b> turns on the projector when the linked device is turned on</li> </ul> <b>Power Off Link:</b> controls whether linked devices are turned off when the projector is turned off |

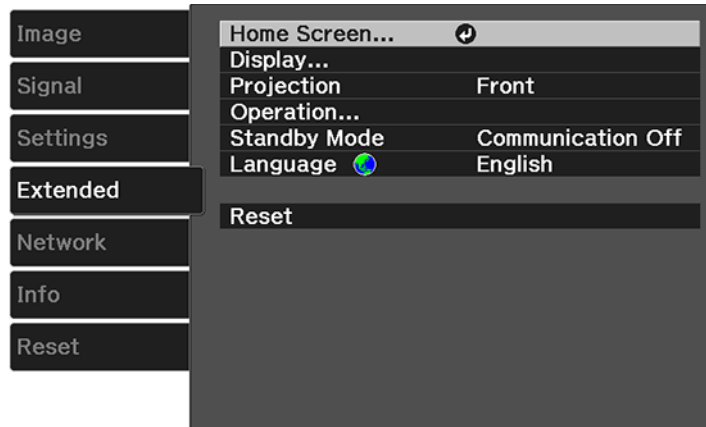
| Setting             | Options   | Description  |
|---------------------|---|--|
| <b>Lock Setting</b> | <b>Child Lock</b><br><b>Control Panel Lock</b>  | Controls projector button locking to secure the projector<br><b>Child Lock:</b> locks the power button<br><b>Control Panel Lock:</b> <ul style="list-style-type: none"> <li>• <b>Full Lock:</b> locks all buttons</li> <li>• <b>Partial Lock:</b> locks all buttons except the power button</li> </ul>   |
| <b>User Button</b>  | <b>Fine/Fast</b><br><b>2D-to-3D Conversion</b><br><b>Power Consumption</b><br><b>Brightness Control</b><br><b>Info</b><br><b>Display the QR Code (Home Cinema 2150)</b> | Assigns a menu option to the <b>User</b> button on the remote control for one-touch access   |
| <b>Memory</b>       | <b>Load Memory</b><br><b>Save Memory</b><br><b>Erase Memory</b><br><b>Rename Memory</b>   | Controls memory functions for current projector settings<br><b>Load Memory:</b> lets you load a saved memory<br><b>Save memory:</b> lets you save current projector settings to memory<br><b>Erase Memory:</b> lets you delete a saved memory<br><b>Rename Memory:</b> lets you rename a saved memory using 9 predetermined name types or up to 12 characters in a customized name |

**Note:** Turning off your input devices will not power down the projector even if you select **On** as the **Power Off Link** setting.

Parent topic: [Adjusting the Menu Settings](#)

## Projector Setup Settings - Extended Menu

Settings on the Extended menu let you customize various projector setup features that control its operation.



| Setting     | Options  | Description   |
|-------------|--|---|
| Home Screen | Home Screen Auto Disp.<br>Custom Function 1<br>Custom Function 2 | Selects various options for the projector's Home screen<br><br><b>Home Screen Auto Disp.:</b> controls whether the Home screen displays automatically when the projector is turned on<br><br><b>Custom Function 1/Custom Function 2:</b> lets you customize the options displayed on the Home screen and save your settings as a preset |

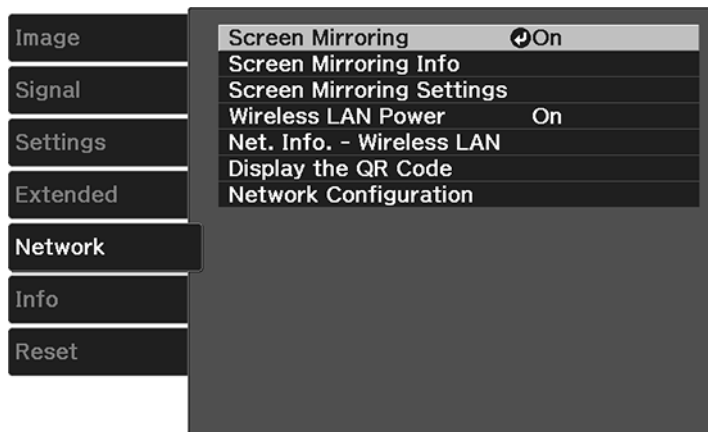
| Setting    | Options  | Description   |
|------------|--|---|
| Display    | <b>Messages</b><br><b>Display Background</b><br><b>Startup Screen</b>      | Selects various display options<br><b>Messages:</b> controls whether messages are displayed on the screen<br><b>Display Background:</b> selects the screen color or logo to display when no signal is received<br><b>Startup Screen:</b> controls whether a special screen appears when the projector starts up |
| Projection | <b>Front</b><br><b>Front/Ceiling</b><br><b>Rear</b><br><b>Rear/Ceiling</b> | Selects the way the projector faces the screen so the image is oriented correctly   |
| Operation  | <b>Direct Power On</b>   | Turns on the projector when you plug it in  |
|            | <b>Sleep Mode</b>  | Automatically places the projector in standby mode after an interval of inactivity  |
|            | <b>Sleep Mode Timer</b>  | Sets the interval for sleep mode (1 to 30 minutes)  |
|            | <b>Illumination</b>  | Turns off the power and status lights on the projector  |
|            | <b>High Altitude Mode</b>  | Regulates the projector's operating temperature at altitudes above 4921 feet (1500 m)   |
|            | <b>Auto Source Search</b>  | Detects the input signal automatically  |

| Setting                                   | Options   | Description   |
|---|---|---|
| <b>Standby Mode</b><br>(Home Cinema 2150) | <b>Communication Off</b><br><b>Communication On</b> | Selects whether or not the projector can be monitored over a network when it is in standby mode   |
| <b>Language</b>                           | Various languages available                         | Selects the language for projector menu and message displays (not changed by <b>Reset</b> option) |

Parent topic: [Adjusting the Menu Settings](#)

## Projector Network Settings - Network Menu

Settings on the Network menu let you view network information and set up the projector for monitoring and control over a network (Home Cinema 2150).



| Setting                 | Options                 | Description                    |
|-------------------------|-------------------------|--------------------------------|
| <b>Screen Mirroring</b> | <b>On</b><br><b>Off</b> | Turns on screen mirroring mode |

| <b>Setting</b>                   | <b>Options</b>   | <b>Description</b>  |
|----------------------------------|--|---|
| <b>Screen Mirroring Info</b>     | <b>Display Name</b><br><b>MAC Address</b><br><b>Region Code</b><br><b>Channel</b><br><b>Connected Device</b>   | Displays screen mirroring status and details  |
| <b>Screen Mirroring Settings</b> | <b>Display Name</b><br><b>Operation Mode</b><br><b>Adjust Image Quality</b><br><b>Extended</b><br><b>Reset</b>   | Configures your screen mirroring settings; only available when <b>Screen Mirroring</b> is <b>On</b>                             |
| <b>Wireless LAN Power</b>        | <b>On</b><br><b>Off</b>  | Turns on wireless LAN mode  |
| <b>Net. Info - Wireless LAN</b>  | <b>Connection mode</b><br><b>Wireless LAN System</b><br><b>Antenna level</b><br><b>Projector Name</b><br><b>SSID</b><br><b>DHCP</b><br><b>IP Address</b><br><b>Subnet Mask</b><br><b>Gateway Address</b><br><b>MAC Address</b><br><b>Region Code</b> | Displays wireless network status and details  |
| <b>Display the QR Code</b>       | —  | Displays network information for the projection in a QR code so you can connect to the projector from the Epson iProjection app |

| Setting                      | Options                           | Description                      |
|------------------------------|-----------------------------------|----------------------------------|
| <b>Network Configuration</b> | Accesses additional network menus | Configures your network settings |

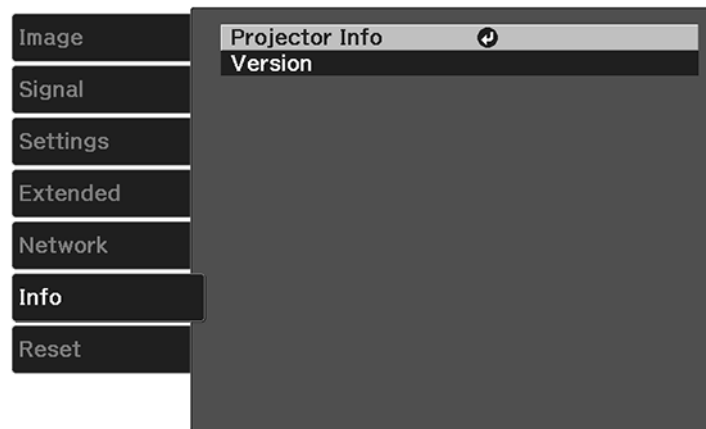
Parent topic: [Adjusting the Menu Settings](#)

**Related tasks**

[Selecting Screen Mirroring Settings](#)

## Projector Information Display - Info Menu

You can display information about the projector and input sources by viewing the Info menu. However, you cannot change any settings in the menu.



Select **Version** to display the projector's firmware version. Select **Projector Info** to display the settings described below.

