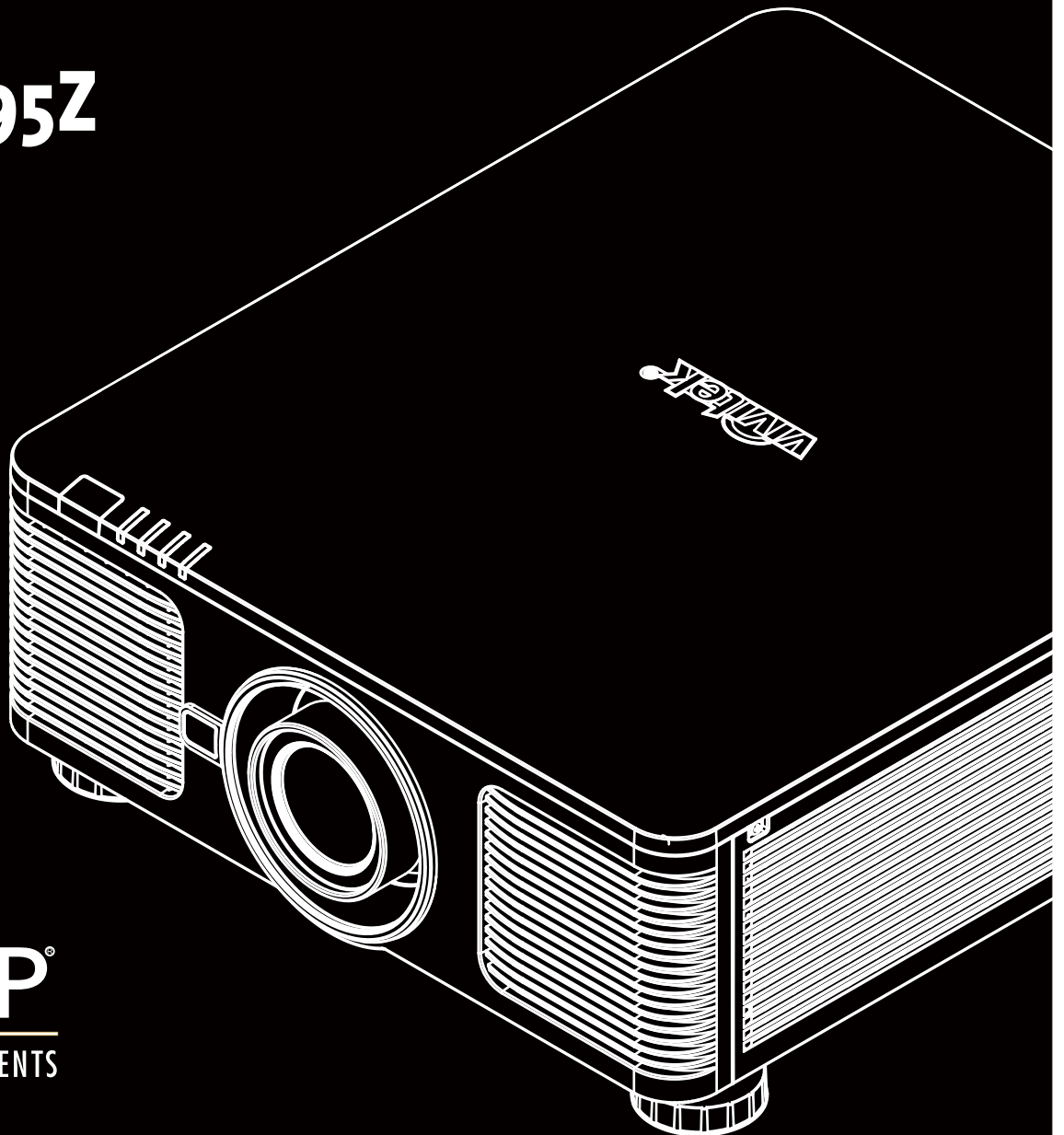




User's Manual

DU8195Z



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Copyright

Copyright

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Disclaimer

The information in the manual is subject to change without notice. The manufacturer does not provide any statement or warranty of the contents in the manual and clearly give up the implied warranties of merchantability and of fitness for a particular purpose. The manufacturer reserves the rights to modify the publication and change the contents of the materials at any time without notice to any person.

About the Manual

The manual describes how to install and use the projector and is applicable to the end-user. Relevant information (such as illustrations and descriptions) is put on the same page as possible as we can. The format, easy for printing, is convenient for reading and paper-saving which is beneficial to environmental protection. It is suggested printing the page you need.

Important Safety Guidelines

Thank you for purchasing this product!

Read the Manual carefully to obtain the best performance. The Manual provides instructions to use the menu and implement operation.

Safety Notification



CAUTION

Suggest when turn off main power, also unplug the power cord from power outlet.



CAUTION

To prevent electric shock, do not open the cabinet. There are high-voltage components inside.

Refer service to qualified service personnel.



CAUTION

The symbol warns the user about electric shock caused by voltage not insulated. Therefore, it is dangerous to make any kind of contact with any parts of inside units.



To prevent the projector from electrical discharge or electric shock, do not expose the projector to rain or moist environment. Do not use the plug with an extension cord or an outlet unless all the prongs can be fully inserted.



This symbol alerts the user that important information which should be read carefully to avoid problems concerning the operation and maintenance.

WARNING TO CALIFORNIA RESIDENTS:

Handling the cables supplied with this equipment might expose user to a little lead, a chemical known to the State of California, resulting in risks of barrenness. Please remember to wash hands after handling.

NOTIFICATION (CANADA)

This Class A digital equipment complies with Canadian ICES-003.

CE NOTIFICATION

This is a Class A product, which complies with rules for CE marking. This product may cause radio interference that the user may be supposed to take adequate measures.

FCC NOTIFICATION

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) This device may not cause harmful interference;

(2) This device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with part 15 of the FCC Rules. These requirements are designed to provide reasonable protection against harmful interference when the equipment operates in a commercial environment. This equipment might generate radio frequency energy. If user does not install or use in accordance with the instructions in manual, the radio frequency energy may interfere radio reception. If the above scenario occurs, the user may be responsible to correcting the interference.



WARNING!

Changes or modifications without approval from Vivitek could void the user's authorization to operate the product.

LIGHT MODULE

- A light module containing multiple laser diodes acts as the light source in the product.
- These laser diodes are sealed in the light module. It is recommended to ask dealer for maintenance or repair services of the light module.
- End user is not allowed to replace the light module.
- Contact distributor who provides the qualified service for light module replacement and further information.

LASER SAFETY NOTIFICATION AND CAUTION



Do not stare at the lens while in use

- CLASS 3R LASER PRODUCT
- This Laser Product is designated as Class 3R during all procedures of operation.
- LASER LIGHT - AVOID DIRECT EYE EXPOSURE.
- Do not point laser or allow reflected laser light toward other people or reflective objects.
- Direct or scattered light can be hazardous to eyes and skin.
- There is a potential hazard of eye exposure to laser radiation if the included instructions are not followed.
- Caution – use of controls, adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

The safety distance for this projector is 3.5 meters

Laser Parameters

Wavelength	: 450nm - 460nm (Blue)
Mode of operation	: Pulsed, due to frame rate
Pulse width	: 0.87ms (Blue)
Maximum laser energy	: 0.45mJ (Blue)

Total internal power	: >100W
Apparent source size	: >10mm, at lens stop
Divergence	: >100 mili Radian

Product Label

Manufacturer's ID Label, Explanatory Label and Certification Statement Label

vivitek® DLP Projector / Projecteur DLP (數位投影機/数字投影机)
 Model/Modèle/(型號/型号): DU8195Z-BK

AC INPUT/Entrée CA(輸入/输入): ~ 200-240 VAC 7.8A 50/60Hz
 AC INPUT/Entrée CA(輸入/输入): ~ 100-130 VAC 11.5A 50/60Hz

Serial No.: [Barcode]
 Index:00 M/F Date:2019.05.15

Complies with FDA performance standards for laser products except for deviations pursuant to Laser Notice No. 50, dated June 24, 2007

LASER RADIATION
 AVOID DIRECT EYE EXPOSURE
 CLASS 3R LASER PRODUCT
 Emitted Wavelength: 450-460 nm (Blue)
 max pulse energy: 0.45 mJ (Blue)
 Pulse duration: 0.87 ms (Blue)

雷射輻射
 避免眼睛受到直接照射
 3R級雷射產品 波長: 450-460 nm (藍)
 最大脉冲能量: 0.45 mJ (藍)
 脉冲時間: 0.87 ms (藍)

RAYONNEMENT LASER
 EXPOSITION DIRECTE DANGEREUSE
 POUR LES YEUX
 APPAREIL A LASER DE CLASSE 3R
 longueur d'onde: 450-460 nm (Bleu)
 maximum énergie de impulsion: 0.45 mJ (Bleu)
 durée de impulsion: 0.87 ms (Bleu)

雷射輻射
 避免眼睛受到直接照射
 3R級雷射產品 波長: 450-460 nm (藍)
 最大脉冲能量: 0.45 mJ (藍)
 脉冲時間: 0.87 ms (藍)

CLASS 1 LASER PRODUCT
 一类激光产品
 IEC/EN 60825-1:2014

PRODUIT LASER DE CLASSE 1
 第一類雷射產品
 IEC/EN 60825-1:2014

Warning! Do not look into the beam.
 No direct eye exposure to the beam is permitted.
 RG3
 Hazard Distance: 3.5m

警告! 請勿直接視線。
 眼睛不得直接暴露於光束射。
 RG3
 危險距離: 3.5米

Avertissement! Ne Pas Regarder
 Directement Dans Le Faisceau.
 L'exposition Directe Des Yeux Au Faisceau Est Interdite.
 RG3
 Distance A Risque: 3.5m

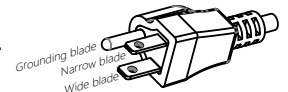
警告! 請勿直接視線。
 眼睛不得直接暴露於光束射。
 RG3
 危險距離: 3.5公尺

Hazard Warning Symbol and Aperture Label



Installation and Use Notices

1. Read and keep this manual properly.
2. Pay attention to all the noted warnings, and follow all the guidelines and descriptions in this manual.
3. Do not use the projector near water.
4. Do not install the equipment near the thermal sources, such as heaters, radiators, furnace, amplifiers, and any other equipment that may generate heat.
5. Be careful while holding the equipment or moving the trolley with projector to prevent the equipment from turning over.
6. Notice whether there is any parts with flaws after receiving the projector.
7. Please notice that the projector will not power on until the lens is fitted. The protection covering the lens should be taken to install the lens.
8. Do not let any vent be obstructed.
9. Do not destroy the safety protection function of polarized or grounding plug of power cord. A polarized plug has one wide and one narrow blade. The plug has two blades and one grounding blade. The wide blade or grounding blade is provided for the safety concerns. If the plug provided does not match the outlet, please contact the electrician to change outlet.
10. The +12V trigger only outputs 12V DC trigger signal. Do not connect other power input or output. Otherwise, the equipment may malfunction.
11. Adjust the slide switch with suitable volt input, and then plug in the projector; the red LED indicator would flash and then stabilize, getting into standby mode. User should only use the connectors or accessories provided by the manufacturer. Please refer to "Selecting the Input Voltage of AC Power" on page 20.
12. When user turns on the projector, the red LED indicator would flash until stabilize. Do not look at the lens directly while the projector is running.
13. Install or use the projector, please do not look directly into the lens or the lens light output. The glare after focusing may cause damage to your eyes.
14. Unplug the power cord of the equipment if there is a thunderstorm or the equipment is not going to be used for a long time.
15. The packaging materials can be kept properly for transportation use afterwards.
16. If any breakdown occurs, please contact dealer or manufacture for qualified repair service.



Disposal of Old Electric and Electronic Equipment

The symbol on your product or the package represents that the product should not be treated as the normal household waste when discarded but should be carried to the recycling location of the waste electric and electronic equipment. The consequence on the environment and human health due to the incorrect disposal of the product can be prevented if it can be ensured that the product is properly discarded. Material recycling is helpful to the protection of natural resources. The symbol is only valid in European Union. If you want to discard electrical and electronic equipment, contact the governmental authorities or your dealer for the correct method of disposal.

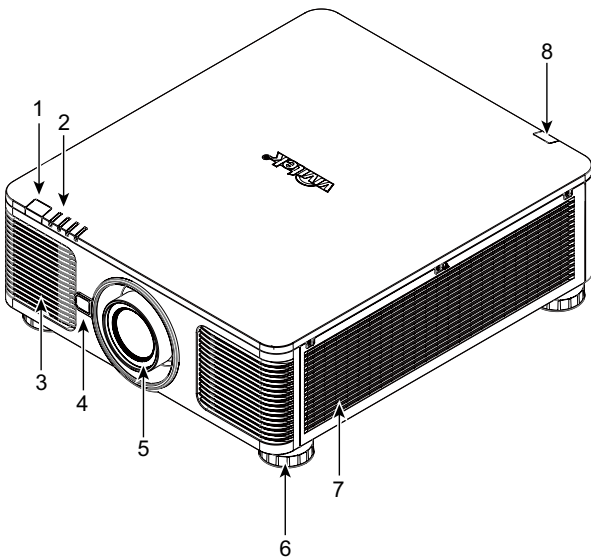



Important Recycling Instructions

The product may contain other electronic wastes and may pose risk if not discarded properly. Abide by the local, state/provincial or federal laws of recycling or discarding. For more information, please visit the website and contact Electronic Industries Alliance (EIA) on WWW.EIAE.ORG.

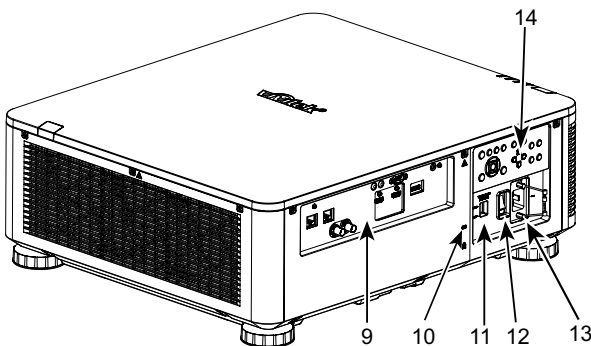
Projector Overview

Front-right View



1. Front IR Receiver
The Receiver for IR signals from remote control.
2. LED Indicator
Display current projector status such as power, light source status and warning.
3. Air Intake
The fan pulls the cool air to the projector for system cooling.
4. Lens Release Button
Press the Lens Release button before removing the lens.
5. Lens hood
Remove the cover before installing the lens.

6. Height Adjuster
Adjust level of projector
7. Intake Vent
The fans pull air to cool the radiator of the projector.
8. Rear IR Receiver
The Receiver for IR signals from remote control.

Rear-right View

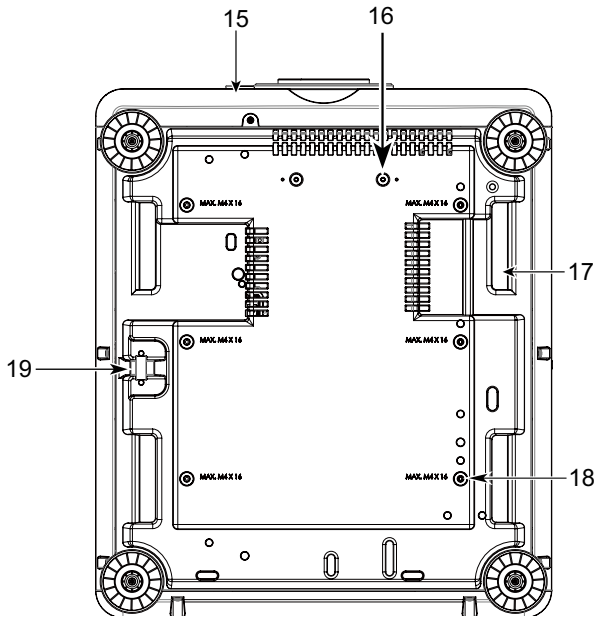


9. I/O Connector Panel
Connect to various input, control or output terminals to the projector. Refer to "IO Panel" on page11 "
10. Kensington Lock
Attach the projector to a permanent object with the Kensington slot and a security cable. (anti-theft function)
11. Slide Switch
Switch it to corresponding input voltage. Please refer to "Selecting the Input Voltage of AC Power" on page20 "
12. AC Power Switch
Turn on/off the AC power of the projector.
13. AC Inlet
Connect the supplied power cable to this inlet.
14. Control Panel
Press the button to operate the OSD menu or adjust the lens Settings see OSD controls. Refer to "Control Panel" on page12 "

Important

- The air passes through grill openings on the projector is for good air circulation. Do not obstruct any of the grill openings and keep the required distance from any object.
- The Kensington lock hole only provides connection to the Kensington cable. Please do not hang the projector or other objects with this Kensington hole.

Bottom View



- 15. Anti-thief Screw hole
The anti-thief screw can be fastened to prevent Lens removing by unauthorized person.
- 16. Mounting Holes of Support Kit
These two screws holes can be used to fix support kits of ultra-short throw lens.

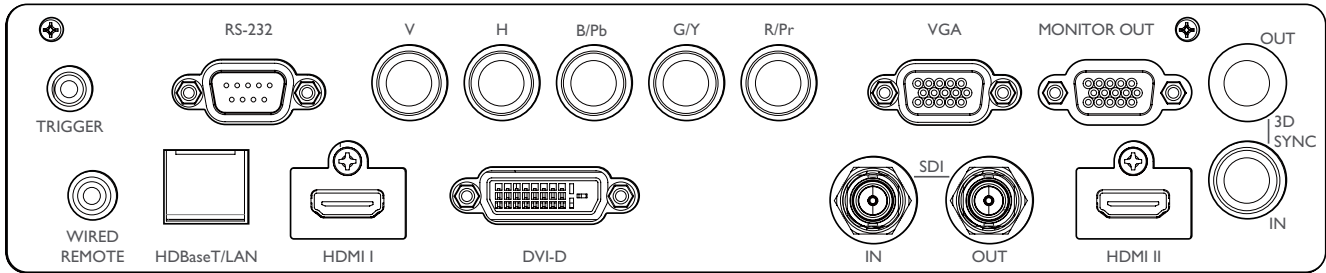
Note
The screws are for Lens support kits only; over-loading may damage the projector or cause injury.

- 17. Recess for projector handling.
These four recesses can be used for handling the projector.
- 18. Ceiling Mounting Hole
Total 6 holes for M4 screw, maximum depth 14mm.
- 19. Security Slot
This hole can be locked with a safety chain after the ceiling mount installation is completed and provide Short-term protection

Note

- With ceiling installation, refer to "Mounting the projector on page17 " for detail information.
- The security slot only provides short-term safety protection after installation. Please do not use this hole to hang the projector to avoid falling or personal injury.

IO Panel



TRIGGER(12V +/-1.5V)

When connected to the screen through a 3.5mm cable, the screen deploys automatically on startup of the projector. The screen reacts when the projector is powered off.

RS-232

The 9-pin D-sub interface is used to connect to the PC control system and projector maintenance.

Component (V, H, B/Pb, G/Y, R/Pr)

Connect RGBHV or Component signal from computer or component video enabled device

VGA

Provide the standard 15-pin VGA connection and can connect to RGB, HD Component or personal computer.

MONITOR OUT

Connect to a monitor to display the projected content.

WIRED REMOTE

Connect the supplied remote controller to the projector

HDBaseT/LAN

Connect an Ethernet cable (Cat5e/Cat6, not supplied) from a computer, network device, or HDBaseT transmitter.

HDMI 1 / HDMI 2

High Definition Multimedia Interface, connect the HDMI cable from a computer or video device

DVI-D

Use the DVI-D cable to connect the DVI-D input port of the projector to the DVI-D output port of the video device.

SDI IN/OUT

Connect to SDI source.

3D SYNC IN / Out

Connect to the 3D IR synchronization signal transmitter.

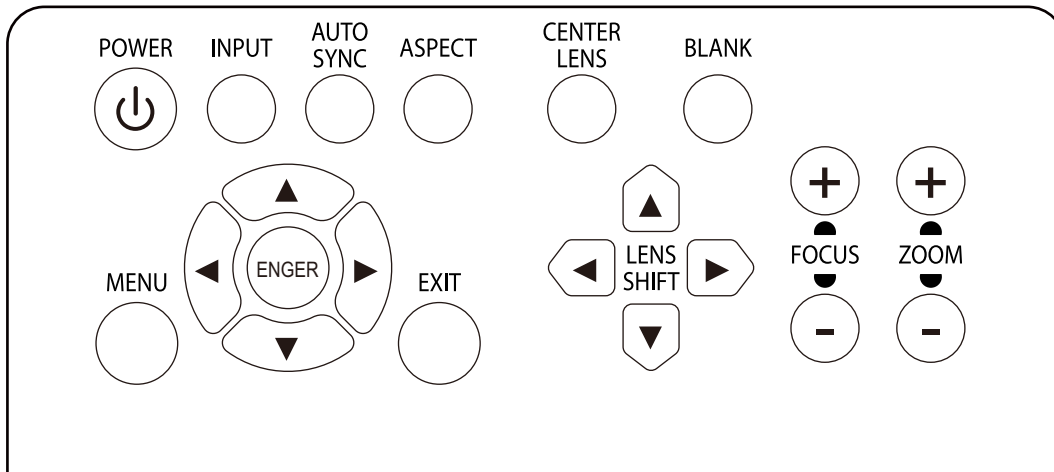
Note for Trigger

- When the projector is turned on, a control signal (DC 12V) outputs from this terminal.
- Do not use this jack for anything other than intended use.

Note for Wired Remote

- Please make sure whether the port for insertion is correct before the terminal of the wired remote control is inserted. The remote control may be damaged if inserted to the wrong port such as trigger. Do not use this jack for anything other than intended use.
- When the cable of the wired remote control is plugged into the projector, the projector will automatically switch to the wired control mode and turn off the wireless infrared receiving function. So before using the wireless infrared controller, make sure the cable of the wired remote is not plugged into the Wired Remote port.

Control Panel



POWER

User the button to turn on/off the projector.

INPUT

Push the button to select the input signal. HDMI, DVI, VGA, Component...etc.

AUTO SYNC

Implement automatic signal synchronization.

ASPECT

Change the aspect ratio of the current image and push the button to change to the next aspect ratio settings.

MENU

Push the button to display or hide the OSD menu.

UP/Down/Left/Right

Use the button to select the OSD option.

ENTER

Use the button to select settings or confirm the changed settings.

EXIT

Push the button to return to the menu on the previous level or exit the OSD menu.

CENTER LENS

Push the button to center the lens and calibrate the parameter of lens shift, focusing and zooming.

Note

The lens memory function requires the accurate lens adjustment parameter. Please center the lens every time after the lens is mounted.

Blank

Use the button to stop the projection temporarily

LENS SHIFT

Use these four buttons to move the projected image to desired position.

Note

If the projected screen is too different with the projected position by user setting, please move the projector or adjust the four adjustment feet of the projector to fix the approximate projection position. Then use Lens Shift this function to finely adjust the projection position.

