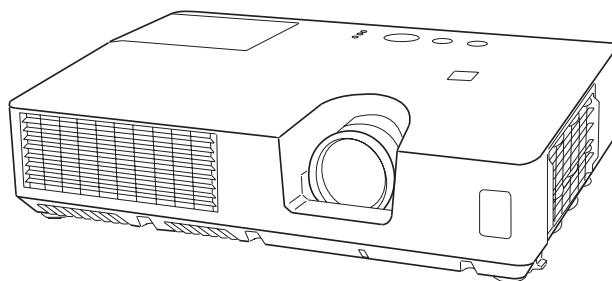




Digital Projector X21/X26

Operator's Guide



Thank you for purchasing this projector.

⚠ WARNING ► Before using this product, please read all manuals for this product. Be sure to read “**Product Warranty and Safety Guide**” first. After reading them, store them in a safe place for future reference.

About this manual

Various symbols are used in this manual. The meanings of these symbols are described below.

⚠ WARNING This symbol indicates information that, if ignored, could possibly result in personal injury or even death due to incorrect handling.

⚠ CAUTION This symbol indicates information that, if ignored, could possibly result in personal injury or physical damage due to incorrect handling.

NOTICE This entry contains general information or tips about using this product.



Please refer to page numbers following this symbol for more information.

NOTE • The information in this manual is subject to change without notice.

• The manufacturer assumes no responsibility for any errors that may appear in this manual.

• The reproduction, transfer or copy of all or any part of this document is not permitted without express written consent.

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			(Please see the end of this book, although only in English.)		

Introduction

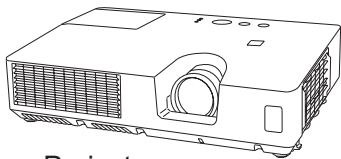
Features

This projector has the following features:

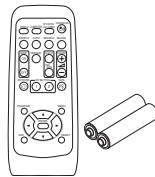
- ✓ A variety of I/O ports that support most business environments.
- ✓ The ability to project a large image in a small space.
- ✓ The new double layer filter system is expected to function longer and offers you less maintenance frequency.
- ✓ This compact, lightweight projector uses a front exhaust system that keeps the user comfortable by directing hot air away from the user.

Contents of package

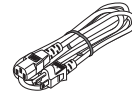
Your projector should come with the items shown below. Check that all the items are included. Contact your dealer immediately if any items are missing.



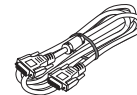
Projector



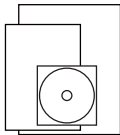
Remote control
(with two AA batteries)



Power cord



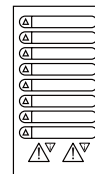
VGA cable



Operator's Guide
Product Warranty and Safety Guide
Quick Start Guide



Lens cover



Security Label

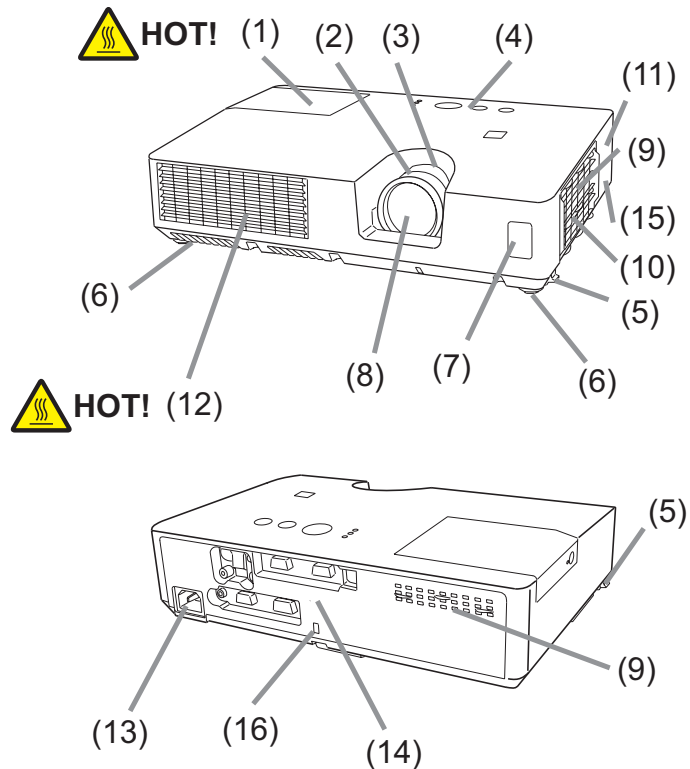
NOTE • Keep the original packing materials, for future reshipment. Be sure to use the original packing materials when moving the projector. Use special caution for the lens.

Part names

Part names

Projector

- (1) Lamp door (📖56)
The lamp unit is inside.
- (2) Focus ring (📖19)
- (3) Zoom ring (📖19)
- (4) Control panel (📖5)
- (5) Elevator buttons (x 2) (📖19)
- (6) Elevator feet (x 2) (📖19)
- (7) Remote sensor (📖12)
- (8) Lens (📖60)
- (9) Intake vents
- (10) Filter cover (📖58)
The air filter and intake vent are inside.
- (11) Speaker (📖38)
- (12) Exhaust vent
- (13) **AC IN** (AC inlet) (📖11)
- (14) Rear panel (📖5)
- (15) Security bar (📖11)
- (16) Security slot (📖11)



⚠ WARNING ►HOT! : Do not touch around the lamp door and the exhaust vents during use or just after use, since it is too hot.

► Do not look into the lens or vents while the lamp is on, since the strong light is not good for your eyes.

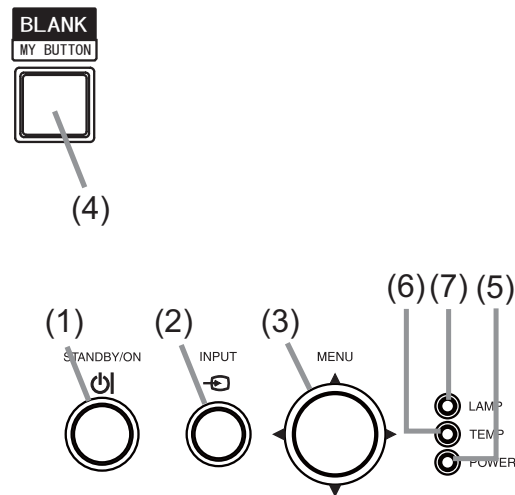
⚠ CAUTION ► Maintain normal ventilation to prevent the projector from heating up. Do not cover, block or plug up the vents. Do not place anything that can stick or be sucked to the vents, around the intake vents. Clean the air filter periodically.

► Do not handle the elevator buttons without holding the projector, since the projector may drop down.

► Do not use the security bar and slot to prevent the projector from falling down, since it is not designed for it.

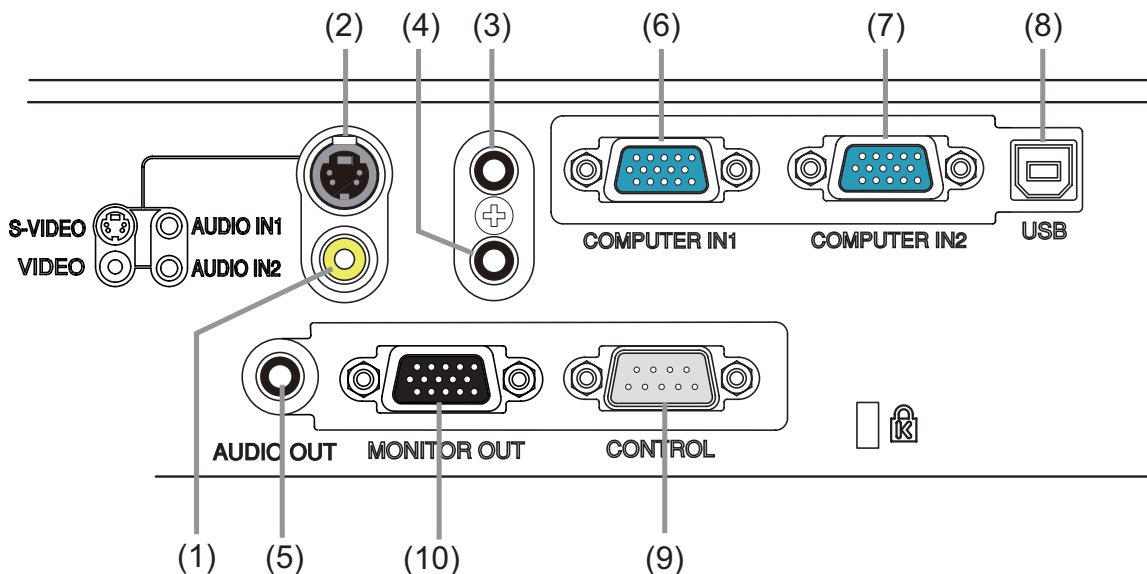
Control panel

- (1) **STANDBY/ON** button (📖14)
- (2) **INPUT** button (📖16, 24)
- (3) **MENU** button (📖24)
It consists of four cursor buttons.
- (4) **BLANK** button (📖23)
- (5) **POWER** indicator (📖11, 14, 62)
- (6) **TEMP** indicator (📖62)
- (7) **LAMP** indicator (📖62)



Rear panel (📖9)

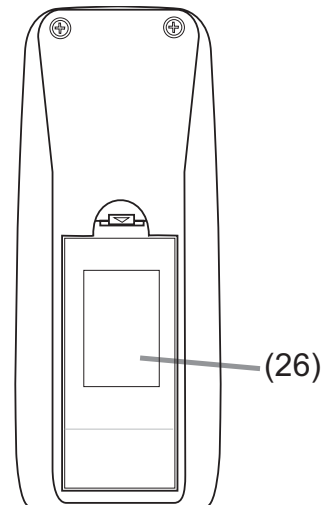
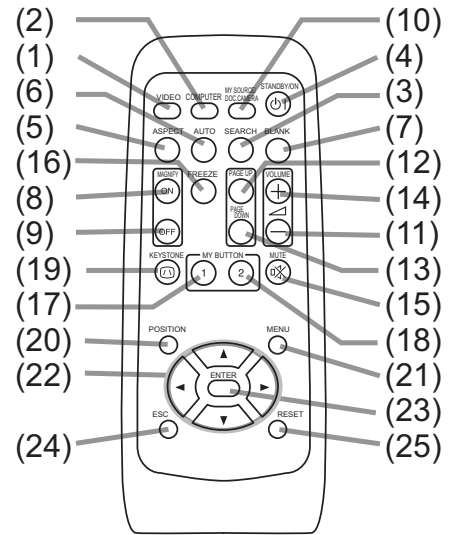
- (1) **VIDEO** port
- (2) **S-VIDEO** port
- (3) **AUDIO IN1** port
- (4) **AUDIO IN2** port
- (5) **AUDIO OUT** port
- (6) **COMPUTER IN1** port
- (7) **COMPUTER IN2** port
- (8) **USB TYPE B** port
- (9) **CONTROL** port
- (10) **MONITOR OUT** port



Part names

Remote control

- (1) **VIDEO** button (📖 17)
- (2) **COMPUTER** button (📖 17)
- (3) **SEARCH** button (📖 18)
- (4) **STANDBY/ON** button (📖 14)
- (5) **ASPECT** button (📖 18)
- (6) **AUTO** button (📖 20)
- (7) **BLANK** button (📖 23)
- (8) **MAGNIFY - ON** button (📖 22)
- (9) **MAGNIFY - OFF** button (📖 22)
- (10) **MY SOURCE/DOC.CAMERA** button (📖 17, 47)
- (11) **VOLUME -** button (📖 16)
- (12) **PAGE UP** button (📖 13)
- (13) **PAGE DOWN** button (📖 13)
- (14) **VOLUME +** button (📖 16)
- (15) **MUTE** button (📖 16)
- (16) **FREEZE** button (📖 23)
- (17) **MY BUTTON - 1** button (📖 47)
- (18) **MY BUTTON - 2** button (📖 47)
- (19) **KEystone** button (📖 21)
- (20) **POSITION** button (📖 20, 25)
- (21) **MENU** button (📖 24)
- (22) **▲/▼/◀/▶** cursor buttons (📖 13, 24)
- (23) **ENTER** button (📖 13, 24)
- (24) **ESC** button (📖 13, 24)
- (25) **RESET** button (📖 13, 24)
- (26) Battery cover (📖 12)



Back of
the remote control

Setting up

Install the projector according to the environment and manner the projector will be used in.

Arrangement

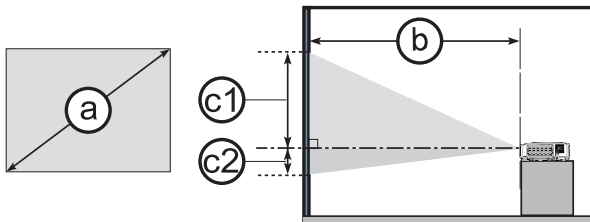
Refer to the illustrations and tables below to determine screen size and projection distance.

The values shown in the table are calculated for a full size screen: 1024 x 768

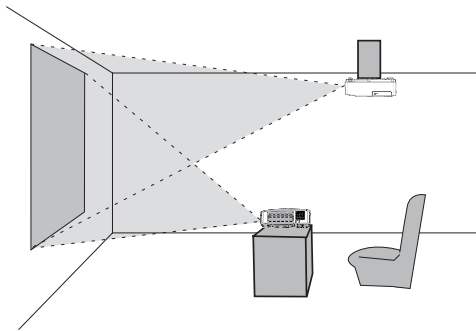
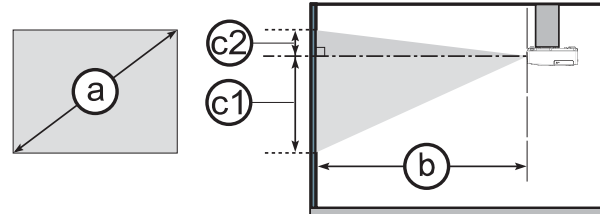
Ⓐ Screen size (diagonal) Ⓑ Projection distance (±10%)

Ⓒ1, Ⓒ2 Screen height (±10%)

On a horizontal surface



Suspended from the ceiling



- Keep a space of 30 cm or more between the sides of the projector and other objects such as walls.
- For the case of installation in a special state such as ceiling mount, the specified mounting accessories and service may be required. Before installing the projector, consult your dealer about your installation.

Ⓐ Screen size (diagonal)		4 : 3 screen								16 : 9 screen							
		Ⓑ Projection distance				Ⓒ1 Screen height		Ⓒ2 Screen height		Ⓑ Projection distance				Ⓒ1 Screen height		Ⓒ2 Screen height	
type (inch)	m	m	inch	m	inch	cm	inch	cm	inch	m	inch	m	inch	cm	inch	cm	inch
30	0.8	0.9	35	1.1	42	39	15	7	3	1.0	38	1.2	46	36	14	1	0
40	1.0	1.2	47	1.4	57	52	21	9	3	1.3	51	1.6	62	49	19	1	0
50	1.3	1.5	59	1.8	71	65	26	11	4	1.6	64	2.0	77	61	24	1	1
60	1.5	1.8	71	2.2	85	78	31	13	5	2.0	77	2.4	93	73	29	2	1
70	1.8	2.1	83	2.5	100	91	36	15	6	2.3	90	2.8	109	85	34	2	1
80	2.0	2.4	95	2.9	114	105	41	17	7	2.6	103	3.2	124	97	38	2	1
90	2.3	2.7	107	3.3	128	118	46	20	8	3.0	116	3.6	140	109	43	3	1
100	2.5	3.0	119	3.6	143	131	51	22	9	3.3	129	4.0	156	122	48	3	1
120	3.0	3.6	143	4.4	171	157	62	26	10	4.0	156	4.7	187	146	57	4	1
150	3.8	4.5	179	5.4	215	196	77	33	13	4.9	195	5.9	234	182	72	4	2
200	5.1	6.1	238	7.3	286	261	103	44	17	6.6	260	7.9	312	243	96	6	2
250	6.4	7.6	298	9.1	358	327	129	54	21	8.3	325	9.9	390	304	120	7	3
300	7.6	9.1	358	10.9	430	392	154	65	26	9.9	390	11.9	469	365	144	9	4

Setting up

Arrangement (continued)

⚠ WARNING ► Place the projector in a stable horizontal position. If the projector falls or is knocked over, it could cause injury and/or damage to the projector. Using a damaged projector could then result in fire and/or electric shock.

- Do not place the projector on an unstable, slanted or vibrational surface such as a wobbly or inclined stand.
- Do not place the projector on its side, front or rear position.
- Consult with your dealer before a special installation such as suspending from a ceiling or somewhere else.

► Place the projector in a cool place, and ensure that there is sufficient ventilation. The high temperature of the projector could cause fire, burns and/or malfunction of the projector.

- Do not place or attach anything that would block the lens or vent holes.
- Keep a space of 30 cm or more between the sides of the projector and other objects such as walls.
- Do not place the projector on metallic surface or any surface that is not resistant to heat.
- Do not place the projector on carpet, cushions or bedding.
- Do not place the projector in direct sunlight or near hot objects such as heaters.
- Do not place anything near the projector lens or vents, or on top of the projector.
- Do not place anything that may be sucked into or stick to the vents on the bottom of the projector. This projector has some intake vents also on the bottom.

► Do not place the projector anywhere where it may get wet. Getting the projector wet or inserting liquid into the projector could cause fire, electric shock and/or malfunction of the projector.

- Do not place the projector in a bathroom or the outdoors.
- Do not place anything containing liquid near the projector.
- Do not place the projector where any oils, such as cooking or machine oil, are used.

► Use only the mounting accessories the manufacturer specified, and leave installing and removing the projector with the mounting accessories to the service personnel.

- Read and keep the operator's guide for all mounting accessories used.

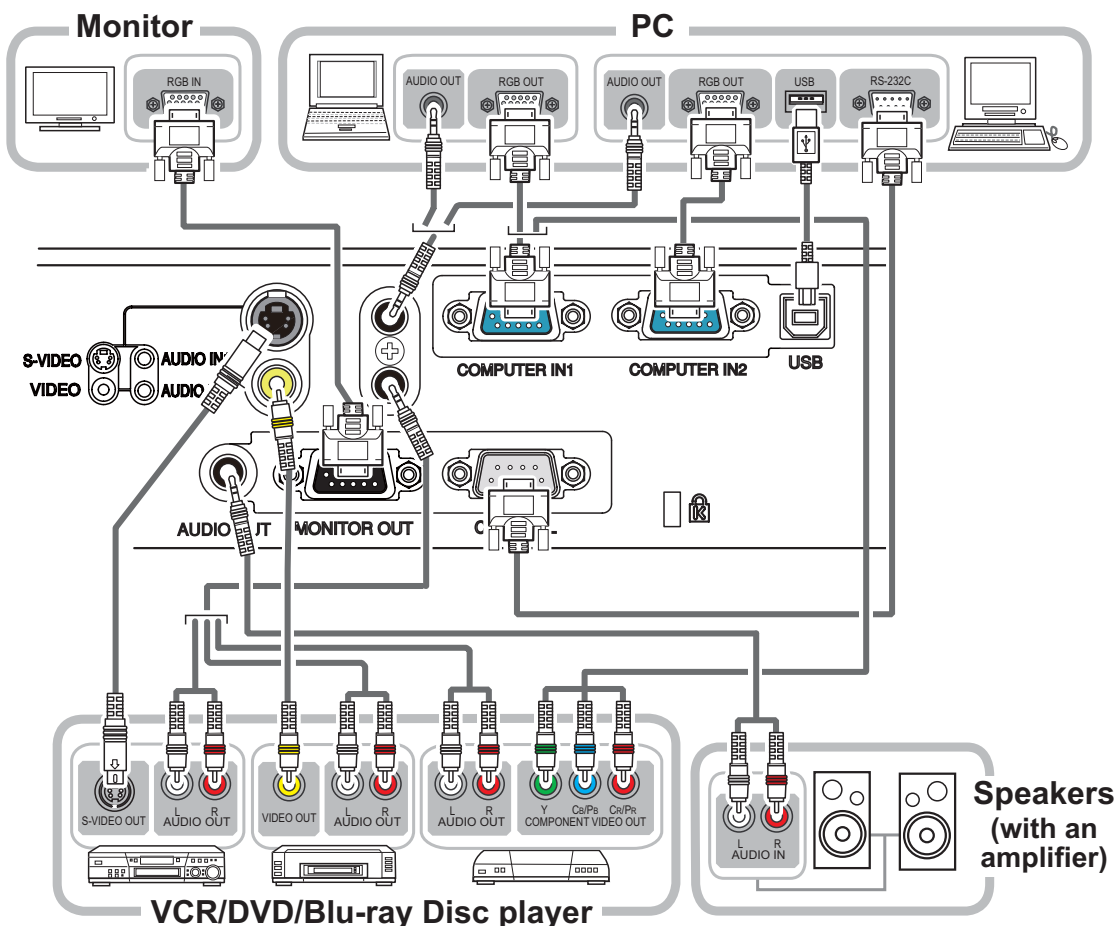
⚠ CAUTION ► Avoid placing the projector in smoky, humid or dusty place. Operating the projector in such places could cause fire, electric shock and/or malfunction of the projector.