**Note:** Available settings depend on the current input source. The lamp usage timer does not register any hours until you have used the lamp for at least 10 hours.

| Information item                      | Description   |
|---------------------------------------|---|
| <b>Lamp Hours</b>                     | Displays the number of hours ( <b>H</b> ) the lamp has been used in <b>Normal</b> and <b>ECO</b> Power Consumption modes; if the information is displayed in yellow, obtain a genuine Epson replacement lamp soon |
| <b>Source</b>                         | Displays the name of the port to which the current input source is connected  |
| <b>Input Signal</b>                   | Displays the input signal setting of the current input source   |
| <b>Resolution</b>                     | Displays the resolution of the current input source   |
| <b>Scan Mode</b>                      | Displays the scan mode of the current input source  |
| <b>Refresh Rate</b>                   | Displays the refresh rate of the current input source   |
| <b>3D Format</b>                      | Displays the 3D format of the current input source during 3D projection   |
| <b>Sync Info</b>                      | Displays information that may be needed by a service technician   |
| <b>Color Depth</b>                    | Displays the color depth  |
| <b>Status</b>                         | Displays information about projector problems that may be needed by a service technician  |
| <b>Serial Number</b>                  | Displays the projector's serial number  |
| <b>Event ID</b><br>(Home Cinema 2150) | Displays the Event ID number corresponding to a specific projector problem; see the list of Event ID codes  |

[Event ID Code List](#)

Parent topic: [Adjusting the Menu Settings](#)

## Event ID Code List

If the **Event ID** option on the Info menu displays a code number, check this list of Event ID codes for the solution to the projector problem associated with the code (Home Cinema 2150).



| Event ID code | Cause and solution   |
|---------------|--|
| 0020          | Screen Mirroring communication error occurred. Turn the projector off and then on again, or restart the network software.  |
| 0026          |  |
| 0032          |  |
| 0036          |  |
| 0037          |  |
| 0021          | Screen Mirroring did not start. Turn the projector off and then on again.  |
| 0022          | Unstable Screen Mirroring communication. Check the network communication status, wait a few moments, and try connecting to the network again.  |
| 0027          |  |
| 0028          |  |
| 0029          |  |
| 0030          |  |
| 0031          |  |
| 0035          | Connection failed. If you see the PIN entry screen on your computer, enter the PIN code displayed on the Screen Mirroring standby screen or at the bottom right of the projected image. If this does not solve the problem, restart the projector and connected devices, then check the connection settings. |
| 0023          |  |
| 0024          |  |
| 0025          | Wireless LAN system mismatch. Check the wireless LAN settings for the mobile device and projector, then try connecting again.  |
| 0038          |  |
| 0042          | Connection failed. Delete the recorded projector information on your computer and try connecting again.  |
| 0041          |  |
| 0043          | The video format is not supported. Change the resolution of the mobile device or select a different <b>Adjust Image Quality</b> setting , then try connecting again.   |
| 0432          | The network software did not start. Turn the projector off and then on again.  |
| 0435          |  |
| 0433          | Cannot display the transferred images. Restart the network software.   |

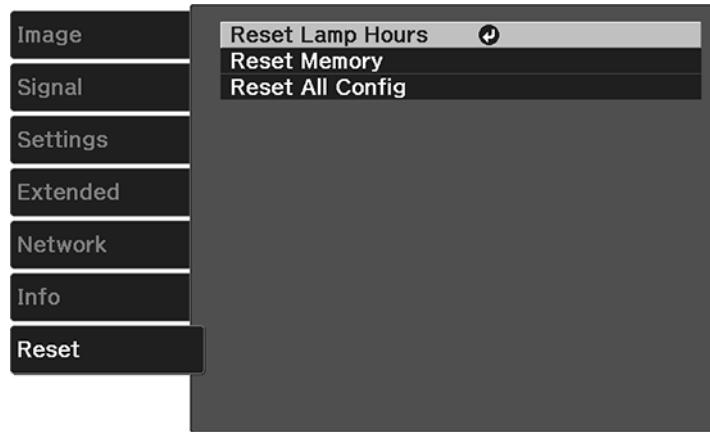
| Event ID code | Cause and solution  |
|---------------|---|
| 0434          | Unstable network communication. Check the network communication status, wait a few moments, and try connecting to the network again                                 |
| 0481          |   |
| 0482          |   |
| 0485          |   |
| 0484          | Communication with computer was disconnected. Restart the network software.   |
| 0483          | The network software quit unexpectedly. Check the network communication status, then turn the projector off and then on again.                                      |
| 04FE          |   |
| 0479          | A projector system error has occurred. Turn the projector off and then on again.  |
| 04FF          |   |
| 0891          | Cannot find an access point with the same SSID. Set your computer, access point, and projector to the same SSID.  |
| 0892          | The WPA/WPA2 authentication type does not match. Make sure the wireless network security settings are correct.  |
| 0894          | Communication with unauthorized access point was disconnected. Contact your network administrator.  |
| 0898          | Failed to acquire DHCP address. Make sure the DHCP server is operating correctly. If you are not using DHCP, turn off the <b>DHCP</b> setting in the Network menus. |
| 0899          | A communication error has occurred. Try restarting the networks software and your projector. If that does not solve the problem, contact Epson for help.            |

Parent topic: [Projector Information Display - Info Menu](#)

## Projector Reset Options - Reset Menu

You can reset most of the projector settings to their default values using the **Reset All** option on the Reset menu.

You can reset the projector's lamp usage timer to zero when you replace the lamp using the **Reset Lamp Hours** option and you can also reset all memory entries using the **Reset Memory** option.



You cannot reset the following settings using the **Reset All** option:

- Language
- Lamp Hours
- Memory settings
- All settings in the Network menu

**Parent topic:** [Adjusting the Menu Settings](#)

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# Maintaining and Transporting the Projector

Follow the instructions in these sections to maintain your projector and transport it from place to place.

[Projector Maintenance](#)

[Transporting the Projector](#)

## Projector Maintenance

Your projector needs little maintenance to keep working at its best.

You may need to clean the lens periodically, and clean the air filter and air vents to prevent the projector from overheating due to blocked ventilation.

The only parts you should replace are the lamp, air filter, and remote control batteries. If any other part needs replacing, contact Epson or an authorized Epson servicer.

**Warning:** Before cleaning any part of the projector, turn it off and unplug the power cord. Never open any cover on the projector, except as specifically explained in this manual. Dangerous electrical voltages in the projector can injure you severely.

**Warning:** Do not try to service this product yourself, except as specifically explained in this manual. Refer all other servicing to qualified servicers.

[Cleaning the Lens](#)

[Cleaning the 3D Glasses](#)

[Cleaning the Projector Case](#)

[Air Filter and Vent Maintenance](#)

[Projector Lamp Maintenance](#)

[Replacing the Remote Control Batteries](#)

**Parent topic:** [Maintaining and Transporting the Projector](#)

**Related references**

[Where to Get Help](#)

## Cleaning the Lens

Clean the projector's lens periodically, or whenever you notice dust or smudges on the surface.

- To remove dust or smudges, gently wipe the lens with lens-cleaning paper.

- To remove stubborn smudges, moisten a soft, lint-free cloth with lens cleaner and gently wipe the lens. Do not spray any liquid directly on the lens.

**Warning:** Do not use a lens cleaner that contains flammable gas. The high heat generated by the projector lamp may cause a fire.

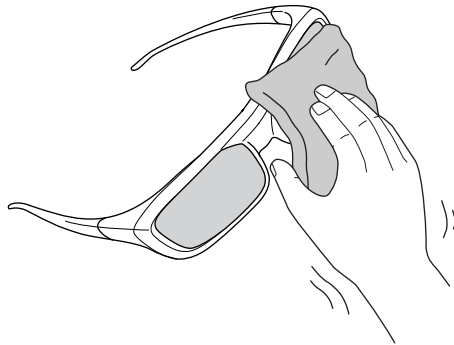
**Caution:** Do not use glass cleaner or any harsh materials to clean the lens and do not subject the lens to any impacts; you may damage it. Do not use canned air, or the gases may leave a residue. Avoid touching the lens with your bare hands to prevent fingerprints on or damage to the lens surface.

Parent topic: [Projector Maintenance](#)

## Cleaning the 3D Glasses

To remove dust, dirt, smudges, or fingerprints from the glasses, use a soft, dry, lint-free cloth.

**Note:** Unplug any charging cables from the glasses before cleaning them.



**Caution:** Do not use paper towels or any other abrasive materials to clean the glasses.

Parent topic: [Projector Maintenance](#)

## Cleaning the Projector Case

Before cleaning the projector case, turn off the projector and unplug the power cord.

- To remove dust or dirt, use a soft, dry, lint-free cloth.

- To remove stubborn dirt, use a soft cloth moistened with water and mild soap. Do not spray liquid directly on the projector.

**Caution:** Do not use wax, alcohol, benzine, paint thinner, or other chemicals to clean the projector case. These can damage the case. Do not use canned air, or the gases may leave a residue.

**Parent topic:** [Projector Maintenance](#)

## **Air Filter and Vent Maintenance**

Regular filter maintenance is important to maintaining your projector. Your Epson projector is designed with an easily accessible, user-replaceable filter to protect your projector and make regular maintenance simple. Filter maintenance intervals will depend on the environment.

If regular maintenance is not performed, your Epson projector will notify you when the temperature inside the projector has reached a high level. Do not wait until this warning appears to maintain your projector filter as prolonged exposure to high temperatures may reduce the life of your projector or lamp.

Damage due to the failure to properly maintain the projector or its filter may not be covered by the projector or lamp Limited Warranties.

[Cleaning the Air Filter and Vents](#)

[Replacing the Air Filter](#)

**Parent topic:** [Projector Maintenance](#)

**Related references**

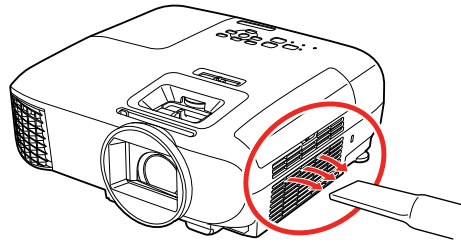
[Projector Light Status](#)

### **Cleaning the Air Filter and Vents**

Clean the projector's air filter or vents if they get dusty, or if you see a message telling you to clean them.

1. Turn off the projector and unplug the power cord.

2. Gently remove the dust using a small vacuum designed for computers or a very soft brush (such as a paintbrush).



**Note:** You can remove the air filter so you can clean both sides of it. Do not rinse the air filter in water, or use any detergent or solvent to clean it.

**Caution:** Do not use canned air. The gases may leave a flammable residue or push dust and debris into the projector's optics or other sensitive areas.

3. If dust is difficult to remove or the air filter is damaged, replace the air filter.

**Parent topic:** [Air Filter and Vent Maintenance](#)

#### **Related tasks**

[Replacing the Air Filter](#)

### **Replacing the Air Filter**

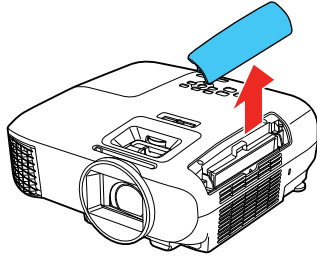
You need to replace the air filter in the following situations:

- After cleaning the air filter, you see a message telling you to clean or replace it
- The air filter is torn or damaged

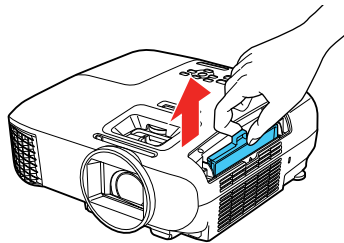
You can replace the air filter while the projector is mounted to the ceiling or placed on a table.

1. Turn off the projector and unplug the power cord.

- Carefully open the air filter cover.

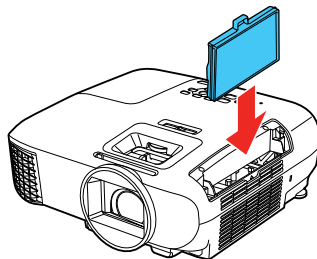


- Pull the air filter out of the projector.



**Note:** Air filters contain ABS resin and polyurethane foam. Dispose of used air filters according to local regulations.