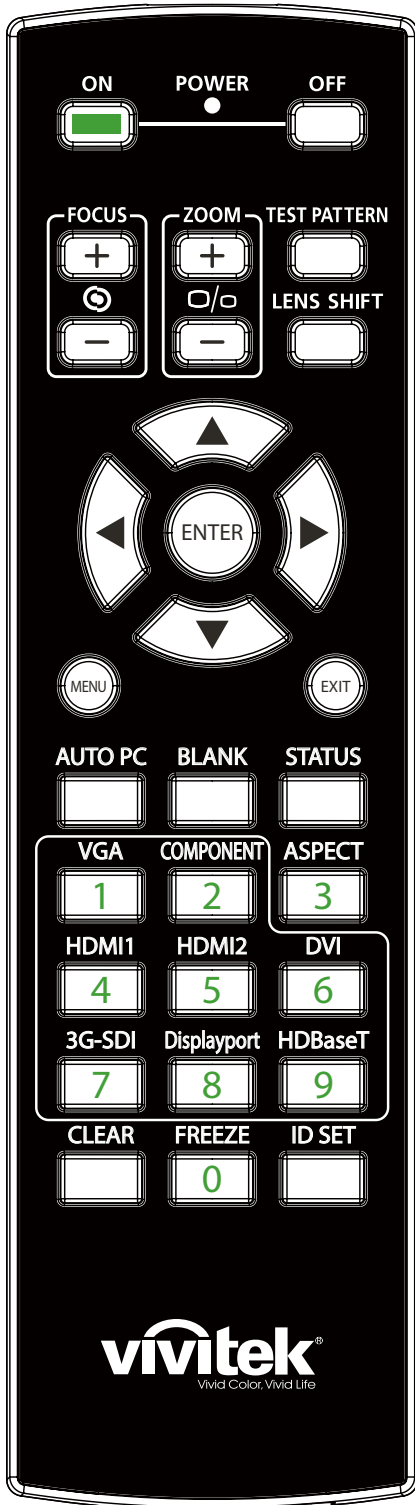
FOCUS

Use the button to adjust the focus of projected image.

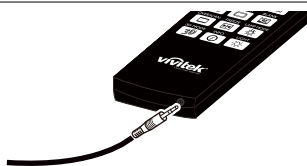
ZOOM

Use the button to zoom in/out the projected image.

Remote Control



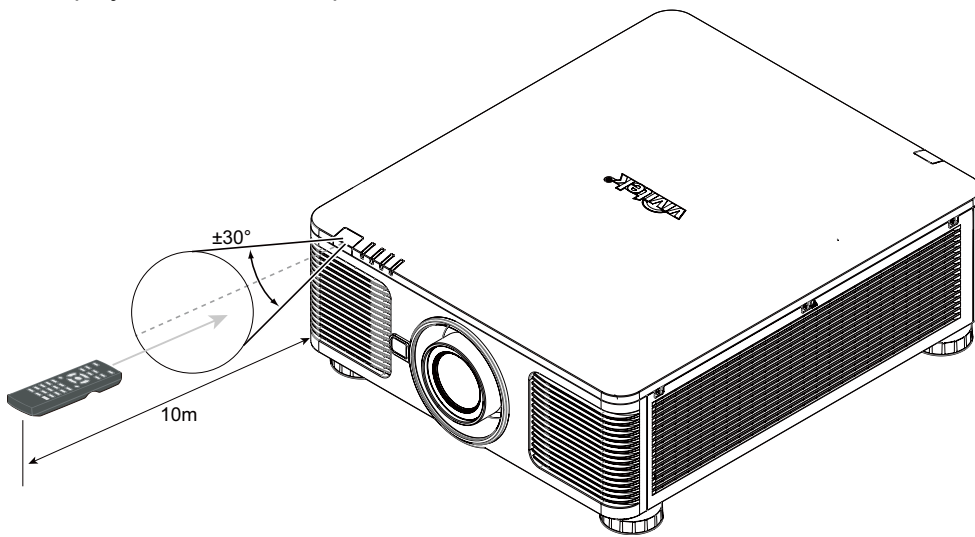
On	Use the button to turn on the projector.
OFF	Use the button to turn off the projector.
FOCUS	Adjust the focus of the projected image.
ZOOM	Zoom in/out the projected image.
TEST PATTERN	Use the button to show the test pattern. Press this button again to switch to the next pattern. Press the EXIT button to return to the projected image.
LENS SHIFT	Use the button to move the lens right or left.
ENTER	Use the button to select settings or confirm the changed settings.
MENU	Press the button to display or hide the OSD Menu.
EXIT	Press the button to return to the previous Menu or exit the OSD Menu.
AUTO PC	You can use this function to execute signal source auto synchronization
BLANK	Press the button to temporarily interrupt the projection.
STATUS	Show OSD MENU – SERVICE.
VGA	Select VGA input source.
COMPONENT	Select Component (V, H, B/Pb, G/Y, R/Pr) input source.
ASPECT	Press the button to display aspect ratio options.
HDMI1	Select HDMI 1 input source.
HDMI2	Select HDMI 2 input source.
DVI	Select DVI input source.
3G-SDI	Select 3G-SDI input source.
DisplayPort	Select DisplayPort input source. (Not available for this model)
HDBaseT	Select HDBaseT input source.
CLEAR	Erase the set ID number of the remote control; refer to "Erase the identification number of the remote control on page33 "
FREEZE	Freeze the projected image or resume the projection.
ID SET	Set up ID number for remote control; refer to "Using Control ID for Multi-projector Application on page32 "



Wired Remote Jack Connect to WIRED REMOTE terminal on the projector

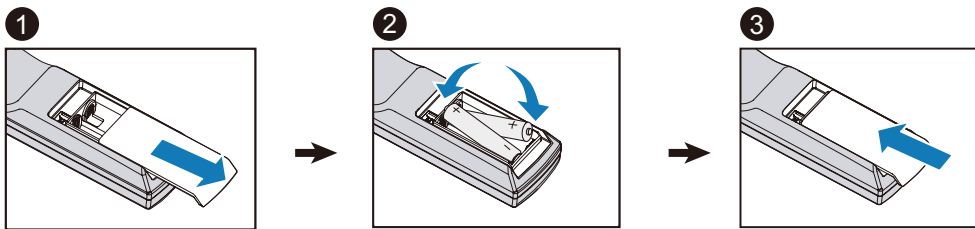
Remote Control Operating Range

The remote control uses infrared transmission to control the projector. It is not necessary to point the remote directly at the projector. Provided you are not holding the remote perpendicular to the sides or the rear of the projector, the remote will function well within a radius of about 10 meters (25 feet) and 15 degrees above or below the projector level. If the projector does not respond to the remote control, move a little closer.



Installation and Setting up

Inserting or Changing the Remote Control Batteries



1. Remove the battery compartment cover by sliding the cover in the direction of the arrow.
2. Place two AA batteries with the correct polarity.
3. Slide on the cover as the arrow in the illustration.

Important

- Avoid using the projector with bright fluorescent lighting turned on. Certain high-frequency fluorescent lights can disrupt remote control operation.
- Be sure nothing obstructs the path between the remote control and the projector.
- Do not expose the remote control to high temperature or humidity; otherwise, the remote control will not work functionally.

Battery installation instructions

- Make sure the battery is installed with the correct polarity.
- Do not use the old and new batteries or the batteries of different types together
- Remove the battery if the remote control may not be used for a long time to prevent the damage caused by leaks.

Installing the projector

The high quality display effect can be guaranteed only when the projector is correctly installed. Generally, the light source facing the screen should be reduced or eliminated as much as possible. The contrast of the image will be obviously reduced if the light directly shines on the screen, such as the beam from windows or the searchlight cast on the image. The image may become faded and not bright.

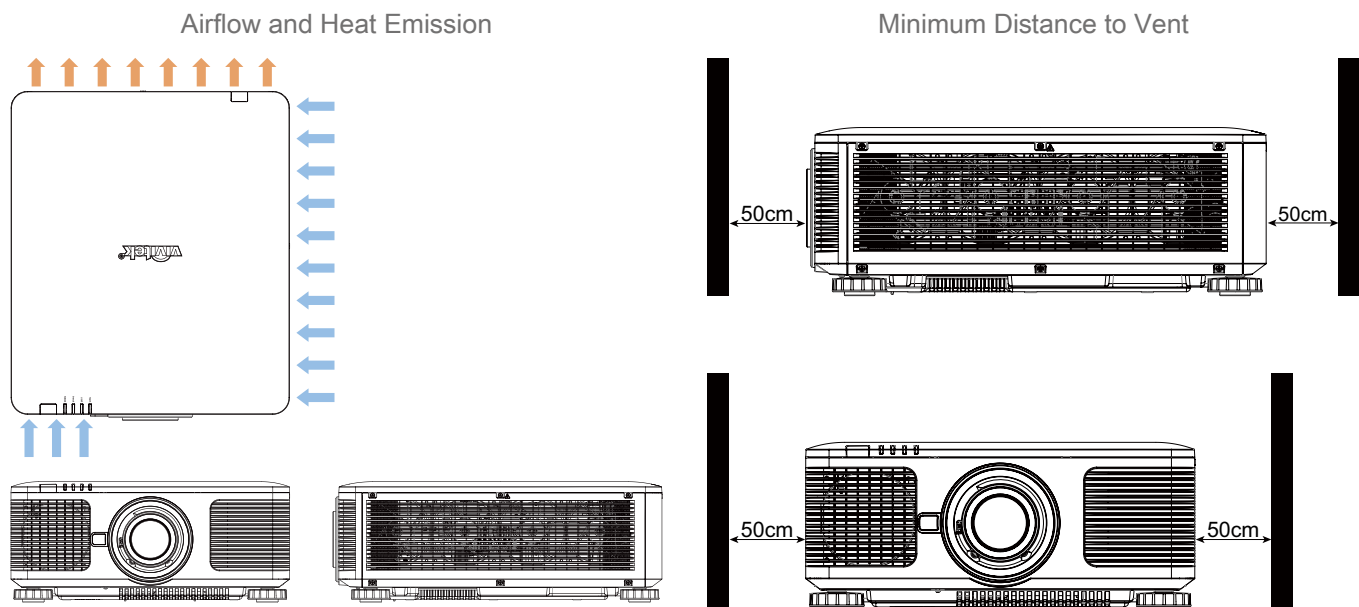
Precautions for Installation

Caution

- Projector installation must be done by a qualified professional. Contact your dealer for more information. It is not recommended you install the projector yourself.
- With ceiling installation, use approved mounting hardware & M4 screws; maximum depth of screw: 14 mm. Contact your dealer for information about mounting the projector on a ceiling.
- Only use the projector on a solid, level surface, serious injury and damage can occur if the projector is dropped.

Caution

- Ensure that the hot air from the exhaust vent is not sucked into the projector. Because even the ambient is within the operating temperature range, the hot air will cause the projector not dissipate heat well and cause the projector internal temperature too high. Make projector enter to protection mode.
- Ensure the air intake and exhaust vents are unobstructed and keep the required distance from any object. Below is required minimum distance between the vent and any object.
- All added enclosures should pass a certified thermal evaluation to ensure that the projector does not recycle exhaust air, as this may cause the projector to shut down even if the enclosure temperature is with the acceptable operation temperature range.

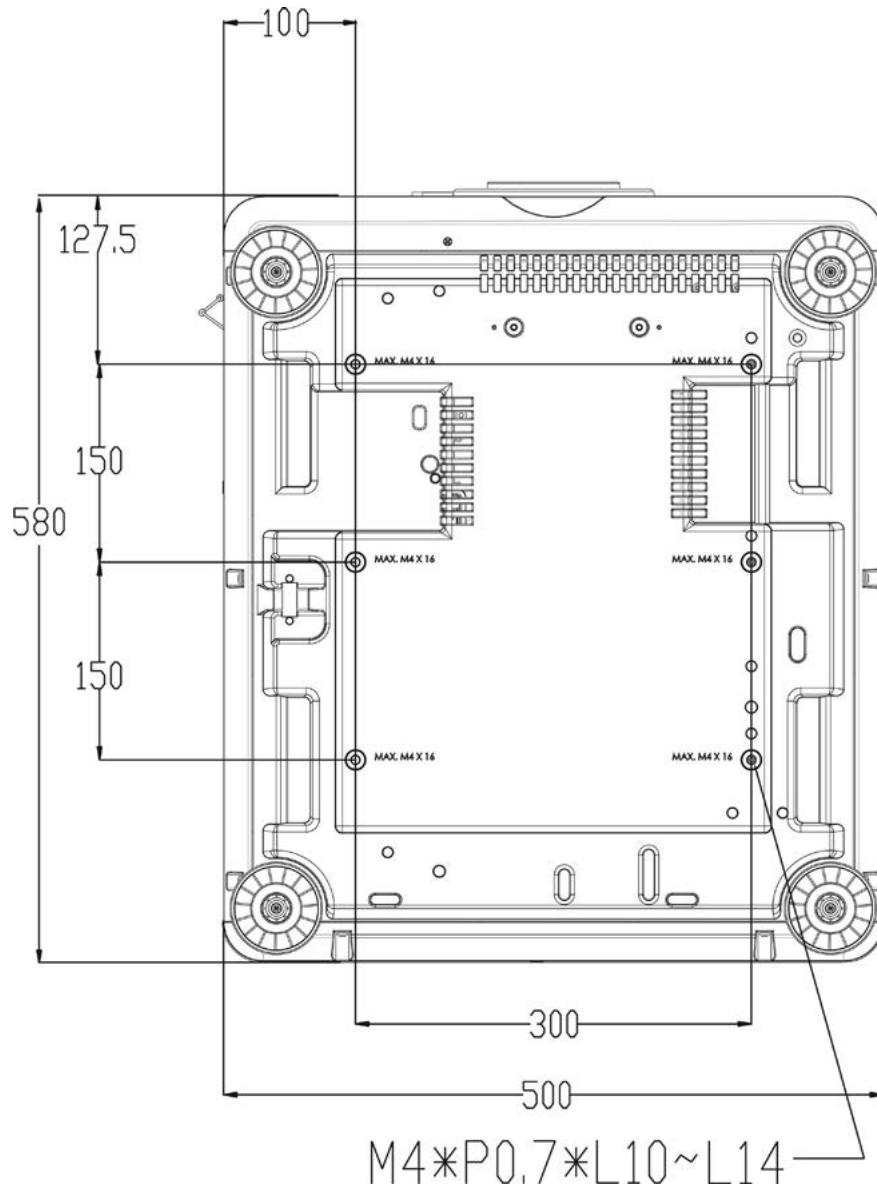


Caution

Please do not stack the projector on the surface of another projector, serious injury and damage may occur if the projector is dropped

Mounting the projector

For mounting the projector, please use UL Listed ceiling mounts and M4 screws, maximum depth of screw: 14 mm.



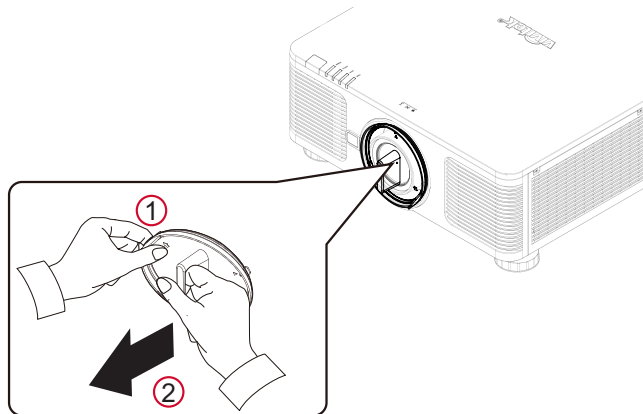
Installing or Removing the Optional Lens

Caution

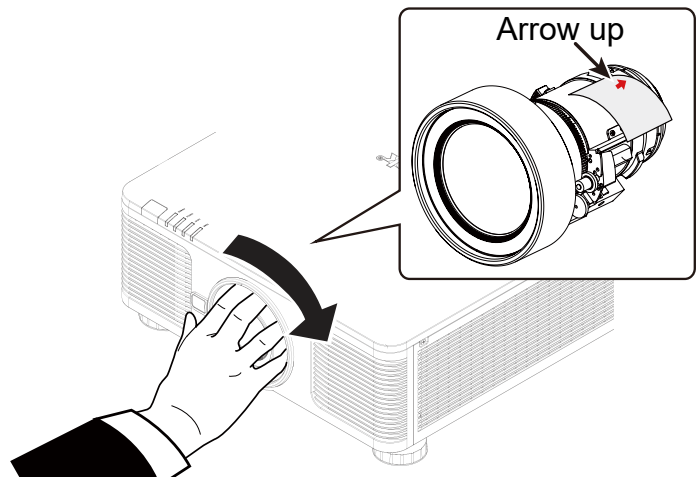
- Do not shake or place excessive pressure on the projector or the lens components as the projector and lens components contain precision parts.
- When shipping the projector with the optional lens, remove the optional lens before shipping the projector. The lens and the lens shift mechanism may encounter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

Install New Lens

1. If the Lens cover is installed, pull the edge of the lens cover with one hand (①), so that the lens cover can be removed easily with the other hand (②)



2. Align the “↑” symbol on the lens label with the “*” symbol on the top of the body (align to the center of the lens hole) and pull in the lens.



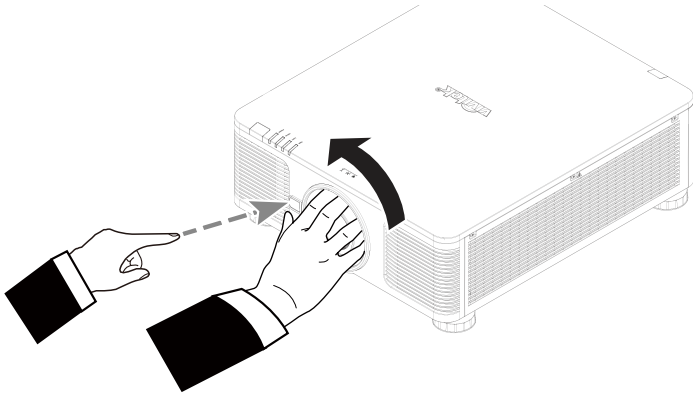
3. Make sure the lens is pushed into the holder and turn it clockwise to the “Lock” position. When turning the lens, the “Click” sounds twice to indicate that the lens is completely fixed.
4. Check if the lens is fixed successfully by pulling the lens out of the holder gently.

Note

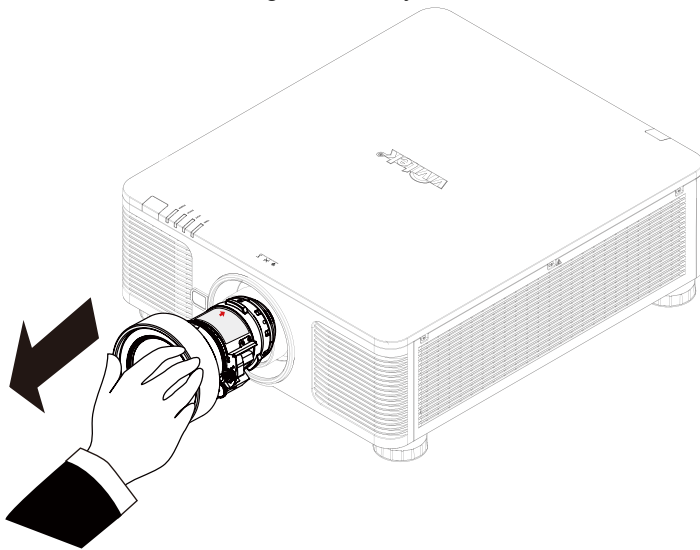
The lens memory function requires the accurate lens adjustment parameter. Please center the lens every time after the lens is mounted.

Removing the Existing Lens

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



6. Pull out the existing lens slowly.



Caution

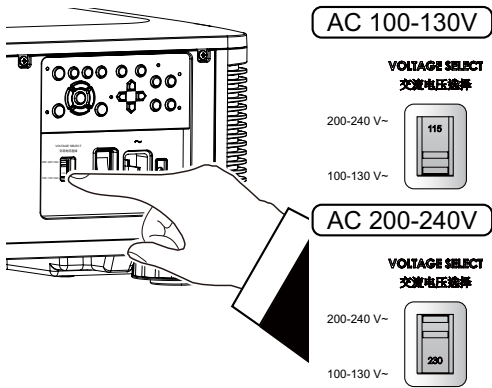
- When installing the lens into the projector, be sure to remove the lens cap from the back of the optional lens before installing the optional lens into the projector. Failure to do so will cause damage to the projector and lens.
- There is one safety switch inside the lens slot on the projector to prevent unexpected injury by laser beam, the projector cannot be turned on if the projection lens has not been installed or is not installed correctly. Please make sure the lens is installed properly before tuning on the projector.

Selecting the Input Voltage of AC Power

There is one slide switch near AC switch, please switch it to corresponding input voltage of AC power.

Please switch it to 115V if the input voltage range is 100V to 130V,

switch to 230V if input voltage range is 200V to 240V.

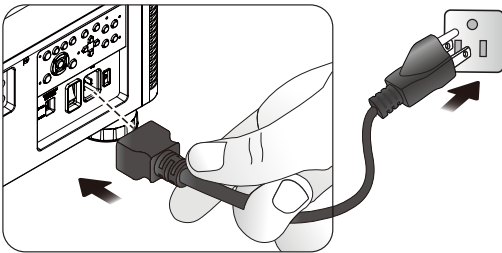


Important !

When the input voltage is 110V, the current supplied by the power supply does not provide the current required to run the projector at full power. In this case, the projector will automatically reduce the light source power to 65%, and the projector light output will also be reduced to about 65% of the nominal brightness accordingly to ensure that the projector can operate normally

Connecting to AC Power Supply

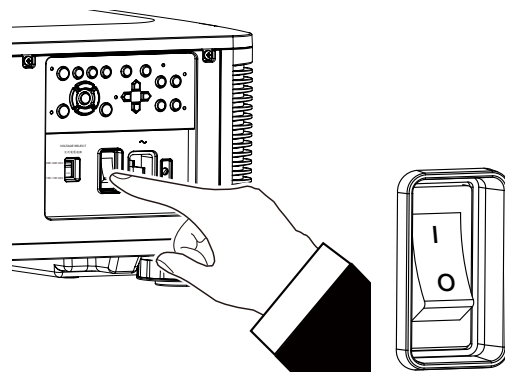
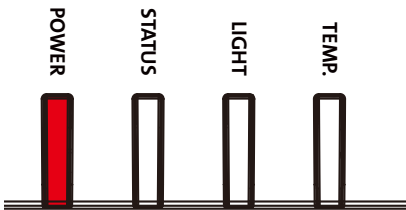
The AC power cord is included in the box; plug the power cord to the AC socket on the IO panel.



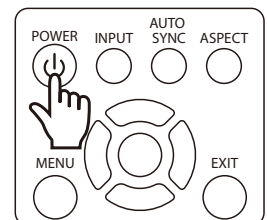
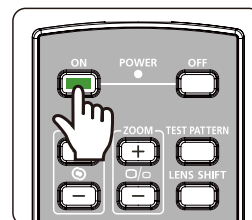
Turning on the Projector

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

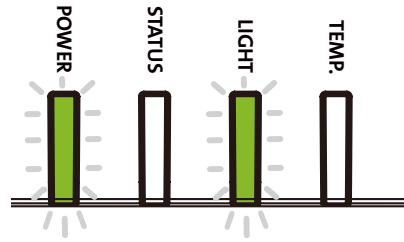
1. Press the main power switch to the on (I) position as shown. POWER LEDs flashes then lights red.



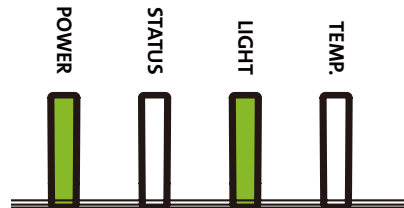
2. Press the POWER button on the control panel or ON button on the remote control.