- Do not place the projector near humidifiers, smoking spaces or a kitchen. Also do not use an ultrasonic humidifier near the projector. Otherwise chlorine and minerals contained in tap water are atomized and could be deposited in the projector causing image degradation or other problems.

► Position the projector to prevent light from directly hitting the projector's remote sensor.

Connecting your devices

Be sure to read the manuals for devices before connecting them to the projector. Make sure that all the devices are suitable to be connected with this product, and prepare the cables required to connect. Please refer to the following illustrations to connect them. To input component video signal to **COMPUTER IN1/2** port, please see the description of the COMPUTER IN item of the INPUT menu (📖34).



⚠ WARNING ► Do not disassemble or modify the projector and accessories.

► Be careful not to damage the cables, and do not use damaged cables.

⚠ CAUTION ► Turn off all devices and unplug their power cords prior to connecting them to projector. Connecting a live device to the projector may generate extremely loud noises or other abnormalities that may result in malfunction or damage to the device and the projector.

► Use appropriate accessory or designated cables. Ask your dealer about non-accessory cables which may be required for a specific length or a ferrite core by the regulations. For cables with a core only at one end, connect the end with the core to the projector.

► Make sure that devices are connected to the correct ports. An incorrect connection may result in malfunction or damage to the device and the projector.

NOTICE ► Use the cables with straight plugs, not L-shaped ones, as the input ports of the projector are recessed.

Setting up

Connecting your devices (continued)

NOTE • Be sure to read the manuals for devices before connecting them to the projector, and make sure that all the devices are suitable to be connected with this product. Before connecting to a PC, check the signal level, the signal timing, and the resolution.

- Some signal may need an adapter to input this projector.
- Some PCs have multiple screen display modes that may include some signals which are not supported by this projector.
- Although the projector can display signals with resolution up to UXGA (1600X1200), the signal will be converted to the projector's panel resolution before being displayed. The best display performance will be achieved if the resolutions of the input signal and the projector panel are identical.
- While connecting, make sure that the shape of the cable's connector fits the port to connect with. And be sure to tighten the screws on connectors with screws.
- When connecting a laptop PC to the projector, be sure to activate the PC's external RGB output. (Set the laptop PC to CRT display or to simultaneous LCD and CRT display.) For details on how this is done, please refer to the instruction manual of the corresponding laptop PC.
- When the picture resolution is changed on a PC depending on an input, automatic adjustment function may take some time and may not be completed. In this case, you may not be able to see a check box to select "Yes/No" for the new resolution on Windows. Then the resolution will go back to the original. It might be recommended to use other CRT or LCD monitors to change the resolution.
- In some cases, this projector may not display a proper picture or display any picture on screen. For example, automatic adjustment may not function correctly with some input signals. An input signal of composite sync or sync on G may confuse this projector, so the projector may not display a proper picture.

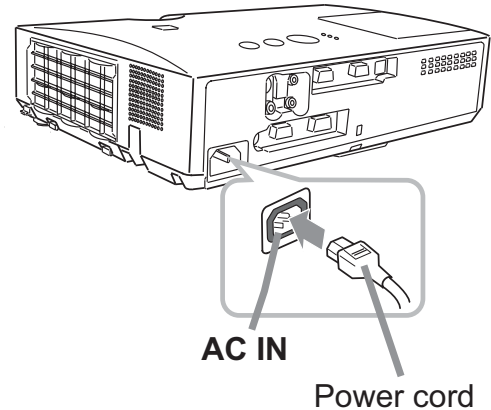
About Plug-and-Play capability

Plug-and-Play is a system composed of a PC, its operating system and peripheral equipment (i.e. display devices). This projector is VESA DDC 2B compatible. Plug-and-Play can be used by connecting this projector to a PC that is VESA DDC (display data channel) compatible.

- Take advantage of this feature by connecting a computer cable to the **COMPUTER IN1** port (DDC 2B compatible). Plug-and-Play may not work properly if any other type of connection is attempted.
- Please use the standard drivers in your PC as this projector is a Plug-and-Play monitor.

Connecting power supply

1. Put the connector of the power cord into the **AC IN** (AC inlet) of the projector.
2. Firmly plug the power cord's plug into the outlet. In a couple of seconds after the power supply connection, the **POWER** indicator will light up in steady orange.



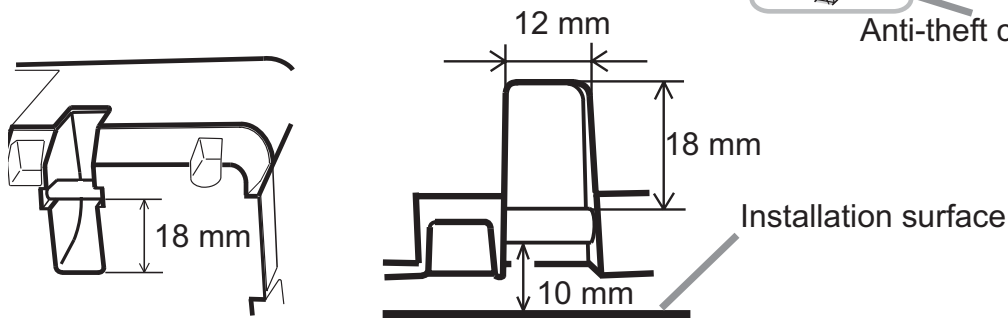
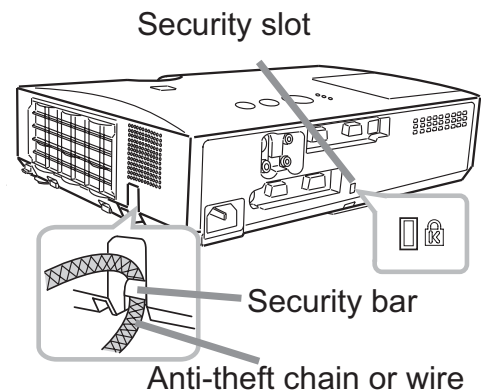
Please remember that when the DIRECT POWER ON function is activated ([45](#)), the connection of the power supply will make the projector turn on.

⚠ WARNING ► Please use extra caution when connecting the power cord, as incorrect or faulty connections may result in fire and/or electrical shock.

- Only use the power cord that came with the projector. If it is damaged, consult your dealer to get a new one.
- Only plug the power cord into an outlet whose voltage is matched to the power cord. The power outlet should be close to the projector and easily accessible. Remove the power cord to completely disconnect power from the projector.
- Never modify the power cord.

Using the security bar and slot

A commercially available anti-theft chain or wire can be attached to the security bar on the projector. Refer to the figure to choose an anti-theft chain or wire. Also this product has the security slot for the Kensington lock. For details, see the manual of the security tool.



⚠ CAUTION ► Do not use the security bar and slot to prevent the projector from falling down, since it is not designed for it.

► Do not place anti-theft chain or wire near the exhaust vents. It may become too hot.

NOTE • The security bar and slot is not comprehensive theft prevention measures. It is intended to be used as supplemental theft prevention measure.

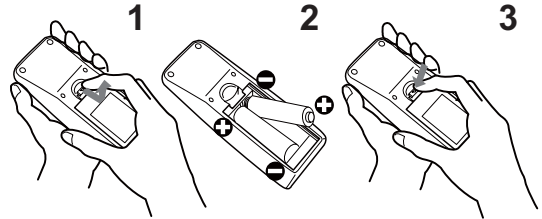
Remote control

Remote control

Installing the batteries

Please insert the batteries into the remote control before using it. If the remote control starts to malfunction, replace the batteries. If you will not use the remote control for long period, remove the batteries from the remote control and store them in a safe place.

1. Holding the hook part of the battery cover, remove it.
2. Align and insert the two AA batteries (**HITACHI MAXELL, Part No.LR6 or R6P**) according to their plus and minus terminals as indicated in the remote control.
3. Replace the battery cover in the direction of the arrow and snap it back into place.



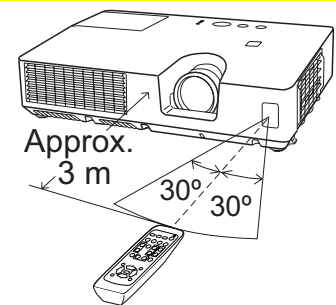
⚠ WARNING ► Always handle the batteries with care and use them only as directed. Improper use may result in battery explosion, cracking or leakage, which could result in fire, injury and/or pollution of the surrounding environment.

- Be sure to use only the batteries specified. Do not use batteries of different types at the same time. Do not mix a new battery with used one.
- Make sure the plus and minus terminals are correctly aligned when loading a battery.
- Keep a battery away from children and pets.
- Do not recharge, short circuit, solder or disassemble a battery.
- Do not place a battery in a fire or water. Keep batteries in a dark, cool and dry place.
- If you observe battery leakage, wipe out the leakage and then replace a battery. If the leakage adheres to your body or clothes, rinse well with water immediately.
- Obey the local laws on disposing the battery.

About the remote control signal

The remote control works with the projector's remote sensor. This projector has a remote sensor on the front. The sensor senses the signal within the following range when the sensor is active:

60 degrees (30 degrees to the left and right of the sensor)
within approximately 3 meters.

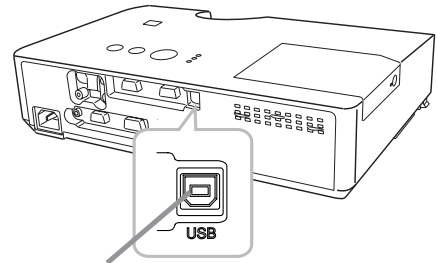


NOTE • The remote control signal reflected in the screen or the like may be available. If it is difficult to send the signal to the sensor directly, attempt to make the signal reflect.

- The remote control uses infrared light to send signals to the projector (Class 1 LED), so be sure to use the remote control in an area free from obstacles that could block the remote control's signal to the projector.
- The remote control may not work correctly if strong light (such as direct sun light) or light from an extremely close range (such as from an inverter fluorescent lamp) shines on the remote sensor of the projector. Adjust the position of projector avoiding those lights.

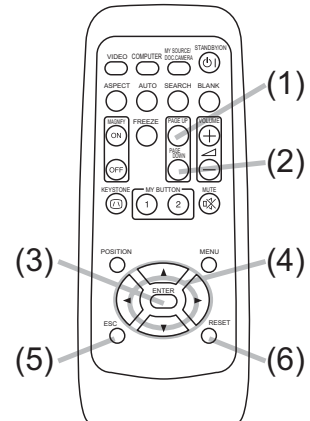
Using as a simple PC mouse & keyboard

The accessory remote control works as a simple mouse and keyboard of the PC, when the projector's **USB** port (B type) connects with the PC's USB port (A type) port via a mouse cable.



- (1) **PAGE UP** key: Press **PAGE UP** button.
- (2) **PAGE DOWN** key: Press **PAGE DOWN** button.
- (3) **Mouse left button**: Press **ENTER** button.
- (4) **Move pointer**: Use the cursor buttons ▲, ▼, ◀ and ▶.
- (5) **ESC** key: Press **ESC** button.
- (6) **Mouse right button**: Press **RESET** button.

⚠ CAUTION ► Improper use of the simple mouse & keyboard function could damage your equipment. While using this function, please connect this product only to a PC. Be sure to check your PC's manuals before connecting this product to the PC.



NOTE • When the simple mouse & keyboard function of this product does not work correctly, please check the following.

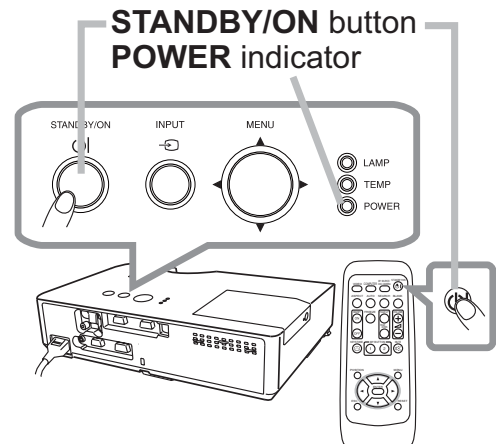
- When a USB cable connects this projector with a PC having a built-in pointing device (e.g. track ball) like a notebook PC, open BIOS setup menu, then select the external mouse and disable the built-in pointing device, because the built-in pointing device may have priority to this function.
- Windows 95 OSR 2.1 or higher is required for this function. And also this function may not work depending on the PC's configurations and mouse drivers. This function can work with the PC which can operate general USB mouse or keyboard.
- You cannot do things like press two buttons at once (for instance, pressing two buttons at the same time to move the mouse pointer diagonally).
- This function is activated only when the projector is working properly. This function is not available while the lamp is warming up (the **POWER** indicator blinks green), and while adjusting the volume and display, correcting for keystone, zooming in on the screen, using the BLANK function, or displaying the menu screen.

Power on/off

Power on/off

Turning on the power

1. Make sure that the power cord is firmly and correctly connected to the projector and the outlet.
2. Make sure that the **POWER** indicator is steady orange (📖62). Then remove the lens cover.
3. Press **STANDBY/ON** button on the projector or the remote control.
The projection lamp will light up and **POWER** indicator will begin blinking in green. When the power is completely on, the indicator will stop blinking and light in steady green (📖62).



To display the picture, select an input signal according to the section “Selecting an input signal” (📖16).

Turning off the power

1. Press the **STANDBY/ON** button on the projector or the remote control. The message “Power off?” will appear on the screen for about 5 seconds.
2. Press the **STANDBY/ON** button again while the message appears.
The projector lamp will go off, and the **POWER** indicator will begin blinking in orange. Then **POWER** indicator will stop blinking and light in steady orange when the lamp cooling is complete (📖62).
3. Attach the lens cover, after the **POWER** indicator turns in steady orange.

Do not turn the projector on for about 10 minutes or more after turning it off. Also, do not turn the projector off shortly after turning it on. Such operations might cause the lamp to malfunction or shorten the lifetime of some parts including the lamp.

⚠ WARNING ► A strong light is emitted when the projector’s power is on. Do not look into the lens of the projector or look inside of the projector through any of the projector’s openings.

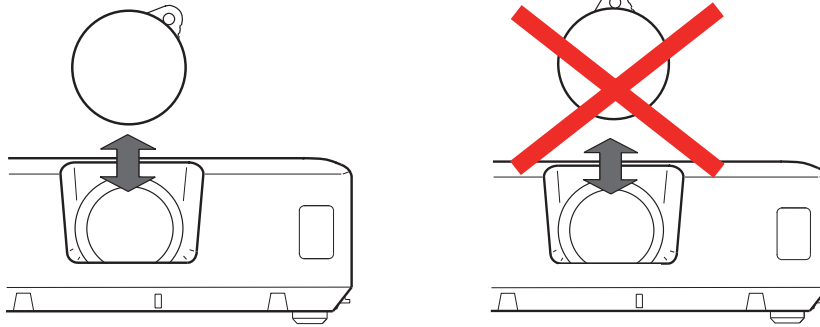
► Do not touch around the lamp door and the exhaust vents during use or just after use, since it is too hot.

NOTE • Turn the power on/off in right order. Please power on the projector prior to the connected devices.

• This projector has the function that can make the projector automatically turn on/off. Please refer to the **DIRECT POWER ON** (📖45) and **AUTO POWER OFF** (📖46) items of the **OPTION** menu.

Precaution for lens cover attachment and removal

When you attach or remove the lens cover, move it vertically up and down while keeping the knob to the right as illustrated in the figure.



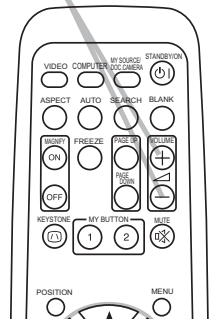
Operating

Operating

Adjusting the volume

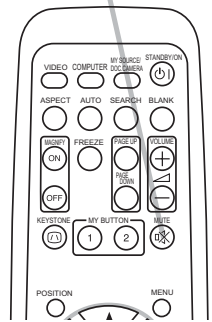
1. Use the **VOLUME +/VOLUME -** buttons to adjust the volume.
 - A dialog will appear on the screen to aid you in adjusting the volume. If you do not do anything, the dialog will automatically disappear after a few seconds.
 - When $\times$ is selected for current picture input port, the volume adjustment is disabled. Please see AUDIO SOURCE item of AUDIO menu (📖38).
 - Even if the projector is in the standby state, the volume can be adjusted when both of following conditions are satisfied.
 - NORMAL is selected for the STANDBY MODE in the SETUP menu (📖37).
 - An item other than $\times$ is selected for the AUDIO OUT STANDBY of the AUDIO SOURCE in the AUDIO menu (📖38).

VOLUME +/- button

**Temporarily muting the sound**

1. Press **MUTE** button on the remote control.
 - A dialog will appear on the screen indicating that you have muted the sound. To restore the sound, press the **MUTE**, **VOLUME +** or **VOLUME -** button. Even if you do not do anything, the dialog will automatically disappear after a few seconds.
 - When $\times$ is selected for current picture input port, the sound is always muted. Please see AUDIO SOURCE item of AUDIO menu (📖38).
 - C.C. (Closed Caption) is automatically activated when sound is muted and an input signal containing C.C. is received. This function is available only when the signal is NTSC for **VIDEO** or **S-VIDEO**, or 480i@60 for **COMPUTER IN1** or **COMPUTER IN2**, and when AUTO is selected for DISPLAY in the C.C. menu under the SCREEN menu (📖44).

MUTE button

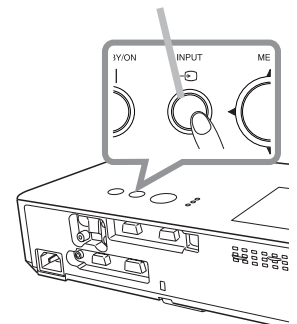
**Selecting an input signal**

1. Press **INPUT** button on the projector.
 - Each time you press the button, the projector switches its input port from the current port as below.


```

      → COMPUTER IN1 → COMPUTER IN2 →
      VIDEO    ←    S-VIDEO    ←
          
```
 - While ON is selected for AUTO SEARCH item in OPTION menu (📖45), the projector will keep checking the ports in above order repeatedly until an input signal is detected.

INPUT button



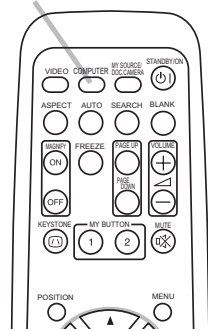
(continued on next page)

Selecting an input signal (continued)

- 1 Press **COMPUTER** button on the remote control.
- Each time you press the button, the projector switches its input port from the current port as below.

→ COMPUTER IN1 → COMPUTER IN2

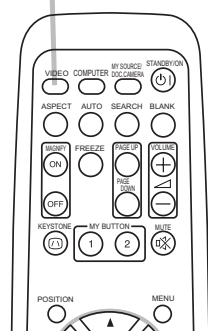
- While ON is selected for AUTO SEARCH item in OPTION menu, the projector will keep checking every port sequentially till an input signal is detected (45). If **COMPUTER** button is pressed when **VIDEO** or **S-VIDEO** port is selected, the projector will check **COMPUTER IN1** port first.