- Place the new air filter in the projector as shown and push gently until it clicks into place.



- Close the air filter cover.



**Parent topic:** [Air Filter and Vent Maintenance](#)

## Projector Lamp Maintenance

The projector keeps track of the number of hours the lamp is used and displays this information in the projector's menu system.

Replace the lamp as soon as possible when the following occurs:

- The projected image gets darker or starts to deteriorate
- A message appears when you turn on the projector telling you to replace the lamp
- The projector's Lamp light is flashing orange and its power light is flashing blue

[Replacing the Lamp](#)

[Resetting the Lamp Timer](#)

**Parent topic:** [Projector Maintenance](#)

### Related references

[Optional Equipment and Replacement Parts](#)

[Projector Information Display - Info Menu](#)

[Projector Lamp Specifications](#)

## Replacing the Lamp

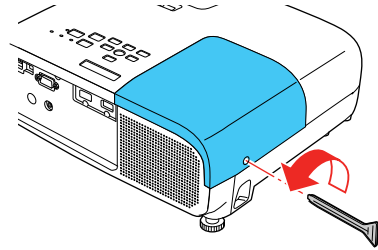
Before you replace the lamp, let the projector cool down for at least one hour so the lamp will not be hot.

**Warning:** Let the lamp fully cool before replacing it to avoid injury.

You can replace the lamp while the projector is mounted to the ceiling, if necessary.

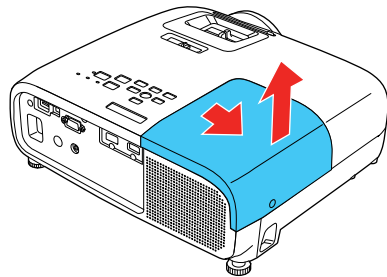
1. Turn off the projector and unplug the power cord.
2. Allow the projector lamp to cool down for at least one hour.

3. Use the screwdriver included with the replacement lamp to loosen the screw securing the lamp cover.

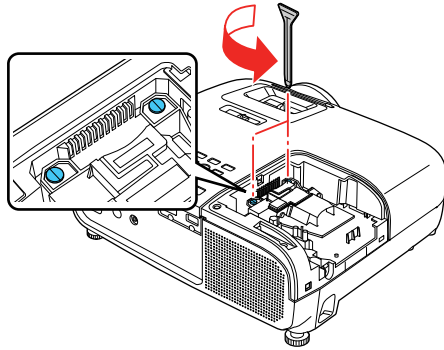


**Warning:** If the lamp is broken, glass fragments may be loose inside the lamp chamber. Be careful removing any broken glass to avoid injury. If the projector is installed on the ceiling, stand to the side of the lamp cover and not underneath it; pieces of glass could fall into your eyes or mouth when you open the lamp cover.

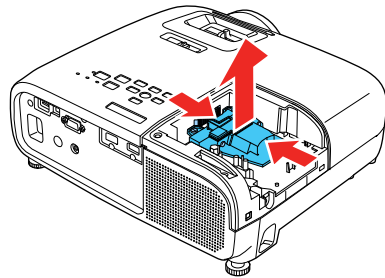
4. Slide the lamp cover out and lift it off.



5. Loosen the screws securing the lamp to the projector. The screws do not come all the way out.

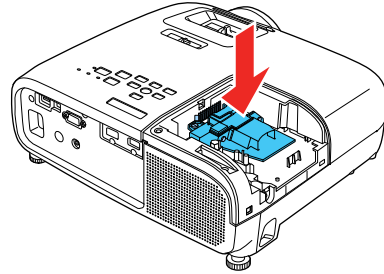


6. Grasp the raised section of the lamp and gently pull the lamp out of the projector.



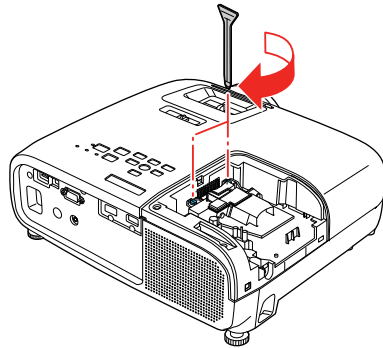
**Note:** (Hg) The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

7. Gently insert the new lamp into the projector. If it does not fit easily, make sure it is facing the right way.



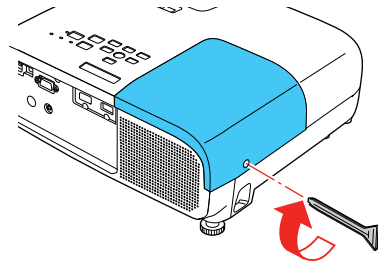
**Caution:** Do not touch any glass on the lamp assembly to avoid premature lamp failure.

8. Push in the lamp firmly and tighten the screws to secure it.



**Caution:** Do not over-tighten the screws.

9. Replace the lamp cover and tighten the screw to secure it.



**Note:** Be sure the lamp cover is securely installed or the lamp will not come on.

Reset the lamp timer to zero to keep track of the new lamp's usage.

**Parent topic:** [Projector Lamp Maintenance](#)

**Related tasks**

[Resetting the Lamp Timer](#)

### **Resetting the Lamp Timer**

You must reset the lamp timer after replacing the projector's lamp to clear the lamp replacement message and to keep track of lamp usage correctly.

**Note:** Do not reset the lamp timer if you have not replaced the lamp to avoid inaccurate lamp usage information.

1. Turn on the projector.
2. Press the **Menu** button.

3. Select the **Reset** menu and press **Enter**.



4. Select **Reset Lamp Hours** and press **Enter**.  
You see a prompt asking if you want to reset the lamp hours.
5. Select **Yes** and press **Enter**.
6. Press **Menu** or **Esc** to exit the menus.

**Parent topic:** [Projector Lamp Maintenance](#)

#### **Related tasks**

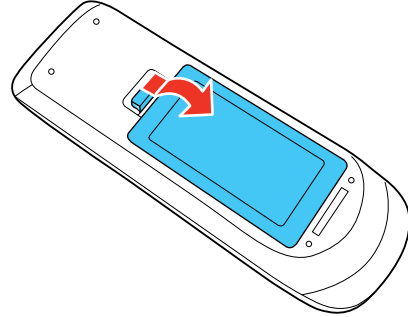
[Replacing the Lamp](#)

## **Replacing the Remote Control Batteries**

The remote control uses two AA manganese or alkaline batteries. Replace the batteries as soon as they run out.

**Caution:** Use only the type of batteries specified in this manual. Do not install batteries of different types, or mix new and old batteries.

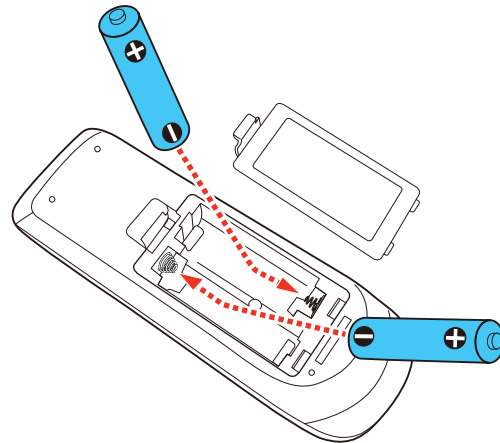
1. Remove the battery cover as shown.



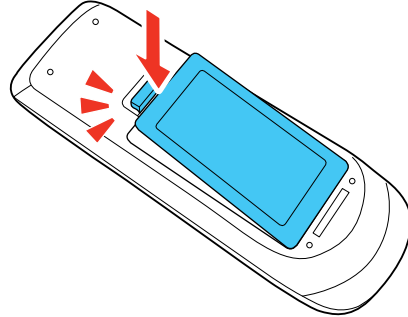
2. Remove the old batteries.

**Warning:** If the battery fluid has leaked, wipe it away with a soft cloth and avoid getting the fluid on your hands. If it gets on your hands, wash them immediately to avoid injury.

3. Insert the batteries with the + and – ends facing as shown.



4. Replace the battery cover and press it down until it clicks into place.



**Warning:** Dispose of used batteries according to local regulations. Do not expose batteries to heat or flame. Keep batteries out of the reach of children; they are choking hazards and are very dangerous if swallowed.

**Parent topic:** [Projector Maintenance](#)

**Related references**

[Remote Control Specifications](#)

## Transporting the Projector

The projector contains precision parts, some of which are glass. Follow these guidelines to transport, ship, or store the projector safely:

- Remove any equipment connected to the projector.
- When transporting the projector a long distance or as checked luggage, pack it in a firm box with cushioning around it and mark the box "Fragile."
- When shipping the projector for repairs, place it in its original packing materials, if possible, or use equivalent materials with cushioning around the projector. Mark the box "Fragile."

**Note:** Epson shall not be liable for any damages incurred during transportation.

**Parent topic:** [Maintaining and Transporting the Projector](#)



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# Solving Problems

Check the solutions in these sections if you have any problems using the projector.

[Projection Problem Tips](#)

[Projector Light Status](#)

[Solving Image or Sound Problems](#)

[Solving Projector or Remote Control Operation Problems](#)

[Solving Network Problems](#)

[Where to Get Help](#)

## Projection Problem Tips

If the projector is not working properly, try turning it off and unplugging it. Then plug it back in and turn it on.

If this does not solve the problem, check the following:

- The lights on the projector may indicate what the problem is.
- The solutions in this manual can help you solve many problems.

If none of these solutions help, you can contact Epson for technical support.

**Parent topic:** [Solving Problems](#)

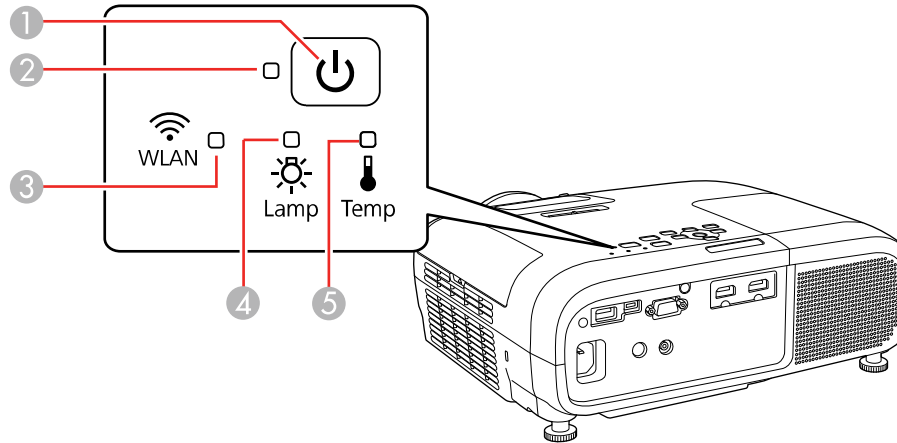
### Related references

[Projector Light Status](#)

[Where to Get Help](#)

## Projector Light Status

The lights on the projector indicate the projector status and let you know when a problem occurs. Check the status and color of the lights and look for a solution in the table here.