- The Power LED and LIGHT LED flashes green till power on process is finished.



- After few seconds, both LEDs keep green, the projector is ready for use.



Turning off the Projector

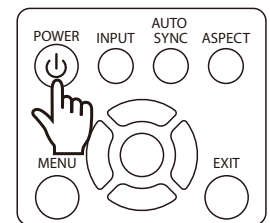
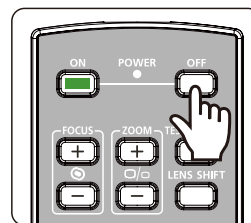
Once the projector is no longer required, it is important to shut it down correctly to avoid damage or unnecessary wear and tear to the projector.

Note

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

Refer to the following guide to shut down the projector.

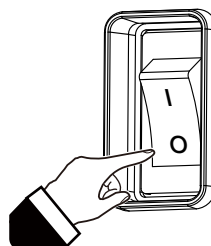
- Press the POWER button on the control panel or OFF button on the remote control once, the Power Off window displays.



- Press the POWER button again on the OSD control panel or remote control to verify power off, the power LED flashes orange after Power Off is confirmed.



- The projector enters SAVING mode when the power LED lights red.
- Press the Main Power switch to the off position (O) to turn off the projector.



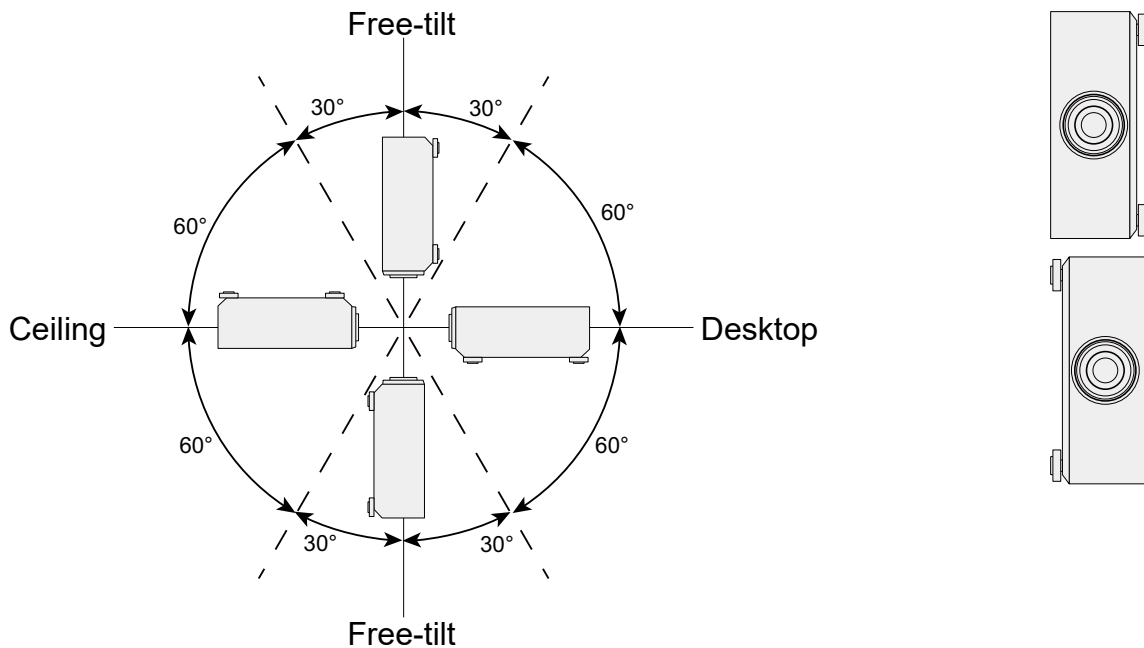
Setting up the installation condition

This projector is designed for set up in all angle including desktop, ceiling, portrait and free-tilt installation as below illustration. Please set the cooling condition according to the projector installation as below.

Desktop	Install the projector on the table for front projection or rear projection.
Ceiling	Mount the projector on the ceiling for front projection or rear projection
Fretilt	Install the projector at an angle, the angle is over $\pm 60^\circ$
Portrait	Install the projector at an angle 90° to project the portrait image.
Auto	The projector is equipped with orientation sensor; projector switches the cooling condition by detected projector orientation.

Desktop, Ceiling and Free-tilt Installation

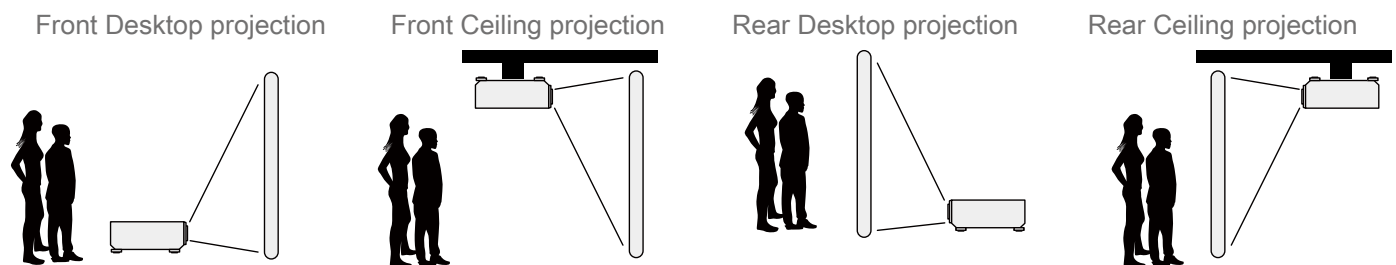
Portrait Installation



Setting up the Projection Mode

The projection mode option can be used to change the orientation of the projected image or flip the projected image.

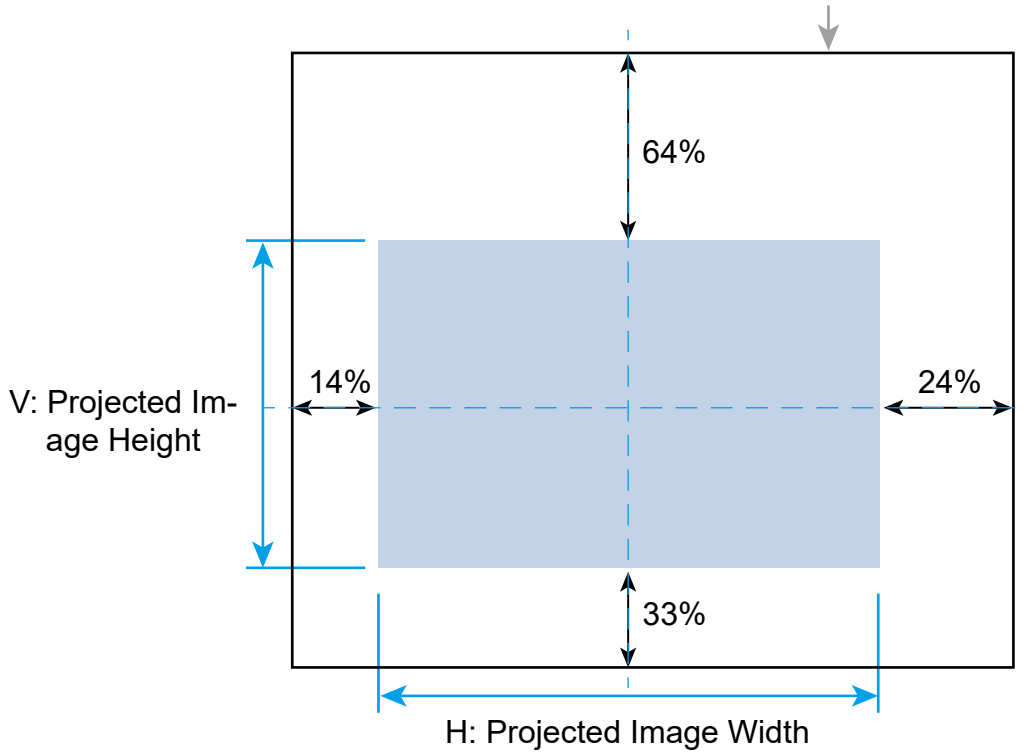
Front Desktop	Install the projector on the table and project the image on the screen forward.
Front Ceiling	Mount the projector on the ceiling and project the image on the screen forward, the image is overturned.
Rear Desktop	Install the projector on the table and project the image from the rear of the screen.
Rear Ceiling	Mount the projector on the ceiling and project the image from the rear of the screen, the image is overturned.



Adjusting Projected Image Position

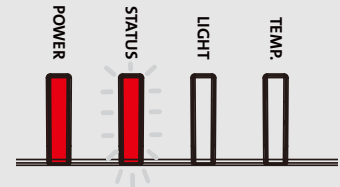
This projector has the powered lens shift feature; the image can be shifted vertically or horizontally without moving the projector. The lens shift range is shown in the percentage of the screen height and width, the maximum vertical shift range can be up to 64% of the projected image height and down to 33% of the height, and maximum horizontal shift range is 24% of the image width to right, 14% of the image width to the left. Please refer to below illustration.

The boundary of Lens shift



Note

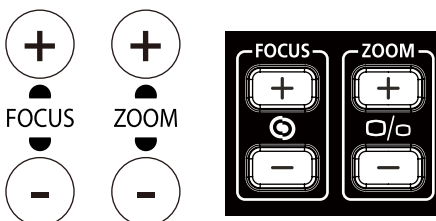
- The projector is equipped with safety switch inside the lens mount hole; the projection lens must be installed in the projector before turning on the power.
- If the projector detects no lens after the projector is turned on, the projector will enter to protection mode (POWER-lights red, STATUS-red light flashes). If this happens, turn off the projector's AC power and turn on the projector after installing the lens.
- There is a Lens Lock function on OSD menu to disable lens control adjustment for avoiding possible misoperation after you finish the adjustment, please make sure to disable the lock before performing the lens control.



Adjusting the Focus and Zoom

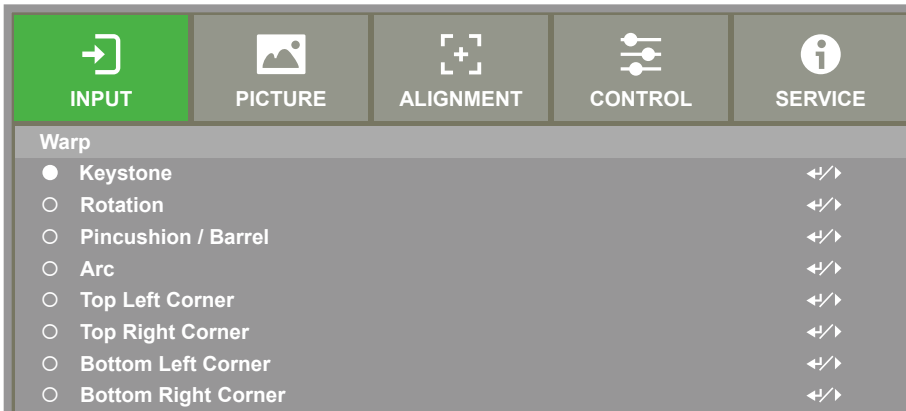
The focus and zoom can be adjusted from the projector control panel or remote control. Refer to the following guides to adjust the focus and zoom manually.

Press the Focus or Zoom button on the control key panel or remote control to adjust the focus or zoom effect using the increase and decrease buttons as required



Adjusting Geometric Distortion

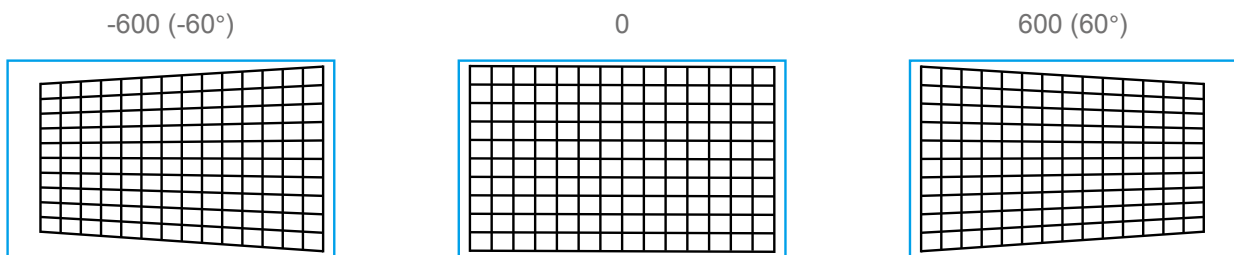
When the image is projected on a curved surface or screen at an angle, the image may become distorted. You can utilize the latest Vivitek Geometric Correction engine to make an image look visually correct when it is projected onto a non-planar screen or at an angle. The option as following figure, the available function combination is listed on the submenu of each geometry correction option.



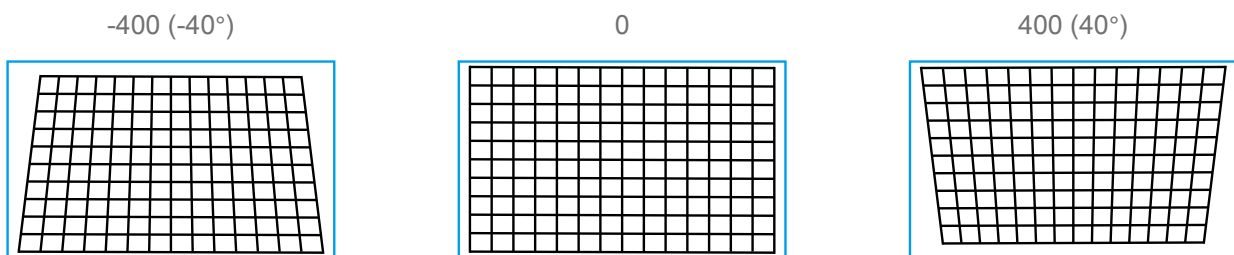
Keystone

Select the Keystone adjustment then use the ◀ or ▶ button to correct the distortion, the adjustable value in horizontal and vertical correction is ±30. The illustration is as below.

Horizontal Keystone



Vertical Keystone

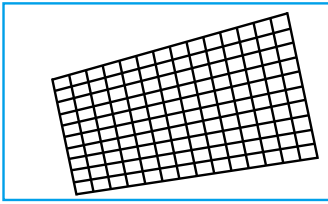


Note

Above adjustable range is for the case you adjust single dimension. Besides correcting H and V Keystone by separate. You can also use H and V keystone combination to correct the distortion. the adjustable range of H and V Keystone combination is narrow if comparing with single- dimension adjustment.

Rotation

After H or V Keystone is adjusted, Rotation option is available for rotating the image if required. The option is only available if H or V Keystone is adjusted, Use the ◀ or ▶ button to rotate the image clockwise or counterclockwise.



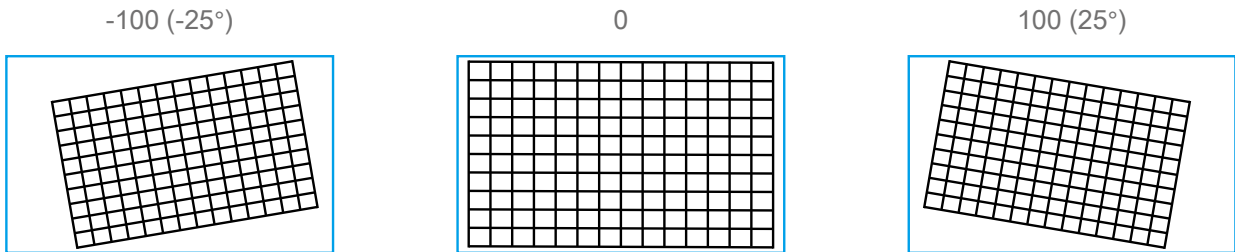
Reset

Reset all of settings under this option to the default value.

Rotation

Rotate the projected image within active display area.

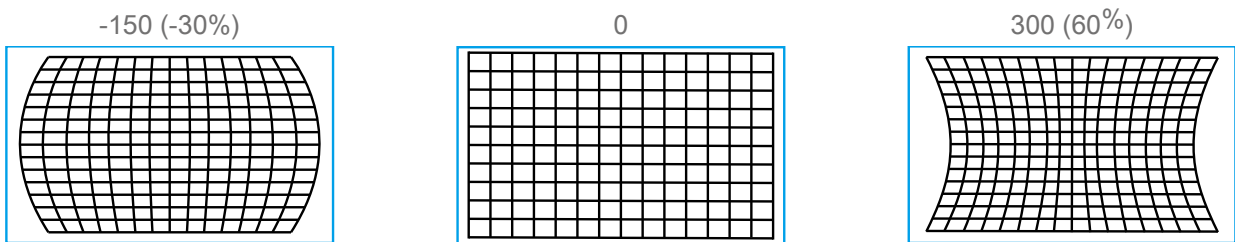
Use the ◀ or ▶ button to rotate the image clockwise or counterclockwise. Select Reset option to return Rotation setting to default value. Note that the image size is shrunk for projecting full image when Rotation is enabled; please refer to below illustration for adjustable range.



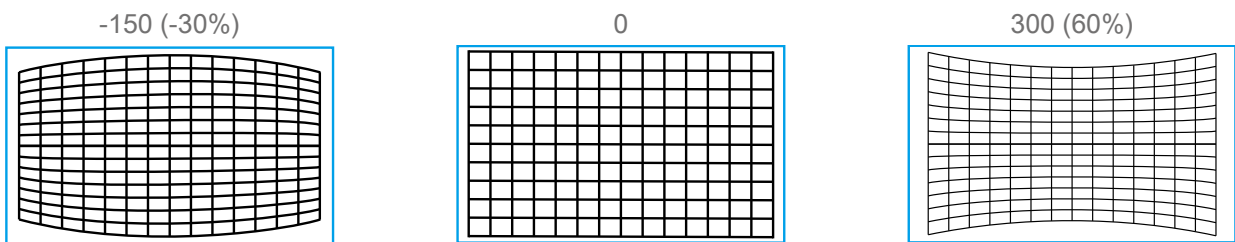
Pincushion / Barrel

When image is projected onto a cylindrical screen or hemispherical domes, you can use Pincushion /Barrel Correction to correct the distortion. Use the ◀ or ▶ button to adjust Pincushion / Barrel effect, Keystone or rotate the image by Rotation option.

Horizontal

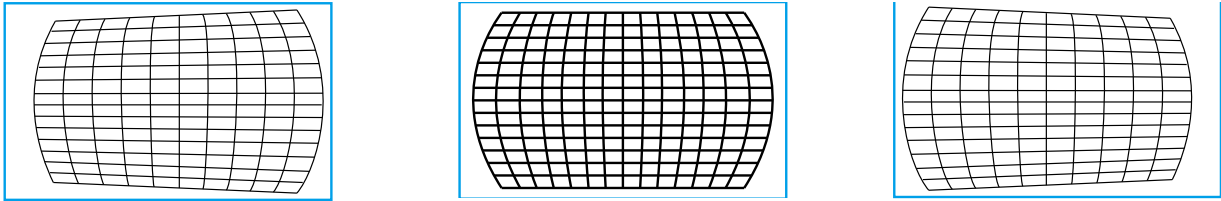


Vertical



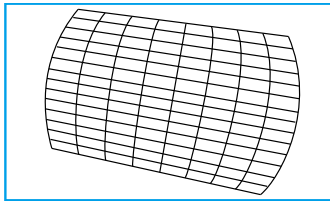
Keystone

Example for using Horizontal Keystone.



Rotation

Example for using Rotation.



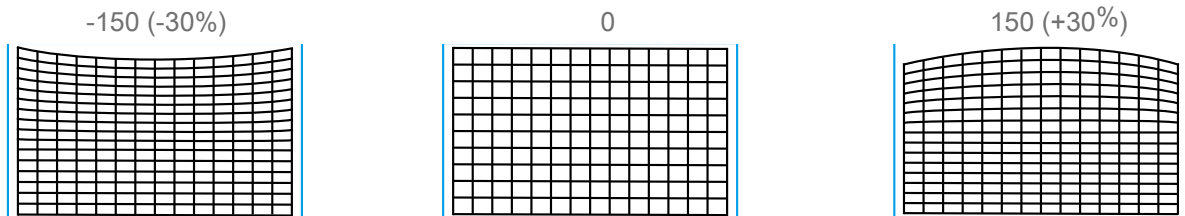
Note

- H or V Keystone is available when Horizontal or Vertical of Pincushion/Barrel is adjusted.
- Rotation is available when H or V Keystone is adjusted.
- When rotation is adjusted, the image size is shrunk to fit for the active display area.

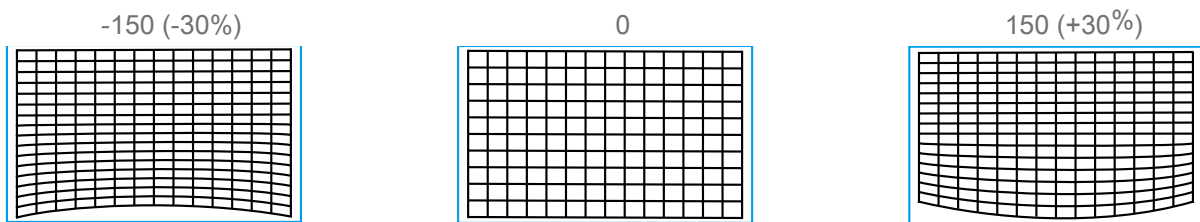
Arc

Besides correcting the pincushion or barrel effect, ARC function allows you to correct the distortion on one edge. You can separately correct the distortion on top, bottom, left or right of the image. Please refer to below illustrations.

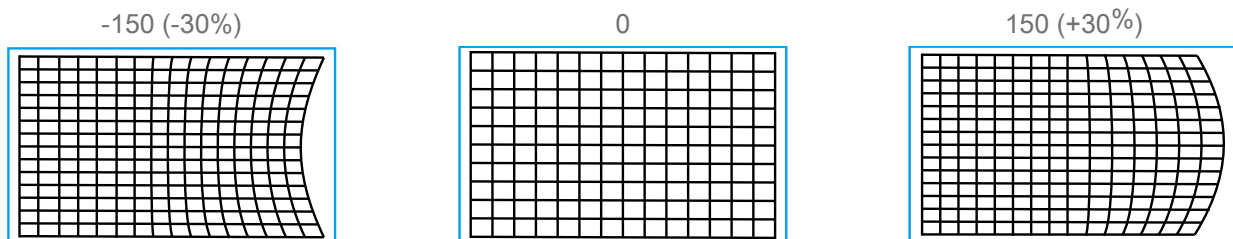
Top



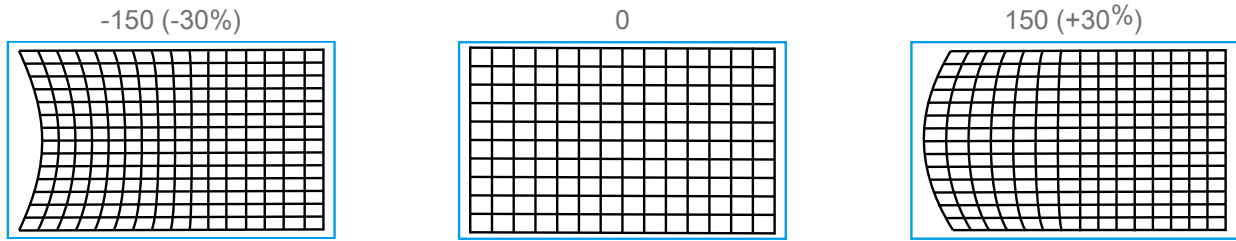
Bottom



Right



Left



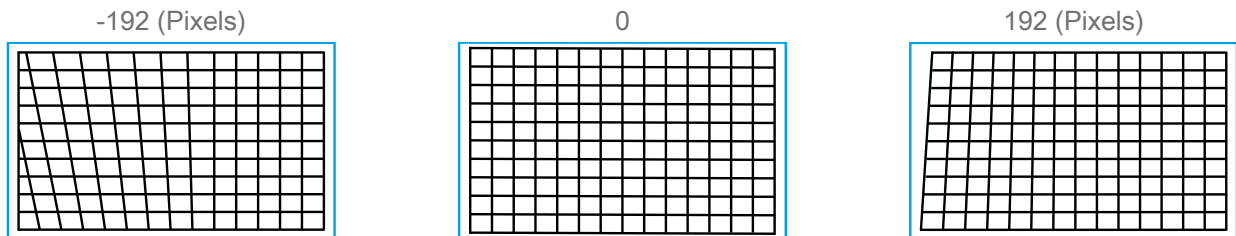
Corner Adjustment

In some applications, the distortion at the corner may occur due to the installation or projected surface.