COMPUTER button

- 1 Press **VIDEO** button on the remote control.
- Each time you press the button, the projector switches its input port from the current port as below.

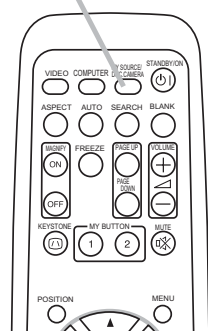
S-VIDEO ↔ VIDEO

- While ON is selected for AUTO SEARCH item in OPTION menu, the projector will keep checking every port sequentially until an input signal is detected (45). If **VIDEO** button is pressed when **COMPUTER IN1** or **COMPUTER IN2** port is selected, the projector will check **S-VIDEO** port first.

VIDEO button

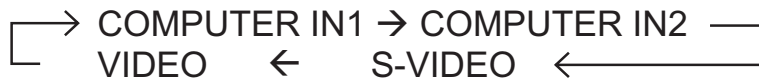
- 1 Press the **MY SOURCE / DOC. CAMERA** button on the remote control. The input signal will be changed into the signal you set as MY SOURCE (47).

- This function can also be used for document cameras. Select the input port that connected the document camera.

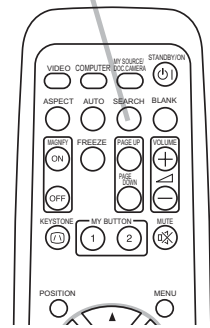
MY SOURCE / DOC. CAMERA button

Searching an input signal

1. Press **SEARCH** button on the remote control.
- The projector will start to check its input ports as below in order to find any input signals.
When an input is found, the projector will stop searching and display the image. If no signal is found, the projector will return to the state selected before the operation.



SEARCH button



- While ON is selected for AUTO SEARCH item in OPTION menu (45), the projector will keep checking the ports in above order repeatedly until an input signal is detected.

Selecting an aspect ratio

1. Press **ASPECT** button on the remote control.
- Each time you press the button, the projector switches the mode for aspect ratio in turn.

○ For a computer signal

NORMAL → 4:3 → 16:9 → 16:10



○ For a video signal, s-video signal or component video signal

4:3 → 16:9 → 14:9

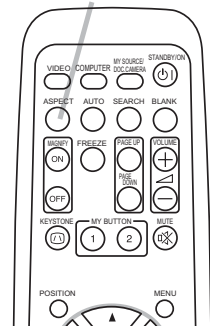


○ For no signal

4:3 (fixed)

- **ASPECT** button does not work when no proper signal is inputted.
- **NORMAL** mode keeps the original aspect ratio setting.

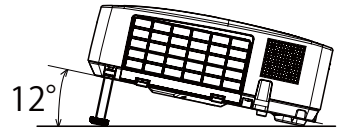
ASPECT button



Adjusting the projector's elevator

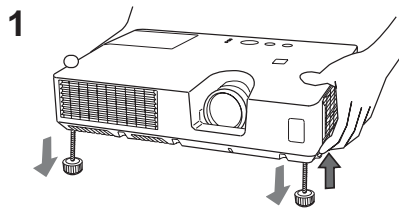
When the place to put the projector is slightly uneven to the left or right, use the elevator feet to adjust the projector horizontally.

Using the feet can also tilt the projector in order to project at a suitable angle to the screen, elevating the front of the projector within 0-12 degrees.

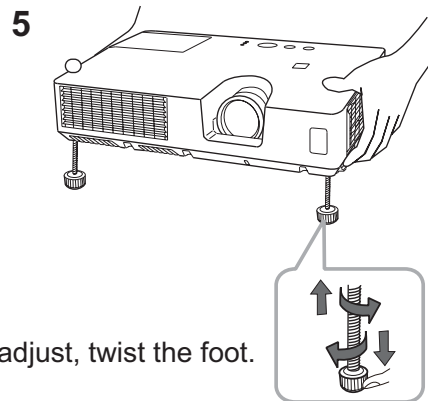


This projector has 2 elevator feet and 2 elevator knobs. An elevator foot is adjustable while pulling up the elevator knob on the same side as it.

1. Holding the projector, pull the elevator knobs up to loose the elevator feet.
2. Position the front side of the projector to the desired height.
3. Release the elevator knobs in order to lock the elevator feet.
4. After making sure that the elevator feet are locked, put the projector down gently.
5. If necessary, the elevator feet can be manually twisted to make more precise adjustments. Hold the projector when twisting the feet.



To adjust an elevator foot, pull up the elevator knob on the same side as it.

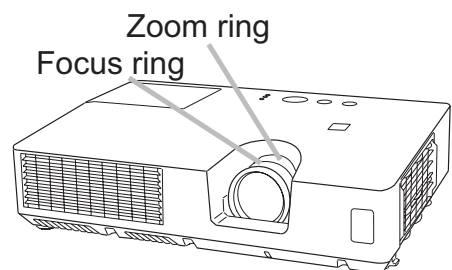


To finely adjust, twist the foot.

⚠ CAUTION ► Do not handle the elevator buttons without holding the projector, since the projector may drop down.
 ► Do not tilt the projector other than elevating its front within 12 degrees using the adjuster feet. A tilt of the projector exceeding the restriction could cause malfunction or shortening the lifetime of consumables, or the projector itself.

Adjusting the zoom and focus

1. Use the zoom ring to adjust the screen size.
2. Use the focus ring to focus the picture.



Using the automatic adjustment feature

1. Press **AUTO** button on the remote control.
- Pressing this button performs the following.

- **For a computer signal**

The vertical position, the horizontal position and the horizontal phase will be automatically adjusted.

Make sure that the application window is set to its maximum size prior to attempting to use this feature. A dark picture may still be incorrectly adjusted. Use a bright picture when adjusting.

- **For a video signal and s-video signal**

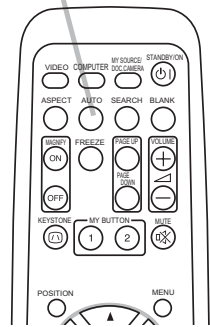
The video format best suited for the respective input signal will be selected automatically. This function is available only when the AUTO is selected for the VIDEO FORMAT item in the INPUT menu (📖34). The vertical position and horizontal position will be automatically set to the default.

- **For a component video signal**

The vertical position and horizontal position will be automatically set to the default. The horizontal phase will be automatically adjusted.

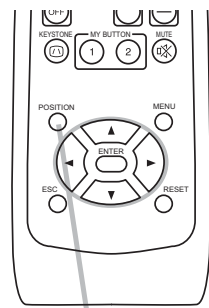
- The automatic adjustment operation requires approx. 10 seconds. Also please note that it may not function correctly with some input.
- When this function is performed for a video signal, a line may appear outside the picture.
- When this function is performed for a computer signal, a black frame may be displayed on the edge of the screen, depending on the PC model.
- The items adjusted by this function may vary when the FINE or DISABLE is selected for the AUTO ADJUST item of the SERVICE item in the OPTION menu (📖48).

AUTO button



Adjusting the position

1. Press **POSITION** button on the remote control when no menu is indicated.
The "POSITION" indication will appear on the screen.
2. Use the ▲/▼/◀/▶ cursor buttons to adjust the picture position.
When you want to reset the operation, press **RESET** button on the remote control during the operation.
To complete this operation, press **POSITION** button again. Even if you do not do anything, the dialog will automatically disappear after a few seconds.



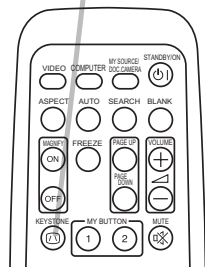
POSITION button

- When this function is performed on a video signal or s-video signal or component video signal, an extra-line may appear at outside of the picture.
- When this function is performed on a video signal or an s-video signal, the range of this adjustment depends on OVER SCAN in IMAGE menu (📖31) setting. It is not possible to adjust when OVER SCAN is set to 10.
- If **POSITION** button is pressed when a menu is indicated on screen, the displayed picture does not move its position but the menu does.

Correcting the keystone distortions

KEYSTONE button

1. Press **KEYSTONE** button on the remote control. A dialog will appear on the screen to aid you in correcting the distortion.
2. Use the ▲/▼ cursor buttons to select **AUTO** or **MANUAL** operation, and press the ► button to perform the following.
 - (1) **AUTO** executes automatic vertical keystone correction.
 - (2) **MANUAL** displays a dialog for keystone correction.
Use the ◀/▶ buttons for adjustment.

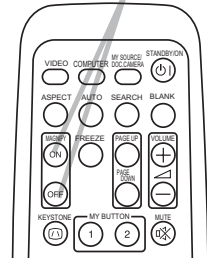


To close the dialog and complete this operation, press **KEYSTONE** button again. Even if you do not do anything, the dialog will automatically disappear after a few seconds.

- The adjustable range of this function will vary among inputs. For some input, this function may not work well.
- When V:INVERT or H&V:INVERT is selected to the MIRROR item in the SETUP menu, if the projector screen is inclined or angled downward, automatic vertical keystone correction may not work correctly.
- When the zoom adjustment is set to the TELE (telephoto focus), this function may be excessive. This function should be used when the zoom adjustment is set to the full WIDE (wide-angle focus) whenever possible.
- When the projector is placed on the level (about $\pm 4^\circ$), the automatic keystone distortion correction may not work.
- When the projector is inclined to near ± 30 degree or over, this function may not work well.
- This function will be unavailable when Transition Detector is on (📖53).

Using the magnify feature

**MAGNIFY
ON/OFF button**



1. Press the **MAGNIFY ON** button on the remote control. The picture will be magnified, and the MAGNIFY dialog will appear on the screen. When the **MAGNIFY ON** button is pressed for the first time after the projector is turned on, the picture will be zoomed by 1.5 times. On the dialog, triangle marks to show each direction will be displayed.
2. While the triangles are displayed on the dialog, use the ▲/▼/◀/▶ cursor buttons to shift the magnifying area.
3. A magnifying glass icon will be displayed on the dialog when the **MAGNIFY ON** button is pressed while the dialog with the triangles is displayed.
4. While the magnifying glass icon is displayed on the dialog, use the ▲/▼ cursor buttons to adjust the magnification ratio. The magnification ratio will be adjusted with fine steps. And changes in the ratio in single steps are subtle so they may be hard to recognize.
5. Press the **MAGNIFY OFF** button on the remote control to exit magnification.
 - The MAGNIFY dialog will automatically disappear in several seconds with no operation. The dialog will appear again if the **MAGNIFY ON** button is pressed when the dialog has automatically disappeared.
 - While the MAGNIFY dialog is displayed, press the **MAGNIFY ON** button to switch the dialog between magnifying area shifting (with the triangles) and magnification ratio adjustment (with the magnifying glass icon).
 - The magnification is automatically disabled when the displaying signal or its display condition is changed.
 - While the magnification is active, the keystone distortion condition may vary. It will be restored when the magnification is disabled.
 - Some horizontal stripes might be visible on the image while magnification is active.

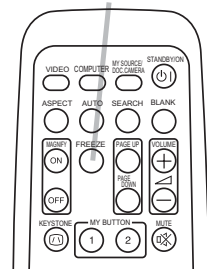
Temporarily freezing the screen

1. Press the **FREEZE** button on the remote control.
 - The “FREEZE” indication will appear on the screen (however, the indication will not appear when the OFF is selected for the MESSAGE item in the SCREEN menu (📖41)), and the projector will go into the FREEZE mode, and the picture is frozen.

To exit the FREEZE mode and restore the screen to normal, press the **FREEZE** button again.

- The projector automatically exits from the FREEZE mode when some control buttons are pressed.
- If the projector continues projecting a still image for a long time, the LCD panel might possibly be burned in. Do not leave the projector in the FREEZE mode for too long.
- Images might appear degraded when this function is operated, but it is not a malfunction.

FREEZE button



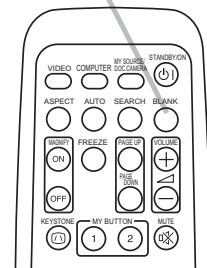
Temporarily blanking the screen

1. Press the **BLANK** button on the control panel or the remote control. The BLANK screen will be displayed instead of the screen of input signal. Please refer to BLANK item in SCREEN menu (📖39).

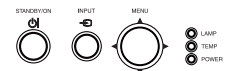
To exit from the BLANK screen and return to the input signal screen, press **BLANK** button again.

- The projector automatically exits from the BLANK mode when some control buttons are pressed.
- You can change the function assigned to the **BLANK** button on the control panel by the MY BUTTON function. Please refer to MY BUTTON item in OPTION menu (📖47).

BLANK button



BLANK button



⚠ CAUTION ► If you wish to have a blank screen while the projector's lamp is on, use the BLANK function above. Any other method of blocking the projection light, such as attaching something to the lens or placing something in front of the lens, may cause the damage to the projector.

NOTE • The sound is not connected with the BLANK screen function. If necessary, set the volume or mute first. To display the BLANK screen and mute the sound at one time, use AV MUTE function (📖47).

Operating

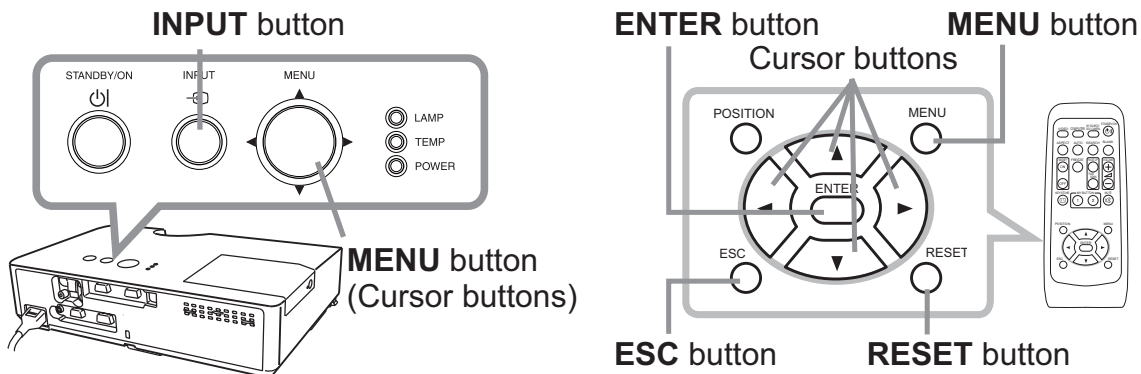
Using the menu function

This projector has the following menus:

PICTURE, IMAGE, INPUT, SETUP, AUDIO, SCREEN, OPTION, SECURITY and EASY MENU.

EASY MENU consists of functions often used, and the other menus are classified into each purpose and brought together as the ADVANCED MENU.

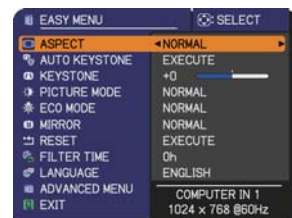
Each of these menus is operated using the same methods. While the projector is displaying any menu, the **MENU** button on the projector works as the cursor buttons. The basic operations of these menus are as follows.



1. To start the MENU, press the **MENU** button. The MENU you last used (EASY or ADVANCED) will appear. EASY MENU has priority to appear just after power on.

2. In the EASY MENU

- (1) Use the ▲/▼ cursor buttons to select an item to operate. If you want to change it to the ADVANCED MENU, select the ADVANCED MENU.
- (2) Use the ◀/▶ cursor buttons to operate the item.



In the ADVANCED MENU

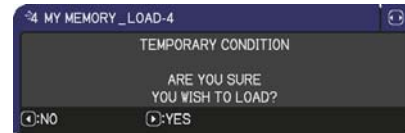
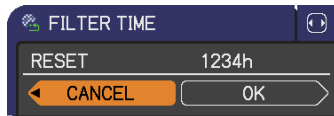
- (1) Use the ▲/▼ cursor buttons to select a menu. If you want to change it to the EASY MENU, select the EASY MENU. The items in the menu appear on the right side.
- (2) Press the ▶ cursor button or **ENTER** button to move the cursor to the right side. Then use the ▲/▼ cursor buttons to select an item to operate and press the ▶ cursor button or **ENTER** button to progress. The operation menu or dialog of the selected item will appear.
- (3) Use the buttons as instructed in the OSD to operate the item.



(continued on next page)

Using the menu function (continued)

3. To close the MENU, press the **MENU** button again or select EXIT and press the ◀ cursor button or **ENTER** button. Even if you do not do anything, the dialog will automatically disappear after about 30 seconds.
- If you want to move the menu position, use the cursor buttons after pressing the **POSITION** button.
 - Some functions cannot be performed when a certain input port is selected, or when a certain input signal is displayed.
 - When you want to reset the operation, press **RESET** button on the remote control during the operation. Note that some items (ex. LANGUAGE, VOLUME) cannot be reset.
 - In the ADVANCED MENU, when you want to return to the previous display, press the ◀ cursor button or **ESC** button on the remote control.

Indication in OSD (On Screen Display)

The meanings of the general words on the OSD are as follows.

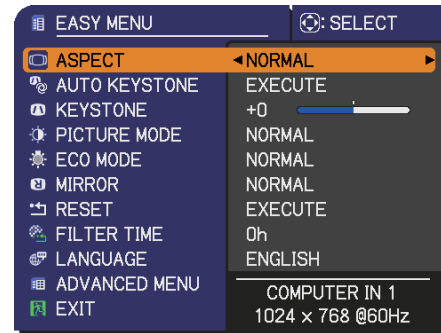
Indication	Meaning
EXIT	Selecting this option exits the OSD menu. It's the same as pressing the MENU button.
RETURN	Selecting this option returns the menu to the previous menu.
CANCEL or NO	Selecting this option cancels the operation in the present menu and returns to the previous menu.
OK or YES	Selecting this option executes the prepared function or shifts the menu to the next menu.

EASY MENU

EASY MENU

From the EASY MENU, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons. Then perform it according to the following table.



Item	Description																								
ASPECT	Using the ◀/▶ buttons switches the mode for aspect ratio. See the ASPECT item in IMAGE menu (📖31).																								
AUTO KEYSTONE	Using the ▶ button executes the auto keystone function. See the AUTO KEYSTONE item in SETUP menu (📖36).																								
KEYSTONE	Using the ◀/▶ buttons corrects the vertical keystone distortion. See the KEYSTONE item in SETUP menu (📖36).																								
PICTURE MODE	Using the ◀/▶ buttons switches the picture mode. The picture modes are combinations of GAMMA and COLOR TEMP settings. Choose a suitable mode according to the projected source. → NORMAL ⇄ CINEMA ⇄ DYNAMIC ⇄ BOARD(BLACK) ← → DAYTIME ⇄ WHITEBOARD ⇄ BOARD(GREEN) ← <table><tr><th></th><th>GAMMA</th><th>COLOR TEMP</th></tr><tr><td>NORMAL</td><td>1 DEFAULT</td><td>2 MID</td></tr><tr><td>CINEMA</td><td>2 DEFAULT</td><td>3 LOW</td></tr><tr><td>DYNAMIC</td><td>3 DEFAULT</td><td>1 HIGH</td></tr><tr><td>BOARD(BLACK)</td><td>4 DEFAULT</td><td>4 Hi-BRIGHT-1</td></tr><tr><td>BOARD(GREEN)</td><td>4 DEFAULT</td><td>5 Hi-BRIGHT-2</td></tr><tr><td>WHITEBOARD</td><td>5 DEFAULT</td><td>2 MID</td></tr><tr><td>DAYTIME</td><td>6 DEFAULT</td><td>6 Hi-BRIGHT-3</td></tr></table> • When the combination of GAMMA and COLOR TEMP differs from pre-assigned modes above, the display on the menu for the PICTURE MODE is “CUSTOM”. Please refer to the GAMMA and COLOR TEMP (📖28, 29) items in PICTURE menu. • Lines or other noise might appear on the screen when this function is operated, but it is not a malfunction.		GAMMA	COLOR TEMP	NORMAL	1 DEFAULT	2 MID	CINEMA	2 DEFAULT	3 LOW	DYNAMIC	3 DEFAULT	1 HIGH	BOARD(BLACK)	4 DEFAULT	4 Hi-BRIGHT-1	BOARD(GREEN)	4 DEFAULT	5 Hi-BRIGHT-2	WHITEBOARD	5 DEFAULT	2 MID	DAYTIME	6 DEFAULT	6 Hi-BRIGHT-3
	GAMMA	COLOR TEMP																							
NORMAL	1 DEFAULT	2 MID																							
CINEMA	2 DEFAULT	3 LOW																							
DYNAMIC	3 DEFAULT	1 HIGH																							
BOARD(BLACK)	4 DEFAULT	4 Hi-BRIGHT-1																							
BOARD(GREEN)	4 DEFAULT	5 Hi-BRIGHT-2																							
WHITEBOARD	5 DEFAULT	2 MID																							
DAYTIME	6 DEFAULT	6 Hi-BRIGHT-3																							

(continued on next page)

Item	Description
ECO MODE	Using the ◀/▶ buttons changes the eco mode setting. See the ECO MODE item in SETUP menu (📖37).
MIRROR	Using the ◀/▶ buttons switches the mode for mirror status. See the MIRROR item in SETUP menu (📖37).
RESET	Performing this item resets all of the EASY MENU items except the FILTER TIME and LANGUAGE. A dialog is displayed for confirmation. Selecting the OK using the ▶ button performs resetting.
FILTER TIME	The usage time of the air filter is shown in the menu. Performing this item resets the filter time which counts usage time of the air filter. A dialog is displayed for confirmation. Selecting the OK using the ▶ button performs resetting. See the FILTER TIME item in OPTION menu (📖46).
LANGUAGE	Using the ◀/▶ buttons changes the display language. See the LANGUAGE item in SCREEN menu (📖39).
ADVANCED MENU	Press the ▶ or ENTER button to use the menu of PICTURE, IMAGE, INPUT, SETUP, AUDIO, SCREEN, OPTION or SECURITY.
EXIT	Press the ◀ or ENTER button to finish the OSD menu.