- 1 Power light
- 2 Status light
- 3 **WLAN** (wireless LAN) light; non-functional for Home Cinema 2100
- 4 **Lamp** light
- 5 **Temp** (temperature) light

### Power, Status, Lamp, and Temp Lights

| Power light | Status light  | Lamp light | Temp light | Status and solution                      |
|-------------|---------------|------------|------------|--|
| Blue        | Blue          | Off        | Off        | Normal operation                         |
| Blue        | Flashing blue | Off        | Off        | Warming up or cooling down               |
| Blue        | Off           | Off        | Off        | Standby (Home Cinema 2100) or sleep mode |

| Power light   | Status light  | Lamp light      | Temp light      | Status and solution   |
|---------------|---------------|-----------------|-----------------|---|
| Flashing blue | Varies        | Off             | Flashing orange | Projector is too hot <ul style="list-style-type: none"> <li>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects</li> <li>• Clean or replace the air filter</li> <li>• Make sure the environmental temperature is not too hot</li> </ul> |
| Flashing blue | Varies        | Flashing orange | Off             | Replace the lamp soon to avoid damage; do not continue using the projector  |
| Off           | Flashing blue | Flashing orange | Off             | Internal projector error; turn the projector off, unplug it, and contact Epson for help   |
| Off           | Flashing blue | Off             | Flashing orange | A fan or sensor has a problem; turn the projector off, unplug it, and contact Epson for help  |
| Off           | Flashing blue | Flashing orange | Flashing orange | Auto Iris error; turn the projector off, unplug it, and contact Epson for help  |
| Off           | Flashing blue | Orange          | Orange          | Power error; turn the projector off, unplug it, and contact Epson for help  |

| Power light | Status light  | Lamp light | Temp light | Status and solution  |
|-------------|---------------|------------|------------|--|
| Off         | Flashing blue | Orange     | Off        | <p>Lamp or lamp cover has a problem</p> <ul style="list-style-type: none"> <li>• Check to see if the lamp is burned out, broken, or installed incorrectly; reseal or replace the lamp as necessary</li> <li>• Check that the lamp cover is installed correctly</li> <li>• Clean or replace the air filter</li> <li>• If operating the projector at high altitude, turn on <b>High Altitude Mode</b></li> <li>• If the problem persists, unplug the projector and contact Epson for help</li> </ul>             |
| Off         | Flashing blue | Off        | Orange     | <p>Projector has overheated and turned off; leave it turned off to cool down for about five minutes, then do the following:</p> <ul style="list-style-type: none"> <li>• Make sure that the vents and air filter are not clogged with dust or obstructed by nearby objects</li> <li>• Clean or replace the air filter</li> <li>• If operating the projector at high altitude, turn on <b>High Altitude Mode</b></li> <li>• If the problem persists, unplug the projector and contact Epson for help</li> </ul> |

#### WLAN Light (Home Cinema 2150)

| WLAN light | Status and solution       |
|------------|---------------------------|
| Blue       | Wireless LAN is available |

| WLAN light            | Status and solution   |
|-----------------------|---|
| Flashing blue quickly | Connecting to a device  |
| Flashing blue slowly  | Wireless LAN error; turn the <b>Wireless LAN Power</b> setting off and then on again        |
| Off                   | Wireless LAN is not available; make sure the <b>Wireless LAN Power</b> setting is turned on |

**Note:** If the lights display a pattern not listed in the table above, turn the projector off, unplug it, and contact Epson for help.

**Parent topic:** [Solving Problems](#)

## Solving Image or Sound Problems

Check the solutions in these sections if you have any problems with projected images or sound.

[Solutions When No Image Appears](#)

[Solutions When "No Signal" Message Appears](#)

[Solutions When "Not Supported" Message Appears](#)

[Solutions When Only a Partial Image Appears](#)

[Solutions When the Image is Not Rectangular](#)

[Solutions When the Image Contains Noise or Static](#)

[Solutions When the Image is Fuzzy or Blurry](#)

[Solutions When the Image Brightness or Colors are Incorrect](#)

[Solutions When a 3D Image Does Not Display Correctly](#)

[Solutions to Sound Problems](#)

**Parent topic:** [Solving Problems](#)

### Solutions When No Image Appears

If no image appears, try the following solutions:

- Make sure the lens cover is open all the way.
- Press the **A/V Mute** button on the remote control to see if the image was temporarily turned off.
- Make sure all necessary cables are securely connected and the power is on for the projector and connected video sources.

- Press the projector's power button to wake it from standby or sleep mode. Also see if your connected computer is in sleep mode or displaying a blank screen saver.
- Press the **Menu** button. If the projector menu is able to display, there may be a problem with the connected video source, cable connection, or port.
- Check the settings on the Signal menu to make sure they are correct for the current video source.
- Adjust the **Brightness** setting or select the **Normal** Power Consumption setting.
- Check the **Display** setting to make sure **Messages** is set to **On**.
- If the projector does not respond when you press the control panel buttons, the buttons may be locked. Unlock the buttons. Press and hold the **Enter** button for 5 to 10 seconds or use the remote control.
- For images projected with Windows Media Center, reduce the screen size from full screen mode.
- For images projected from applications using Windows DirectX, turn off DirectX functions.
- If the other solutions do not solve the problem, reset all of the projector settings using the options on the **Reset** menu.
- The projector may not be able to project copyrighted videos that you play back on a computer. For details, see the manual supplied with your computer.

**Parent topic:** [Solving Image or Sound Problems](#)

#### **Related references**

[Image Quality Settings - Image Menu](#)

[Projector Setup Settings - Extended Menu](#)

## **Solutions When "No Signal" Message Appears**

If the "No Signal" message appears, try the following solutions:

- Press the **Source** button on the projector repeatedly to cycle through the available sources. Wait a few seconds for an image to appear.
- Turn on the connected computer or video source, and press its play button to begin your presentation, if necessary.
- Check the connection from the projector to your video sources.
- If you are projecting from a laptop computer, make sure it is set up to display on an external monitor.
- If necessary, turn the projector and the connected computer or video source off and then on again.
- If the other solutions do not solve the problem, reset all of the projector settings using the options on the **Reset** menu.

[Displaying From a PC Laptop](#)

[Displaying From a Mac Laptop](#)

**Parent topic:** [Solving Image or Sound Problems](#)

**Related concepts**

[Projector Connections](#)

### Displaying From a PC Laptop

If you see the "No Signal" message when you display from a PC laptop, you need to set up the laptop to display on an external monitor.

1. Hold down the laptop's **Fn** key and press the key labeled with a monitor icon or **CRT/LCD**. (See your laptop manual for details.) Wait a few seconds for an image to appear. To display on both the laptop's monitor and the projector, try pressing the same keys again.

**Note:** On Windows 7 or later, hold down the Windows key and press **P** at the same time, then click **Duplicate**.

2. If the same image is not displayed by the laptop and projector, check the Windows **Display** utility to make sure the external monitor port is enabled and extended desktop mode is disabled. (See your computer or Windows manual for instructions.)
3. If necessary, check your video card settings and set the multiple display option to **Mirror** or **Duplicate**.

**Parent topic:** [Solutions When "No Signal" Message Appears](#)

### Displaying From a Mac Laptop

If you see the "No Signal" message when you display from a Mac laptop, you need to set up the laptop for mirrored display. (See your laptop manual for details.)

1. Open the **System Preferences** utility and select **Displays**, **Display**, or **Color LCD**.
2. Click the **Arrange** or **Arrangement** tab.
3. Select the **Mirror Displays** checkbox.

**Parent topic:** [Solutions When "No Signal" Message Appears](#)

## Solutions When "Not Supported" Message Appears

If the "Not Supported" message appears, try the following solutions:

- Make sure the computer's display resolution does not exceed the projector's resolution and frequency limit. If necessary, select a different display resolution for your computer. (See your computer manual for details.)
- As a test, try setting the computer's display resolution to the lowest possible setting, and then gradually increase it as necessary.
- Check the input resolution under **Projector Info** in the **Info** menu and make sure that the projector supports that resolution.

**Parent topic:** [Solving Image or Sound Problems](#)

### Related references

[Projector Setup Settings - Extended Menu](#)

[Supported Video Display Formats](#)

## Solutions When Only a Partial Image Appears

If only a partial computer image appears, try the following solutions:

- Try adjusting the image position using the **Position** menu setting.
- Select a different image aspect ratio in the Signal menu.
- Check the cables connecting the computer or video source to the projector. Try connecting different cables.
- Check your computer display settings to disable dual display and set the resolution within the projector's limits. (See your computer manual for details.)
- Check the resolution assigned to your presentation files to see if they are created for a different resolution than you are projecting in. (See your software help for details.)
- Make sure you selected the correct **Projection** setting.
- If you are viewing a 3D image, make sure you selected the correct 3D format.

**Parent topic:** [Solving Image or Sound Problems](#)

### Related references

[Input Signal Settings - Signal Menu](#)

[Supported Video Display Formats](#)



## Solutions When the Image is Not Rectangular

If the projected image is not evenly rectangular, try the following solutions:

- Turn on automatic keystone adjustments using the projector's menus.
- Place the projector directly in front of the center of the screen, facing it squarely, if possible.
- If you adjusted the projector height using the projector feet, press the keystone buttons on the projector to adjust the image shape.
- Adjust the position of the projector's horizontal keystone slider.
- Adjust the **Quick Corner** setting to correct the image shape.

**Parent topic:** [Solving Image or Sound Problems](#)

### Related concepts

[Image Shape](#)

### Related references

[Projector Feature Settings - Settings Menu](#)

## Solutions When the Image Contains Noise or Static

If the projected image seems to contain electronic interference (noise) or static, try the following solutions:

- Check the cables connecting your computer or video source to the projector. They should be:
  - Separated from the power cord to prevent interference
  - Securely connected at both ends
  - Not connected to an extension cable
  - No longer than 10 feet (3 m) for VGA/computer cables or 24 feet (7.3 m) for HDMI cables
- Check the settings on the projector's Signal menu to make sure they match the video source. If available for your video source, adjust the **Noise Reduction** setting.
- Select a computer video resolution and refresh rate that are compatible with the projector.
- If you are projecting from a computer using a VGA cable, press the **Auto** button on the remote control to automatically adjust the tracking and sync. If the problem remains, display a uniformly patterned image on the screen and manually adjust the **Tracking** and **Sync** settings.
- If you connected an extension power cable, try projecting without it to see if it caused interference in the signal.