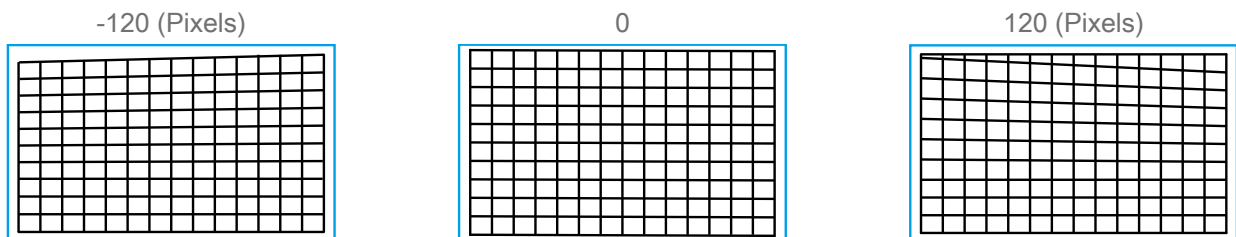
In this case, you can use Conner adjustment to correct the distortion corner by corner. Please refer to below illustrations

Top Left Corner

Horizontal

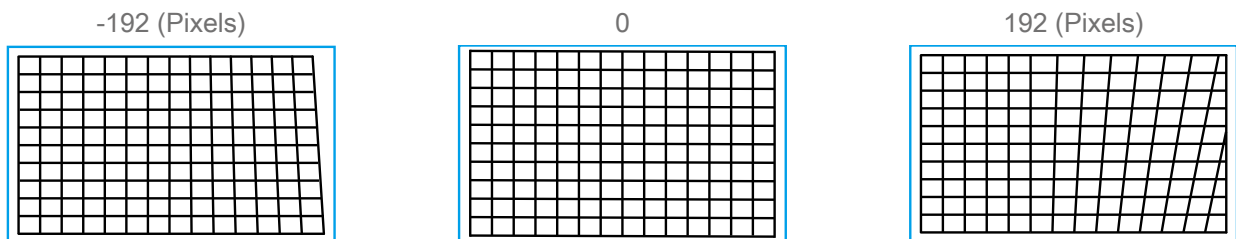


Vertical

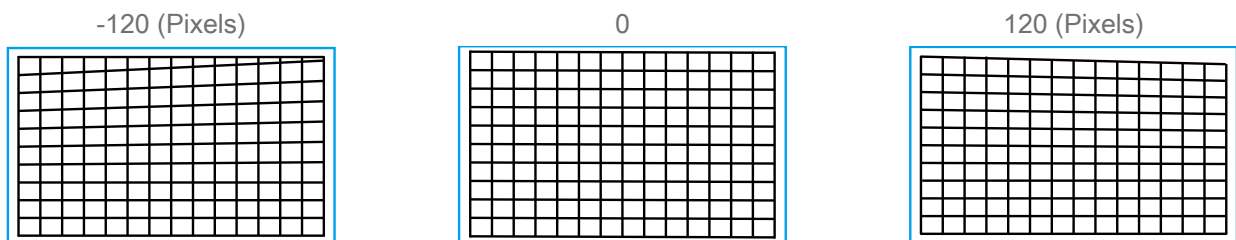


Top Right Corner

Horizontal

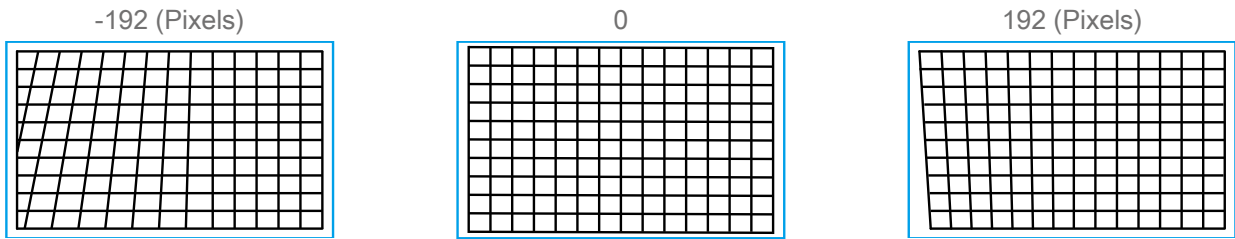


Vertical I

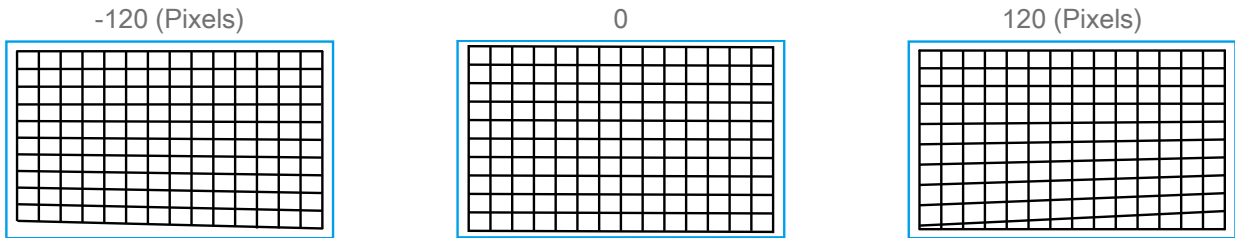


Bottom Left Corner

Horizontal

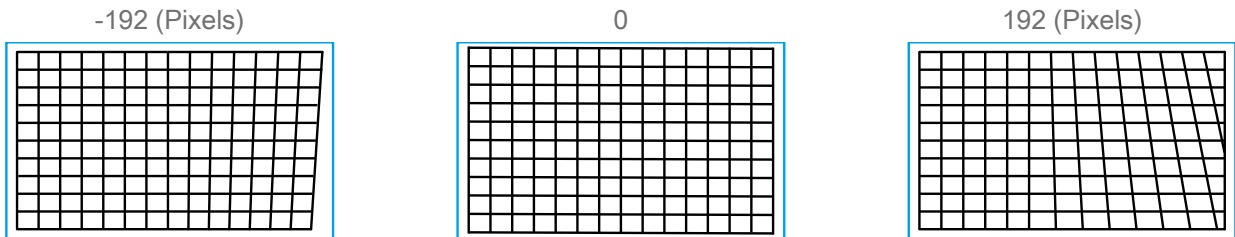


Vertical

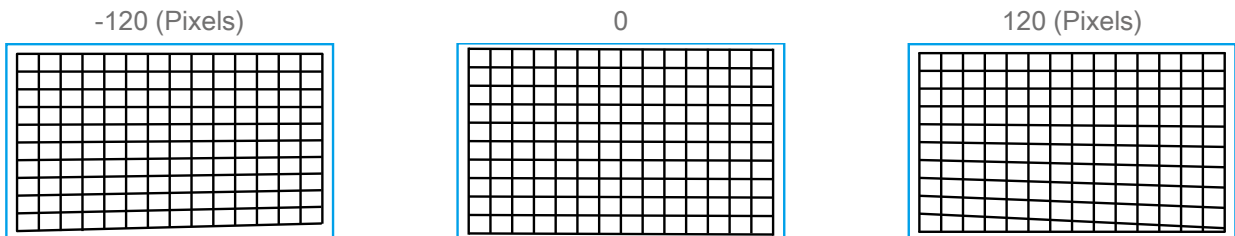


Bottom Right Corner

Horizontal



Vertical



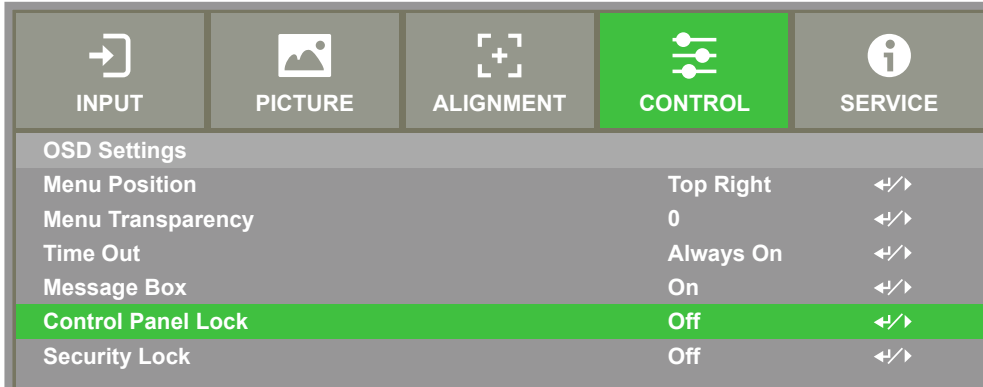
Preventing the Unauthorized Use of the Projector

Using the Control Panel Lock

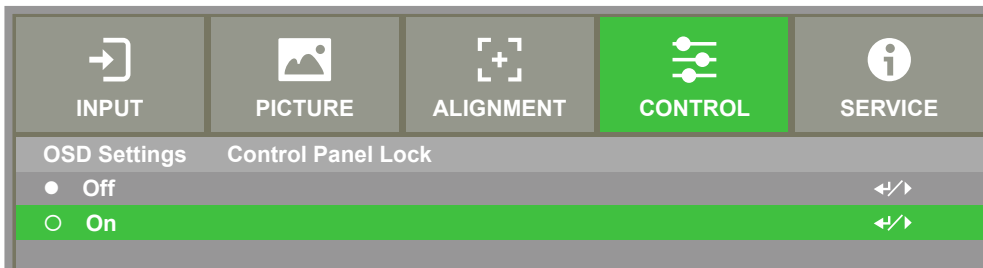
This function allows you to lock control panel on the projector to prevent accidental presses by an individual or unauthorized person to control the projector.

Locking the control buttons

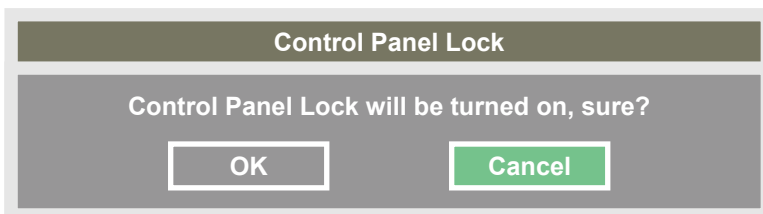
Select CONTROL>OSD Settings>Control Panel Lock to enable the function as below illustration.



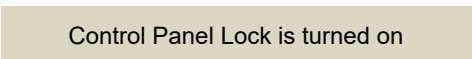
The pop-up message will be shown as following if Control Panel Lock is turned on



Select OK to confirm or Cancel to ignore the setting.

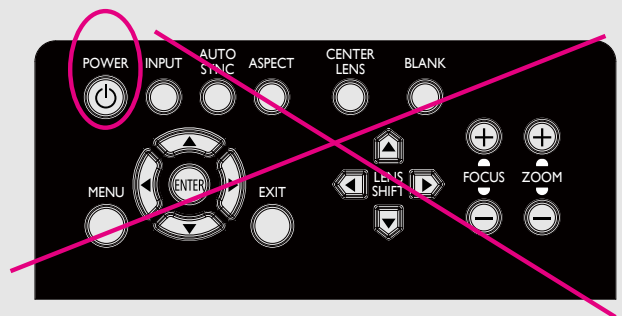


Once Control Panel Lock is enabled, all of control buttons on the projector are locked. Below message is shown on the screen few seconds if any control buttons is pressed.



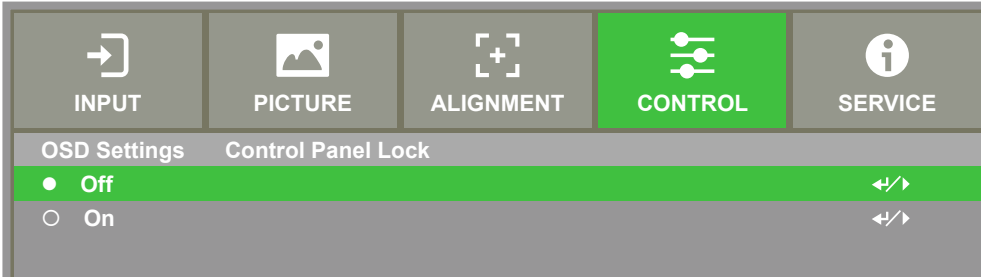
Note

When active Control Panel Lock. Only Power key will available, others will no action until control panel lock is unlock (set to Cancel). Please refer to "Unlocking the control panel on page30 "



Unlocking the control panel

Once Control Panel Lock is enabled, all of control buttons on the projector are disabled. Please enter the OSD option CONTROL>OSD Settings>Control Panel Lock then select Off to unlock the control panel by remote control.

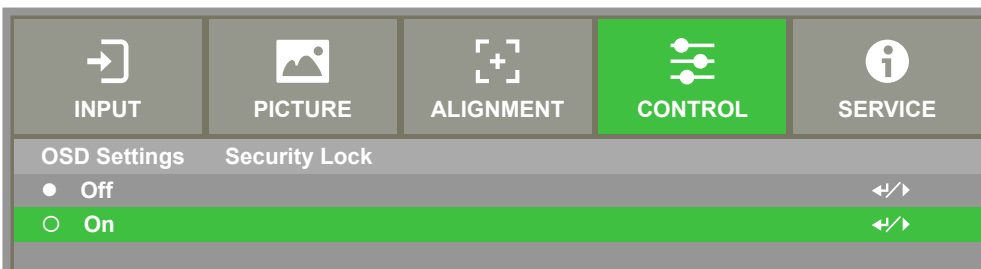
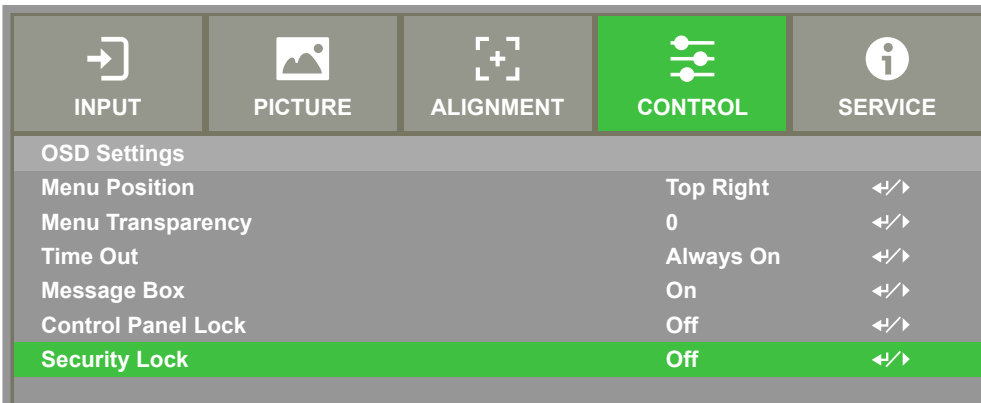


Using Security Lock

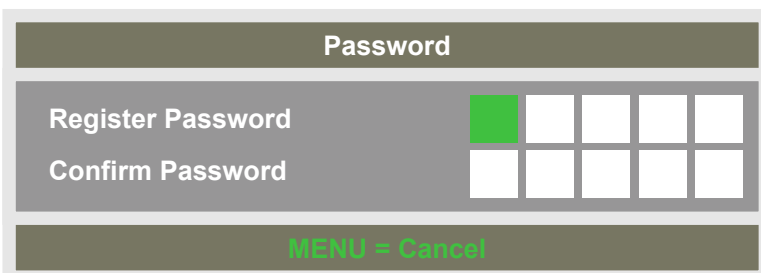
This function allows you to lock the projector for preventing the unauthorized turning on the projector; the setting is valid when you turn on the projector next time.

Enable the Security Lock

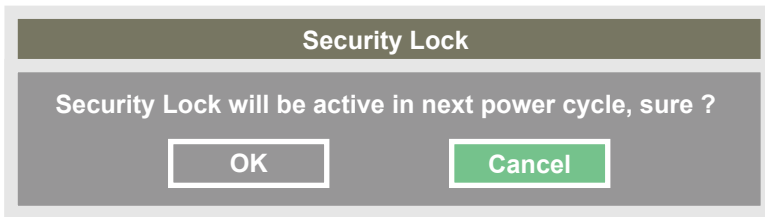
Select CONTROL>OSD Settings>Security Lock then select On to enable the function as below illustration.



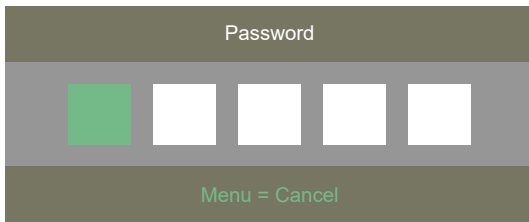
Once Security Lock is turned on, the pop-up message for setting up the password Lock as is shown as following. Press arrow buttons to set up your password, the password can be the combination of four arrow keys.



Security Lock is turned on, the pop-up message will be shown Lock as following, select OK to confirm or Cancel to ignore the setting.

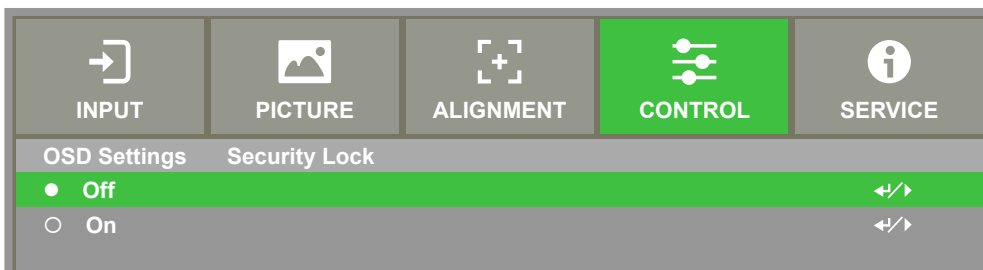


When you turn on the projector next time, the pop-up window will remind you to input the password to start the projection. The projector cannot be operated without entering the correct password.

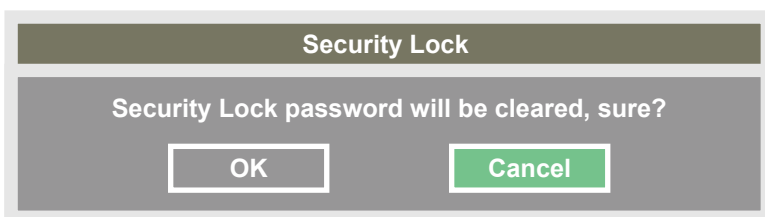


Unlocking the projector

The projector can be unlocked from OSD menu, enter CONTROL>OSD Settings>Security Lock and select Off to disable Security Lock as below illustration.



Once Off option is selected, the pop-up window will be displayed to confirm the setting. Select OK to disable the function, otherwise select Cancel to ignore the setting.



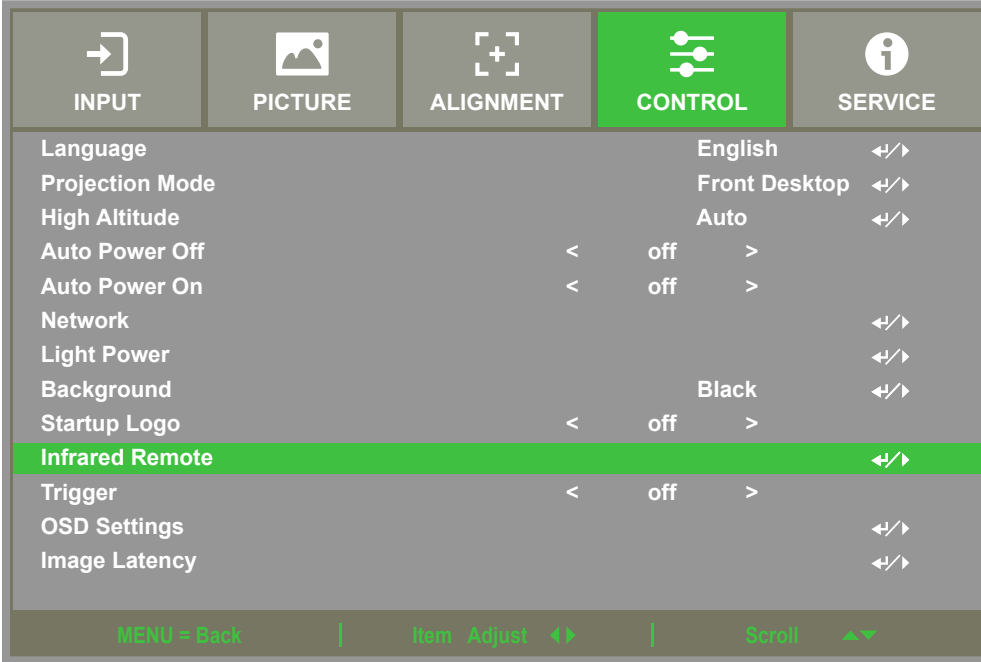
Using Control ID for Multi-projector Application

When installing more than one projector in the room, the projectors may receive the remote control signal at the same time. In this case, you can use control ID function to specify the identification of the projector and remote control to operate the specified projector. Follow below steps to set up the identification number for the projector and remote control.

Step1: Set the Projector identification number

Before setting the ID control code of the infrared remote control, you need to specify its ID control code for each individual projector. You can use the control panel on the projector to set the projector's ID control code, or use RS232 network control to set its ID control code.

5. Enable Projector ID Control function from "CONTROL->Infrared Remote->ID Control Enable" as following figure.



The message box will display as following when enter the Infrared Remotes. Selecting "ON" to active the ID Control or "Off" to cancel use the ID setting.



6. Set Control ID Number
Select Control ID Number option then press Enter buttons, use ► button to increase the number or ◀ button to decrease the number to set Projector ID. This option is available when "Control ID Number" is turned on. The number range that can be set is 1-99



Step2: Set the identification number of remote control

The remote control has 2 ways to operate the projector.

- Use 1 remote control to operate 2 projector. Each remote control can record 2 ID control code. Press ID SET+MENU 5 seconds at the same time. The remote control backlight flashes 1 times then switch to the next ID control code.
- One remote control corresponds to a single projector. Assuming there are 3 projectors in the room, Then use 3 different remote control to operate each different projector.