From the PICTURE menu, items shown in the table below can be performed.

ADVANCED MENU [X] SELECT

PICTURE → BRIGHTNESS +0

IMAGE CONTRAST +0

INPUT GAMMA DEFAULT-1

SETUP COLOR TEMP MID

AUDIO COLOR +0

SCREEN TINT +0

OPTION SHARPNESS 4

SECURITY → MY MEMORY

EASY MENU

EXIT

COMPUTER IN 1 1024 x 768 @60Hz

(continued on next page)

Item	Description
COLOR TEMP	Using the ▲/▼ buttons switches the color temperature mode. 1 HIGH ⇄ 1 CUSTOM ⇄ 2 MID ⇄ 2 CUSTOM ⇅ 6 CUSTOM ⇄ 3 LOW ⇅ 6 Hi-BRIGHT-3 ⇄ 3 CUSTOM ⇅ 5 CUSTOM ⇄ 5 Hi-BRIGHT-2 ⇄ 4 CUSTOM ⇄ 4 Hi-BRIGHT-1 To adjust CUSTOM Selecting a mode whose name includes CUSTOM and then pressing the ► button or the ENTER button displays a dialog to aid you in adjusting the OFFSET and GAIN of the selected mode.  OFFSET adjustments change the color intensity on the whole tones of the test pattern. GAIN adjustments mainly affect color intensity on the brighter tones of the test pattern. Choose an item using the ◀/▶ buttons, and adjust the level using the ▲/▼ buttons. You can display a test pattern for checking the effect of your adjustment by pressing the ENTER button. Each time you press the ENTER button, the pattern changes as below. No pattern ⇄ Gray scale of 9 steps ⇄ Ramp ⇄ Gray scale of 15 steps • Lines or other noise might appear on the screen when this function is operated, but it is not a malfunction. 
COLOR	Using the ◀/▶ buttons adjusts the strength of whole color. Weak ⇄ Strong • This item can be selected only for a video, s-video and component video signal.
TINT	Using the ◀/▶ buttons adjusts the tint. Reddish ⇄ Greenish • This item can be selected only for a video, s-video and component video signal.
SHARPNESS	Using the ◀/▶ buttons adjusts the sharpness. Weak ⇄ Strong • There may be some noise and/or the screen may flicker for a moment when an adjustment is made. This is not a malfunction.

(continued on next page)

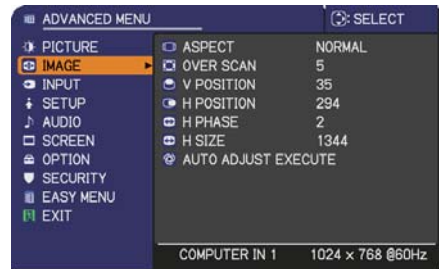
PICTURE menu

Item	Description
MY MEMORY	This projector has 4 memories for adjustment data (for all the items of the PICTURE menu). Selecting a function using the ▲/▼ buttons and pressing the ► or ENTER button performs each function. ↩ SAVE-1 ⇔ SAVE-2 ⇔ SAVE-3 ⇔ SAVE-4 ↩ ↩ LOAD-4 ⇔ LOAD-3 ⇔ LOAD-2 ⇔ LOAD-1 ↩ <u>SAVE-1, SAVE-2, SAVE-3, SAVE-4</u> Performing a SAVE function saves the current adjustment data into the memory linked in the number included in the function's name. • Remember that the current data being stored of a memory will be lost by saving new data into the memory. <u>LOAD-1, LOAD-2, LOAD-3, LOAD-4</u> Performing a LOAD function loads the data from the memory linked in the number included in the function's name, and adjusts the picture automatically depending on the data. • The LOAD functions whose linked memory has no data are skipped. • Remember that the current adjusted condition will be lost by loading data. If you want to keep the current adjustment, please save it before performing a LOAD function. • There may be some noise and the screen may flicker for a moment when loading data. This is not malfunction. • You can perform the LOAD function using MY BUTTONs. Please see MY BUTTON item in OPTION menu (47).

IMAGE menu

From the IMAGE menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.



Item	Description
ASPECT	Using the ▲/▼ buttons switches the mode for aspect ratio. For a computer signal NORMAL ⇔ 4:3 ⇔ 16:9 ⇔ 16:10 ↑↑↑↑↑ For a video signal, s-video signal or component video signal 4:3 ⇔ 16:9 ⇔ 14:9 ↑↑↑ For no signal 4:3 (fixed) The NORMAL mode keeps the original aspect ratio of the signal.
OVER SCAN	Using the ◀/▶ buttons adjusts the over-scan ratio. Small (It magnifies picture) ⇔ Large (It reduces picture) This item can be selected only for a video, s-video and component video signal.
V POSITION	Using the ◀/▶ buttons adjusts the vertical position. Down ⇔ Up - Over-adjusting the vertical position may cause noise to appear on the screen. If this occurs, please reset the vertical position to the default setting. Pressing the RESET button when the V POSITION is selected will reset the V POSITION to the default setting. - When this function is performed on a video signal or an s-video signal, the range of this adjustment depends on OVER SCAN (📖<i>above</i>) setting. It is not possible to adjust when OVER SCAN is set to 10.
H POSITION	Using the ◀/▶ buttons adjusts the horizontal position. Right ⇔ Left - Over-adjusting the horizontal position may cause noise to appear on the screen. If this occurs, please reset the horizontal position to the default setting. Pressing the RESET button when the H POSITION is selected will reset the H POSITION to the default setting. - When this function is performed on a video signal or an s-video signal, the range of this adjustment depends on OVER SCAN (📖<i>above</i>) setting. It is not possible to adjust when OVER SCAN is set to 10.

(continued on next page)

IMAGE menu

Item	Description
H PHASE	Using the ◀/▶ buttons adjusts the horizontal phase to eliminate flicker. Right ⇔ Left • This item can be selected only for a computer signal or a component video signal.
H SIZE	Using the ◀/▶ buttons adjusts the horizontal size. Small ⇔ Large • This item can be selected only for a computer signal. • When this adjustment is excessive, the picture may not be displayed correctly. In such a case, please reset the adjustment by pressing the RESET button on the remote control during this operation. • Images might appear degraded when this function is operated, but it is not a malfunction.
AUTO ADJUST EXECUTE	Selecting this item performs the automatic adjustment feature. For a computer signal The vertical position, the horizontal position and the horizontal phase will be automatically adjusted. Make sure that the application window is set to its maximum size prior to attempting to use this feature. A dark picture may still be incorrectly adjusted. Use a bright picture when adjusting. For a video signal and s-video signal The video format best suited for the respective input signal will be selected automatically. This function is available only when the AUTO is selected for the VIDEO FORMAT item in the INPUT menu (📖34). The vertical position and horizontal position will be automatically set to the default. For a component video signal The vertical position and horizontal position will be automatically set to the default. The horizontal phase will be automatically adjusted. • The automatic adjustment operation requires approx. 10 seconds. Also please note that it may not function correctly with some input. • When this function is performed for a video signal, a certain extra such as a line may appear outside a picture. • When this function is performed for a computer signal, a black frame may be displayed on the edge of the screen, depending on the PC model. • The items adjusted by this function may vary when the FINE or DISABLE is selected for the AUTO ADJUST item of the SERVICE item in the OPTION menu (📖48).

INPUT menu

From the INPUT menu, items shown in the table below can be performed.

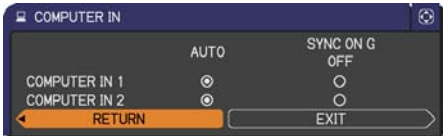
Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.



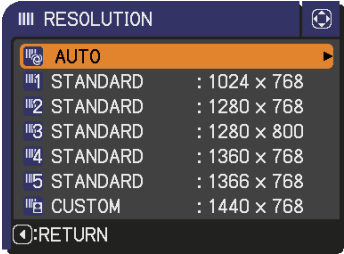
Item	Description
PROGRESSIVE	Using the ▲/▼ buttons switches the progress mode. TV ⇄ FILM ⇄ OFF ↑—————↑ • This function is performed only for a video signal, s-video signal or component video signal of 480i@60 or 576i@50. • When TV or FILM is selected, the screen image will be sharp. FILM adapts to the 2-3 Pull-Down conversion system. But these may cause a certain defect (for example, jagged line) of the picture for a quick moving object. In such a case, please select OFF, even though the screen image may lose sharpness.
VIDEO NR	Using the ▲/▼ buttons switches the noise reduction mode. HIGH ⇄ MID ⇄ LOW ↑—————↑ • This function is performed only for a video signal, s-video signal or component video signal of 480i@60 or 576i@50.
COLOR SPACE	Using the ▲/▼ buttons switches the mode for color space. AUTO ⇄ RGB ⇄ SMPTE240 ⇄ REC709 ⇄ REC601 ↑—————↑ • This item can be selected only for a computer signal or a component video signal. • The AUTO mode automatically selects the optimum mode. • The AUTO operation may not work well at some signals. In such a case, it might be good to select a suitable mode except AUTO.

(continued on next page)

INPUT menu

Item	Description
VIDEO FORMAT	The video format for S-VIDEO port and VIDEO port can be set. (1) Use the ▲/▼ buttons to select the input port. S-VIDEO ⇄ VIDEO (2) Using the ◀/▶ buttons switches the mode for video format. AUTO ⇄ NTSC ⇄ PAL ⇄ SECAM ↗ N-PAL ⇄ M-PAL ⇄ NTSC4.43 ↖ • This item is performed only for a video signal from the VIDEO port or the S-VIDEO port. • The AUTO mode automatically selects the optimum mode. • The AUTO operation may not work well for some signals. If the picture becomes unstable (e.g. an irregular picture, lack of color), please select the mode according to the input signal. 
COMPUTER IN	The computer input signal type for COMPUTER IN1 and IN2 ports can be set. (1) Use the ▲/▼ buttons to select the COMPUTER IN port to be set. COMPUTER IN1 ⇄ COMPUTER IN2 (2) Use the ◀/▶ buttons to select the computer input signal type. AUTO ⇄ SYNC ON G OFF • Selecting the AUTO mode allows you to input a sync on G signal or component video signal from the port. Please refer to “Technical” for the connection of component video input to COMPUTER IN1/2 port. • In the AUTO mode, the picture may be distorted with certain input signals. In such a case, remove the signal connector so that no signal is received and select the SYNC ON G OFF, and then reconnect the signal. 
FRAME LOCK	Set the frame lock function on/off for each port. (1) Use the ▲/▼ buttons to select the input ports. COMPUTER IN1 ⇄ COMPUTER IN2 (2) Use the ◀/▶ buttons to turn the frame lock function on/off. ON ⇄ OFF • This item can be performed only on a signal with a vertical frequency of 50 to 60 Hz. • When ON is selected, moving pictures are displayed more smoothly. 

(continued on next page)

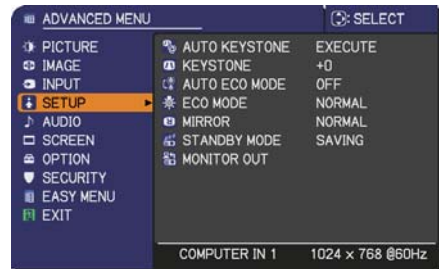
Item	Description
RESOLUTION	The resolution for the COMPUTER IN1 and COMPUTER IN2 input signals can be set on this projector. (1) In the INPUT menu select the RESOLUTION using the ▲/▼ buttons and press the ► button. The RESOLUTION menu will be displayed.  (2) In the RESOLUTION menu select the resolution you wish to display using the ▲/▼ buttons. Selecting AUTO will set a resolution appropriate to the input signal. (3) Pressing the ► or ENTER button when selecting a STANDARD resolution will automatically adjust the horizontal and vertical positions, clock phase and horizontal size. The INPUT_INFORMATION dialog will be displayed.  (4) To set a custom resolution use the ▲/▼ buttons to select the CUSTOM and the RESOLUTION_CUSTOM box will be displayed. Set the horizontal (HORZ) and vertical (VERT) resolutions using the ▲/▼/◀/▶ buttons. This function may not support all resolutions.  (5) Move the cursor to OK on screen and press the ► or ENTER button. The message “ARE YOU SURE YOU WISH TO CHANGE RESOLUTION?” appears. To save the setting, press the ► button. The horizontal and vertical positions, clock phase and horizontal size will be automatically adjusted. The INPUT_INFORMATION dialog will be displayed.  (6) To revert back to the previous resolution without saving changes, move the cursor to CANCEL on screen and press the ◀ or ENTER button. The screen will then return to the RESOLUTION menu displaying the previous resolution. • For some pictures, this function may not work well.

SETUP menu

SETUP menu

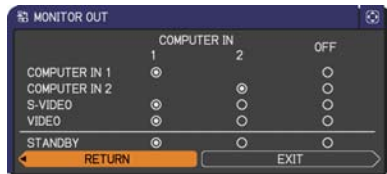
From the SETUP menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.



Item	Description
AUTO KEYSTONE	Selecting this item performs the Automatic keystone distortion correction. Projector automatically corrects vertical keystone distortion due to the (forward/backward) setup angle by itself. This function will be executed only once when selected in the menu. When the slant of the projector is changed, execute this function again. • The adjustable range of this function will vary among inputs. For some input, this function may not work well. • When V:INVERT or H&V:INVERT is selected to the MIRROR item in the SETUP menu, if the projector screen is inclined or angled downward, this function may not work correctly. • When the zoom adjustment is set to the TELE (telephoto focus), this function may be excessive. This function should be used when the zoom adjustment is set to the full WIDE (wide-angle focus) whenever possible. • When the projector is placed on the level (about $\pm 4^\circ$), this function may not work. • When the projector is inclined to near ± 30 degree or over, this function may not work well. • This function will be unavailable when the Transition Detector is on (53).
KEYSTONE	Using the ◀/▶ buttons corrects the vertical keystone distortion. Shrink the bottom of the image ⇔ Shrink the top of the image • The adjustable range of this function will vary among inputs. For some input, this function may not work well. • This function will be unavailable when the Transition Detector is on (53).
AUTO ECO MODE	Using the ▲/▼ buttons turns on/off the AUTO ECO MODE. ON ⇔ OFF • When ON is selected, the projector will always be set to Eco mode at start-up regardless of the ECO MODE (37) setting. An OSD message “AUTO ECO MODE” will be displayed for tens of seconds when the projector starts with this function activated.

(continued on next page)

Item	Description
ECO MODE	Using the ▲/▼ buttons changes the eco mode setting. NORMAL ⇔ ECO When the ECO is selected, acoustic noise and screen brightness are reduced.
MIRROR	Using the ▲/▼ buttons switches the mode for mirror status.  NORMAL ⇔ H:INVERT ⇔ V:INVERT ⇔ H&V:INVERT ↑ If the Transition Detector is on and MIRROR status is changed, TRANSITION DETECTOR ON alarm (📖53) will be displayed when projector is restarted after the AC power is turned off.
STANDBY MODE	Using ▲/▼ buttons switches the standby mode setting between NORMAL and SAVING. NORMAL ⇔ SAVING - When SAVING is selected and the projector is in the standby state, the power consumption is lowered with some functional restrictions as below. - The RS-232C communication control is disabled except turning the projector on and changing the STANDBY MODE setting. - The STANDBY of the MONITOR OUT (📖below) is invalid, and no signal is output from the MONITOR OUT port. - The AUDIO OUT STANDBY of the AUDIO SOURCE (📖38) is invalid, and no signal is output from the AUDIO OUT ports (📖5).
MONITOR OUT	While the image signal from the input port chosen in step (1) is projected, the image signal from the input port selected in step (2) is output to MONITOR OUT port. (1) Choose a picture input port using ▲/▼ buttons. Choose STANDBY to select the picture output in the standby mode. (2) Select one of the COMPUTER IN ports using ◀/▶ buttons. Select OFF to disable the MONITOR OUT port for the input port or standby mode chosen in the step (1).  - You cannot select COMPUTER IN1 in step (1) and COMPUTER IN2 in step (2) and vice versa. - If you have changed the setting of STANDBY, it applies only to the current standby mode, NORMAL or SAVING, selected under STANDBY MODE, without changing the setting of the other mode. The factory settings are as follows: COMPUTER IN1 for the NORMAL mode of STANDBY MODE OFF for the SAVING mode of STANDBY MODE

AUDIO menu

AUDIO menu

From the AUDIO menu, items shown in the table below can be performed. Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or the **ENTER** button to execute the item. Then perform it according to the following table.



Item	Description
VOLUME	Using the ◀/▶ buttons adjusts the volume. Low ⇄ High
SPEAKER	Using the ▲/▼ buttons turns on/off the built-in speaker. ON ⇄ OFF When OFF is selected, the built-in speaker does not work.
AUDIO SOURCE	While the image signal from the input port chosen in step (1) is projected, the audio signal from the input port selected in step (2) is output to both the AUDIO OUT port and built-in speaker of this projector. However, the built-in speaker does not work when SPEAKER is set to OFF. (1) Choose a picture input port using the ▲/▼ buttons. Choose AUDIO OUT STANDBY to select the sound output in the standby mode. (2) Select one of the AUDIO IN ports using ◀/▶ buttons. Select X to mute the sound from the input port or in the standby mode chosen in the step (1). • C.C. (Closed Caption) is automatically activated when X is selected and an input signal containing C.C. is received. This function is available only when the signal is NTSC for VIDEO or S-VIDEO, or 480i@60 for COMPUTER IN1 or COMPUTER IN2, and when AUTO is selected for DISPLAY in the C.C. menu under the SCREEN menu (44). • AUDIO OUT STANDBY is automatically set to OFF when SAVING is selected for the STANDBY MODE item in the SETUP menu.



SCREEN menu

From the SCREEN menu, items shown in the table below can be performed.

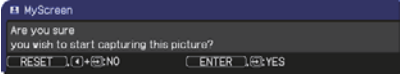
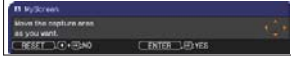
Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item. Then perform it according to the following table.