**Parent topic:** [Solving Image or Sound Problems](#)

### Related references

[Image Quality Settings - Image Menu](#)

[Input Signal Settings - Signal Menu](#)

[Supported Video Display Formats](#)

## Solutions When the Image is Fuzzy or Blurry

If the projected image is fuzzy or blurry, try the following solutions:

- Adjust the image focus.
- Clean the projector lens.

**Note:** To avoid condensation on the lens after bringing the projector in from a cold environment, let the projector warm up to room temperature before using it.

- Position the projector close enough to the screen.
- Position the projector so the keystone adjustment angle is not so wide that it distorts the image.
- Turn on automatic keystone adjustment in the projector's menus.
- Adjust the **Sharpness** setting to improve image quality.
- If you are projecting from a computer, press the **Auto** button on the remote control to automatically adjust the tracking and sync. If any bands or overall blurriness remain, display a uniformly patterned image on the screen and manually adjust the **Tracking** and **Sync** settings.
- If you are projecting from a computer, try using a lower resolution or try to match the projector's native resolution.

**Parent topic:** [Solving Image or Sound Problems](#)

### Related references

[Projection Distance](#)

[Image Quality Settings - Image Menu](#)

[General Projector Specifications](#)

### Related tasks

[Cleaning the Lens](#)

[Focusing the Image Using the Focus Slider](#)

## Solutions When the Image Brightness or Colors are Incorrect

If the projected image is too dark or light, or the colors are incorrect, try the following solutions:

- Press the **Color Mode** button on the remote control to try different color modes for the image and environment.
- Check your video source settings.
- Adjust the available settings on the Image menu for the current input source, such as **Brightness**, **Contrast**, **Tint**, **Advanced**, and **Color Saturation**.
- Make sure all the cables are securely connected to the projector and your video device. If you connected long cables, try connecting shorter cables.
- If you are using the **ECO** Power Consumption setting, try selecting **Normal** in the projector's menus.
- Position the projector close enough to the screen.
- If the image has been progressively darkening, you may need to replace the projector lamp soon.
- If the above solutions do not correct your image, try resetting all of the projector's settings using the Reset menu.

**Parent topic:** [Solving Image or Sound Problems](#)

### Related references

[Projector Lamp Specifications](#)

[Image Quality Settings - Image Menu](#)

[Projector Setup Settings - Extended Menu](#)

## Solutions When a 3D Image Does Not Display Correctly

If a 3D image does not display correctly, try the following solutions:

- Make sure the **3D Display** setting on the Signal menu is set to **Auto** or **3D**.
- Make sure your video device and media are both 3D-compatible. Refer to the documentation that came with your video device for more information.
- Make sure you are using an HDMI cable that supports 3D signals.
- Make sure you selected the correct **3D Format** setting on the Signal menu. Normally this should be set to **Auto**, but in some cases you may need to select a different setting to match the 3D signal from your video device.
- Make sure you are using RF 3D active shutter glasses. You can purchase them from Epson.

- Make sure your 3D glasses are turned on and fully charged. If the glasses have entered standby mode, slide the power switch on the glasses to the **Off** position and then back to the **On** position.
- Make sure your 3D glasses are paired with the projector.
- Adjust the **3D Depth** setting on the Signal menu.
- Make sure you are within the 3D viewing range.
- If you see 3D crosstalk, make sure the **HDMI Video Range** setting in the Image menu is set to **Auto** or **Normal**.
- Avoid using the projector near wireless networks, microwave ovens, 2.4 GHz cordless phones, or other devices that use the 2.4 GHz frequency band. These devices can interfere with the signal between the projector and the 3D glasses.
- If the other solutions do not solve the problem, change the **Inverse 3D Glasses** setting on the Signal menu. Return the setting to its original value if changing it does not solve the problem as it can adversely affect the 3D image.

**Parent topic:** [Solving Image or Sound Problems](#)

#### **Related references**

[Projector Feature Settings - Settings Menu](#)

[Optional Equipment and Replacement Parts](#)

#### **Related tasks**

[Cleaning the 3D Glasses](#)

[Viewing 3D Images](#)

## **Solutions to Sound Problems**

If there is no sound when you expect it or the volume is too low or high, try the following solutions:

- Adjust the projector's volume settings.
- Press the **A/V Mute** or **Mute** button on the remote control to resume video and audio if they were temporarily stopped.
- Press the **Source** button on the projector or a source button on the remote control to switch to the correct input source, if necessary.
- Check your computer or video source to make sure the volume is turned up and the audio output is set for the correct source.
- Check the audio cable connections between the projector and your video source.
- If you do not hear sound from an HDMI source, set the connected device to PCM output.

- Make sure any connected audio cables are labeled "No Resistance".
- If you connected an audio device to the projector's **Audio Out** port, the internal speaker is disabled. However, you can still control the volume level via the remote control.
- If you turn the projector on immediately after turning it off, the cooling fans may run at high speed momentarily and cause an unexpected noise. This is normal.

**Parent topic:** [Solving Image or Sound Problems](#)

**Related concepts**

[Projector Connections](#)

**Related tasks**

[Controlling the Volume with the Volume Buttons](#)

## Solving Projector or Remote Control Operation Problems

Check the solutions in these sections if you have problems operating the projector or remote control.

[Solutions to Projector Power or Shut-Off Problems](#)

[Solutions to Problems with the Remote Control](#)

**Parent topic:** [Solving Problems](#)

### Solutions to Projector Power or Shut-Off Problems

If the projector does not come on when you press the power button or it shuts off unexpectedly, try the following solutions:

- Make sure the power cord is securely connected to the projector and to a working electrical outlet.
- The projector's buttons may be locked for security. Unlock the buttons or use the remote control to turn on the projector.
- If the projector's lamp shuts off unexpectedly, it may have entered standby mode after a period of inactivity. Press the power button to wake the projector and adjust the **Sleep Mode Timer** setting to change the sleep interval.
- If the power button on the remote control does not turn on the projector, check its batteries and make sure the **Remote Receiver** setting is turned on in the projector's menu, if available.
- The power cord may be defective. Try another power cord. If that doesn't work, disconnect the cord and contact Epson.

**Parent topic:** [Solving Projector or Remote Control Operation Problems](#)

**Related references**

[Projector Light Status](#)

[Projector Feature Settings - Settings Menu](#)

[Where to Get Help](#)

**Related tasks**

[Unlocking the Projector's Buttons](#)

[Replacing the Remote Control Batteries](#)

## Solutions to Problems with the Remote Control

If the projector does not respond to remote control commands, try the following solutions:

- Check that the remote control batteries are installed correctly and have power. If necessary, replace the batteries.
- Make sure you are operating the remote control within the reception angle and range of the projector.
- Make sure the projector is not warming up or shutting down.
- Check to see if a button on the remote control is stuck down, causing it to enter sleep mode. Release the button to wake the remote control up.
- Strong fluorescent lighting, direct sunlight, or infrared device signals may be interfering with the projector's remote receivers. Dim the lights or move the projector away from the sun or interfering equipment.
- If available, turn off one of the remote receivers in the projector's menu system, or check if all the remote receivers were turned off.
- If you lose the remote control, you can purchase another from an authorized Epson reseller.

**Parent topic:** [Solving Projector or Remote Control Operation Problems](#)

**Related references**

[Optional Equipment and Replacement Parts](#)

[Remote Control Operation](#)

[Projector Feature Settings - Settings Menu](#)

**Related tasks**

[Replacing the Remote Control Batteries](#)

## Solving Network Problems

Check the solutions in these sections if you have problems using the projector on a network (Home Cinema 2150).

[Solutions When Wireless Authentication Fails](#)

[Solutions When You Cannot Connect Using Screen Mirroring](#)

[Solutions When the Image Contains Static During Network Projection](#)

**Parent topic:** [Solving Problems](#)

### Solutions When Wireless Authentication Fails

If you cannot authenticate a wireless connection, try the following solutions (Home Cinema 2150):

- Make sure the **Wireless LAN Power** setting is set to **On**.
- Check the Security settings and passphrase in the Network Configuration menu.
- Check the Event ID number displayed in the Info menu and check the link below to identify the problem.

**Parent topic:** [Solving Network Problems](#)

#### Related references

[Projector Network Settings - Network Menu](#)

#### Related tasks

[Selecting Wireless Network Settings Manually](#)

### Solutions When You Cannot Connect Using Screen Mirroring

If you are unable to connect to the projector using Screen Mirroring (Home Cinema 2150), try the following solutions:

- Select **On** as the **Screen Mirroring** setting in the projector's Network menu.
- Make sure the **Operation Mode** and **Channel** settings are correct for your mobile environment and try connecting again.
- Make sure the mobile device settings are correct.
- You may not be able to connect immediately after disconnecting from the projector. Wait a while and try connecting again.
- Restart the mobile device.

- If you have previously connected to the projector using Screen Mirroring, the device may have saved the previous connection information. Delete the saved information and connect to the projector from the list of available devices.

**Parent topic:** [Solving Network Problems](#)

**Related concepts**

[Wireless Network Projection from a Mobile Device or Windows Computer \(Screen Mirroring\)](#)

**Related references**

[Projector Network Settings - Network Menu](#)

[Projector Setup Settings - Extended Menu](#)

## Solutions When the Image Contains Static During Network Projection

If the projected image contains static during network projection, try the following solutions:

- Check for any obstacles between the access point, the computer, the mobile device, and the projector. If necessary, change their positions to improve communication. Also, make sure that they are not too far apart. Move them closer together and try to connect again.
- If the wireless connection is slow or your projected image contains noise, check for interference from other equipment, such as a Bluetooth device or microwave. Move the interfering device farther away or expand your wireless bandwidth.
- If the connection speed declines, reduce the number of connected devices.

**Parent topic:** [Solving Network Problems](#)

## Where to Get Help

If you need to contact Epson for technical support services, use the following support options.

**Internet Support**

Visit Epson's support website at [epson.com/support](http://epson.com/support) (U.S.), [epson.ca/support](http://epson.ca/support) (Canada), or [epson.com.jm/support](http://epson.com.jm/support) (Caribbean) and select your product for solutions to common problems with your projector. You can download utilities and documentation, get FAQs and troubleshooting advice, or e-mail Epson with your questions.

**Speak to a Support Representative**

To use the Epson PrivateLine Support service, call (800) 637-7661. This service is available for the duration of your warranty period. You may also speak with a projector support specialist by dialing (562) 276-4394 (U.S.) or (905) 709-3839 (Canada).



Support hours are 6 AM to 8 PM, Pacific Time, Monday through Friday and 7 AM to 4 PM, Pacific Time, Saturday.