Note

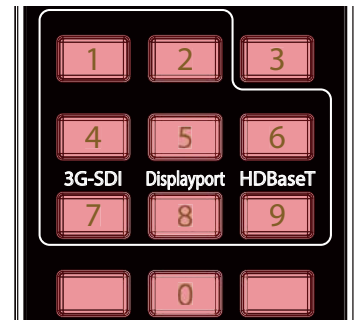
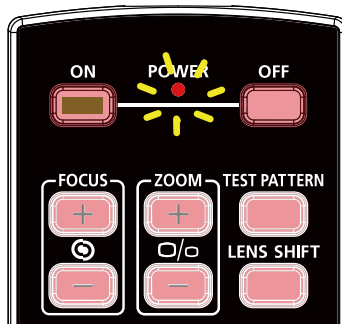
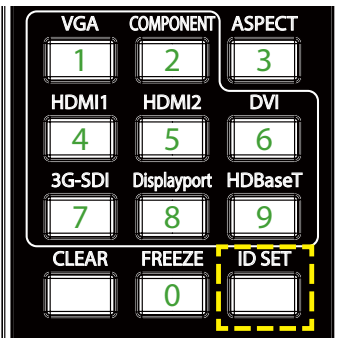
- The projector's ID control code is 1, 2, 3, ... 99.
- The ID control code of the infrared remote control is 2 digits, so 01 is equivalent to 1, 02 equivalent to 2 on the projector.

Example: When the projector's ID control code is 5, press and hold the ID SET on the remote control for about 3 seconds, the POWER LED on the remote control will start to flash. Next press the number 0 on the remote control for one second, the Power LED will light up to indicate that the setting has been successful, and then press 5 for 1 second. The Power LED of the remote control lights up again to indicate that the remote control has been successfully set 05 ID control code, at this time you can use the remote control to control the projector with the 5th ID control code.

Press and Hold ID SET for 3 Sec.

Power LED is flashing

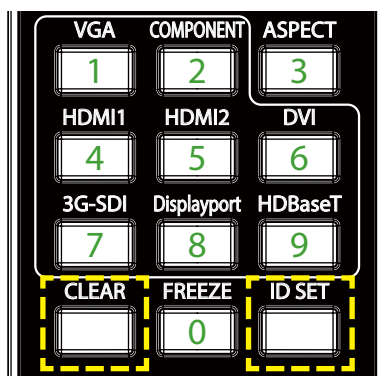
Press two digits for ID number



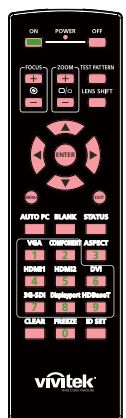
Erase the identification number of the remote control

You can directly press the ID SET to set a new ID control code. The new ID control code will overwrite the old one. You can also use the ID SET+CLEAR button on the remote control to clear the ID control code by following steps.

Press ID SET+CLEAR simultaneously for 5 seconds

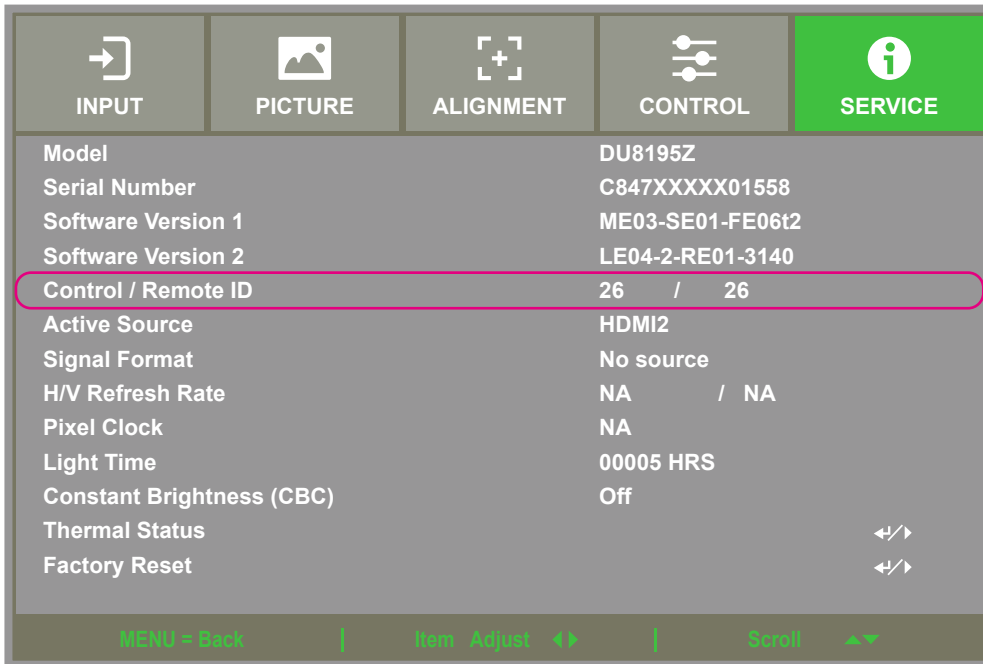


The backlight of the buttons is flashing one time



Checking the identification number of the projector and remote control

The identification number of the projector and remote control can be checked by SERVICE menu as following figure, "X" represents that the function is not enabled; the number 26 is the current identification number of the remote control.



Note

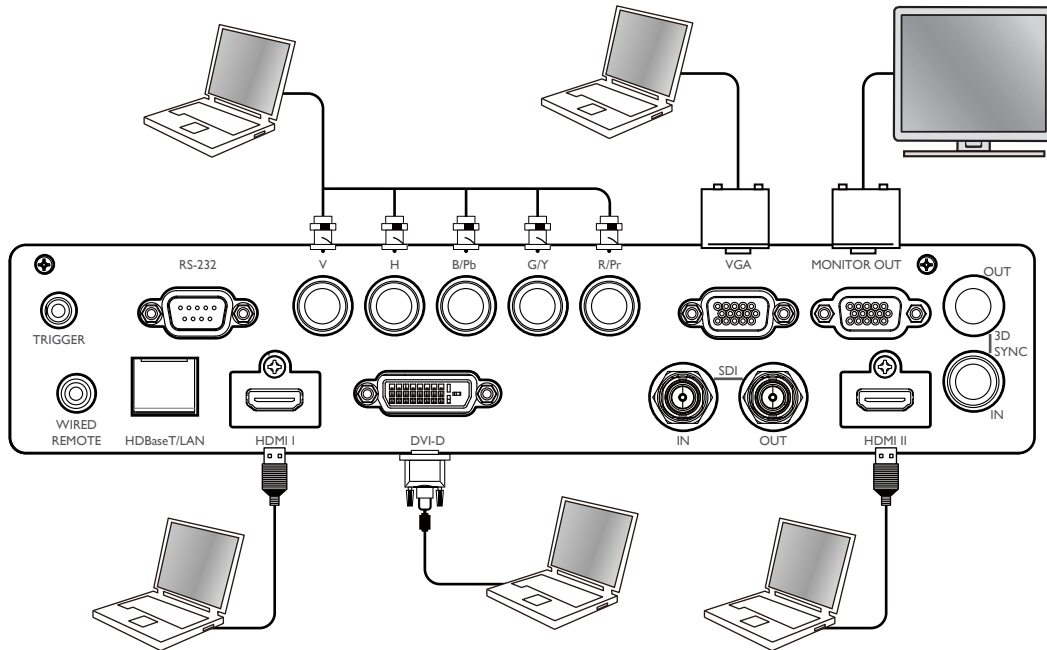
- If Projector ID Control is set to Off, projector can receive any control signal from the remote control even ID number is set into the remote control.
- When the terminal of the remote control cable is inserted to the wired control terminal of the projector, the projector will automatically switch to the wired control mode and cannot be controlled through the IR signal of the remote control. Disconnect the wired control terminal on the projector if you want to control through the IR signal of the remote control.
- If the wired remote control cable or the external IR transmitter is inserted to the incorrect port, such as Trigger, the remote control or the IR transmitter may be damaged. Make sure whether the port is correct

I/O - Connecting

Follow the instructions below to connect projector to the video source, external control equipment (if any). When connecting to the equipment, use the correct signal cable to connect to the signal source and ensure that the cable is securely connected. Fasten the nut on the joint and connect the signal source equipment to the projector according to the following figure.

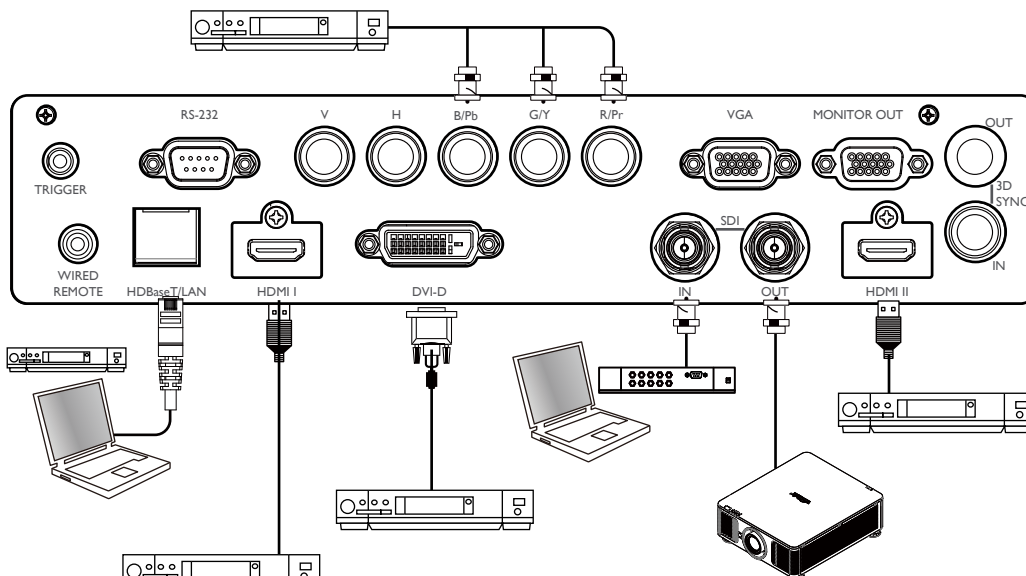
Connecting to Personal Computer

You can connect the PC signal to be projected to the projector through the DVI-D, HDMI, VGA or RGBHV (BNC) cable. If the signal to be input is VGA signal, connect the VGA cable to the external display to simultaneously monitor the projected content.



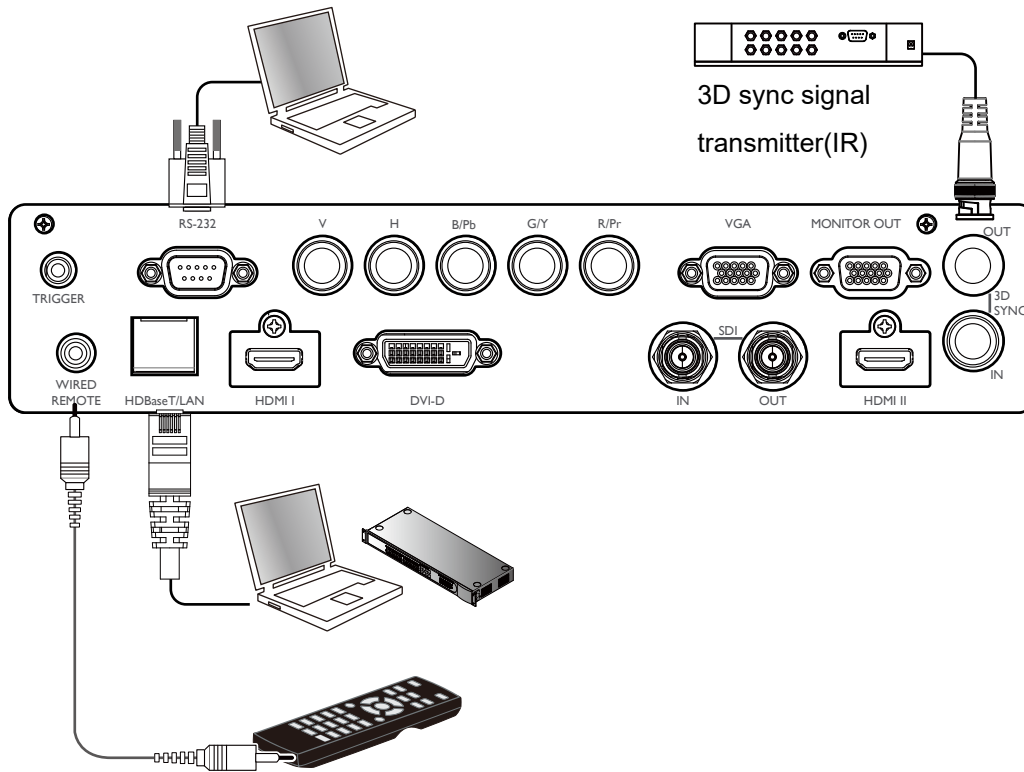
Connecting to the Video Device

Connect the video equipment to the input port of the projector via the DVI-D, HDMI, SDI, Component Video and HD-BaseT Transmitter Connector.



Connecting to the Control Equipment

The projector has the following control port for connecting to the control equipment.



HDBaseT/LAN (Network control)

The projector supports network control. LAN and HDBaseT share the one port. If only network control is used, you can connect the LAN on the projector to PC or through the local network. Refer to the Remote Communication Manual for detailed information.

RS-232 (RS-232 control)

The projector can be remote-controlled by connecting the projector to PC or control system through the standard 9-pin serial cable (Straight Through Serial Cable). Refer to the Remote Communication Manual for detailed information.

Wired remote control

If the projector cannot receive the IR signal from the remote control due to the overly long distance or obstacles, you can connect the cable to the IR remote control or the external IR transmitter (optional) via the WIRE input port to expand the working range of the remote control.

3D Sync Out/In

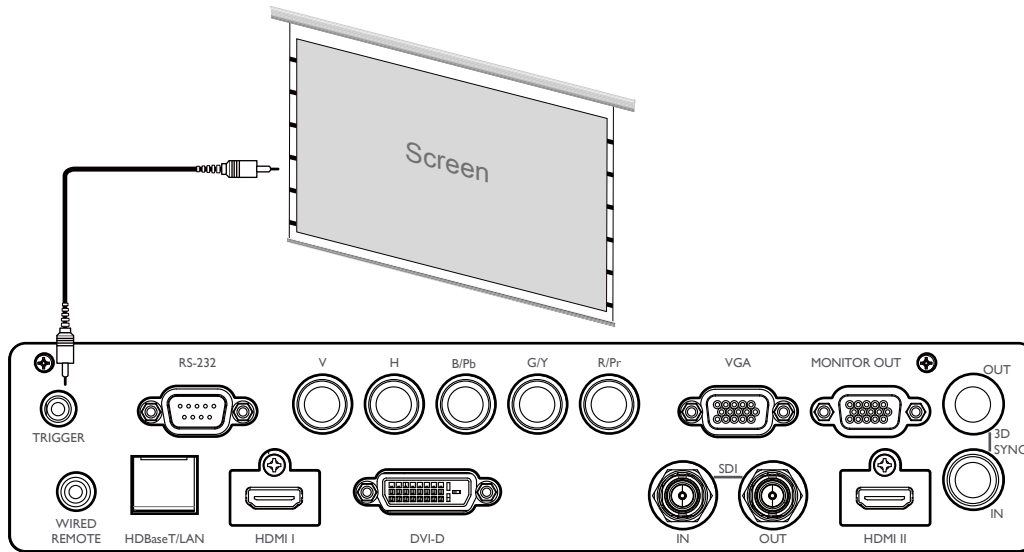
Connect to 3D IR sync signal transmitter or device.

Note

- When the terminal of the remote control cable is inserted to the wired control terminal of the projector, the projector will automatically switch to the wired control mode and cannot be controlled through the IR signal of the remote control. Disconnect the wired control terminal on the projector if you want to control through the IR signal of the remote control.
- If the wired remote control cable or the external IR transmitter is inserted to the incorrect port, such as Trigger, the remote control or the IR transmitter may be damaged. Make sure whether the port is correct.

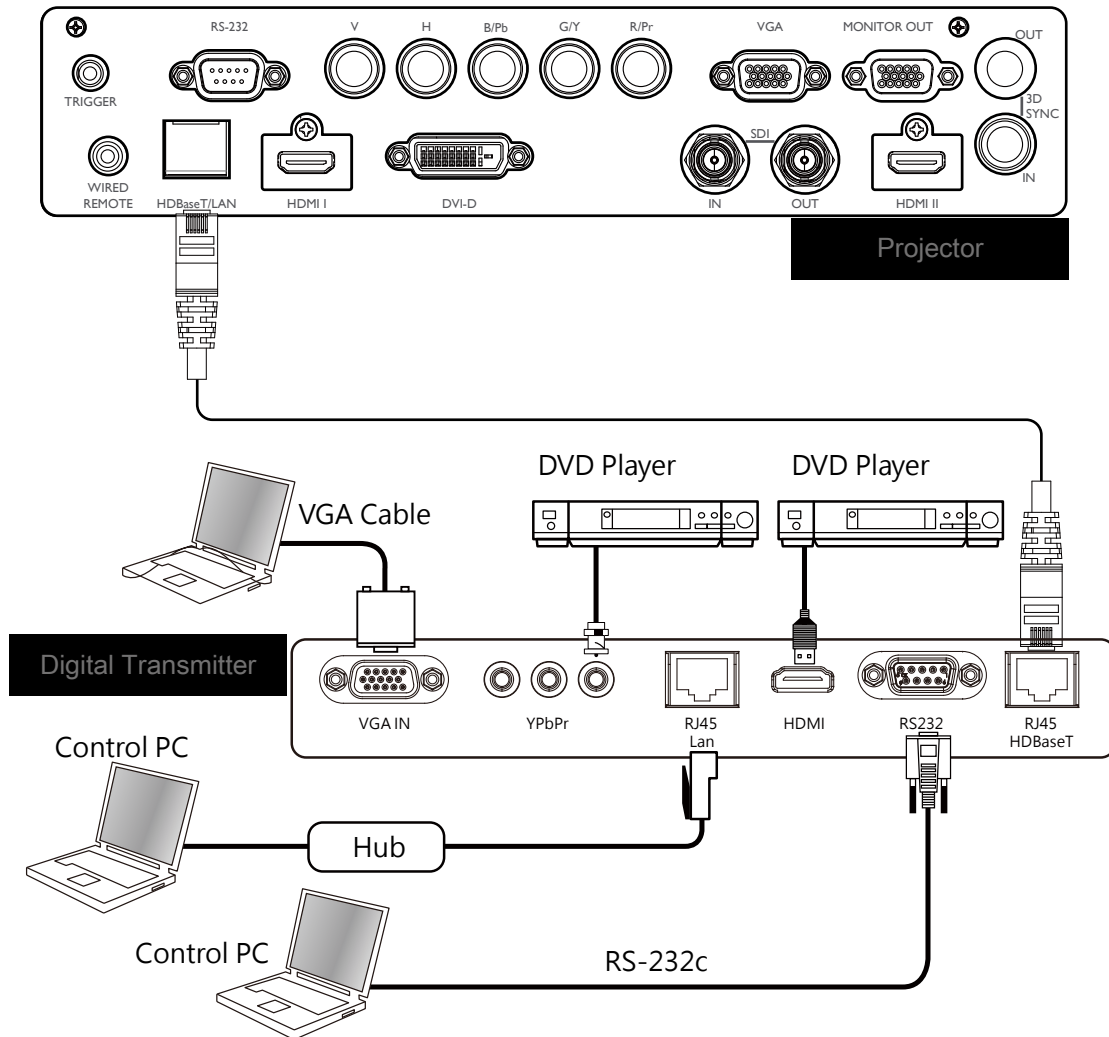
Connecting to the Screen Trigger

If your projection system includes the electric projection screen and other 12V trigger device, you can connect these devices to the 12V trigger to output and configure the output 12V signal settings. The projector will output 12V signals when it's turned on. You can use the signal to control the screen or device.



Connecting to external HDBaseT Transmitter

The projector has a built-in HDBaseT receiver. With HDBaseT Transmitter (optional), the video, RS-232 and LAN signals can be sent to the projector via a single RJ-45 cable. If the HDBaseT Transmitter you purchased supports the input and output of the IR remote control, the control signals from the IR remote control can be sent to the DU8195Z projector via the RJ-45 cable.



Note

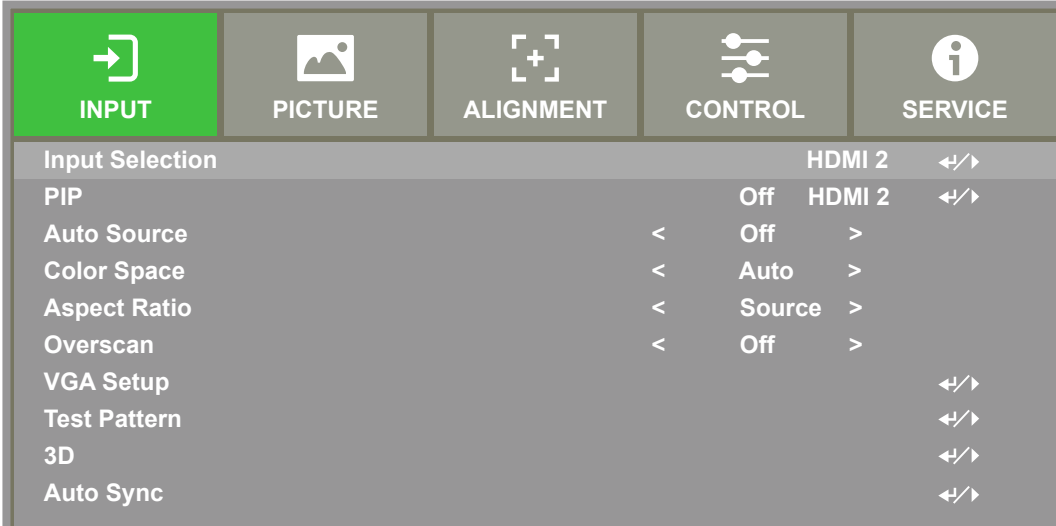
- The projector supports the video signal, R-232, IR remote control and the reception of the network control signals but do not support Power over Ethernet (PoE).
- The baud rate will be switched to 9600 automatically. If RS232 command is sent via external HDBaseT transmitter.
- If the command is sent via the HDBaseT transmitter, the longest transmission distance is 100 meters. The projection may be interrupted or interfered, or the control signal cannot be sent if the transmission distance is exceeded.
- Use the RJ-45 Cat5e or above cable and avoid entwining. Entwining may cause damage or interfering signal transmission, reduce the transmission distance and degrade the image quality.

Using the projector

Using On-Screen Display

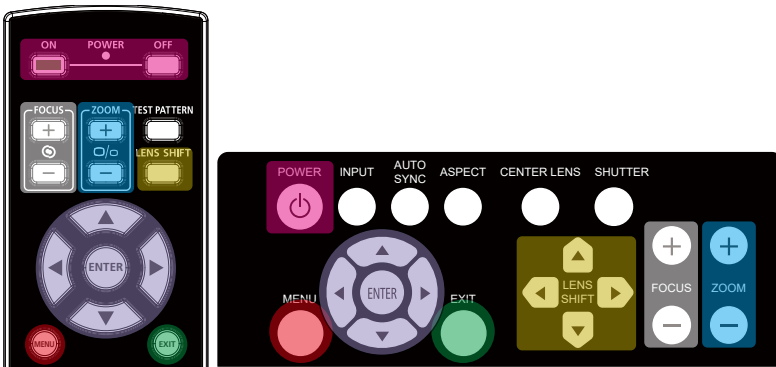
Using the OSD Menu

The projector has an On-Screen Display (OSD) that lets you make image adjustments, change various settings and check current projector status.