Item	Description
LANGUAGE	Using the ▲/▼/◀/▶ buttons switches the OSD (On Screen Display) language. ENGLISH ⇄ FRANÇAIS ⇄ DEUTSCH ⇄ ESPAÑOL ⬆ (shown in the LANGUAGE dialog) ⬆ Press the ENTER or INPUT button to save the language setting.
MENU POSITION	Using the ▲/▼/◀/▶ buttons adjusts the menu position. To quit the operation, press the MENU button on the remote control or keep no operation for about 10 seconds.
BLANK	Using the ▲/▼ buttons switches the mode for the blank screen. The blank screen is a screen for the temporarily blanking feature (📖23). It is displayed by pressing the BLANK button on the remote control. MyScreen ⇄ ORIGINAL ⇄ BLUE ⇄ WHITE ⇄ BLACK ⬆—————⬆ <u>MyScreen</u> : Screen can be registered by the MyScreen item (📖40). <u>ORIGINAL</u> : Screen preset as the standard screen. <u>BLUE, WHITE, BLACK</u> : Plain screens in each color. • To avoid remaining as an afterimage, the MyScreen or ORIGINAL screen will change to the plain black screen after several minutes.
START UP	Using the ▲/▼ buttons switches the mode for the start-up screen. The start-up screen is a screen displayed when no signal or an unsuitable signal is detected. MyScreen ⇄ ORIGINAL ⇄ OFF ⬆—————⬆ <u>MyScreen</u> : Screen can be registered by the MyScreen item (📖40). <u>ORIGINAL</u> : Screen preset as the standard screen. <u>OFF</u> : Plain black screen. • To avoid remaining as an afterimage, the MyScreen or ORIGINAL screen will change to the BLANK screen (📖23) after several minutes. If also the BLANK screen is the MyScreen or ORIGINAL, the plain black screen is instead used. • When the ON is selected to the MyScreen PASSWORD item in the SECURITY menu (📖51), the START UP is fixed to MyScreen.

(continued on next page)

SCREEN menu

Item	Description
MyScreen	This item allows you to capture an image for use as a MyScreen image which can be used as the BLANK screen and START UP screen. Display the image you want to capture before executing the following procedure. 1. Selecting this item displays a dialog titled “MyScreen”. It will ask you if you start capturing an image from the current screen.  Please wait for the target image to be displayed, and press the ENTER or INPUT button when the image is displayed. The image will freeze and the frame for capturing will appear. To stop performing, press the RESET button on the remote control. 2. Using the ▲/▼/◀/▶ buttons adjusts the frame position.   Please move the frame to the position of the image which you want to use. The frame may not be able to be moved for some input signals. To start registration, press the ENTER or INPUT button on the remote control. To restore the screen and return to the previous dialog, press the RESET button on the remote control. Registration takes several minutes. When the registration is completed, the registered screen and the following message is displayed for several seconds: “MyScreen registration is finished.” If the registration failed, the following message is displayed: “A capturing error has occurred. Please try again.” • This function cannot be selected when the ON is selected to the MyScreen Lock item (📖41). • This function cannot be selected when the ON is selected to the MyScreen PASSWORD item in SECURITY menu (📖51).

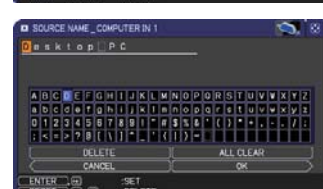
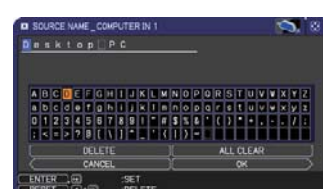
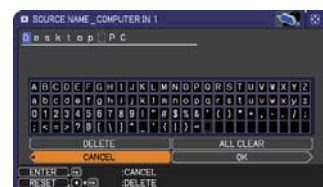
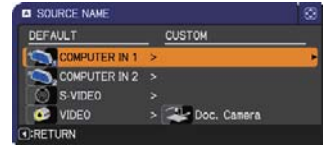
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Item	Description
MyScreen Lock	Using the ▲/▼ buttons turns on/off the MyScreen lock function. ON ⇔ OFF When the ON is selected, the item MyScreen is locked. Use this function for protecting the current MyScreen. • This function cannot be selected when the ON is selected to the MyScreen PASSWORD item in SECURITY menu (📖51).
MESSAGE	Using the ▲/▼ buttons turns on/off the message function. ON ⇔ OFF When the ON is selected, the following message function works. “AUTO IN PROGRESS” while automatically adjusting “NO INPUT IS DETECTED” “SYNC IS OUT OF RANGE” “INVALID SCAN FREQ.” “NOT AVAILABLE” “Searching...” while searching for the input “Detecting...” while an input signal is detected “AUTO ECO MODE” while starting up with AUTO ECO MODE The indication of the input signal displayed by changing The indication of the aspect ratio displayed by changing The indication of the PICTURE MODE displayed by changing The indication of the MY MEMORY displayed by changing The indication of “FREEZE” and “II” while freezing the screen by pressing the FREEZE button. The indication of the TEMPLATE displayed by changing. • When the OFF is selected, please remember if the picture is frozen. Do not mistake freezing for a malfunction (📖23).

(continued on next page)

SCREEN menu

Item	Description
SOURCE NAME	Each input port for this projector can have a name applied to it. (1) Use the ▲/▼ buttons on the SCREEN menu to select SOURCE NAME and press the ► or ENTER button. The SOURCE NAME menu will be displayed. (2) Use the ▲/▼ buttons on the SOURCE NAME menu to select the port to be named and press the ► button. The SOURCE NAME dialog will be displayed. Right side of the menu is blank until a name is specified. (3) Select an icon you'd like to assign to the port in the SOURCE NAME dialog. The name assigned to the port will also be automatically switched according to your icon selection. Press the ► or ENTER button to determine your icon selection. (4) Select a number you'd like to assign for the port along with the icon. You can select the number either from blank (no number assigned), 1, 2, 3, or 4. (5) If you'd like to modify the name assigned to the port, select CUSTOM NAME and press the ► button. (6) The current name will be displayed on the first line. Use the ▲/▼/◀/▶ buttons and the ENTER or INPUT button to select and enter characters. To erase 1 character at one time, press the RESET button or press the ◀ and INPUT button at the same time. Also if you move the cursor to DELETE or ALL CLEAR on screen and press the ENTER or INPUT button, 1 character or all characters will be erased. The name can be a maximum of 16 characters. (7) To change an already inserted character, press the ▲ button to move the cursor to the first line, and use the ◀/▶ buttons to move the cursor on the character to be changed. After pressing the ENTER or INPUT button, the character is selected. Then, follow the same procedure as described at the item (6) above. (8) To finish entering text, move the cursor to the OK on screen and press the ►, ENTER or INPUT button. To revert to the previous name without saving changes, move the cursor to the CANCEL on screen and press the ◀, ENTER or INPUT button.



(continued on next page)

Item	Description
TEMPLATE	Using the ▲/▼ buttons switches the mode for the template screen. Press the ► button to display the selected template, and press the ◀ button to close the displayed screen. The last selected template is displayed when the MY BUTTON allocated to the TEMPLATE function is pressed (47). TEST PATTERN ⇔ DOT-LINE1 ⇔ DOT-LINE2 ⇔ DOT-LINE3 ⇕ MAP2 ⇔ MAP1 ⇔ CIRCLE2 ⇔ CIRCLE1 ⇔ DOT-LINE4 You can turn a map upside down and scroll it horizontally when MAP1 or MAP2 is selected. To invert or scroll the map, display the guidance by pressing the RESET button on the remote control three seconds or more when MAP1 or MAP2 appears. While the guidance is displayed: • Press the ▲ cursor button and then press the ENTER or INPUT button to place the Northern Hemisphere on the top. • Press the ▼ cursor button and then press the ENTER or INPUT button to place the Southern Hemisphere on the top. • Press the ◀/► cursor button and then press the ENTER or INPUT button to scroll the map horizontally.

(continued on next page)

C. C.

DISPLAY	OFF
MODE	CAPTIONS
CHANNEL	1

RETURN

OPTION menu

From the OPTION menu, items shown in the table below can be performed.

Select an item using the ▲/▼ cursor buttons, and press the ► cursor button or **ENTER** button to execute the item, except for the items LAMP TIME and FILTER TIME. Then perform it according to the following table.



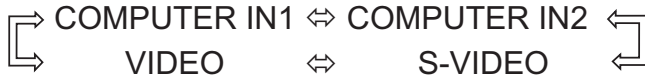
Item	Description
AUTO SEARCH	Using the ▲/▼ buttons turns on/off the automatic signal search function. ON ⇔ OFF When the ON is selected, detecting no signal automatically cycles through input ports in the following order. The search is started from the current port. Then when an input is found, the projector will stop searching and display the image.
AUTO KEYSTONE	Using the ▲/▼ buttons turns on/off the automatic keystone function. ON ⇔ OFF <u>ON</u> : Automatic keystone distortion correction will be executed whenever changing the slant of the projector. <u>OFF</u> : This function is disabled. Please execute the AUTO KEYSTONE in the SETUP menu for automatic keystone distortion correction. • When the projector is suspended from the ceiling this feature will not function properly so select the OFF. • This function will be unavailable when the Transition Detector is on (53).
DIRECT POWER ON	Using the ▲/▼ buttons turns on/off the DIRECT POWER ON function. ON ⇔ OFF When set to the ON, the lamp in projector will be automatically turned on without the usual procedure (14), only when the projector is supplied with the power after the power was cut while the lamp was on. • This function does not work as long as the power has been supplied to the projector while the lamp is off. • After turning the lamp on by the DIRECT POWER ON function, if neither input nor operation is detected for about 30 minutes, the projector is turned off, even though the AUTO POWER OFF function (46) is disabled.

(continued on next page)

OPTION menu

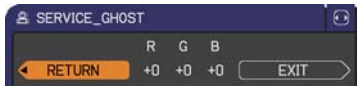
Item	Description
AUTO POWER OFF	Using the ▲/▼ buttons adjusts the time to count down to automatically turn the projector off. Long (max. 99 minutes) ⇔ Short (min. 0 minute = DISABLE)   When the time is set to 0, the projector is not turned off automatically. When the time is set to 1 to 99, and when the passed time with no-signal or an unsuitable signal reaches at the set time, the projector lamp will be turned off. If one of the projector's buttons or the remote control buttons is pressed or one of the commands (except get commands) is transmitted to the CONTROL port during the corresponding time, projector will not be turned off. Please refer to the section "Turning off the power" (📖14).
LAMP TIME	The lamp time is the usage time of the lamp, counted after the last resetting. It is shown in the OPTION menu. Pressing the RESET button on the remote control or the ► button of the projector displays a dialog. To reset the lamp time, select the OK using the ► button. CANCEL ⇔ OK • Please reset the lamp time only when you have replaced the lamp, for a suitable indication about the lamp. • For the lamp replacement, see the section "Replacing the lamp" (📖56, 57).
FILTER TIME	The filter time is the usage time of the air filter, counted after the last resetting. It is shown in the OPTION menu. Pressing the RESET button on the remote control or the ► button of the projector displays a dialog. To reset the filter time, select the OK using the ► button. CANCEL ⇔ OK • Please reset the filter time only when you have cleaned or replaced the air filter, for a suitable indication about the air filter. • For the air filter cleaning, see the section "Cleaning and replacing the air filter" (📖58, 59).

(continued on next page)

Item	Description
MY BUTTON	You can use this item to assign one of the following functions to the BLANK button on the control panel (📖5) and the MY BUTTON 1/2 buttons on the remote control (📖6). (1) Choose a button to assign a function from BLANK, MY BUTTON-1 and MY BUTTON-2. Use the ▲/▼ buttons to select the desired button on the menu and press the ► button. (2) Then using the ▲/▼/◀/▶ buttons sets one of the following functions to the chosen button. Press the ENTER or INPUT button to save the setting. • COMPUTER IN1: Sets port to COMPUTER IN1. • COMPUTER IN2: Sets port to COMPUTER IN2. • S-VIDEO: Sets port to S-VIDEO. • VIDEO: Sets port to VIDEO. • INFORMATION: Displays the INPUT_INFORMATION (📖49) or the SYSTEM_INFORMATION or nothing. • AUTO KEYSTONE: Performs automatic keystone distortion correction (📖36). • MY MEMORY: Loads one of adjustment data stored (📖30). When more than one data are saved, the adjustment changes every time the MY BUTTON is pressed. When no data is saved in memory, the dialog "No saved data" appears. When the current adjustment is not saved to memory, the dialog as shown in the right appears.   If you want to keep the current adjustment, please press the ► button to exit. Otherwise loading a data will overwrite the current adjusted condition. • PICTURE MODE: Changes the PICTURE MODE (📖26). • FILTER RESET: Displays the filter time reset confirmation dialogue (📖46). • TEMPLATE: Makes the template pattern selected to the TEMPLATE item (📖43) appear or disappear. • AV MUTE: Turns the picture and audio on/off. • RESOLUTION: Turns on/off the RESOLUTION dialog. (📖35) • ECO MODE: Turns on/off the ECO MODE dialog. (📖37) • BLANK: Turns on/off the blank function. (BLANK only) • FREEZE: Turns on/off the freeze function. (BLANK only) • VOLUME: Turns on/off the volume dialog. (BLANK only) • AUTO: Performs the automatic adjustment function. (BLANK only)
MY SOURCE	Using ▲/▼ buttons selects the picture input port to be selected with pressing the MY SOURCE/DOC.CAMERA button on the remote control. Select the picture input that is connected with a document camera. 

(continued on next page)

OPTION menu

Item	Description
SERVICE	Selecting this item displays the SERVICE menu. Select an item using the ▲/▼ buttons, and press the ► button or the ENTER button on the remote control to execute the item. 
	FAN SPEED Using the ▲/▼ buttons switches the rotation speed of the cooling fans. The HIGH is the mode for use at highlands etc. Note that the projector is noisier when the HIGH is selected. HIGH ⇄ NORMAL
	AUTO ADJUST Using the ▲/▼ buttons to select one of the mode. When the DISABLE is selected, the automatic adjustment feature is disabled. FINE ⇄ FAST ⇄ DISABLE  <u>FINE</u>: Finer tuning including H.SIZE adjustment. <u>FAST</u>: Faster tuning, setting H.SIZE to prearranged data for the input signal. Depending on conditions, such as input image, signal cable to the projector, environment around the projector, etc., the automatic adjustment may not work correctly. In such a case, please choose DISABLE to disable the automatic adjustment, and make adjustment manually.
	GHOST - Select a color element of ghost using the ◀/▶ buttons. - Adjust the selected element using the ▲/▼ buttons to disappear ghost. 
	FILTER MESSAGE Use the ▲/▼ button to set the timer for notifying by the message when to replace the filter unit 100h ⇄ 200h ⇄ 500h ⇄ 1000h ⇄ 2000h ⇄ 3000h ⇄ 4000h ⇄ 5000h ⇄ OFF After choosing an item except OFF, the message “REMINDER ***HRS PASSED” will appear after the timer reaches the interval time set by this feature (61). When the OFF is chosen, the message will not appear. Utilize this feature to keep the air filter clean, setting the suitable time according to your environment of this projector. - Please take care of the filter unit periodically, even if there is no message. If the air filter becomes to be blocked by dust or other matter, the internal temperature will rise, which could cause malfunction, or reduce the lifetime of the projector. - Please be careful with the operating environment of the projector and the condition of the filter unit.

(continued on next page)

Item	Description
SERVICE (continued)	KEY LOCK Using the ▲/▼ buttons turns on/off the key lock feature. When ON is selected, the buttons on the projector except the STANDBY/ON button are locked. ON ⇄ OFF • Please use this function to prevent tampering or accidental operation. This function does not have any effect on the remote control.
	INFORMATION Selecting this item displays a dialog titled “INPUT_INFORMATION”. It shows the information about the current input. • The “FRAME LOCK” message on the dialog means the frame lock function is working. • This item can't be selected for no signal and sync out. • When the MY TEXT DISPLAY is set to ON, the MY TEXT is displayed together with the input information in the INPUT_INFORMATION box (55).
	FACTORY RESET Selecting OK using the ► button performs this function. By this function, all the items in all of menus will collectively return to the initial setting. Note that the LAMP TIME, FILTER TIME, LANGUAGE, FILTER MESSAGE, SECURITY settings, and others are not reset. CANCEL ⇄ OK

SECURITY menu**SECURITY menu**

This projector is equipped with security functions. From the SECURITY menu, items shown in the table below can be performed.

To use SECURITY menu: User registration is required before using the security functions.

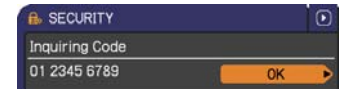
Enter the SECURITY menu

1. Use the ▲/▼ buttons on the SECURITY menu to select ENTER PASSWORD and press the ► button. The ENTER PASSWORD box will be displayed.
2. Use the ▲/▼/◀/▶ buttons to enter the registered password. The factory default password is **0412**. This password can be changed (see below). Move the cursor to the right side of the ENTER PASSWORD box and press the ► button to display the SECURITY menu.
 - It is strongly recommended the factory default password to be changed as soon as possible.
 - If an incorrect password is input, the ENTER PASSWORD box will be displayed again. If incorrect password is input 3 times, the projector will turn off. Afterwards the projector will turn off every time an incorrect password is input.
3. Items shown in the table below can be performed.

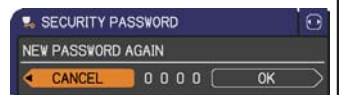
If you have forgotten your password

- (1). While the ENTER PASSWORD box is displayed, press and hold the **RESET** button on the remote control for about 3 seconds or press and hold the **INPUT** button for 3 seconds while pressing the ► button on the projector.
- (2). The 10 digit Inquiring Code will be displayed. Contact your dealer with the 10 digit Inquiring Code. Your password will be sent after your user registration information is confirmed.

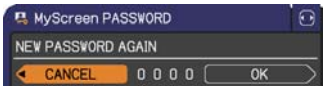
• If there is no key input for about 55 seconds while the Inquiring Code is displayed, the menu will close. If necessary, repeat the process from (1).



Item	Description
SECURITY PASSWORD CHANGE	(1) Use the ▲/▼ buttons on the SECURITY menu to select SECURITY PASSWORD CHANGE and press the ► button to display the ENTER NEW PASSWORD box. (2) Use the ▲/▼/◀/▶ buttons to enter the new password. (3) Move the cursor to the right side of the ENTER NEW PASSWORD box and press the ► button to display the NEW PASSWORD AGAIN box, enter the same password again. (4) Move the cursor to the right side of the NEW PASSWORD AGAIN box and press the ► button and the NOTE NEW PASSWORD box will be displayed for about 30 seconds, please make note of the password during this time. Pressing the ENTER button on the remote control or ► button on the projector will close the NOTE NEW PASSWORD box. • Please do not forget your password.

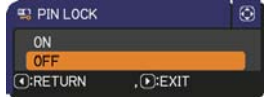
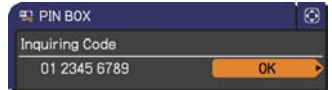


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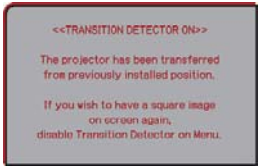
Item	Description
MyScreen PASSWORD	The MyScreen PASSWORD function can be used to prohibit access to the MyScreen function and prevent the currently registered MyScreen image from being overwritten. 1 Turning on the MyScreen PASSWORD 1-1 Use the ▲/▼ buttons on the SECURITY menu to select MyScreen PASSWORD and press the ► button to display the MyScreen PASSWORD on/off menu.  1-2 Use the ▲/▼ buttons on the MyScreen PASSWORD on/off menu to select ON. The ENTER NEW PASSWORD box (small) will be displayed.  1-3 Use the ▲/▼/◀/▶ buttons to enter the password. Move the cursor to the right side of the ENTER NEW PASSWORD box (small) and press the ► button to display the NEW PASSWORD AGAIN box, enter the same PASSWORD again.  1-4 Move the cursor to the right side of the NEW PASSWORD AGAIN box and press the ► button to display the NOTE NEW PASSWORD box for about 30 seconds, please make note of the password during this time.  Pressing the ENTER button on the remote control or ► button on the projector will return to MyScreen PASSWORD on/off menu. When a password is set for MyScreen: • The MyScreen registration function (and menu) will be unavailable. • The MyScreen Lock menu will be unavailable. • The START UP setting will be locked on MyScreen (and the menu will be unavailable). Turning the MyScreen PASSWORD off will allow normal operation of these functions. • Please do not forget your MyScreen PASSWORD. 2 Turning off the MyScreen PASSWORD 2-1 Follow the procedure in 1-1 to display the MyScreen PASSWORD on/off menu. 2-2 Select OFF to display the ENTER PASSWORD box (large). Enter the registered password and the screen will return to the MyScreen PASSWORD on/off menu.  If an incorrect PASSWORD is input, the menu will close. If necessary, repeat the process from 2-1. 3 If you have forgotten your password 3-1 Follow the procedure in 1-1 to display the MyScreen PASSWORD on/off menu. 3-2 Select OFF to display the ENTER PASSWORD box (large). The 10 digit Inquiring Code will be displayed inside the box. 3-3 Contact your dealer with the 10 digit Inquiring Code. Your password will be sent after your user registration information is confirmed.