Days and hours of support are subject to change without notice. Toll or long distance charges may apply.

Before you call, have the following information ready:

- Product name
- Product serial number (located on the bottom or rear of the projector, or in the menu system)
- Proof of purchase (such as a store receipt) and date of purchase
- Computer or video configuration
- Description of the problem

### **Purchase Supplies and Accessories**

You can purchase screens, other optional accessories, and replacement parts from an Epson authorized reseller. To find the nearest reseller, call 800-GO-EPSON (800-463-7766) in the U.S. or 800-807-7766 in Canada. Or you can purchase online at [epsonstore.com](http://epsonstore.com) (U.S. sales) or [epsonstore.ca](http://epsonstore.ca) (Canadian sales).

To purchase a replacement remote control, call (562) 276-4394 (U.S.) or (905) 709-3839 (for dealer referral in Canada).

**Parent topic:** [Solving Problems](#)

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# Technical Specifications

These sections list the technical specifications of your projector.

[General Projector Specifications](#)

[Projector Lamp Specifications](#)

[Remote Control Specifications](#)

[Projector Dimension Specifications](#)

[Projector Electrical Specifications](#)

[Projector Environmental Specifications](#)

[Projector Safety and Approvals Specifications](#)

[Supported Video Display Formats](#)

## General Projector Specifications

|                           |   |
|---------------------------|---|
| <b>Type of display</b>    | Poly-silicon TFT active matrix  |
| <b>Resolution</b>         | 1920 × 1080 pixels (1080p)  |
| <b>Lens</b>               | F=1.51 to 1.99<br>Focal length: 18.2 to 29.2 mm   |
| <b>Color reproduction</b> | Up to 1 billion   |
| <b>Brightness</b>         | Normal Power Consumption mode:<br>White light output 2500 lumens (ISO 21118 standard)<br>Color light output 2500 lumens<br>ECO Power Consumption mode:<br>White light output 1650 lumens (ISO 21118 standard) |

**Note:** Color brightness (color light output) and white brightness (white light output) will vary depending on usage conditions. Color light output measured in accordance with IDMS 15.4; white light output measured in accordance with ISO 21118.

|  |  |
|--|--|
| <b>Contrast ratio</b>                                  | <b>Home Cinema 2100:</b><br>35000:1 with Auto Iris on, Dynamic Color Mode, Normal Power Consumption mode, and Wide zoom mode<br><b>Home Cinema 2150:</b><br>60000:1 with Auto Iris on, Dynamic Color Mode, Normal Power Consumption mode, and Wide zoom mode |
| <b>Image size</b><br>(in native aspect ratio)          | 30 inches (0.76 m) to 300 inches (7.62 m)  |
| <b>Projection distance</b><br>(in native aspect ratio) | 34.3 inches (0.87 m) to 570.9 inches (14.5 m)  |
| <b>Projection methods</b>                              | Front, rear, ceiling-mounted   |
| <b>Optical aspect ratio</b><br>(width-to-height)       | 16:9   |
| <b>Focus adjustment</b>                                | Manual   |
| <b>Zoom adjustment</b>                                 | Manual   |
| <b>Zoom ratio</b><br>(Tele-to-Wide)                    | 1.0 to 1.6   |
| <b>Internal sound system</b>                           | 10 W monaural  |
| <b>Noise level</b>                                     | 37 dB (Normal Power Consumption mode)<br>27 dB (ECO Power Consumption mode)  |
| <b>Keystone correction angle</b>                       | Vertical: ± 30° (manual and using Auto Keystone)<br>Horizontal: ± 30° (manual)   |
| <b>USB Type A port compatibility</b>                   | One USB 2.0 compliant port for USB device input  |

Parent topic: [Technical Specifications](#)

## Projector Lamp Specifications

|                          |                             |
|--------------------------|-----------------------------|
| <b>Type</b>              | UHE (Ultra High Efficiency) |
| <b>Power consumption</b> | 200 W                       |

|                  |   |
|------------------|---|
| <b>Lamp life</b> | Normal Power Consumption mode:<br>Up to about 4500 hours<br>ECO Power Consumption mode:<br>Up to about 7500 hours |
|------------------|---|

**Note:** Turn off this product when not in use to prolong the life of the projector. Lamp life will vary depending upon mode selected, environmental conditions, and usage. Brightness decreases over time.

Parent topic: [Technical Specifications](#)

## Remote Control Specifications

|                        |                              |
|------------------------|------------------------------|
| <b>Reception range</b> | 19.7 feet (6 m)              |
| <b>Batteries</b>       | Two alkaline or manganese AA |

Parent topic: [Technical Specifications](#)

## Projector Dimension Specifications

|                                |   |
|--------------------------------|---|
| <b>Height</b> (excluding feet) | 4.2 inches (107 mm)   |
| <b>Width</b>                   | 12.1 inches (309 mm)  |
| <b>Depth</b>                   | 10.9 inches (278 mm)  |
| <b>Weight</b>                  | <b>Home Cinema 2100:</b><br>7.5 lb (3.4 kg)<br><b>Home Cinema 2150 :</b><br>7.7 lb (3.5 kg) |

Parent topic: [Technical Specifications](#)

## Projector Electrical Specifications

|                        |          |
|------------------------|----------|
| <b>Rated frequency</b> | 50/60 Hz |
|------------------------|----------|

|  |  |
|--|--|
| <b>Power supply</b>                        | 100 to 240 V AC $\pm$ 10%<br>3.2 to 1.4 A  |
| <b>Power consumption</b><br>(100 to 120 V) | Operating:<br>Normal Power Consumption mode: 312 W<br>ECO Power Consumption mode: 237 W<br>Standby mode (Home Cinema 2150): 2.0 W<br>Sleep mode: 0.2 |
| <b>Power consumption</b><br>(220 to 240 V) | Operating:<br>Normal Power Consumption mode: 296 W<br>ECO Power Consumption mode: 227 W<br>Standby mode (Home Cinema 2150): 2.0 W<br>Sleep mode: 0.2 |

Parent topic: [Technical Specifications](#)

## Projector Environmental Specifications

|  |  |
|--|--|
| <b>Temperature</b>                         | Operating:<br>Up to 7500 ft (2286 m): 41 to 95 °F (5 to 35 °C)<br>7500 ft (2286 m) to 9843 ft (3000 m): 41 to 86 °F (5 to 30 °C)<br>Storage: 14 to 140 °F (–10 to 60 °C) |
| <b>Humidity</b> (relative, non-condensing) | Operating: 20 to 80%<br>Storage: 10 to 90%   |
| <b>Operating altitude</b>                  | Up to 4921 feet (1500 m)<br>4921 feet (1500 m) to 9843 feet (3000 m) with High Altitude Mode enabled   |

Parent topic: [Technical Specifications](#)

# Projector Safety and Approvals Specifications

## United States

FCC Part 15 Class B (DoC)

UL60950-1 2nd edition (cTUVus Mark)

## Canada

ICES-003 Class B

CSA C22.2 No. 60950-1

Parent topic: [Technical Specifications](#)

## Supported Video Display Formats

For best results, your computer's monitor port or video card resolution should be set to display in the projector's native resolution. However, your projector includes Epson's SizeWise chip that supports other computer display resolutions, so your image will be resized to fit automatically.

Your computer's monitor port or video card refresh rate (vertical frequency) must be compatible with the projector. (See your computer or video card manual for details.)

The table here lists the compatible refresh rate and resolution for each compatible video display format.

| Display format                       | Refresh rate (in Hz) | Resolution (in pixels) |
|--------------------------------------|----------------------|------------------------|
| <b>Computer signals (analog RGB)</b> |                      |                        |
| VGA                                  | 60                   | 640 × 480              |
| SVGA                                 | 60                   | 800 × 600              |
| XGA                                  | 60                   | 1024 × 768             |
| SXGA                                 | 60                   | 1280 × 960             |
|                                      | 60                   | 1280 × 1024            |
| WXGA                                 | 60                   | 1280 × 768             |
|                                      | 60                   | 1366 × 768             |
|                                      | 60                   | 1280 × 800             |
| WXGA++                               | 60                   | 1600 × 900             |
| <b>HDMI input signals</b>            |                      |                        |
| SDTV (480i/480p)                     | 60                   | 720 × 480              |

| Display format           | Refresh rate (in Hz) | Resolution (in pixels) |
|--------------------------|----------------------|------------------------|
| SDTV (576i/576p)         | 50                   | 720 × 576              |
| HDTV (720p)              | 50/60                | 1280 × 720             |
| HDTV (1080i)             | 50/60                | 1920 × 1080            |
| HDTV (1080p)             | 24/30/50/60          | 1920 × 1080            |
| <b>MHL input signals</b> |                      |                        |
| SDTV (480i/480p)         | 60                   | 720 × 480              |
| SDTV (576i/576p)         | 50                   | 720 × 576              |
| HDTV (720p)              | 50/60                | 1280 × 720             |
| HDTV (1080i)             | 50/60                | 1920 × 1080            |
| HDTV (1080p)             | 24/30                | 1920 × 1080            |

### 3D HDMI input signals

| Display format | Refresh rate (in Hz) | Resolution (in pixels) | 3D formats                                      |
|----------------|----------------------|------------------------|---|
| HDTV (720p)    | 50/60                | 1280 × 720             | Frame Packing<br>Side by Side<br>Top and Bottom |
| HDTV (1080i)   | 50/60                | 1920 × 1080            | Side by Side                                    |
| HDTV (1080p)   | 50/60                | 1920 × 1080            | Side by Side                                    |
|                | 24                   | 1920 × 1080            | Frame Packing<br>Side by Side<br>Top and Bottom |

### 3D MHL input signals

| Display format | Refresh rate (in Hz) | Resolution (in pixels) | 3D formats                     |
|----------------|----------------------|------------------------|--------------------------------|
| HDTV (720p)    | 50/60                | 1280 × 720             | Side by Side<br>Top and Bottom |

| Display format | Refresh rate (in Hz) | Resolution (in pixels) | 3D formats                     |
|----------------|----------------------|------------------------|--------------------------------|
| HDTV (1080i)   | 50/60                | 1920 × 1080            | Side by Side                   |
| HDTV (1080p)   | 50/60                | 1920 × 1080            | —                              |
|                | 24                   | 1920 × 1080            | Side by Side<br>Top and Bottom |

Parent topic: [Technical Specifications](#)



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## Notices

Check these sections for important notices about your projector.

[Recycling](#)

[Important Safety Information](#)

[Important Safety Instructions](#)

[List of Safety Symbols \(corresponding to IEC60950-1 A2\)](#)

[FCC Compliance Statement](#)

[Binding Arbitration and Class Waiver](#)

[Trademarks](#)

[Copyright Notice](#)

## Recycling

Epson offers a recycling program for end of life products. Please go to [this site](#) for information on how to return your products for proper disposal.