Navigating the OSD

You can use the remote control or the control buttons on the projector to navigate and make changes to the OSD. The following illustration shows the corresponding buttons on the remote control and on the projector



1. Press the **Menu** button on the projector control panel or remote control to open the OSD. There are five folders (Input, Picture, Alignment, Control, Service) on the menu. Press the cursor ◀ or ▶ buttons to move through secondary menus.



2. Press ▲ or ▼ to select menu items and ◀ or ▶ to change values for settings. Press ↵ to confirm the new setting.
3. Press **MENU** to leave a submenu or **EXIT** to close menu.

Menu Tree

Use the following table to quickly find a setting or determine the range for a setting.

INPUT

2nd Layer	3rd Layer	4th Layer	Selections
Input Selection			HDMI1 / HDMI2 / VGA / Component / BNC / DVI / 3G-SDI / HDBaseT
PIP	PIP Option		Off / On
	PIP Input		HDMI1 / HDMI2 / VGA / Component / BNC / DVI / 3G-SDI / HDBaseT
	Position		Top Left / Top Right / Bottom Left / Bottom Right / PBP
Auto Source			Off / On
Color Space			Auto / YPbPr / YCbCr / RGB-PC / RGB-Video
Aspect Ratio			5:4 / 4:3 / 16:10 / 16:9 / 1.88 / 2.35 / LetterBox / Source / Native
Overscan			Off / Crop / Zoom
VGA Setup	H Total		
	H Start		0~200
	H Phase		
	V Start		
Test Pattern			Off / Crosshatch / Color Bar / Checker Board / H Burst / V Burst / White / Red / Green / Blue / Black
3D	3D Format		Off / Auto / Side by Side / Top and Bottom / Frame Sequential
	Eye Swap		Normal / Reverse
	DLP Link		Off / On
	Dark Time		0.65ms/1.3ms/1.95ms
	Sync Delay		0~200
	Sync Reference		External / Internal / Auto
Auto Sync			Execute

PICTURE

2nd Layer	3rd Layer	4th Layer	Selections
Picture Mode			High Bright / Presentation / Video
Brightness			
Contrast			0~200
Saturation			
Hue			
Sharpness			0~15
Color Temperature			5400K / 6500K / 7500K / 9300K / Native
Color Gamut			REC709 / EBU / SMPTE / Native
Gamma			1.0 / 1.8 / 2.0 / 2.2 / 2.35 / 2.5 / S-Curve/DICOM
Input Balance	Red Offset		
	Green Offset		
	Blue Offset		0~200
	Red Gain		
	Green Gain		
	Blue Gain		
HSG	Red	Hue Saturation Gain	0~200
	Green		
	Blue		
	Cyan		
	Magenta		
	Yellow		
	White	Red Gain	
		Green Gain	
	Blue Gain		
	Reset		Execute
Noise Reduction			0~3
Dynamic Black			Off / On
Light Off Timer			Disable / 0.5 / 1.0 / 1.5 / 2.0 / 3.0 / 4.0 Seconds

ALIGNMENT

2nd Layer	3rd Layer	4th Layer	Selections	
Lens Lock			Off / On	
Lens Control			Zoom / Focus / Shift control	
Lens Type			non-UST Lens / UST Lens	
Lens Memory	Load Memory Save Memory Clear Memory		Memory1 / Memory2 / Memory3 / Memory4 / Memory5 / Memory6 / Memory7 / Memory8 / Memory9 / Memory10	
Center Lens			Execute	
Digital Zoom	Digital Zoom		0% ~ 100%	
	Digital Pan		0 ~ 100	
	Digital Scan		0 ~ 100	
	Reset		Execute	
Warp	Keystone	Horizontal	-600 ~ +600	
		Vertical	-400 ~ +400	
		Rotation	-10 ~ 10	
	Rotation	Reset	Execute	
		Rotation	- 100 ~ +100	
	Pincushion Barrel	Reset	Execute	
		H Pin/Barrel	-150 ≤ H ≤ 300	
		V Pin/Barrel	-150 ≤ V ≤ 300	
		H keystone	-60 ~ + 60	
		V keystone	-40 ~ + 40	
Rotation		-10 ~ +10		
Arc	Reset	Execute		
	Top			
	Bottom			
	Left	- 150 ~ +150		
	Right			
Blanking	Reset	Execute		
	Top Left Corner	Horizontal	-192 <H<192	
	Top Right Corner	Vertical	-120 <V<120	
	Bottom Left Corner			
	Bottom Right Corner	Reset	Execute	
Edge Blend	Top		0 - 360	
	Bottom			
	Left		0 - 534	
	Right			
Edge Blend	Reset		Execute	
	Edge Blend		Off / On	
	Align Pattern			
	White Level	Top		0, 100 - 500
		Bottom		
		Left		0, 100 - 800
		Right		
	Black Level	Top		0 - 32
		Bottom		0 - 32
		Left		0 - 32
		Right		0 - 32
		All		
		Red		0 - 256
Green			0 - 256	
Blue			0 - 256	
Reset		Execute		
Screen Format			16:10 / 16:9 / 4:3	

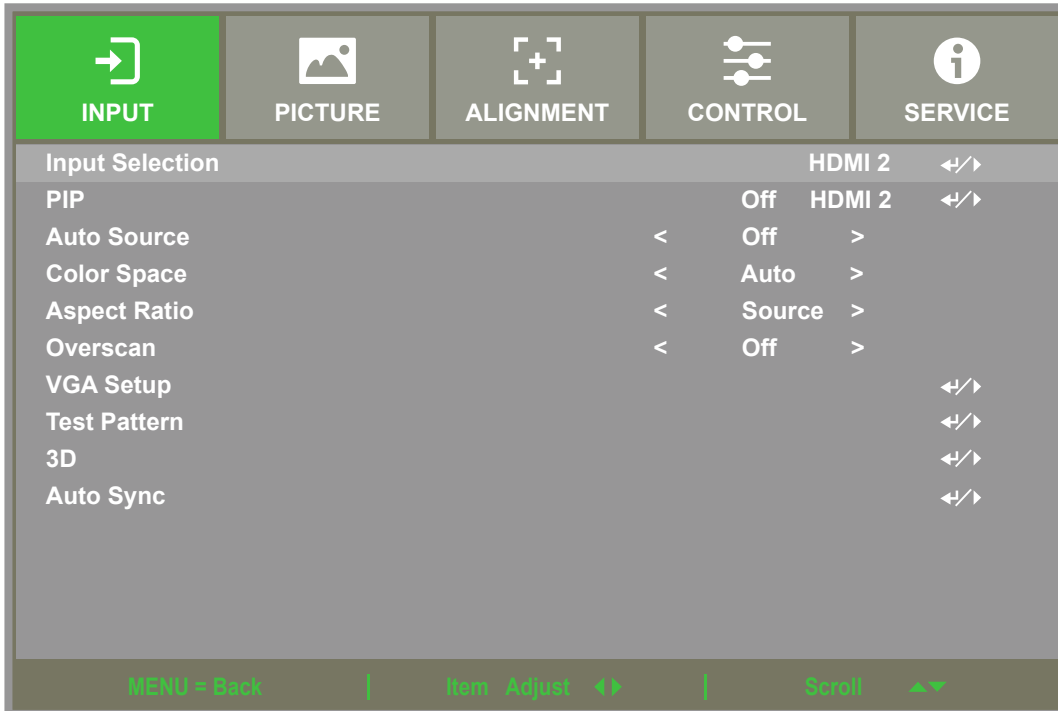
CONTROL

2nd Layer	3rd Layer	Selections
Language		English / Français / Español / Deutsch / Português / 简体中文 / 繁體中文 / 日本語 / 한국어
Projection Mode		Front Desktop / Front Ceiling / Rear Desktop / Rear Ceiling
High Altitude		Off / On / Auto
Auto Power Off		Off / On
Auto Power On		
Network	Network Mode	Projector control / Service
	Standby Power	Off / On
	DHCP	Off / On
	IP Address	
	Subnet Mask	
	Gateway	xxx.xxx.xxx.xxx
	DNS	
Light Power	MAC Address	
	Light Power	Eco / Normal / Custom
	Custom Power Level	30~100
Background	Constant Brightness	Off / On
	Startup Logo	Logo / Black / Blue
Infrared Remote	Remote Sensor	Off / On
	ID Control Enable	
	Control ID Number	1 ~ 99
Trigger-1		Off / Screen / 5:4 / 4:3 / 16:10 / 16:9 / 1.88 / 2.35 / LetterBox / Source / Native
OSD Settings	Menu Position	Top-Left / Top-Right / Bottom-Left / Bottom-Right / Center
	Menu Transparency	0 / 25 / 50 / 75
	Time Out	Always On / 10 Seconds / 30 Seconds / 60 Seconds
	Message Box	
	Control Panel lock	Off / On
Image Latency	Security Lock	
		Fast / Normal

SERVICE

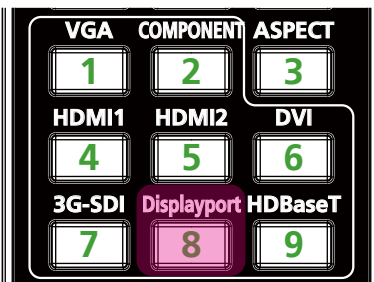
2nd Layer	3rd Layer	4th Layer	Selections	
Model				
Serial Number				
Software Version 1				
Software Version 2				
Control / Remote ID				
Active Source				
Signal Format				
H/V Refresh Rate				
Pixel Clock				
Light Time				
Constant Brightness				
	Thermal Status	Inlet Temperature		
		DMD Temperature		
		LD Temperature		
		Fan 1-3 Speed		
		Fan 4-6 Speed		
		Fan 7-9 Speed		
		Fan10-12 Speed		
		Fan 13-15 Speed		
		Fan 16 Speed		
Water Pump RPM				
Factory Reset				

OSD Menu – INPUT



Input Selection

Use the hot key on the remote control or this function to select the input source; the Input options are HDMI1 / HDMI2 / VGA / Component / BNC / DVI / 3G-SDI / HDBaseT.



Note

This projector not support DisplayPort. So the projector will no response if user press these hot key on remote control.

PIP

This function allows you to split the screen for displaying the images from two input sources.

PIP Option Enable PIP by choosing “ON”, and two windows will be shown on the projected picture. The larger one is the primary picture, the smaller one is the sub picture. By choosing “Off”, PIP function will be disabled, and only one picture window projected.

PIP Input Press ENTER to display available sources for the sub picture, and then select a source.

Note

The unavailable input sources of sub-menu will be gray out and cannot be selected. The available input source of sub picture is as below combination list.

		Main Picture						
		VGA	Component	HDMI 1	HDMI 2	HDBaseT	3G-SDI	DVI
Sub Picture	VGA		○	○		○		○
	Component			○		○		○
	HDMI 1	○	○		○		○	
	HDMI 2			○		○		○
	HDBaseT	○	○		○		○	
	3G-SDI			○		○		○
	DVI	○	○		○		○	

Position

Set the preferred location of PIP window.

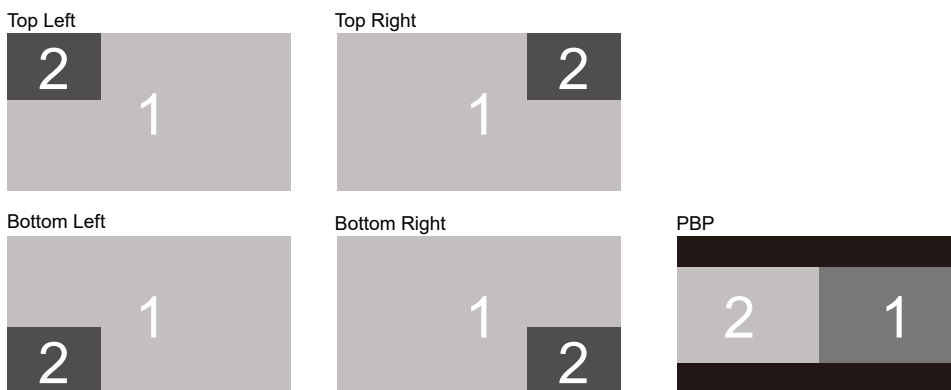
Top Left Display sub picture at top left of the screen.

Bottom Left Display sub picture at bottom left of the screen.

Top Right Display sub picture at top right of the screen.

Bottom Right Display sub picture at bottom right of the screen.

PBP Display sub picture next to main picture, the main screen is shrined to the same size as sub picture.



Auto Source

The Auto Source functions “ON” lets projector automatically search for the input signal.

Color Space

This function allows you to change the corresponding color space for the input signal in most cases, the default is Auto.

Auto	The projector detects the input signal and switches to the corresponding color space automatically.
YPbPr	Set the color space to ITU-R BT 601.
YCbCr	Set the color space to ITU-R BT 709.
RGB-PC	Use the RGB color space and set the black to 0, 0, 0 RGB, while set the white to 255, 255, 255 RGB (if an 8-bit image is used).
RGB-Video	Use the RGB color space and set the black to 16, 16, 16 RGB while set the white to 235, 235, 235 (if an 8-bit image is used) to correspond to the luminance value defined in the digital component standard.

Aspect Ratio

This function allows the user to adjust the aspect ratio of the projection image by ◀ ▶ keys.

Overscan

Noise may appear on the edge of the projected image or image may be small than projected image, select below option to hide the noise or extend the image.

Off	Display the original image.
Crop	Hide the edge of the image
Zoom	Extend the image to fit the projected area as possible.

VGA Setup

Set the H Total, H Start, H Phase and V Start for the VGA signal by ENTER key.

Test Pattern

The built-in images are provided for installation and adjustment. You can select Test Pattern on OSD or the TEST PATTERN hot key on the remote control to show the test pattern. Press the ◀ or ▶ to select pattern or press EXIT key again to exit the test pattern. The available test pattern options are Off / Crosshatch / Color Bar / Checker Board / H Burst / V Burst / White / Red / Green / Blue/ Black.

3D

This function is to set the 3D format and sync method. The projector detects the type of input signals and provides relevant options for setting. Before performing 3D setting, make sure that the input signal is connected.

3D Format	Off : Turn off the 3D Display Mode. When Auto, Side by Side, Top and Bottom, or Frame Sequential is selected, the 3D Mode will be turned on. To turn off the 3D Mode, select "Off" and press "ENTER".
	Auto : Allow the 3D format to automatically detect the formats of Frame Packing, Top and Bottom, and Side by Side. The input signal is HDMI 1.4a 3D.
	Side by Side (Half) : This option is only applicable to input signal HDMI 1.4a 3D or HDMI signal sent by HDBaseT Transmitter.
	Top and Bottom : This option is only applicable to input signal HDMI 1.4a 3D or HDMI signal sent by HDBaseT Transmitter.
	Frame Sequential : Set input format under Frame Sequential.

Eye Swap	If the 3D image transmitted to the 3D glasses is reverse, you can set the Eye Swap to “Reverse” to normalize the image. Otherwise, keeping mode of “Normal” would be suggested.
DLP Link	This function is to activate or deactivate the DLP Link sync.
Dark Time	Manually switch the Dark time for glasses tolerance, the available options are 0.65ms, 1.3ms and 1.95ms.
Sync Delay	If the 3D display shutter switch time of different brand 3D product is not synchronized with the projector, it will cause ghosting or poor 3D effect. Please adjust the sync delay to synchronize the 3D machine shutter and the projector shutter switching time for the best 3D projection.
Sync Reference	<p>The projector provides DLP Link and 3D IR sync for 3D display, you can specify the built-in DLP Link or external 3D IR transmitter to synchronize the signal of the 3D glasses, or select Auto to set the sync signal depended on the 3D format and if external 3D sync device is connected. This function is only applied to the condition that 3D Format is Frame Sequential or external 3D sync device is connected to the projector.</p> <p>External : Signal is sent from external 3D sync signal receiver.</p> <p>Internal : Signal is sent by the projector, 3D sync signal is DLP Link.</p> <p>Auto : Projector select 3D sync signal depended on the 3D format and if the extend 3D sync device is connected.</p>

Important reminders

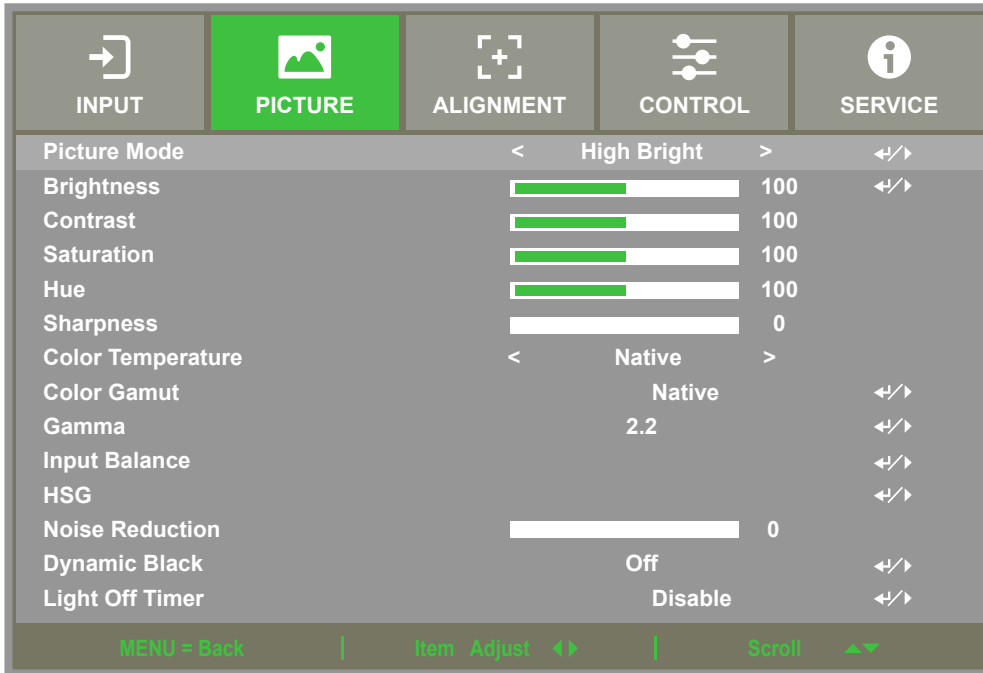
People with the following conditions should view 3D image with great care:

- Children under six years in age.
- People who are allergic to light, unhealthy and have the history of cardiovascular diseases.
- People who are tired or lack of sleep.
- People who are under the impact of drug or alcohol.
- Normally, it is safe to watch 3D images. However, some people might feel uncomfortable.
- Refer to the guidelines revised and released by the 3D League on December 10, 2008 who match 3D images need to take a break for at least 5 to 15 minutes every thirty minutes or one hour.

Auto Sync

You can use this function to execute signal source auto synchronization.

OSD Menu – PICTURE



Picture Mode

Use ◀ or ▶ to select desired picture mode

High Bright	The highest brightness output mode is suitable for the application where the highest brightness output is needed. For example: daytime - outdoor projection.
Presentation	The best projection effect is suitable for the presentation or picture.
Video	The mode is suitable for playing video content.

Brightness

Press ENTER, and use ◀ or ▶ to increase or decrease the level of brightness.

Contrast

Press ENTER, and use ◀ or ▶ to adjust the contrast of the projected image.

Saturation

Press ENTER, and use ◀ or ▶ to adjust the level of saturation.

Hue

Press ENTER, and use ◀ or ▶ to adjust the level of hue.

Sharpness

Press ENTER, and use ◀ or ▶ to adjust the sharpness, which changes the high-frequency details.

Color Temperature

The default of color temperature is Native, and it is suitable for most situations. As color temperature rises, the picture will appear bluer, while as the color temperature decreases, the picture will appear redder. The available options are 5400K / 6500K / 7500K / 9300K / Native,

Color Gamut (Цветовая гамма)

Choose a different projection color display range. The available options are REC709 / EBU / SMPTE / Native (Родной).

Gamma

When the ambient light is so bright that may affect the projection of the details in the dim area of the image, you can change the gamma to adjust the chrominance. The available options are 1.0 / 1.8 / 2.0 / 2.2 / 2.35 / 2.5 / S-Curve/DI-COM.

Input Balance

When ambient light is too bright or changes, the projected image details may be affected, you can adjust the option to make the projected colors of image closer to desired colors. There are two options for fine tuning Red, Green and Blue

Offset These three options will shift the color spectrum for the whole image and change its brightness, if minimal amount of red, green or blue appears in the gray areas, you can adjust the offset of the corresponding color accordingly. By increasing the offset, the image brightness will become lower.

Gain These three options are used to increase or decrease the range of color input for the entire image. If minimal amount of red, green or blue appears in the gray areas, lower the gain of the corresponding color accordingly. As gain increases, the contrast of the image will become lower.

HSG

HSG is a function to adjust Hue, Saturation and Gain independently, it allows for specified color adjustments that are more intuitive. You can adjust Hue, Saturation and Gain for Red, Green, Blue, Cyan, Magenta, Yellow and white independently.

Noise Reduction

Use ◀▶ to adjust the noise of the projected image. This function is used to remove the noise of the image with interlaced scanning input. Generally, noise reduction can lower the high-frequency details and make the image softer.

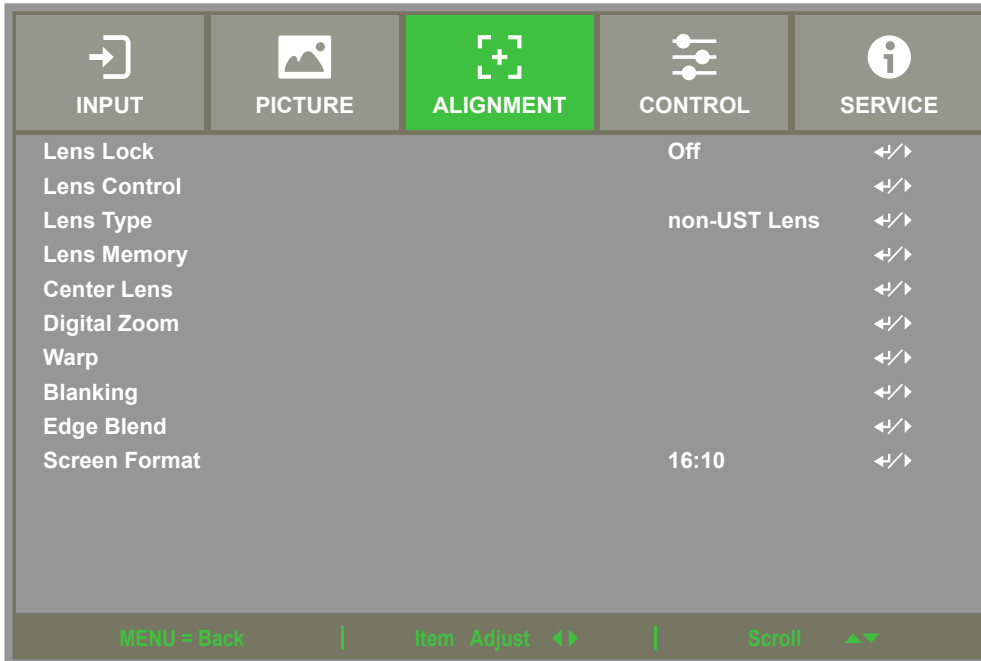
Dynamic Black

This is function can be used to enhance the black level of the projected image.