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SECURITY menu

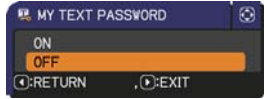
Item	Description
PIN LOCK	PIN LOCK is a function which prevents the projector from being used unless a registered Code is input. 1 Turning on the PIN LOCK 1-1 Use the ▲/▼ buttons on the SECURITY menu to select PIN LOCK and press the ► button or the ENTER button to display the PIN LOCK on/off menu.  1-2 Use the ▲/▼ buttons on the PIN LOCK on/off menu to select ON and the Enter PIN Code box will be displayed.  1-3 Input a 4 part PIN code using the ▲/▼/◀/▶, COMPUTER or INPUT button.  The PIN Code again box will appear. Reenter the same PIN code. This will complete the PIN code registration. • If there is no key input for about 55 seconds while the Enter PIN Code box or the PIN Code again box is displayed, the menu will close. If necessary, repeat the process from 1-1. Afterwards, anytime the projector is restarted after AC power is turned off the Enter PIN Code box will be displayed. Enter the registered PIN code. The projector can be used after entering the registered PIN code. If an incorrect PIN code is input, the Enter PIN code box will be displayed again. If an incorrect PIN Code is input 3 times, the projector will turn off. Afterwards the projector will turn off every time an incorrect PIN code is input. The projector will also turn off if there is no key input for about 5 minutes while the Enter PIN code box is displayed. This function will activate only when the projector is started after AC power is turned off. • Please do not forget your PIN code. 2 Turning off the PIN LOCK 2-1 Follow the procedure in 1-1 to display the PIN LOCK on/off menu. 2-2 Use the ▲/▼ buttons to select OFF and the Enter PIN Code box will be displayed. Enter the registered PIN code to turn the PIN LOCK function off. If an incorrect PIN Code is input 3 times, the menu will close. 3 If you have forgotten your PIN Code 3-1 While the Enter PIN Code box is displayed, press and hold the RESET button for three seconds or press and hold the INPUT button for 3 seconds while pressing the ► button on the projector. The 10 digit Inquiring Code will be displayed.  • If there is no key input for about 5 minutes while the Inquiring Code is displayed, the projector will turn off. 3-2 Contact your dealer with the 10 digit Inquiring Code. Your PIN Code will be sent after your user registration information is confirmed.

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Item	Description
TRANSITION DETECTOR	If this function is set to ON when the vertical angle of the projector or MIRROR setting at which the projector is turned on is different than the previously recorded, the TRANSITION DETECTOR ON alarm will be displayed and the projector will not display the input signal. • To display the signal again, set this function OFF. • After about 5 minutes of displaying the TRANSITION DETECTOR ON alarm, the lamp will turn off. • Keystone adjustment feature has been prohibited as long as the Transition Detector function is on. 1 Turning on the TRANSITION DETECTOR 1-1 Use the ▲/▼ buttons on the SECURITY menu to select TRANSITION DETECTOR and press the ► or the ENTER button to display the TRANSITION DETECTOR on/off menu. 1-2 Use the ▲/▼ buttons on the TRANSITION DETECTOR on/off menu to select ON. Select ON and the current angle and MIRROR setting will be recorded. The ENTER NEW PASSWORD box (small) will be displayed. 1-3 Use the ▲/▼/◀/▶ buttons to enter a password. Move the cursor to the right side of the ENTER NEW PASSWORD box (small) and press the ► button to display the NEW PASSWORD AGAIN box, enter the same password again. 1-4 Move the cursor to the right side of the NEW PASSWORD AGAIN box and press the ► button to display the NOTE NEW PASSWORD box for about 30 seconds, please make note of the password during this time. Pressing the ENTER button on the remote control or the ► button on the projector will return to the TRANSITION DETECTOR on/off menu. • Please do not forget your TRANSITION DETECTOR password. • This function will activate only when the projector is started after turning off the AC power. • This feature may not function properly if the projector is not in a stable position when ON is selected. 2 Turning off the TRANSITION DETECTOR 2-1 Follow the procedure in 1-1 to display the TRANSITION DETECTOR on/off menu. 2-2 Select OFF to display the ENTER PASSWORD box (large). Enter the registered password and the screen will return to the TRANSITION DETECTOR on/off menu. If an incorrect password is input, the menu will close. If necessary, repeat the process from 2-1. 3 If you have forgotten your password 3-1 Follow the procedure in 1-1 to display the TRANSITION DETECTOR on/off menu. 3-2 Select OFF to display the ENTER PASSWORD box (large). The 10 digit Inquiring Code will be displayed inside the box. 3-3 Contact your dealer with the 10 digit Inquiring Code. Your password will be sent after your user registration information is confirmed.
	 <<TRANSITION DETECTOR ON>> The projector has been transferred from previously installed position. If you wish to have a square image on screen again, disable Transition Detector on Menu.
	 TRANSITION DETECTOR ON OFF ◀:RETURN ▶:EXIT
	 TRANSITION DETECTOR ENTER NEW PASSWORD ◀ CANCEL 0 0 0 0 OK ▶ ENTER NEW PASSWORD box (small)
	 TRANSITION DETECTOR NEW PASSWORD AGAIN ◀ CANCEL 0 0 0 0 OK ▶

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SECURITY menu

Item	Description
MY TEXT PASSWORD	The MY TEXT PASSWORD function can prevent the MY TEXT from being overwritten. When the password is set for the MY TEXT; • The MY TEXT DISPLAY menu will be unavailable, which can prohibit changing the DISPLAY setting. • The MY TEXT WRITING menu will be unavailable, which can prevent the MY TEXT from being overwritten. 1 Turning on the MY TEXT PASSWORD 1-1 Use the ▲/▼ buttons on the SECURITY menu to select the MY TEXT PASSWORD and press the ► button to display the MY TEXT PASSWORD on/off menu. 1-2 Use the ▲/▼ buttons on the MY TEXT PASSWORD on/off menu to select ON. The ENTER NEW PASSWORD box (small) will be displayed. 1-3 Use the ▲/▼/◀/▶ buttons to enter the password. Move the cursor to the right side of the ENTER NEW PASSWORD box (small) and press the ► button to display the NEW PASSWORD AGAIN box, and then enter the same password again. 1-4 Move the cursor to the right side of the NEW PASSWORD AGAIN box and press ► button to display the NOTE NEW PASSWORD box for about 30 seconds, then please make note of the password during this time. Pressing the ENTER button on the remote control or ► button on the projector will return to the MY TEXT PASSWORD on/off menu. 2 Turning off the MY TEXT PASSWORD 2-1 Follow the procedure in 1-1 to display the MY TEXT PASSWORD on/off menu. 2-2 Select OFF to display the ENTER PASSWORD box (large). Enter the registered password and the screen will return to the MY TEXT PASSWORD on/off menu. If an incorrect password is input, the menu will close. If necessary, repeat the process from 2-1 3 If you have forgotten your password 3-1 Follow the procedure in 1-1 to display the MY TEXT PASSWORD on/off menu. 3-2 Select OFF to display the ENTER PASSWORD box (large). The 10 digit inquiring code will be displayed inside the box. 3-3 Contact your dealer with the 10 digit inquiring code. Your password will be sent after your user registration information is confirmed.
	
	 ENTER NEW PASSWORD box (small)
	
	
	 ENTER PASSWORD box (large)

(continued on next page)

Item	Description
MY TEXT DISPLAY	(1) Use the ▲/▼ buttons on the SECURITY menu to select the MY TEXT DISPLAY and press the ► button to display the MY TEXT DISPLAY on/off menu. (2) Use the ▲/▼ buttons on the MY TEXT DISPLAY on/off menu to select on or off. ON ⇌ OFF When it is set ON, the MY TEXT will be displayed on the START UP screen and the INPUT_INFORMATION when the INFORMATION on the SERVICE menu is chosen. This function is available only when the MY TEXT PASSWORD function is set to the OFF.   
MY TEXT WRITING	(1) Use the ▲/▼ buttons on the SECURITY menu to select the MY TEXT WRITING and press the ► button. The MY TEXT WRITING dialog will be displayed. (2) The current MY TEXT will be displayed on the first 3 lines. If not yet written, the lines will be blank. Use the ▲/▼/◀/▶ buttons and the ENTER or INPUT button to select and enter characters. To erase 1 character at one time, press the RESET button or press the ◀ and INPUT button at the same time. Also if you move the cursor to DELETE or ALL CLEAR on screen and press the ENTER or INPUT button, 1 character or all characters will be erased. The MY TEXT can be input up to 24 characters on each line. (3) To change an already inserted character, press the ▲/▼ button to move the cursor to one of the first 3 lines, and use the ◀/▶ buttons to move the cursor on the character to be changed. After pressing the ENTER or INPUT button, the character is selected. Then, follow the same procedure as described at the item (2) above. (4) To finish entering text, move the cursor to the OK on screen and press the ►, ENTER or INPUT button. To revert to the previous MY TEXT without saving changes, move the cursor to the CANCEL on screen and press the ◀, ENTER or INPUT button. The MY TEXT WRITING function is available only when the MY TEXT PASSWORD function is set to OFF.   

Maintenance

Maintenance

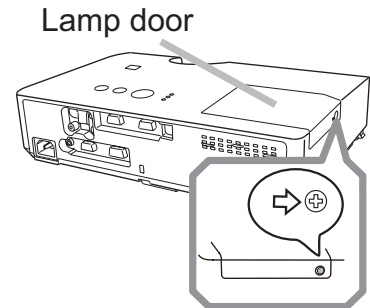
Replacing the lamp

A lamp has finite product life. Using the lamp for long periods of time could cause the picture to darken or develop poor color tones. Note that each lamp has a different lifetime, and some may burst or burn out soon after you start using them. Preparation of a new lamp and early replacement are recommended. Contact your dealer to order a replacement lamp.

Type number : 78-6972-0024-0 (DT01145)

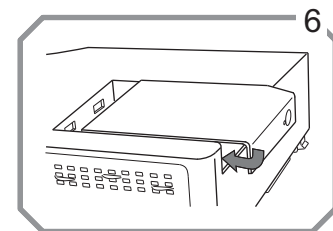
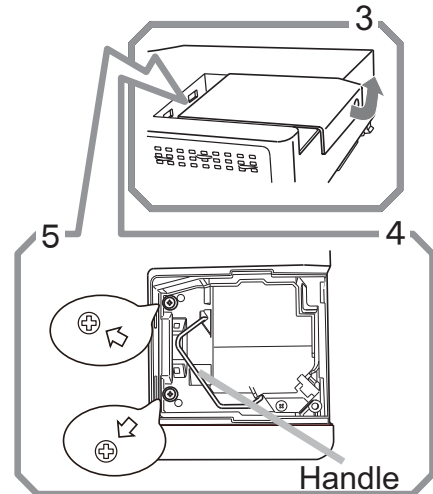
Replacing the lamp

1. Turn the projector off, and unplug the power cord.
 - Allow the projector to cool for at least 45 minutes.
2. Prepare a new lamp. If the projector is mounted on a ceiling, or if the lamp has broken, also ask the dealer to replace the lamp.



In case of replacement by yourself, follow the following procedure.

3. Loosen the screw (marked by arrow) of the lamp door and then slide and lift the lamp door to the side to remove it.
4. Loosen the 2 screws (marked by arrow) of the lamp, and slowly pick up the lamp by the handle. Never loosen any other screws.
5. Insert the new lamp, and retighten firmly the 2 screws of the lamp that are loosened in the previous process to lock it in place.
6. While putting the interlocking parts of the lamp door and the projector together, slide the lamp door back in place. Then firmly fasten the screw of the lamp door.
7. Turn the projector on and reset the lamp time using the LAMP TIME item in the OPTION menu.
 - (1) Press the **MENU** button to display a menu.
 - (2) Point at the ADVANCED MENU in the menu using the ▼/▲ button, then press the ► button.
 - (3) Point at the OPTION in the left column of the menu using the ▼/▲ button, then press the ► button.
 - (4) Point at the LAMP TIME using the ▼/▲ button, then press the ► button. A dialog will appear.
 - (5) Press the ► button to select "OK" on the dialog. It performs resetting the lamp time.



⚠ CAUTION ► Do not touch any inner space of the projector, while the lamp is taken out.

NOTE • Please reset the lamp time only when you have replaced the lamp, for a suitable indication about the lamp.

Replacing the lamp (continued)**Lamp warning****HIGH VOLTAGE****HIGH TEMPERATURE****HIGH PRESSURE**

⚠ WARNING ► The projector uses a high-pressure mercury glass lamp. The lamp can break with a loud bang, or burn out, if jolted or scratched, handled while hot, or worn over time. Note that each lamp has a different lifetime, and some may burst or burn out soon after you start using them. In addition, if the bulb bursts, it is possible for shards of glass to fly into the lamp housing, and for gas containing mercury and dust containing fine particles of glass to escape from the projector's vent holes.

► **About disposal of a lamp:** This product contains a mercury lamp; do not put it in a trash. Dispose of it in accordance with environmental laws.

- For lamp recycling, go to www.lamprecycle.org (in the US).
- For product disposal, consult your local government agency or www.eiae.org (in the US) or www.epsc.ca (in Canada).

For more information, call your dealer.



Disconnect
the plug
from the
power
outlet

- If the lamp should break (it will make a loud bang when it does), unplug the power cord from the outlet, and make sure to request a replacement lamp from your local dealer. Note that shards of glass could damage the projector's internals, or cause injury during handling, so please do not try to clean the projector or replace the lamp yourself.
- If the lamp should break (it will make a loud bang when it does), ventilate the room well, and make sure not to inhale the gas or fine particles that come out from the projector's vent holes, and not to get them into your eyes or mouth.
- Before replacing the lamp, turn the projector off and unplug the power cord, then wait at least 45 minutes for the lamp to cool sufficiently. Handling the lamp while hot can cause burns, as well as damaging the lamp.



- Never unscrew except the appointed (marked by an arrow) screws.
- Do not open the lamp door while the projector is suspended from a ceiling. This is dangerous, since if the lamp's bulb has broken, the shards will fall out when the cover is opened. In addition, working in high places is dangerous, so ask your local dealer to have the lamp replaced even if the bulb is not broken.
- Do not use the projector with the lamp door removed. At the lamp replacing, make sure that the screws are screwed in firmly. Loose screws could result in damage or injury.



- Use only the lamp of the specified type. Use of a lamp that does not meet the lamp specifications for this model could cause a fire, damage or shorten the life of this product.
- If the lamp breaks soon after the first time it is used, it is possible that there are electrical problems elsewhere besides the lamp. If this happens, consult your local dealer or a service representative.
- Handle with care: jolting or scratching could cause the lamp bulb to burst during use.
- Using the lamp for long periods of time, could cause it dark, not to light up or to burst. When the pictures appear dark, or when the color tone is poor, please replace the lamp as soon as possible. Do not use old (used) lamps; this is a cause of breakage.

Cleaning and replacing the air filter

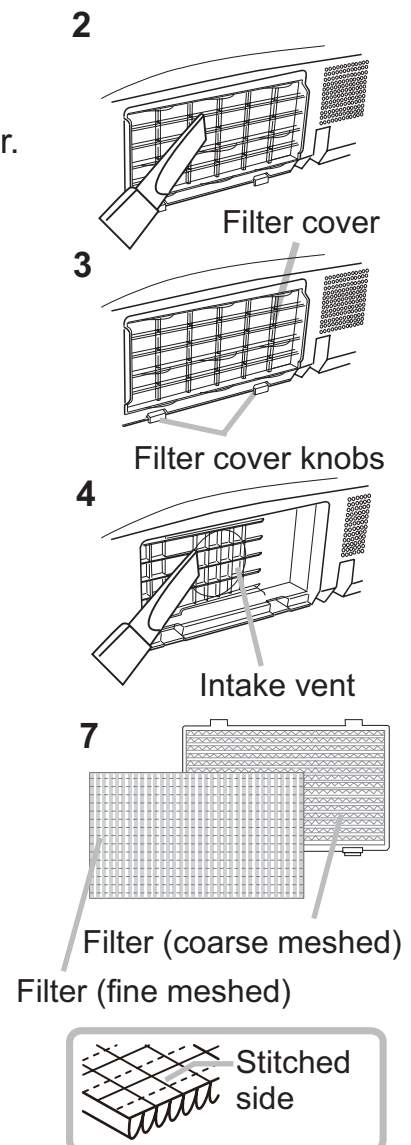
The air filter unit of this projector consists of a filter cover, two kinds of filters, and a filter frame. The new double large filters system is expected to function longer. However, please check and clean it periodically to keep ventilation needed for normal operation of the projector.

When the indicators or a message prompts you to clean the air filter, comply with it as soon as possible. Replace the filters when they are damaged or too soiled. Contact your dealer to order new filters.

Type number : 78-8138-1096-3 (UX36761 (Filter set))

When you replace the lamp, please replace the air filter. An air filter of specified type will come together with a replacement lamp for this projector.

1. Turn the projector off, and unplug the power cord.
Allow the projector to sufficiently cool down.
2. Use a vacuum cleaner on and around the filter cover.
3. Pick and pull up the filter cover knobs to take it off.
4. Use a vacuum cleaner for the filter vent of the projector.
5. Take the fine meshed filter out while holding the filter cover. It is recommended to leave the coarse meshed filter in the filter cover as it is.
6. Use a vacuum cleaner on both sides of the fine meshed filter while holding it so it will not be sucked in. Use a vacuum cleaner for the inside of the filter cover to clean up the coarse meshed filter. If the filters are damaged or heavily soiled, replace them with new ones.
7. Put the fine meshed filter on the coarse meshed one, turning its stitched side up.
8. Put the filter unit back into the projector.



(continued on next page)

Cleaning and replacing the air filter (continued)

9. Turn the projector on and reset the filter time using the FILTER TIME item in the EASY MENU.
- (1) Press the **MENU** button to display a menu.
 - (2) Point at the FILTER TIME using the ▼/▲ button, then press the ► button. A dialog will appear.
 - (3) Press the ► button to select “OK” on the dialog. It performs resetting the filter time.

⚠ WARNING ► Before cleaning the air filter, make sure the power cable is not plugged in, then allow the projector to cool sufficiently. Cleaning the air filter when the projector is still very hot could cause an electric shock, a burn or malfunction to the projector.

► Use only the air filter of the specified type. Do not use the projector without the air filter or the filter cover. It could result in a fire or malfunction to the projector.

► Clean the air filter periodically. If the air filter becomes clogged by dust or the like, internal temperatures rise and could cause a fire, a burn or malfunction to the projector.

NOTE • Please replace the air filter when it is damaged or too soiled.

- When you replace the projection lamp, please replace the air filter. An air filter of specified type will come together with a replacement lamp for this projector.
- Please reset the filter time only when you have cleaned or replaced the air filter, for a suitable indication about the air filter.
- The projector may display the message such as “CHECK THE AIR FLOW” or turn off the projector, to prevent the internal heat level rising.

Maintenance

Other care

Inside of the projector

In order to ensure the safe use of your projector, please have it cleaned and inspected by your dealer about once every year.

Caring for the lens

If the lens is flawed, soiled or fogged, it could cause deterioration of display quality. Please take care of the lens, being cautious of handling.