**Parent topic:** [Notices](#)

## Important Safety Information

**Caution:** Never look into the projector lens when the lamp is turned on; the bright light can damage your eyes. Never let children look into the lens when it is on. Never open any cover on the projector, except the lamp and filter covers. Dangerous electrical voltages inside the projector can severely injure you. Except as specifically explained in this *User's Guide*, do not attempt to service this product yourself. Refer all servicing to qualified service personnel.

**Warning:** The projector and its accessories come packaged in plastic bags. Keep plastic bags away from small children to avoid any risk of suffocation.

**Caution:** When you replace the lamp, never touch the new lamp with your bare hands; the invisible residue left by the oil on your hands may shorten the lamp life. Use a cloth or glove to handle the new lamp.

**Parent topic:** [Notices](#)

## Important Safety Instructions


Follow these safety instructions when setting up and using the projector:

- Do not look into the lens when the projector is on. The bright light can damage your eyes. Avoid standing in front of the projector so the bright light does not shine into your eyes.
- Do not place the projector on an unstable cart, stand, or table.
- Do not operate the projector on its side, or while tilted to one side. Do not tilt the projector more than 11° forward or back.
- If the projector is mounted on a ceiling or wall, it should be installed by qualified technicians using mounting hardware designed for use with this projector.
- When installing or adjusting a ceiling or wall mount, do not use adhesives to prevent the screws from loosening and do not use oils or lubricants. This may cause the projector case to crack and the projector to fall from its ceiling mount. This could cause serious injury to anyone under the mount and could damage the projector.
- Do not use the projector near water, sources of heat, high-voltage electrical wires, or sources of magnetic fields.
- Use the type of power source indicated on the projector. Use of a different power source may result in fire or electric shock. If you are not sure of the power available, consult your dealer or power company.
- Place the projector near a wall outlet where the plug can be easily unplugged.
- Take the following precautions when handling the plug: Do not hold the plug with wet hands. Do not insert the plug into a dusty outlet. Insert the plug firmly into the outlet. Do not pull the power cord when disconnecting the plug; always be sure to hold the plug when disconnecting it. Do not overload wall outlets, extension cords, or power strips. Failure to comply with these precautions could result in fire or electric shock.
- Do not place the projector where the cord can be walked on. This may result in fraying or damage to the plug.
- Unplug the projector from the wall outlet and allow to cool before cleaning. Use a dry cloth (or, for stubborn dirt or stains, a moist cloth that has been wrung dry) for cleaning. Do not use liquid or aerosol cleaners, any sprays containing flammable gas, or solvents such as alcohol, paint thinner, or benzene.
- Do not block the slots and openings in the projector case. They provide ventilation and prevent the projector from overheating. Do not operate the projector on a sofa, rug, or other soft surface, or set it on top of loose papers. Do not cover the projector with a blanket, curtain, or tablecloth. If you are setting up the projector near a wall, leave at least 7.9 inches (20 cm) of space between the wall and the projector.
- Do not operate the projector in a closed-in cabinet unless proper ventilation is provided.

- Never allow objects of any kind to enter any openings in the projector. Do not leave objects, especially flammable objects, near the projector. Never spill liquid of any kind into the projector.
- If you are using two or more projectors side-by-side, leave at least 2 feet (60 cm) of space between the projectors to allow for proper ventilation.
- You may need to clean the air filter and vent. A clogged air filter or vent can block ventilation needed to cool the projector. Do not use canned air, or the gases may leave a residue.
- Do not store the projector outdoors for an extended length of time.
- Except as specifically explained in this manual, do not attempt to service this product yourself. Refer all servicing to qualified personnel. Opening or removing covers may expose you to dangerous voltages and other hazards.
- Never open any covers on the projector except as specifically explained in this manual. Never attempt to disassemble or modify the projector. Refer all repairs to qualified service personnel.
- Unplug the projector from the wall outlet and refer servicing to qualified service personnel under the following conditions: if it does not operate normally when you follow the operating instructions, or exhibits a distinct change in performance; if smoke, strange odors, or strange noises come from the projector; if the power cord or plug is damaged or frayed; if liquid or foreign objects get inside the projector, or if it has been exposed to rain or water; if it has been dropped or the housing has been damaged.
- Do not touch the plug during an electrical storm. Otherwise, you may receive an electric shock.
- Unplug the projector when it will not be used for extended periods.
- Do not use the projector where it may be exposed to rain, water, or excessive humidity.
- Do not use or store the projector where it may be exposed to smoke, steam, corrosive gases, excessive dust, vibration, or shock.
- Do not use the projector where flammable or explosive gases may be present.
- Do not use or store the projector or remote control in a hot location, such as near a heater, in direct sunlight, or in a closed vehicle.
- If you use the projector in a country other than where you purchased it, use the correct power cord for that country.
- Do not stand on the projector or place heavy objects on it.
- Do not use the projector outside of the required temperature range below:  
41 to 95 °F (5 to 35 °C) at an altitude of 7500 feet (2286 m) or less, or 41 to 86 °F (5 to 30 °C) at a higher altitude

Doing so may cause an unstable display and could lead to projector damage. Do not use or store the projector where it may be exposed to sudden changes in temperature.

- Do not store the projector outside of the required temperature range of 14 to 140 °F (–10 to 60 °C) or in direct sunlight for long periods of time. Doing so may cause damage to the case.
- Do not place anything that can become warped or damaged by heat near the exhaust vents. Do not bring your hands or face close to the vents while projection is in progress. Do not bring your face close to the projector while it is in use.
- Before you move the projector, make sure its power is turned off, the plug is disconnected from the outlet, and all cables are disconnected.
- Never try to remove the lamp immediately after use because it will be extremely hot. Before removing the lamp, turn off the power and wait at least an hour to allow the lamp to cool completely.
- Do not disassemble the lamp or subject it to impacts.
- Do not place the source of an open flame, such as a lit candle, on or near the projector.
- Do not block the lens during projection using a book or any object other than the lens cover. This could damage the projector or cause a fire.
- Do not modify the power cord. Do not place heavy objects on top of the power cord or bend, twist, or pull it excessively. Keep the power cord away from hot electrical appliances.
- If the lamp breaks, ventilate the room to prevent gases contained in the lamp from being inhaled or coming in contact with your eyes or mouth. If you do inhale gases or gases come in contact with your eyes or mouth, seek medical advice immediately.
- If the projector is mounted overhead and the lamp breaks, be careful to prevent pieces of glass from falling into your eyes or mouth when you open the lamp cover. If pieces of glass do get into your eyes or mouth, seek medical advice immediately.
- Always lower the volume before turning off the projector. Turning on the projector with the volume too high can damage your ears.

**Note:**  The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding disposal or recycling. Do not put in the trash.

[Restriction of Use](#)

**Parent topic:** [Notices](#)

## Restriction of Use





When this product is used for applications requiring high reliability/safety such as transportation devices related to aviation, rail, marine, automotive; disaster prevention devices; various safety devices; or functional/precision devices, you should use this product only after giving consideration to including fail-safes and redundancies into your design to maintain safety and total system reliability.








Because this product was not intended for use in applications requiring extremely high reliability/safety such as aerospace equipment, main communication equipment, nuclear power control equipment, or medical equipment related to direct medical care, please make your own judgment on this product's suitability after a full evaluation.








Parent topic: [Important Safety Instructions](#)






## List of Safety Symbols (corresponding to IEC60950-1 A2)

The following table lists the meaning of the safety symbols labeled on the equipment.

| No. | Symbol  | Approved Standards                   | Description  |
|-----|---|--------------------------------------|--|
| 1   |    | IEC60417<br>No.5007                  | "ON" (power)<br>To indicate connection to the mains.   |
| 2   |   | IEC60417<br>No.5008                  | "OFF" (power)<br>To indicate disconnection from the mains.   |
| 3   |  | IEC60417<br>No.5009                  | Stand-by<br>To identify the switch or switch position by means of which part of the equipment is switched on in order to bring it into the stand-by condition. |
| 4   |  | ISO7000<br>No.0434B,<br>IEC3864-B3.1 | Caution<br>To identify general caution when using the product.   |

| No. | Symbol  | Approved Standards                  | Description  |
|-----|---|-------------------------------------|--|
| 5   |    | IEC60417<br>No.5041                 | Caution, hot surface<br>To indicate that the marked item can be hot and should not be touched without taking care.   |
| 6   |    | IEC60417<br>No.6042<br>ISO3864-B3.6 | Caution, risk of electric shock<br>To identify equipment that has risk of electric shock.  |
| 7   |    | IEC60417<br>No.5957                 | For indoor use only<br>To identify electrical equipment designed primarily for indoor use.   |
| 8   |    | IEC60417<br>No.5926                 | Polarity of DC power connector<br>To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC power supply may be connected.  |
| 9   |    | —                                   | Polarity of DC power connector<br>To identify the positive and negative connections (the polarity) on a piece of equipment to which a DC. power supply may be connected. |
| 10  |  | IEC60417<br>No.5001B                | Battery, general<br>On battery powered equipment. To identify a device for instance a cover for the battery compartment, or the connector terminals.                     |
| 11  |  | IEC60417<br>No.5002                 | Positioning of cell<br>To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder.                                   |

| No. | Symbol  | Approved Standards  | Description   |
|-----|---|---------------------|---|
| 12  |    | —                   | Positioning of cell<br>To identify the battery holder itself and to identify the positioning of the cell(s) inside the battery holder.  |
| 13  |    | IEC60417<br>No.5019 | Protective earth<br>To identify any terminal which is intended for connection to an external conductor for protection against electric shock in case of a fault, or the terminal of a protective earth electrode. |
| 14  |    | IEC60417<br>No.5017 | Earth<br>To identify an earth (ground) terminal in cases where neither the symbol No.13 is explicitly required.   |
| 15  |    | IEC60417<br>No.5032 | Alternating current<br>To indicate on the rating plate that the equipment is suitable for alternating current only; to identify relevant terminals.   |
| 16  |   | IEC60417<br>No.5031 | Direct current<br>To indicate on the rating plate that the equipment is suitable for direct current only; to identify relevant terminals.   |
| 17  |  | IEC60417<br>No.5172 | Class II equipment<br>To identify equipment meeting the safety requirements specified for Class II equipment according to IEC 61140.  |
| 18  |  | ISO 3864            | General prohibition<br>To identify actions or operations that are prohibited.   |

| No. | Symbol  | Approved Standards    | Description  |
|-----|---|-----------------------|--|
| 19  |  | ISO 3864              | Contact prohibition<br>To indicate injury that could occur due to touching a specific part of the equipment.       |
| 20  |  | —                     | Never look into the optical lens while the projector is on.  |
| 21  |  | —                     | To indicate that the marked item don't place anything on projector.  |
| 22  |  | ISO3864<br>IEC60825-1 | Caution, laser radiation<br>To indicate the equipment has a laser radiation part.                                  |
| 23  |  | ISO 3864              | Disassembly prohibition<br>To indicate a risk of injury, such as electric shock, if the equipment is disassembled. |

Parent topic: [Notices](#)

## FCC Compliance Statement

### For United States Users

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio and television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.



- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

### **WARNING**

The connection of a non-shielded equipment interface cable to this equipment will invalidate the FCC Certification or Declaration of this device and may cause interference levels which exceed the limits established by the FCC for this equipment. It is the responsibility of the user to obtain and use a shielded equipment interface cable with this device. If this equipment has more than one interface connector, do not leave cables connected to unused interfaces. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

### **For Canadian Users**

CAN ICES-3(B)/NMB-3(B)

Parent topic: [Notices](#)

## **Binding Arbitration and Class Waiver**

### **1. DISPUTES, BINDING INDIVIDUAL ARBITRATION, AND WAIVER OF CLASS ACTIONS AND CLASS ARBITRATIONS**

**1.1 Disputes.** The terms of this Section 1 shall apply to all Disputes between you and Epson. The term "Dispute" is meant to have the broadest meaning permissible under law and includes any dispute, claim, controversy or action between you and Epson arising out of or relating to this Agreement, Epson branded products (hardware and including any related software), or other transaction involving you and Epson, whether in contract, warranty, misrepresentation, fraud, tort, intentional tort, statute, regulation, ordinance, or any other legal or equitable basis. "DISPUTE" DOES NOT INCLUDE IP CLAIMS, or more specifically, a claim or cause of action for (a) trademark infringement or dilution, (b) patent infringement, (c) copyright infringement or misuse, or (d) trade secret misappropriation (an "IP Claim"). You and Epson also agree, notwithstanding Section 1.6, that a court, not an arbitrator, may decide if a claim or cause of action is for an IP Claim.

**1.2 Binding Arbitration.** You and Epson agree that all Disputes shall be resolved by binding arbitration according to this Agreement. **ARBITRATION MEANS THAT YOU WAIVE YOUR RIGHT TO A JUDGE OR JURY IN A COURT PROCEEDING AND YOUR GROUNDS FOR APPEAL ARE LIMITED.**

Pursuant to this Agreement, binding arbitration shall be administered by JAMS, a nationally recognized arbitration authority, pursuant to its code of procedures then in effect for consumer related disputes, but excluding any rules that permit joinder or class actions in arbitration (for more detail on procedure, see Section 1.6 below). You and Epson understand and agree that (a) the Federal Arbitration Act (9 U.S.C. §1, et seq.) governs the interpretation and enforcement of this Section 1, (b) this Agreement

memorializes a transaction in interstate commerce, and (c) this Section 1 shall survive termination of this Agreement.

**1.3 Pre-Arbitration Steps and Notice.** Before submitting a claim for arbitration, you and Epson agree to try, for sixty (60) days, to resolve any Dispute informally. If Epson and you do not reach an agreement to resolve the Dispute within the sixty (60) days, you or Epson may commence an arbitration. Notice to Epson must be addressed to: Epson America, Inc., ATTN: Legal Department, 3840 Kilroy Airport Way, Long Beach, CA 90806 (the "Epson Address"). The Dispute Notice to you will be sent to the most recent address Epson has in its records for you. For this reason, it is important to notify us if your address changes by emailing us at [EAILEgal@ea.epson.com](mailto:EAILEgal@ea.epson.com) or writing us at the Epson Address above. Notice of the Dispute shall include the sender's name, address and contact information, the facts giving rise to the Dispute, and the relief requested (the "Dispute Notice"). Following receipt of the Dispute Notice, Epson and you agree to act in good faith to resolve the Dispute before commencing arbitration.

**1.4 Small Claims Court.** Notwithstanding the foregoing, you may bring an individual action in the small claims court of your state or municipality if the action is within that court's jurisdiction and is pending only in that court.

**1.5 WAIVER OF CLASS ACTIONS AND CLASS ARBITRATIONS. YOU AND EPSON AGREE THAT EACH PARTY MAY BRING DISPUTES AGAINST THE OTHER PARTY ONLY IN AN INDIVIDUAL CAPACITY, AND NOT AS A PLAINTIFF OR CLASS MEMBER IN ANY CLASS OR REPRESENTATIVE PROCEEDING, INCLUDING WITHOUT LIMITATION FEDERAL OR STATE CLASS ACTIONS, OR CLASS ARBITRATIONS. CLASS ACTION LAWSUITS, CLASS-WIDE ARBITRATIONS, PRIVATE ATTORNEY-GENERAL ACTIONS, AND ANY OTHER PROCEEDING WHERE SOMEONE ACTS IN A REPRESENTATIVE CAPACITY ARE NOT ALLOWED. ACCORDINGLY, UNDER THE ARBITRATION PROCEDURES OUTLINED IN THIS SECTION, AN ARBITRATOR SHALL NOT COMBINE OR CONSOLIDATE MORE THAN ONE PARTY'S CLAIMS WITHOUT THE WRITTEN CONSENT OF ALL AFFECTED PARTIES TO AN ARBITRATION PROCEEDING.**

**1.6 Arbitration Procedure.** If you or Epson commences arbitration, the arbitration shall be governed by the rules of JAMS that are in effect when the arbitration is filed, excluding any rules that permit arbitration on a class or representative basis (the "JAMS Rules"), available at <http://www.jamsadr.com> or by calling 1-800-352-5267, and under the rules set forth in this Agreement. All Disputes shall be resolved by a single neutral arbitrator, and both parties shall have a reasonable opportunity to participate in the selection of the arbitrator. The arbitrator is bound by the terms of this Agreement. The arbitrator, and not any federal, state or local court or agency, shall have exclusive authority to resolve all disputes arising out of or relating to the interpretation, applicability, enforceability or formation of this Agreement, including any claim that all or any part of this Agreement is void or voidable. Notwithstanding this broad delegation of authority to the arbitrator, a court may determine the limited question of whether a claim or cause of action is for an IP Claim, which is excluded from the definition of "Disputes" in Section 1.1 above. The arbitrator shall be empowered to grant whatever relief would be available in a court under law or in equity. The arbitrator may award you the same damages as a court could, and may award

declaratory or injunctive relief only in favor of the individual party seeking relief and only to the extent necessary to provide relief warranted by that party's individual claim. In some instances, the costs of arbitration can exceed the costs of litigation and the right to discovery may be more limited in arbitration than in court. The arbitrator's award is binding and may be entered as a judgment in any court of competent jurisdiction.

You may choose to engage in arbitration hearings by telephone. Arbitration hearings not conducted by telephone shall take place in a location reasonably accessible from your primary residence, or in Orange County, California, at your option.

a) Initiation of Arbitration Proceeding. If either you or Epson decides to arbitrate a Dispute, both parties agree to the following procedure:

(i) Write a Demand for Arbitration. The demand must include a description of the Dispute and the amount of damages sought to be recovered. You can find a copy of a Demand for Arbitration at <http://www.jamsadr.com> ("Demand for Arbitration").

(ii) Send three copies of the Demand for Arbitration, plus the appropriate filing fee, to: JAMS, 500 North State College Blvd., Suite 600 Orange, CA 92868, U.S.A.

(iii) Send one copy of the Demand for Arbitration to the other party (same address as the Dispute Notice), or as otherwise agreed by the parties.

b) Hearing Format. During the arbitration, the amount of any settlement offer made shall not be disclosed to the arbitrator until after the arbitrator determines the amount, if any, to which you or Epson is entitled. The discovery or exchange of non-privileged information relevant to the Dispute may be allowed during the arbitration.

c) Arbitration Fees. Epson shall pay, or (if applicable) reimburse you for, all JAMS filings and arbitrator fees for any arbitration commenced (by you or Epson) pursuant to provisions of this Agreement.

d) Award in Your Favor. For Disputes in which you or Epson seeks \$75,000 or less in damages exclusive of attorney's fees and costs, if the arbitrator's decision results in an award to you in an amount greater than Epson's last written offer, if any, to settle the Dispute, Epson will: (i) pay you \$1,000 or the amount of the award, whichever is greater; (ii) pay you twice the amount of your reasonable attorney's fees, if any; and (iii) reimburse you for any expenses (including expert witness fees and costs) that your attorney reasonably accrues for investigating, preparing, and pursuing the Dispute in arbitration. Except as agreed upon by you and Epson in writing, the arbitrator shall determine the amount of fees, costs, and expenses to be paid by Epson pursuant to this Section 1.6d).

e) Attorney's Fees. Epson will not seek its attorney's fees and expenses for any arbitration commenced involving a Dispute under this Agreement. Your right to attorney's fees and expenses under Section 1.6d) above does not limit your rights to attorney's fees and expenses under applicable law; notwithstanding the foregoing, the arbitrator may not award duplicative awards of attorney's fees and expenses.

**1.7 Opt-out.** You may elect to opt-out (exclude yourself) from the final, binding, individual arbitration procedure and waiver of class and representative proceedings specified in this Agreement by sending a written letter to the Epson Address within thirty (30) days of your assent to this Agreement (including without limitation the purchase, download, installation of the Software or other applicable use of Epson Hardware, products and services) that specifies (i) your name, (ii) your mailing address, and (iii) your request to be excluded from the final, binding individual arbitration procedure and waiver of class and representative proceedings specified in this Section 1. In the event that you opt-out consistent with the procedure set forth above, all other terms shall continue to apply, including the requirement to provide notice prior to litigation.

**1.8 Amendments to Section 1.** Notwithstanding any provision in this Agreement to the contrary, you and Epson agree that if Epson makes any future amendments to the dispute resolution procedure and class action waiver provisions (other than a change to Epson's address) in this Agreement, Epson will obtain your affirmative assent to the applicable amendment. If you do not affirmatively assent to the applicable amendment, you are agreeing that you will arbitrate any Dispute between the parties in accordance with the language of this Section 1 (or resolve disputes as provided for in Section 1.7, if you timely elected to opt-out when you first assented to this Agreement).

**1.9 Severability.** If any provision in this Section 1 is found to be unenforceable, that provision shall be severed with the remainder of this Agreement remaining in full force and effect. **The foregoing shall not apply to the prohibition against class or representative actions as provided in Section 1.5. This means that if Section 1.5 is found to be unenforceable, the entire Section 1 (but only Section 1) shall be null and void.**

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