Light Off Timer

User can decide how many seconds after projector detects dark image then projector automatically turns off the laser light to get the better contrast.

OSG Menu – ALIGNMENT



Lens Lock

This function can be used to disable lens control for preventing unauthorized operation or disoperation in lens control related functions including Lens Shift, Zoom/Focus adjustment and Center Lens. Recommend to turn on Lens Lock function to disable the Lens control after lens adjustment is done.

Note

Turning on Lens Lock will disable lens control function including Lens Shift, Center Lens and Zoom/Focus adjustment, please make sure Lens Lock is disable before you perform the lens control function.

Lens Control

Select this function to open Lens Control menu for adjustment of Zoom, Focus, or Shift. You can use the ENTER button to switch the Zoom / Focus or Shift menu. Use ▲ or ▼ to adjust zoom and vertical shift of the lens, or use ◀ ▶ to adjust focus and horizontal shift of the lens.

Lens Type

This projector can be used with 8 different projection lenses; the initial projection position of Ultra Short Throw (UST) Lens is different to other seven projection lenses. The projector preset two initial projection positions for these two types accordingly, Center Lens function can moves the lens to the initial position (center) automatically per the setting. Please set this option to UST Lens if Ultra Short Throw Lens is installed in the projector, otherwise please set it to non-UST Lens.

Note

- There are two default positions, one is for regular zoom or fixed focus lens (Non-UST), the reference position is 0% of image width in horizontal shift and 0% of the image height in vertical shift; another one is for Ultra Short Throw Lens (UST), the default position is around 0% of image width in horizontal shift and 56% of image height in vertical shift. When performing Center Lens functions, projector will move the lens to the default position according to Lens type setting.
- If Ultra Short Throw Lens is installed and UST Lens is selected, you can perform Center Lens to move Lens to initial projection position automatically.

- If using Ultra Short Throw Lens and setting to Non-UST Lens, the lens will be moved to the position which is lower than the default position of Ultra Short Throw Lens after performing Center Lens function, it causes the projected image is blocked by the top cover of the projector. In this case, please perform the Lens shift function to move up the Lens till the image can be projected normally.
- When using a zoom lens or a fixed-focus lens, if the lens shift range is limited and cannot be projected normally, make sure that the lens type is correctly setting as a non-UST lens, then perform the lens position centering function and then re-adjust the lens. Control and other functions to get the correct projection picture.

Lens Memory

This projector supports Lens Memory function, Lens shift, Zoom and Focus memory can be stored in the projector up to 10 sets. You can load the stored memory setting to set up the lens automatically.

Load Memory	Use ▲ ▼ to select the desired memory setting then press ENTER button to execute the lens setting, the projector will adjust the Lens position, Zoom and Focus automatically.
Save Memory	Use ▲ ▼ to select the memory set for storing the setting then press ENTER button to confirm.
Clear Memory	Select the memory set to be cleared then press ENTER button to confirm clearing memory set.

Center Lens

This is the lens calibration function, the projector calibrates the lens shift, focus and zoom parameters for the precise lens memory function. After performing this function, the lens will be moved to the center position as factory default setting.

Note

There are two default center positions for UST (Ultra Short Throw) Lens and non-UST Lens, make sure Lens Type setting is correct before performing this function.

If an UST lens is installed, remove the support kit of the UST lens before performing Center Lens. After all the settings of the lens control are completed, then replace the support kit to fix the UST lens.

Digital Zoom

Press ENTER button to select the options to enlarge the image or shift the image.

Digital Zoom	Press ◀▶ to enlarge the projected image or retract the enlarged projected image back to the original projected image size.
Digital Pan	Use ◀▶ to move the projected image horizontally. This function is only available when projected image is enlarged.
Digital Scan	Use ◀▶ to move the projected image vertically. This function is only available when projected image is enlarged.
Reset	The setting will be reset to default value.

Warp

This function is used to correct the distortion of image.

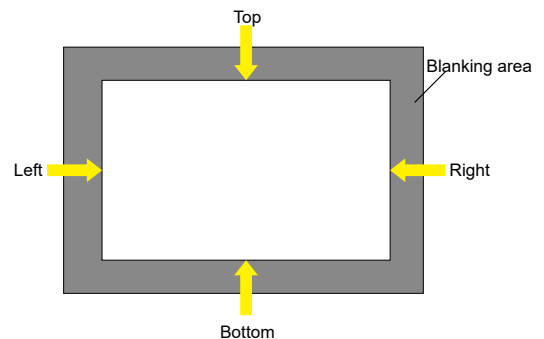
Keystone	Press ◀▶ to correct horizontal distortion or ▲▼ to correct vertical distortion. Refer to "Keystone on page24 "
Rotation	Press ◀▶ to correct incorrect angle of image. Refer to "Rotation on page25 ".
Pincushion / Barrel	Press ◀▶ to correct pincushion/barrel distortion. Refer to "Pincushion / Barrel on page25 ".
Arc	Press ◀▶ to correct distortion of indivisual side including top, bottom, left or right side. Refer to "Arc on page26 "
Top Left Corner	Press ◀▶ to correct the distortion at top-left of the picture. Refer to "Top Left Corner on page27 "
Top Right Corner	Press ◀▶ to correct the distortion at top-right of the picture. Refer to "Top Right Corner on page27 ".
Bottom Left Corner	Press ◀▶ to correct the distortion at bottom-left of the picture. Refer to "Bottom Left Corner on page28 ".
Bottom Right Corner	Press ◀▶ to correct the distortion at bottom-right of the picture. Refer to "Bottom Right Corner on page28 ".

Reset : The setting will be reset to default value.

Blanking

This function can adjust the edges of the image and hide surplus sections of the projection.

Top	Press ▲▼ to adjust the top blanking area on the projected picture.
Bottom	Press ▲▼ to adjust the bottom blanking area on the projected picture.
Left	Press ◀▶ to adjust the left blanking area on the projected picture.
Right	Press ◀▶ to adjust the right blanking area on the projected picture.
Reset	All the settings toward blanking will set to default.



Edge Blend

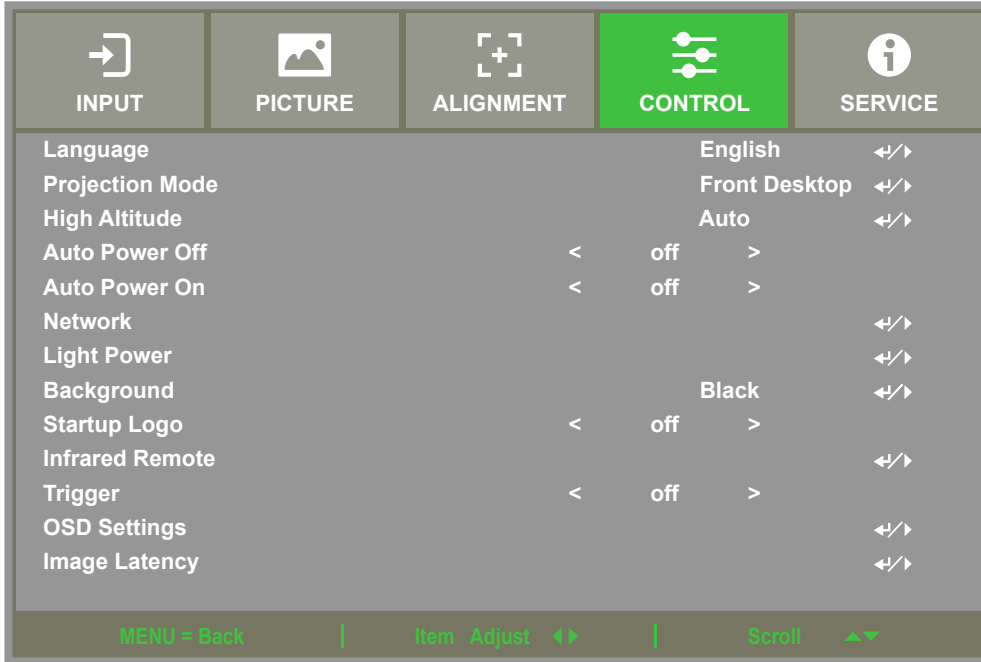
Edge Blend function requires multiple projectors to simultaneously project on the same screen. Use this function to adjust the uniformity of image. To use this function, Edge Blending must be enabled on both projectors. The functions as follows can be only adjusted when Edge Blend is turned on.

Edge Blend	If the user would like to function Edge Blend, turn this function to On.
Align Pattern	If user turns this function to On, the projector will show pattern for user to adjust the overlapping part of projection
White Level	White Level is used to set the overlapped area for blending in multi-projection application, the overlapping When projecting White, the area where the two images overlap is projected twice the projectors' white output levels. The solution is to adjust the White Level. First make sure that the units connected to the projectors are outputting black. Then increase the White Level (Top, Bottom, Left, and Right) until the non-overlap area's brightness matches the overlap area.
Black Level	The purpose of Black Level is to increase the black level of non-overlapping area. When projecting black, the area where the two images overlap projects twice the projectors' black output levels. The solution is to adjust the Black Level. First make sure that the units connected to the projectors are outputting black. Then increase the Black Level (Top, Bottom, Left, and Right) until the non-overlap area's brightness matches the overlap area.
Reset	All the settings toward edge blend will set to default.

Screen Format

Select the screen format to 16:10 / 16:9 / 4:3.

OSD Menu – CONTROL



Language

Select desired OSD language, the available languages options are English / French / Spanish / German / Portuguese / Simplified Chinese / Traditional Chinese / Japanese / Korean,

Projection Mode

The projection mode option can be used to change the orientation of the projected image or flip the projected image.

Front Desktop	Install the projector on the table and project the image on the screen forward.
Front Ceiling	Mount the projector on the ceiling and project the image on the screen forward, the image is overturned.
Rear Desktop	Install the projector on the table and project the image from the rear of the screen.
Rear Ceiling	Mount the projector on the ceiling and project the image from the rear of the screen, the image is overturned.

High Altitude

Use this function to adjust the cooling fan of the projector to get well cooling if the projector is installed in an area over 5000 feet. The projector is equipped with altitude sensor which is capable of detecting atmosphere pressure for estimating altitude. The default value is Auto. It can adjust automatically to corresponding setting based on estimated altitude.

Off	Turn off High Altitude mode if the projector is installed in an area under 5000 feet.
On	Turn on High Altitude mode if the projector is installed in an area over 5000 feet. The projector fan runs at full speed and has louder sound, but the heat dissipation is optimal.
Auto	Set up this mode automatically by estimated altitude and keep the brightness unchanged.

Note

- Estimate Altitude is calculated by atmosphere pressure, it may have the tolerance comparing to actual altitude.
- If any over temperature or system protection message, please adjust High Altitude by Manual.
- In some application, regular cooling fan setting may not supply enough cold air for system cooling even the projector is installed in an area under 5000 feet. In this case, please set High Altitude to On.

Auto Power Off

This function is set to OFF by default. When it is set to ON and no input signal is received within 20 minutes, the projector will turn off automatically.

Auto Power On

This function is set to OFF by default. When it is set to ON, the projector will turn on automatically when y AC power is turned on next time (press the power switch on the projector to turn it on automatically, instead of using the remote control or the machine keypad button). Set this function to OFF if it's unnecessary.

Network

Use this function to configurator the network settings so that you can control the projector via the network.

Press ▲ ▼ and Enter button to select Network and network settings. Please refer to Remote Communication Manual for further information.

Network Mode	<p>Projector control : Display the IP address of projector. You can input the correct IP address to control the projector via the internet.</p> <p>Service : If you want to upgrade the software of projector. Use this function to query the Service's ip address. Then enter the correct Service IP address to upgrade the projector's software via the internet.</p>
Standby Power	<p>This option allows you to set up power consumption at standby status,</p> <p>On : Projector maintains in the standby at higher power consumption (< 6W) for projector control via LAN. In this mode, the projector can be turned on by RS-232 command or web control.</p> <p>Off : Projector maintains in the standby at lowest power consumption (<0.5W), the projector can be turned on by the power button on the remote control or control panel only.</p>
DHCP	<p>Set DHCP to ON/OFF. When DHCP is set to ON, the DHCP server of the domain will assign an IP address to the projector. The IP address will appear on the IP address window without need to make any input. If the domain cannot assign any IP address, 0.0.0.0 will be shown on the IP address window.</p>
IP Address	<p>To specify an IP address, press the Enter button to show the IP address input window. Use the ◀▶ button to select the number in the address to change. Use the ▲▼ button to increase or decrease the number in the IP address. Network IP Address 172. xxx. xxx. xxx.</p>
Subnet Mask	<p>Set the subnet mask. The input method is the same as the setting for IP address.</p>
Gateway	<p>Set the gateway. The input method is the same as the setting for IP address.</p>
DNS	<p>Set the DNS. The input method is the same as the setting for IP address.</p>
MAC Address	<p>Show projector's MAC Address.</p>

Light Power

Use ◀ ▶ button to select the power save mode (Eco), normal (Normal) or custom power level.

Light Power	<p>ECO : Projection operates in the energy-saving mode, which is equivalent to 80 % power of light source.</p> <p>Normal : Projection operating with normal light power can obtain the brightest projection display.</p> <p>Custom : User can decide the power level depending on his or her preference.</p>
Custom Power Level	Use the ◀ ▶ function to select the Custom Power Level. This function is available only when the Light Power is set to Custom , which allow to adjust the "Normal" mode range from 20% to 100%, and it cannot be selected under the Normal or Eco mode., and it cannot be selected under the Normal or Eco mode.
Constant Brightness	If select On, when the laser luminance decrease by duration of usage. The projector will add the power level automatically for getting the constant brightness. However, if power level is set to the highest brightness, this function will not achieve significant improvement.

Background

User can use this function to specify the image displayed on the blank screen when there is no input signal. The selectable items are Logo, Black and Blue, the default setting is Logo.

Startup Logo

Press ENTER button, and use the ◀ ▶ function to turn on / off the Startup Logo.

Infrared Remote

Remote Sensor	The default is On. However, there are three conditions that will be suggested to turn off "Remote Sensor"; the possible condition is that if the user uses wired remote control, he can set this function to Off, or that if the projector IR location is exposed to the bright sunlight or fluorescence, or that projector control is not controlled by remote. If the user would like to reset to On, user can only set by OSD panel or RS-232.
ID Control Enable	This option allows you to enable the projector ID control function. You can turn on this function and give an ID number for the projector, then set the same ID number for the remote control to match the projector ID. After ID code is set, you can control the specified projector by the remote control.
Control ID Number	Select the option then press ◀ or ▶ to set the ID number of the projector, this option is selectable when Projector ID Control is enabled.

Trigger

The projector is provided with a set of trigger output. User can connect the trigger to the screen with projector by the cable. If user does so, once the projector is powered, the screen would be automatically turned on as well. There is a 2-3 second delay to activate this function. The selectable aspect ratios are as follows:

Off	Turn off screen trigger
Screen	Outputs 12V of power on Trigger for whichever aspect ratio
5:4	Outputs 12V of power on Trigger when Aspect Ratio is set to 5:4
4:3	Outputs 12V of power on Trigger when Aspect Ratio is set to 4:3.
16:10	Outputs 12V of power on Trigger when Aspect Ratio is set to 16:10.
16:9	Outputs 12V of power on Trigger when Aspect Ratio is set to 16:9.
1.88	Outputs 12V of power on Trigger when Aspect Ratio is set to 1.88.
2.35	Outputs 12V of power on Trigger when Aspect Ratio is set to 2.35.
Letterbox	Outputs 12V of power on Trigger when Aspect Ratio is set to Letterbox.
Source	Outputs 12V of power on Trigger when Aspect Ratio is set to Source
Native	Outputs 12V of power on Trigger when Aspect Ratio is set to Native.

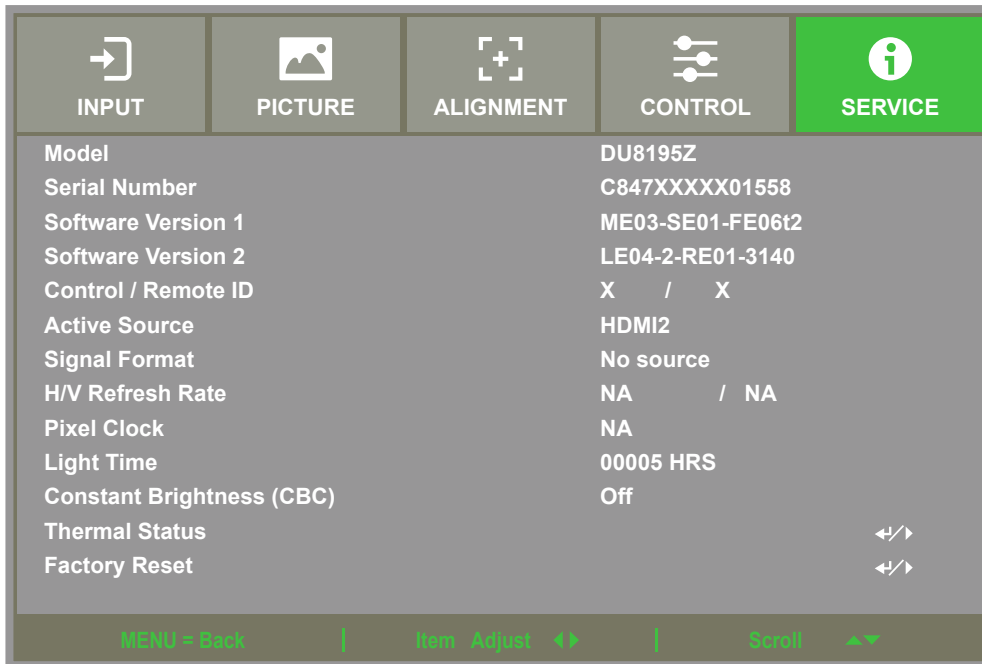
OSD Settings

Menu Position	Adjust menu position through this function, the available position options are at Top-Left, Top-Right, Bottom-Left, Bottom-Right and center of the screen.
Menu Transparency	Change the transparency of OSD Menu, the background color of the OSD can be adjusted from darker to lighter if you want to display complete projected image.
Time Out	Set up the timer to exit OSD menu, the available options are Always On, 10 Seconds, 30 Seconds and 60 Seconds.
Message Box	This function allows you to disable the pop-up message at bottom-right of the screen.
Control Panel Lock	Avoids someone accidentally pressing the control panel on the machine, causing the projector's various settings to be changed incorrectly. Refer to " page 29 ,Using the Control Panel Lock " for detail message.
Security Lock	Avoids unauthorized personnel to operate the projector. Refer to " page 30 ,Using Security Lock " for detail message.

Image Latency

Projector default is **Normal**. If the input image is simulated , gaming, such as Electric, Aircraft simulation, Military training....etc. User can set this function **Fast** to get the quick response projection screen. Because the projector will simplify the image processing to reduce image frame delay. But if user feel the fast image latency make the image quality too bad. User can set it to normal to retrieve the better image quality.

OSD Menu – SERVICE



Model

Display the project model name.

Serial Number

Display the serial number of the projector.

Software Version 1 / Software Version 2

Display the software version in the projector.

Control/Remote ID

Display current projector ID and remote control ID number.

Active Source

Display the current input source information.

Signal Format

Display current input source format

H/V Refresh Rate

Display horizontal and vertical refresh rate of the current picture.

Pixel Clock

Display pixel clock of the current input signal.

Light Time

Display accumulated usage of projection light source

Constant Brightness

Display the constant brightness this function is active or not..

Thermal Status

Display current of the thermal management components.

Factory Reset

The user can use this function to reset all the settings to factory default; light time.

Additional Information

Product Specification

Display Type	Single Chip 0.67" DLP Technology	
Brightness***	13,500 Lumens	
Native Resolution	WUXGA (1920 x 1200)	
Maximum Resolution	WUXGA (1920 x 1200)@60Hz (Reduced Blanking)	
Contrast Ratio	100,000:1 (Full On/Full Off)	
Illumination Type	Laser Phosphor	
Throw Ratio*	1.73 - 2.27:1 (Option)	
Image Size (Diagonal)*	40" - 500"	
Projection Distance*	1.45 - 24.85m (4.77ft to 81.52ft)	
Projection Lens*	F = 1.7 - 1.9, f = 26 - 34mm	
Zoom Ratio*	1.3x	
Aspect Ratio	16:10	
Offset	Motorized Lens Shift	
Keystone Correction	Horizontal $\pm 60^\circ$, Vertical $\pm 40^\circ$ (adjustable range of single direction)	
Horizontal Frequency	15, 30 – 90Hz	
Vertical Scan Rate	50 - 85Hz	
Edge Blending	Yes (Built-In)	
Warping	Yes (Built-In)	
3D Functionality	Yes (DLP® Link™, HDMI v1.4 (Blu-ray, side by side, frame packing, top and bottom)	
Adjustable Lens Shift Range	Vertical: -33% to +64%, Horizontal: -14% to 24%	
I/O Connection Ports	HDMI v1.4a (x2) DVI-D, Component (5 BNC), VGA-In, 3G-SDI-In/Out, RS-232, VGA-Out, 3D-Sync In/Out, 12v Trigger, Wired Remote, HDBaseT™/LAN (Shared)	
Projection Method	Table Top, Ceiling Mount (Front or Rear), Free-tilt , Portrait	
Security Solutions	Kensington® Security Slot, Security Bar, Anti-Theft Lens Screw	
Dimensions (WxDxH)	500 x 580 x 205mm (19.7" x 22.8" x 8.1")	
Weight	29kg (63.9lbs)	
Available Colours	Black (DU8195Z-BK)	
Noise Level	44dB (Normal Mode)	
Power Supply	AC 100-130V, 50/60Hz AC 200-240V, 50/60Hz	
Power Consumption	Normal Mode	1035W max @100Vac / 1475 max @220Vac
	Standby Power On	Less than 6W
	Standby Power Off (Eco)	Less than 0.5W
Operation Condition	At temperature 0 to 40°C, relative humidity 10% to 85%, non-condensation	
Storage Condition	At temperature -10 to 60°C, relative humidity 5% to 95%, non-condensation	
Standard Accessories	Refer to " page 8 ,Packing Checklist "	
Optional Accessories	Interchangeable Lens Options	

* Note: Standard Lens

** Note: Lens shift compatibility with all lenses except D88-WF18501 Wide Fixed Lens (3797745100-SVK) and D88-UST01B Ultra-Short Throw Lens (3797866500-SVK).