1. Turn the projector off, and unplug the power cord. Allow the projector to cool sufficiently.
2. After making sure that the projector is cool adequately, lightly wipe the lens with a commercially available lens-cleaning wipe. Do not touch the lens directly with your hand.

Caring for the cabinet and remote control

Incorrect care could have adverse influence such as discoloration, peeling paint, etc.

1. Turn the projector off, and unplug the power cord. Allow the projector to cool sufficiently.
2. After making sure that the projector is cool adequately, lightly wipe with gauze or a soft cloth.
If the projector is extremely dirty, dip soft cloth in water or a neutral cleaner diluted in water, and wipe lightly after wringing well. Then, wipe lightly with a soft, dry cloth.

⚠ WARNING ► Before cleaning, make sure the power cord is not plugged in, and then allow the projector to cool sufficiently. Cleaning the projector when it is still hot could cause a burn and/or malfunction to the projector.

► Never try to care for the inside of the projector personally. Doing is so dangerous.

► Avoid wetting the projector or inserting liquids in the projector. It could result in a fire, an electric shock, and/or malfunction to the projector.

- Do not put anything containing water, cleaners or chemicals near the projector.
- Do not use aerosols or sprays.

⚠ CAUTION ► Please take right care of the projector according to the following. Incorrect care could cause not only an injury but adverse influence such as discoloration, peeling paint, etc.

- Do not use cleaners or chemicals other than those specified in this manual.
- Do not polish or wipe with hard objects.

Troubleshooting

If an abnormal operation should occur, stop using the projector immediately.

⚠ WARNING ► Never use the projector if abnormal operations such as smoke, strange odor, excessive sound, damaged casing or elements or cables, penetration of liquids or foreign matter, etc. should occur. In such cases, immediately disconnect the power plug from the power outlet. After making sure that the smoke or odor has stopped, contact your dealer or service company.

Otherwise if a problem occurs with the projector, the following checks and measures are recommended before requesting repair.

If this does not resolve the problem, please contact your dealer or service company. They will tell you what warranty condition is applied.

Related messages

Please use the table below to check and address with the following messages. Note: Messages will automatically disappear after several minutes. If the condition still exists, the message will reappear every time the power is turned on.

Message	Description
 COMPUTER IN 1 NO INPUT IS DETECTED	There is no input signal. Please confirm the signal input connection, and the status of the signal source.
 COMPUTER IN 1 SYNC IS OUT OF RANGE 123kHz 123Hz	The horizontal or vertical frequency of the input signal is not within the specified range. Please confirm the specs for your projector or the signal source specs.
 COMPUTER IN 1 INVALID SCAN FREQ.	An improper signal is input. Please confirm the specs for your projector or the signal source specs.
 CHECK THE AIR FLOW	The internal temperature is rising. Please turn the power off, and allow the projector to cool down at least 20 minutes. After having confirmed the following items, please turn the power ON again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Does the peripheral temperature exceed 35°C? If the same indication is displayed after the remedy, please set FAN SPEED of the SERVICE item in the OPTION menu to HIGH.
 REMINDER 5000HRS PASSED AFTER THE LAST FILTER CHECK. FILTER MAINTENANCE IS ESSENTIAL TO REMOVE WARNING MESSAGE, RESET FILTER TIMER. SEE MANUAL FURTHER INFO.	A note of precaution when cleaning the air filter. Please immediately turn the power off, and clean or change the air filter referring to the “Cleaning and replacing the air filter” section of this manual. After you have cleaned or changed the air filter, please be sure to reset the filter timer (46).
 NOT AVAILABLE	The button operation is not available.

Troubleshooting

Regarding the indicator lamps

When operation of the **LAMP**, **TEMP** and **POWER** indicators differs from usual, check and cope with it according to the following table.

POWER indicator	LAMP indicator	TEMP indicator	Description
Lighting In Orange	Turned off	Turned off	The projector is in a standby state. Please refer to the section “Power on/off”.
<i>Blinking</i> In Green	Turned off	Turned off	The projector is warming up. Please wait.
Lighting In Green	Turned off	Turned off	The projector is in an on state. Ordinary operations may be performed.
<i>Blinking</i> In Orange	Turned off	Turned off	The projector is cooling down. Please wait.
<i>Blinking</i> In Red	(discre- tionary)	(discre- tionary)	The projector is cooling down. A certain error has been detected. Please wait until POWER indicator finishes blinking, and then perform the proper measure using the item descriptions below.
<i>Blinking</i> In Red or Lighting In Red	Lighting In Red	Turned off	The lamp does not light, and there is a possibility that interior portion has become heated. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Does the peripheral temperature exceed 35°C? If the same indication is displayed after the remedy, please change the lamp referring to the section “Replacing the lamp”.
<i>Blinking</i> In Red or Lighting In Red	<i>Blinking</i> In Red	Turned off	The lamp door has not been properly fixed. Please turn the power off, and allow the projector to cool down at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp door. After performing any needed maintenance, turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.
<i>Blinking</i> In Red or Lighting In Red	Turned off	<i>Blinking</i> In Red	The cooling fan is not operating. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation that no foreign matter has become caught in the fan, etc., and then turn the power on again. If the same indication is displayed after the remedy, please contact your dealer or service company.

(Continued on next page)

Regarding the indicator lamps (continued)

POWER indicator	LAMP indicator	TEMP indicator	Description
Blinking In Red or Lighting In Red	Turned off	Lighting In Red	There is a possibility that the interior portion has become heated. Please turn the power off, and allow the projector to cool down at least 20 minutes. After the projector has sufficiently cooled down, please make confirmation of the following items, and then turn the power on again. • Is there blockage of the air passage aperture? • Is the air filter dirty? • Does the peripheral temperature exceed 35°C? If the same indication is displayed after the remedy, please set FAN SPEED of SERVICE item in OPTION menu to HIGH (📖48).
Lighting In Green	Simultaneous blinking in Red		It is time to clean the air filter. Please immediately turn the power off, and clean or change the air filter referring to the section “Cleaning and replacing the air filter”. After cleaning or changing the air filter, please be sure to reset the filter timer. After the remedy, reset the power to ON.
Lighting In Green	Alternative blinking in Red		There is a possibility that the interior portion has become overcooled. Please use the unit within the usage temperature parameters (5°C to 35°C). After the treatment, reset the power to ON.

NOTE • When the interior portion has become overheated, for safety purposes, the projector is automatically shut down, and the indicator lamps may also be turned off. In such a case, disconnect the power cord, and wait at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp and lamp door, and then turn the power on again.

Resetting all settings

When it is hard to correct some wrong settings, the FACTORY RESET function of SERVICE item in OPTION menu (📖49) can reset all settings(except LANGUAGE, FILTER TIME, LAMP TIME, FILTER MESSAGE and SECURITY settings and etc.) to the factory default.

Troubleshooting

Phenomena that may be easy to be mistaken for machine defects

About the phenomenon confused with a machine defect, check and cope with it according to the following table.

Phenomenon	Cases not involving a machine defect	Reference page
Power does not come on.	The electrical power cord is not plugged in. Correctly connect the power cord.	11
	The main power source has been interrupted during operation such as by a power outage (blackout), etc. Please disconnect the power plug from the power outlet, and allow the projector to cool down at least 10 minutes, then turn the power on again.	11, 14
	Either there is no lamp and/or lamp door, or either of these has not been properly fixed. Please turn the power off and disconnect the power plug from the power outlet, and allow the projector to cool down at least 45 minutes. After the projector has sufficiently cooled down, please make confirmation of the attachment state of the lamp and lamp door, and then turn the power on again.	56, 57
Neither sounds nor pictures are outputted.	The signal cables are not correctly connected. Correctly connect the connection cables.	9
	Signal source does not correctly work. Correctly set up the signal source device by referring to the manual of the source device.	—
	The input changeover settings are mismatched. Select the input signal, and correct the settings.	16, 17
	The BLANK function for pictures and the MUTE function for sounds are working. AV MUTE may be active. Refer to the item “Sound does not come out” and “No pictures are displayed” on the next page to turn off the MUTE and BLANK functions.	16, 23, 47

(Continued on next page)

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect	Reference page
Sound does not come out.	The signal cables are not correctly connected. Correctly connect the audio cables.	9
	The MUTE function is working. Restore the sound pressing the MUTE or VOLUME +/- button on the remote control.	16
	The volume is adjusted to an extremely low level. Adjust the volume to a higher level using the menu function or the remote control.	16
	The AUDIO SOURCE/SPEAKER setting is not correct. Correctly set the AUDIO SOURCE/SPEAKER in the AUDIO menu.	38
No pictures are displayed.	The lens cover is attached. Remove the lens cover.	15
	The signal cables are not correctly connected. Correctly connect the connection cables.	9
	The brightness is adjusted to an extremely low level. Adjust the BRIGHTNESS to a higher level using the menu function.	28
	The computer cannot detect the projector as a plug and play monitor. Make sure that the computer can detect a plug and play monitor using another plug and play monitor.	10
	The BLANK screen is displayed. Press the BLANK button on the control panel or the remote control.	23
Video screen display freezes.	The FREEZE function is working. Press the FREEZE button to restore the screen to normal.	23
Colors have a faded- out appearance, or Color tone is poor.	Color settings are not correctly adjusted. Perform picture adjustments by changing the COLOR TEMP, COLOR, TINT and/or COLOR SPACE settings, using the menu functions.	29, 33
	The COLOR SPACE setting is not suitable. Change the COLOR SPACE setting to the AUTO, RGB, SMPTE240, REC709 or REC601.	33

(Continued on next page)

Troubleshooting

Phenomena that may be easy to be mistaken for machine defects (continued)

Phenomenon	Cases not involving a machine defect	Reference page
Pictures appear dark.	The brightness and/or contrast are adjusted to an extremely low level. Adjust the BRIGHTNESS and/or CONTRAST settings to a higher level using the menu function.	28
	The ECO MODE function is working. Select the NORMAL for the ECO MODE item in the SETUP menu.	37
	The lamp is approaching the end of its product lifetime. Replace the lamp.	56, 57
Pictures appear blurry.	Either the focus and/or horizontal phase settings are not properly adjusted. Adjust the focus using the focus ring, and/or the H PHASE using the menu function.	19, 32
	The lens is dirty or misty. Clean the lens referring to the section “Caring for the lens”.	60
No signal is output from the MONITOR OUT and AUDIO OUT ports.	The SAVING function is working in the standby state. Select the NORMAL for the STANDBY MODE item in the SETUP menu.	37
RS-232C does not work.		
Some kind of image degradation such as flickering or stripes appear on the screen.	When the projector is operating in Eco mode, flickering may appear on screen. Set ECO MODE to NORMAL, and set AUTO ECO MODE to OFF, in the SETUP menu.	37
	The OVER SCAN ratio is too big. Adjust OVER SCAN in the IMAGE menu smaller.	31
	Excessive VIDEO NR. Change the setting of VIDEO NR in the INPUT menu.	33
	The FRAME LOCK function cannot work on the current input signal. Set FRAME LOCK in the INPUT menu to OFF.	34

NOTE • Although bright spots or dark spots may appear on the screen, this is a unique characteristic of liquid crystal displays, and it does not constitute or imply a machine defect.

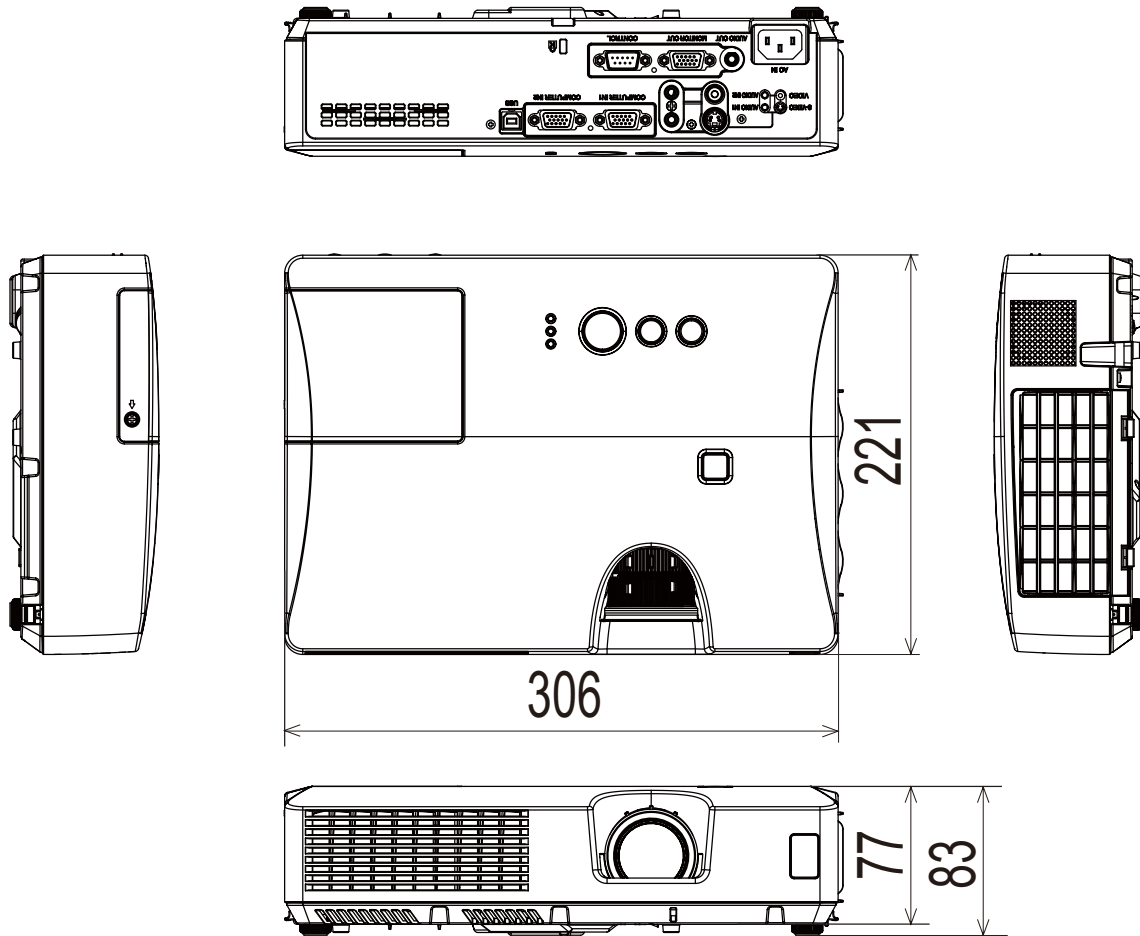
Specifications

Specifications

Item	Specification
Product name	Liquid crystal projector
Liquid Crystal Panel	786,432 pixels (1024 horizontal x 768 vertical)
Lamp	200 W UHB
Speaker	1 W
Power supply	AC 100-120 V/2.9 A, AC 220-240 V/1.4 A
Power consumption	AC 100-120 V/290 W, AC 220-240 V/270 W
Temperature range	5 ~ 35 °C (Operating)
Size	306 (W) x 77 (H) x 221 (D) mm * Not including protruding parts. Please refer to the following figure.
Weight (mass)	approx. 2.2 kg
Ports	Computer input port COMPUTER IN1D-sub 15 pin mini x1 COMPUTER IN2D-sub 15 pin mini x1 Computer output port MONITOR OUTD-sub 15 pin mini x1 Video input port S-VIDEO mini DIN 4 pin x1 VIDEO RCA x1 Audio input/output port AUDIO IN1Stereo mini x1 AUDIO IN2Stereo mini x1 AUDIO OUTStereo mini x1 Others USBUSB-B x1 CONTROL D-sub 9 pin x1

Specifications

Specifications (continued)



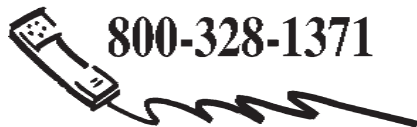
[unit: mm]

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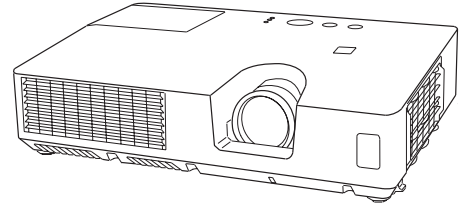
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Digital Projector X21/X26

Operator's Guide **TECHNICAL**



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Example of PC signal

Resolution (H x V)	H. frequency (kHz)	V. frequency (Hz)	Rating	Signal mode
720 x 400	37.9	85.0	VESA	TEXT
640 x 480	31.5	59.9	VESA	VGA (60Hz)
640 x 480	37.9	72.8	VESA	VGA (72Hz)
640 x 480	37.5	75.0	VESA	VGA (75Hz)
640 x 480	43.3	85.0	VESA	VGA (85Hz)
800 x 600	35.2	56.3	VESA	SVGA (56Hz)
800 x 600	37.9	60.3	VESA	SVGA (60Hz)
800 x 600	48.1	72.2	VESA	SVGA (72Hz)
800 x 600	46.9	75.0	VESA	SVGA (75Hz)
800 x 600	53.7	85.1	VESA	SVGA (85Hz)
832 x 624	49.7	74.5		Mac 16" mode
1024 x 768	48.4	60.0	VESA	XGA (60Hz)
1024 x 768	56.5	70.1	VESA	XGA (70Hz)
1024 x 768	60.0	75.0	VESA	XGA (75Hz)
1024 x 768	68.7	85.0	VESA	XGA (85Hz)
1152 x 864	67.5	75.0	VESA	1152 x 864 (75Hz)
1280 x 768	47.7	60.0	VESA	W-XGA (60Hz)
1280 x 800	49.7	60.0	VESA	1280 x 800 (60Hz)
1280 x 960	60.0	60.0	VESA	1280 x 960 (60Hz)
1280 x 1024	64.0	60.0	VESA	SXGA (60Hz)
1280 x 1024	80.0	75.0	VESA	SXGA (75Hz)
1280 x 1024	91.1	85.0	VESA	SXGA (85Hz)
1400 x 1050	65.2	60.0	VESA	SXGA+ (60Hz)
1600 x 1200	75.0	60.0	VESA	UXGA (60Hz)

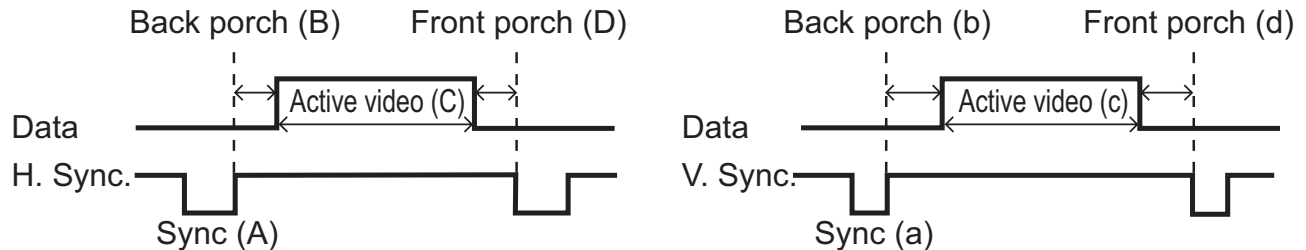
NOTE • Be sure to check jack type, signal level, timing and resolution before connecting this projector to a PC.

- Some PCs may have multiple display screen modes. Use of some of these modes will not be possible with this projector.
- Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above.
- Although the projector can display signals with resolution up to UXGA (1600x1200), the signal will be converted to the projector's panel resolution before being displayed. The best display performance will be achieved if the resolutions of the input signal and projector panel are identical.
- Automatic adjustment may not function correctly with some input signals.
- The image may not be displayed correctly when the input sync signal is a composite sync or a sync on G.