*** Note: Brightness specifications are in compliance with ISO 21118 standards

Supported Signal Input Timing

2D formats

Signal Format	Resolution	H.Frec, (KHz)	Frame Rate (Hz)	Pixel Clock (MHz)	VGA	COMPONENT / BNC		HDMI / HD-BaseT			HD	
					RGB-HV	RGB-HV	Component	RGB	YUV (Bit)			SDI
									8	10	12	
PC	640x480	31.47	59.94	25.18	O	O		O				
	640x480	37.5	75	31.5	O	O		O				
	640x480	43.27	85	36	O	O		O				
	800x600	37.88	60.32	40	O	O		O				
	800x600	46.88	75	49.5	O	O		O				
	800x600	53.67	85.06	56.25	O	O		O				
	848x480	23.67	47.95	25	O	O		O				
	848x480	31.02	60	33.75	O	O		O				
	1024*768	48.36	60	65	O	O		O				
	1024*768	56.48	70.07	75	O	O		O				
	1024*768	60.02	75	78.75	O	O		O				
	1024*768	68.68	85	94.5	O	O		O				
	1152x864	67.5	75	108	O	O		O				
	1280x720	35.53	47.95	57.99	O	O		O				
	1280 x 768	47.78	60	79.5	O	O		O				
	1280 x 768	60.29	74.89	102.25	O	O		O				
	1280 x 768	68.63	84.84	117.5	O	O		O				
	1280 x 800	49.7	60	83.5	O	O		O				
	1280 x 800	62.8	74.93	106.5	O	O		O				
	1280 x 960	60	60	108	O	O		O				
	1280 x 960	85.94	85	148.5	O	O		O				
	1280x1024	63.98	60.02	108	O	O		O				
	1280x1024	79.98	75.02	135	O	O		O				
	1280x1024	91.15	85.02	157.5	O	O		O				
	1366 x 768	47.71	60	85.5	O	O		O				
	1400X1050	65.32	60	121.75	O	O		O				
	1400X1050	82.28	74.87	156	O	O		O				
	1440 x 900	55.94	59.89	106.5	O	O		O				
	1440 x 900	70.64	74.98	136.75	O	O		O				
	1600x900	55.92	60	119	O	O		O				
	1600x1200	75	60	162	O	O		O				
	1680x1050	65.29	60	146.25	O	O		O				
	1920x1080	53.23	47.95	135.4	O	O		O				
	1920x1200 RB	61.82	50	158.25	O	O		O				
	1920x1200 RB	74.04	60	154	O	O		O				
	800x600	76.3	119.97	73.25				O				
	800x600	77.11	119.92	83.89				O				
	1024x768 RB	97.55	120	115.5				O				
	1024x768	98.62	119.83	138.86				O				
	1280x768 RB	97.4	119.8	140.25				O				
1280x720	90	120	148.5				O					
1280x800 RB	101.56	119.91	146.25				O					
Apple Mac	640x480	35	66.67	30.24	O	O		O				
	832x624	49.72	74.55	57.28	O	O		O				
	1024x768	60.24	74.93	80	O	O		O				
	1152x870	68.86	75.06	100	O	O		O				

Signal Format	Resolution	H.Frec, (KHz)	Frame Rate (Hz)	Pixel Clock (MHz)	VGA	COMPONENT / BNC			HDMI / HD-BaseT			HD
					RGB-HV	RGB-HV	Component	RGB	YUV (Bit)			SDI
									8	10	12	
SDTV	480i	15.73	59.94	13.5				0				0
	1440x480i	31.47	60	27				0	0	0	0	
	1440x576i	31.25	50	27				0	0	0	0	
	576i	15.63	50	13.5				0				0
EDTV	480p	31.47	59.94	27	0	0	0	0	0	0	0	
	576p	31.25	50	27	0	0	0	0	0	0	0	
HDTV	1035i	33.75	60	74.25	0	0	0	0	0	0	0	0
	1080i	28.13	50	74.25	0	0	0	0	0	0	0	0
	1080i	33.72	59.94	74.18	0	0	0	0	0	0	0	0
	1080i	33.75	60	74.25	0	0	0	0	0	0	0	0
	720p	37.5	50	74.25	0	0	0	0	0	0	0	0
	720p	44.96	59.94	74.18	0	0	0	0	0	0	0	0
	720p	45	60	74.25	0	0	0	0	0	0	0	0
	1080p	26.97	23.98	74.18	0	0	0	0	0	0	0	0
	1080p	27	24	74.25	0	0	0	0	0	0	0	0
	1080p	28.13	25	74.25	0	0	0	0	0	0	0	0
	1080p	33.72	29.97	74.18	0	0	0	0	0	0	0	0
	1080p	33.75	30	74.25	0	0	0	0	0	0	0	0
	1080p	56.25	50	148.5	0	0	0	0	0	0	0	0
	1080p	67.43	59.94	148.35	0	0	0	0	0	0	0	0
1080p	67.5	60	148.5	0	0	0	0	0	0	0	0	
PsF Format	1080sf	33.75	30	74.25								0
	1080sf	27	24	74.25								0
	1080sf	28.13	25	74.25								0
HD-SDI	720p24	18	24	74.25								0
	720p25	18.75	25	74.25								0
	720p30	22.5	30	74.25								0

Supported 3D Signal

Resolution	Frec, h (KHz)	Frame Rate (HZ)	Pixel Clock (MHz)	Input Source / 3D Format					
				VGA-RGBHV	BNC-RGBHV	DVI-D / HDMI / HDBaseT			
				FS	FS	FS	SBS	TB	FP
640x480	31.47	59.94	25.18	O	O	O	O	O	
800x600	37.88	60.32	40	O	O	O	O	O	
848x480	31.02	60	33.75	O	O	O	O	O	
1024*768	48.36	60	65	O	O	O	O	O	
1280 x 768	47.78	60	79.5	O	O	O	O	O	
1280 x 800	49.7	60	83.5	O	O	O	O	O	
1280 x 960	60	60	108	O	O	O	O	O	
1280x1024	63.98	60.02	108	O	O	O	O	O	
1366 x 768	47.71	60	85.5	O	O	O	O	O	
1400X1050	65.32	60	121.75	O	O	O	O	O	
1440 x 900	55.94	59.89	106.5	O	O	O	O	O	
1600x900	55.92	60	119	O	O	O	O	O	
1600x1200	75	60	162	O	O	O	O	O	
1680x1050	65.29	60	146.25	O	O	O	O	O	
1920x1200 RB	61.82	50	158.25	O	O	O	O	O	
1920x1200 RB	74.04	60	154	O	O	O	O	O	
800x600	76.3	119.97	73.25	O	O	O			
800x600	77.11	119.92	83.89	O	O	O			
1024x768 RB	97.55	120	115.5	O	O	O			
1024x768	98.62	119.83	138.86	O	O	O			
1280x768 RB	97.4	119.8	140.25	O	O	O			
1280x720	90	120	148.5	O	O	O			
1280x800 RB	101.56	119.91	146.25	O	O	O			
1080i	28.13	50	74.25				O	O	
1080i	33.72	59.94	74.18				O	O	
1080i	33.75	60	74.25				O	O	
720p	37.5	50	74.25	O	O	O	O	O	O
720p	44.96	59.94	74.18	O	O	O	O	O	O
720p	45	60	74.25	O	O	O	O	O	O
1080p	26.97	23.98	74.18				O	O	O
1080p	27	24	74.25				O	O	O
1080p	28.13	25	74.25				O	O	O
1080p	33.72	29.97	74.18				O	O	O
1080p	33.75	30	74.25				O	O	O
1080p	56.25	50	148.5	O	O	O	O	O	O
1080p	67.43	59.94	148.35	O	O	O	O	O	O
1080p	67.5	60	148.5	O	O	O	O	O	O

FS: Frame Sequential

SBS: Side by Side

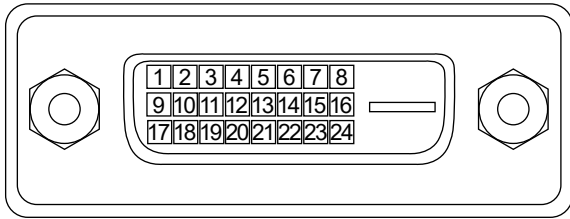
FB: Frame Packing

TB: Top and Bottom

- 3D Glasses Refreshing Rate: 96/100/120Hz, . the output frame rate is up to 96Hz if input frame rate is 24Hz.
- 3D Sync signal: DLP Link, IR

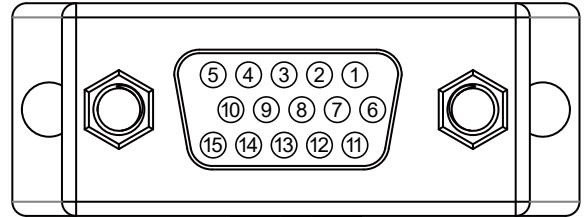
Configurations of Terminals

DVI-D Terminal



1	T.M.D.S. Data 2- Input	13	N.C
2	T.M.D.S. Data 2+ Input	14	P5V
3	Ground	15	Ground
4	N.C	16	HPD
5	N.C	17	T.M.D.S. Data 0- Input
6	SCL	18	T.M.D.S. Data 0+ Input
7	SDA	19	Ground
8	N.C	20	N.C
9	T.M.D.S. Data 1- Input	21	N.C
10	T.M.D.S. Data 1+ Input	22	Ground
11	Ground	23	T.M.D.S. Clock+ Input
12	N.C	24	T.M.D.S. Clock- Input

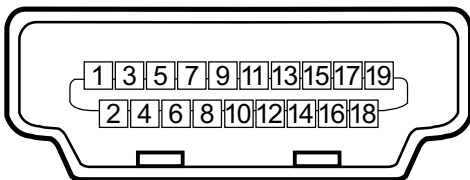
VGA Terminal (D-sub 15 pin)



Input

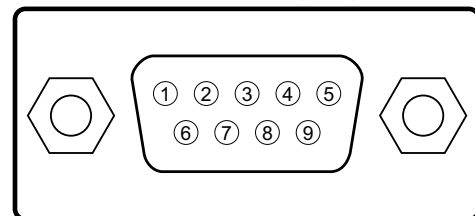
1	Red Input	9	P5V
2	Green Input	10	GND
3	Blue Input	11	GND
4	N.C	12	VGA_SDA
5	N.C	13	H-Sync
6	GND	14	V-Sync
7	GND	15	VGA_SCL
8	GND	16	GND

HDMI(19 pin Type A)



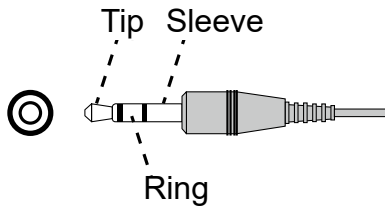
1	T.M.D.S. Data 2+ Input	11	Ground
2	Ground	12	T.M.D.S. Clock C- Input
3	T.M.D.S. Data 2- Input	13	CEC
4	T.M.D.S. Data 1+ Input	14	N.C
5	Ground	15	SCL
6	T.M.D.S. Data 1- Input	16	SDA
7	T.M.D.S. Data 0+ Input	17	Ground
8	Ground	18	P5V
9	T.M.D.S. Data 0- Input	19	HPD
10	T.M.D.S. Clock C+ Input		

Serial Control Terminal (RS-232, D-sub 9 pin)



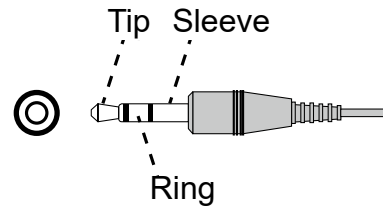
	Serial
1	N.C
2	RXD
3	TXD
4	N.C
5	Ground
6	N.C
7	Short with pin8
8	Short with pin7
9	N.C

Screen Trigger



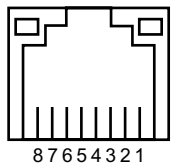
1	Tip	VCC(12V)
2	Sleeve-	Ground
3	Ring	Signal

Wired Remote



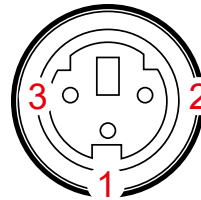
1	Tip	VCC(3.3V)
2	Sleeve-	Ground
3	Ring	Signal

HDBaseT/LAN Terminal



1	TX+
2	TX-
3	TXC
4	Ground
5	Ground
6	RXC
7	RX+
8	RX-

3D Sync Out



1	Signal
2	Ground

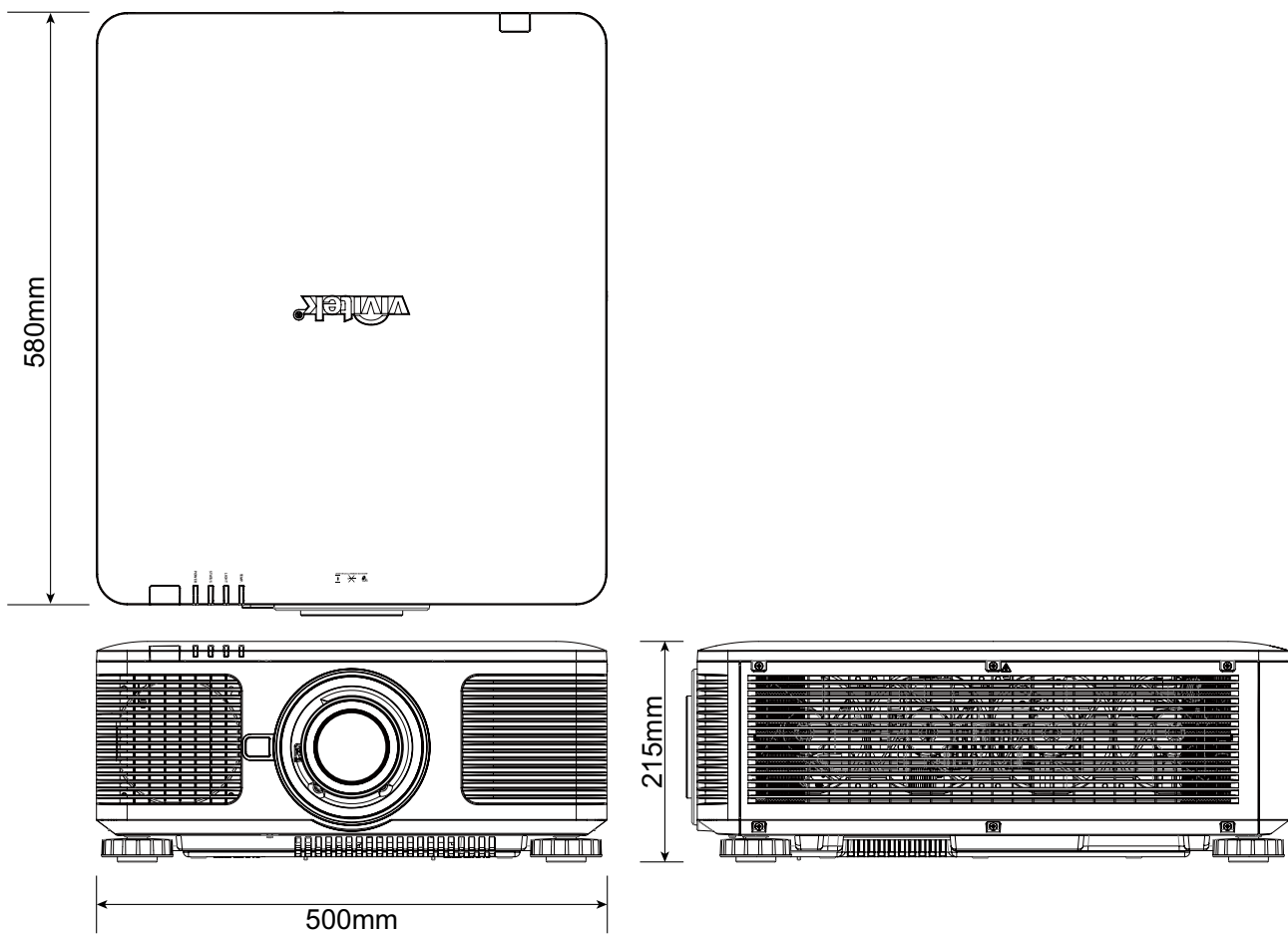
Lens Series

Eight types of optional electric lenses are available for the projector as below table. Contact the authorized dealer of Vivitek for details.

Part Number	Lens Name	F Number	Focal Length	Zoom Ratio	Screen Size	Throw Ratio
D88-UST01B	Ultra Short Throw	2.0	5.64mm	---	100"-350"	0.377:1
D88-UWZ01	Ultra Wide Zoom	1.96-2.3	11.3-14.1mm	1.25:1	40"-500"	0.75-0.94:1
D88-WF18501	Wide Fix	1.85	11.6mm	---	40"-500"	0.76:1
D88-WZ01	Wide Zoom	1.85-2.5	18.7-26.5mm	1.41:1	40"-500"	1.26-1.79:1
D88-ST001	Standard Lens	1.7-1.9	26-34mm	1.3:1	40"-500"	1.73-2.27:1
D88-SMLZ01	Semi Long Zoom	1.86-2.48	32.9-54.2mm	1.65:1	40"-500"	2.22-3.69:1
D88-LOZ101	Long Zoom 1	1.85-2.41	52.8-79.1mm	1.5:1	40"-500"	3.58-5.40-1
D88-LOZ201	Long Zoom 2	1.85-2.48	78.5-121.9mm	1.55:1	40"-500"	5.34-8.36:1

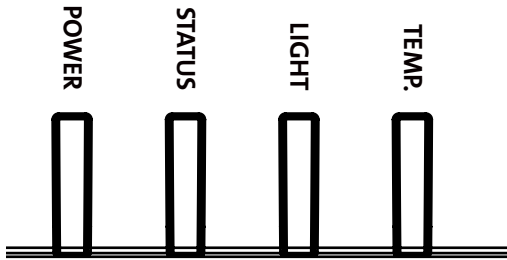
- The best performance of above zoom lenses is within vertical shift 0-50%, horizontal shift $\pm 10\%$, the projector may support to wider adjustable shift range for flexibility in installation.
- D88-WF18501 and D88-UST01B are fixed lens, the vertical and horizontal shift range of the projection lenses are 0%, the corners of the projected image may appear shadows or distortion if lens is shifted horizontally or vertically.
- For best projection performance, support kits for D88-UST01B lens is required, please refer to the installation manual of D88-UST01B for the details.

Product Dimensions



LED Indication

Several indicators messages are used to display the current projector status or alert the abnormal message.



Power LED

LED Display		Projector status	Procedure
Off		AC Power is turned off	
Flashing	Green	Projector is turning on.	wait till projector start displaying
	Orange	Projector is under cooling	wait until cooling finish (~ 120 sec)
On	Red	Standby mode	
	Green	Projector is on	

Status LED

LED Display		Projector status	Procedure
Off		Normal status	
Flashing	Red (Cycles of 1)	Cover is opened.	Check if the top cabinet is installed properly.
	Red (Cycles of 4)	Cooling fan error	Contact with your nearest authorized dealer or service center.
On	Red	System Error	Contact with your nearest authorized dealer or service center.

Light Source LED

LED Display		Projector status	Procedure
Off		Light source is off	
Flashing	Green	Projector is turning on.	
	Red (Cycles of 6)	Light source lit fail	Contact with your nearest authorized dealer or service center.
On	Red	Light source is end-of-life	Contact with your nearest authorized dealer or service center.
	Green	Light source is on	

Temp LED

LED Display		Projector status	Procedure
Off		Normal status	
Flashing	Red	Over temperature error	Contact with your nearest authorized dealer or service center.

Common Problems and Solutions

These guidelines provide tips to deal with problems you may encounter while using the projector. If the problem remains unsolved, contact your dealer for assistance.

Often the problem is something as simple as a loose connection. Check the following before proceeding to the problem-specific solutions.

- Use some other electrical device to confirm that the electrical outlet is working.
- Ensure the projector is turned on.
- Ensure all connections are securely attached.
- Ensure the attached device is turned on.
- Ensure a connected PC is not in suspending mode.
- Ensure a connected notebook computer is configured for an external display. (This is usually done by pressing an Fn-key combination on the notebook.)

Tips for Troubleshooting

- In each problem-specific section, try the steps in the order suggested. This may help you to solve the problem more quickly.
- Try to pinpoint the problem to avoid replacing non-defective parts.
- For example, if you replace batteries and the problem remains, put the original batteries back and go to the next step.
- Keep a record of the steps you take when troubleshooting: The information may be useful when calling for technical support or for passing on to service personnel.

Image Problems

Problem: No image appears on the screen

1. Verify the settings on your notebook or desktop PC.
2. Turn off all equipment and power up again in the correct order.
3. Check if shutter is enabled.

Problem: The image is blurred

1. Adjust the Focus on the projector.
2. Performance Auto Sync on the remote control or projector.
3. Ensure the projection distance is within the specified range.
4. Check that if the projection lens is clean.
5. Remove the lens cap

Problem: The image is wider at the top or bottom (trapezoid effect)

1. Position the projector so it is as perpendicular to the screen as possible.
2. Use the Keystone function to correct the problem.

Problem: The image is reversed or upside down

Check the Projection Mode setting on the CONTROL->Projection Mode menu.

Problem: The image is streaked

1. Set the Total dots (H Total) and VGA Setup settings on the INPUT menu of the OSD to the default settings.
2. To ensure the problem is not caused by a connected PC's video card, connect to another computer.

Problem: The image is flat with no contrast

1. Adjust the Contrast setting on the PICTURE menu of the OSD.
2. Adjust the Brightness setting on the PICTURE menu of the OSD.

Problem: The color of the projected image does not match the source image.

Adjust the Color temperature and Gamma settings on the PICTURE menu of the OSD

Projection Problems

Problem: There is no light from the projector

1. Check that the power cable is securely connected.
2. Ensure the power source is good by testing with another electrical device.
3. Restart the projector in the correct order and check that the Power LED is green.
4. Check if Blank or Shutter function is enabled

Remote Control Problems

Problem: The projector does not respond to the remote control.

1. Direct the remote control towards remote sensor on the projector.
2. Ensure the path between remote and sensor is not obstructed.
3. Check the remote sensor on OSD is turned on. Refer to "Infrared Remote on page55 "
4. Ensure remote control wire is not plugged in the projector.
5. Turn off any fluorescent lights in the room.
6. Check the battery polarity.
7. Replace the batteries.
8. Turn off other Infrared-enabled devices in the vicinity.
9. Have the remote control serviced.
10. Ensure that the remote control code conforms to the projector's code if universal remote control is used.
11. Check if Projector ID control is enabled and the ID number is correct. Refer to "Using Control ID for Multi-projector Application on page32 "

Projection Lens Problems

Problem: The Zoom or Focus adjustment cannot work.

1. Check if the lens is installed properly, improper lens installation may cause to lens cannot work normally. Please follow the lens installation procedure to check again.
2. Check if Lens Lock function is enabled, locking the lens will disable all of lens adjustment functions. Perform Center Lens function to calibrate the Lens again.
3. Replace the other lens to check the problem if the lens is available.
4. Contact with service center for the details.

Remote communication Problems

Problem: The projector does not respond to Ethernet control

1. Make sure Network Standby is turned on, the communication path is interrupted if it's turned off(less 0.5W). Refer to "Projection Mode on page53 "
2. Check the network configuration in your laptop and projector; refer to Remote Communication manual for more information.

Having the Projector Serviced

If you are unable to solve the problem, you should have the projector serviced. Pack the projector in the original carton. Include a description of the problem and a checklist of the steps you took when trying to fix the problem. The information may be useful to the service personnel. Return the projector to the place you purchased it.

About the Vivitek Support

If you cannot find solutions from this user guideline, please contact us using the contact information below:

North America

Vivitek Service Center
15700 Don Julian Road, Suite B
City of Industry, CA. 91745
U.S.A

Tel: 855-885-2378 (Toll-Free)
Email: T.services1@vivitekcorp.com
URL: www.vivitekusa.com

Europe and Africa

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Zandsteen 15
2132 MZ Hoofddorp
The Netherlands

Tel: +31 20 655 0960
Email: support@vivitek.eu
URL: www.vivitek.eu

China

Vivitek Service Center
201209, Room 1802, 18/F,
Cimic Tower, No.1090,
Century Avenue,
Pudong, Shanghai

Tel: 400-888-3526 (Toll-Free)
Tel: 021-58360088-142 (Direct)
Email: service@vivitek.com.cn
URL: www.vivitek.com.cn

Asia and Taiwan

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