Initial set signals

Initial set signals

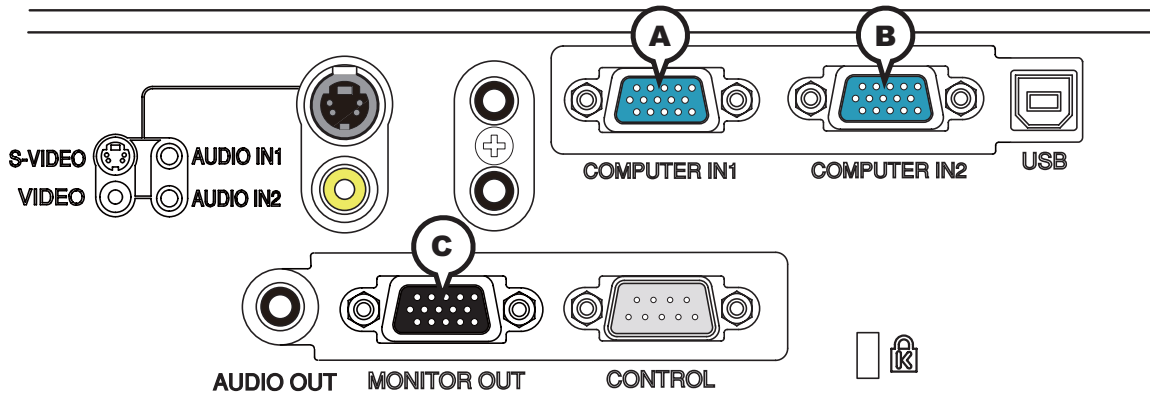
The following signals are used for the initial settings. The signal timing of some PC models may be different. In such case, adjust the items V POSITION and H POSITION in the IMAGE menu.



Resolution (H x V)	Horizontal signal timing (μs)				Vertical signal timing (lines)				Signal mode
	(A)	(B)	(C)	(D)	(a)	(b)	(c)	(d)	
720 x 400	2.0	3.0	20.3	1.0	3	42	400	1	TEXT
640 x 480	3.8	1.9	25.4	0.6	2	33	480	10	VGA (60Hz)
640 x 480	1.3	4.1	20.3	0.8	3	28	480	9	VGA (72Hz)
640 x 480	2.0	3.8	20.3	0.5	3	16	480	1	VGA (75Hz)
640 x 480	1.6	2.2	17.8	1.6	3	25	480	1	VGA (85Hz)
800 x 600	2.0	3.6	22.2	0.7	2	22	600	1	SVGA (56Hz)
800 x 600	3.2	2.2	20.0	1.0	4	23	600	1	SVGA (60Hz)
800 x 600	2.4	1.3	16.0	1.1	6	23	600	37	SVGA (72Hz)
800 x 600	1.6	3.2	16.2	0.3	3	21	600	1	SVGA (75Hz)
800 x 600	1.1	2.7	14.2	0.6	3	27	600	1	SVGA (85Hz)
832 x 624	1.1	3.9	14.5	0.6	3	39	624	1	Mac 16" mode
1024 x 768	2.1	2.5	15.8	0.4	6	29	768	3	XGA (60Hz)
1024 x 768	1.8	1.9	13.7	0.3	6	29	768	3	XGA (70Hz)
1024 x 768	1.2	2.2	13.0	0.2	3	28	768	1	XGA (75Hz)
1024 x 768	1.0	2.2	10.8	0.5	3	36	768	1	XGA (85Hz)
1152 x 864	1.2	2.4	10.7	0.6	3	32	864	1	1152 x 864 (75Hz)
1280 x 768	1.7	2.5	16.0	0.8	3	23	768	1	W-XGA (60Hz)
1280 x 800	1.6	2.4	15.3	0.8	3	24	800	1	W-XGA (60Hz)
1280 x 960	1.0	2.9	11.9	0.9	3	36	960	1	W-XGA (60Hz)
1280 x 1024	1.0	2.3	11.9	0.4	3	38	1024	1	SXGA (60Hz)
1280 x 1024	1.1	1.8	9.5	0.1	3	38	1024	1	SXGA (75Hz)
1280 x 1024	1.0	1.4	8.1	0.4	3	44	1024	1	SXGA (85Hz)
1400 x 1050	1.2	2.0	11.4	0.7	3	33	1050	1	SXGA+ (60Hz)
1600 x 1200	1.2	1.9	9.9	0.4	3	46	1200	1	UXGA (60Hz)

Connection to the ports

NOTICE ► Use the cables with straight plugs, not L-shaped ones, as the input ports of the projector are recessed.



ⒶCOMPUTER IN1, ⒷCOMPUTER IN2, ⒸMONITOR OUT

D-sub 15pin mini shrink jack

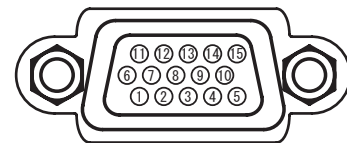
<Computer signal>

- Video signal: RGB separate, Analog, 0.7Vp-p, 75Ω terminated (positive)
- H/V. sync. signal: TTL level (positive/negative)
- Composite sync. signal: TTL level

<Component video signal>

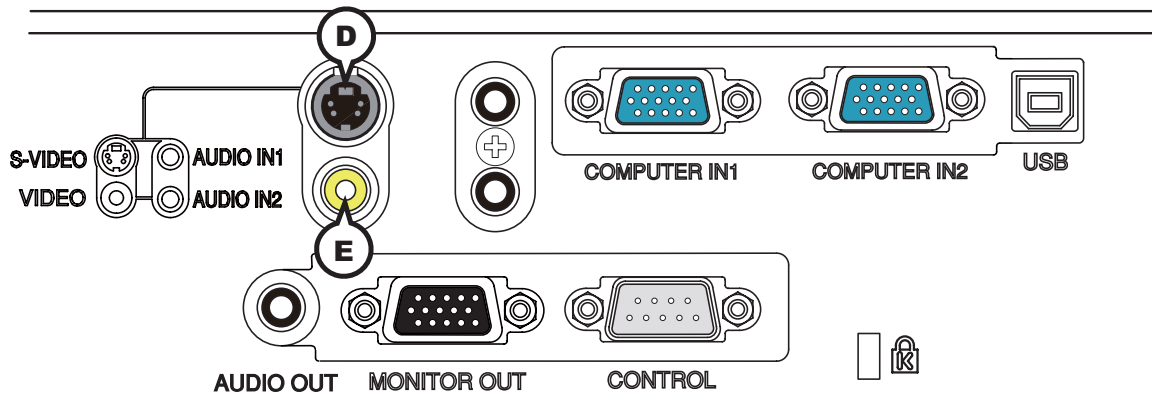
- Video signal:
 - Y, Analog, 1.0±0.1Vp-p with composite sync, 75Ω terminated
 - Cb/Pb, Analog, 0.7±0.1Vp-p, 75Ω terminated
 - Cr/Pr, Analog, 0.7±0.1Vp-p 75Ω terminated

System: 480i@60, 480p@60, 576i@50, 576p@50, 720p@50/60, 1080i@50/60, 1080p@50/60

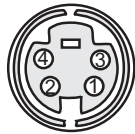


Pin	Signal	Pin	Signal
1	Video Red, Cr/Pr	9	(No connection)
2	Video Green, Y	10	Ground
3	Video Blue, Cb/Pb	11	(No connection)
4	(No connection)	12	Ⓐ: SDA (DDC data), (No connection) Ⓑ, Ⓒ: (No connection)
5	Ground	13	H. sync / Composite sync., (No connection)
6	Ground Red, Ground Cr/Pr	14	V. sync., (No connection)
7	Ground Green, Ground Y	15	Ⓐ: SCL (DDC clock), (No connection) Ⓑ, Ⓒ: (No connection)
8	Ground Blue, Ground Cb/Pb		

Connection to the ports (continued)

**D S-VIDEO**

Mini DIN 4pin jack



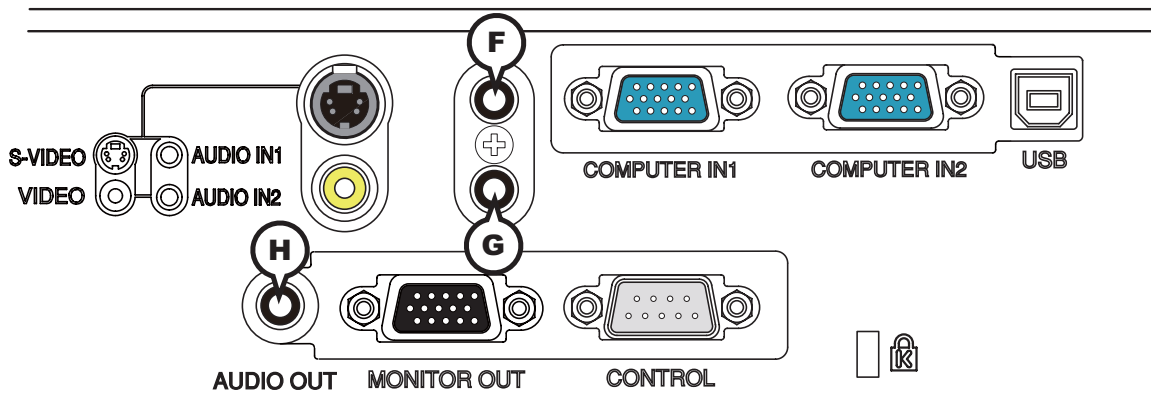
- System: NTSC, PAL, SECAM, PAL-M, PAL-N, NTSC4.43, PAL (60Hz)

Pin	Signal
1	Color signal 0.286Vp-p (NTSC, burst), 75Ω terminator Color signal 0.300Vp-p (PAL/SECAM, burst) 75Ω terminator
2	Brightness signal, 1.0Vp-p, 75Ω terminator
3	Ground
4	Ground

E VIDEO

RCA jack

- System: NTSC, PAL, SECAM, PAL-M, PAL-N, NTSC4.43, PAL (60Hz)
- 1.0±0.1Vp-p, 75Ω terminator



F AUDIO IN1, **G** AUDIO IN2

Ø3.5 stereo mini jack

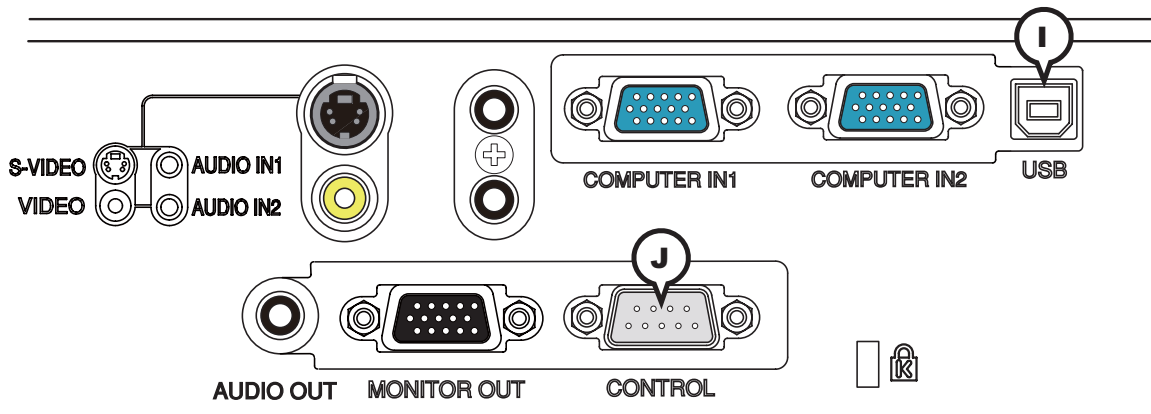
- 200 mVrms 47kΩ terminator

H AUDIO OUT

Ø3.5 stereo mini jack

- 200 mVrms 1kΩ output impedance

Connection to the ports (continued)

**I USB**

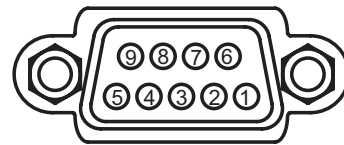
USB B type jack

Pin	Signal
1	+5V
2	- Data
3	+ Data
4	Ground

**J CONTROL**

D-sub 9pin plug

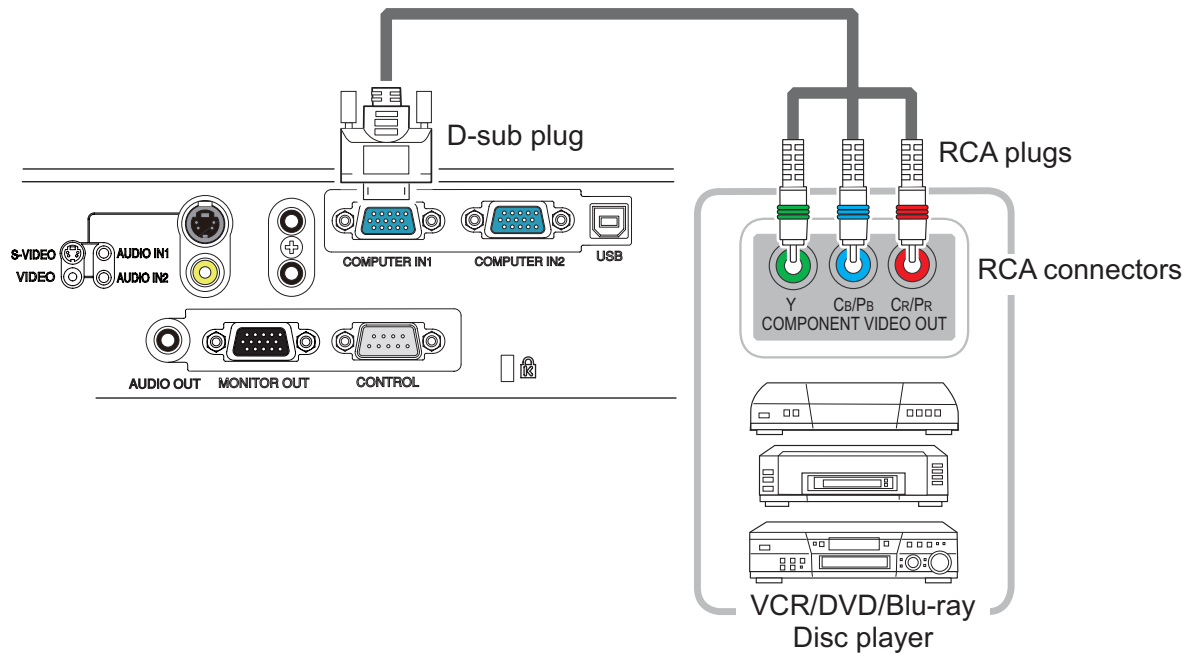
• About the details of RS-232C communication, please refer to the following page.



Pin	Signal	Pin	Signal	Pin	Signal
1	(No connection)	4	(No connection)	7	RTS
2	RD	5	Ground	8	CTS
3	TD	6	(No connection)	9	(No connection)

To input component video signal to **COMPUTER IN** ports

ex.



To input component video signal to the **COMPUTER IN1** or **IN2** port of the projector, use a RCA to D-sub cable or adapter.
 For about the pin description of the required cable or adapter, refer to the descriptions about **COMPUTER IN1** and **IN2** port (📖3).

RS-232C Communication

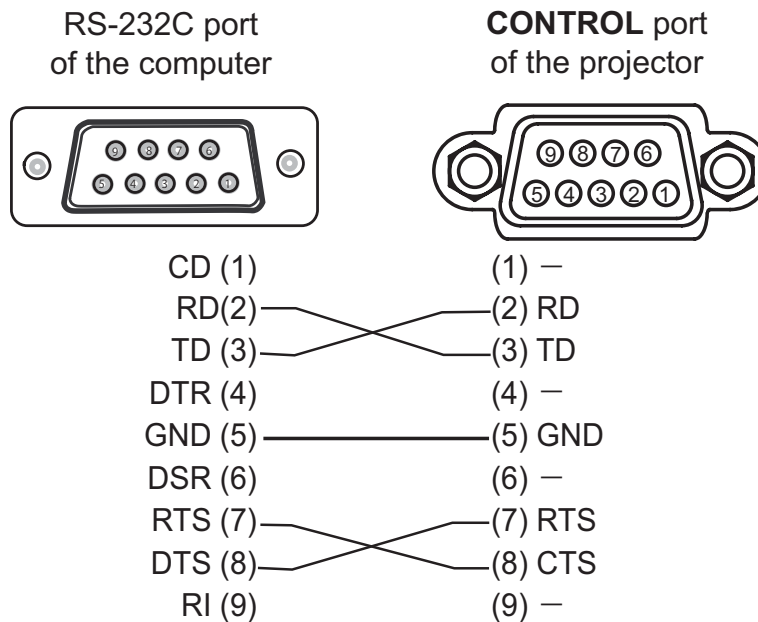
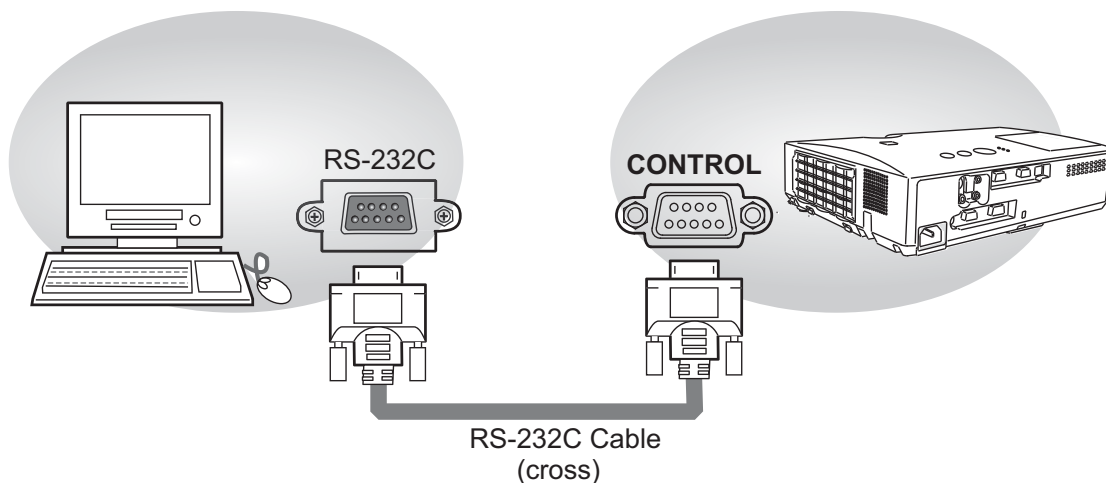
RS-232C Communication

When the projector connects to the computer by RS-232C communication, the projector can be controlled with RS-232C commands from the computer.

For details of RS-232C commands, refer to RS-232C Communication command table (📖10).

Connection

1. Turn off the projector and the computer.
2. Connect the projector's **CONTROL** port and the computer's RS-232C port with a RS-232C cable (cross). Use the cable that fulfills the specification shown in figure.
3. Turn the computer on, and after the computer has started up turn the projector on.



Communication settings

1. Protocol

19200bps,8N1

2. Command format ("h" shows hexadecimal)

Byte Number	0	1	2	3	4	5	6	7	8	9	10	11	12
Command Action	Header							Data					
	Header code		Packet	Data size		CRC flag		Action		Type		Setting code	
	L	H		L	H	L	H	L	H	L	H	L	H
<SET>Change setting to desired value [(cL)(cH)] by [(eL)(eH)].	BEh	EFh	03h	06h	00h	(aL)	(aH)	01h	00h	(bL)	(bH)	(cL)	(cH)
<GET>Read projector internal setup value [(bL)(bH)] .						(aL)	(aH)	02h	00h	(bL)	(bH)	00h	00h
<INCREMENT> Increment setup value [(bL)(bH)] by 1.						(aL)	(aH)	04h	00h	(bL)	(bH)	00h	00h
<DECREMENT> Decrement setup value [(bL)(bH)] by 1.						(aL)	(aH)	05h	00h	(bL)	(bH)	00h	00h
<EXECUTE> Run a command [(bL)(bH)].						(aL)	(aH)	06h	00h	(bL)	(bH)	00h	00h

[Header code], [Packet], [Data size]

Set [BEh, EFh, 03h, 06h, 00h] to byte number 0~4.

[CRC flag]

For byte number 5, 6, refer to RS-232C Communication command table.

[Action]

Set functional code to byte number 7, 8.

<SET> = [01h, 00h], <GET> = [02h, 00h], <INCREMENT> = [04h, 00h]

<DECREMENT> = [05h, 00h], <EXECUTE> = [06h, 00h]

Refer to the command table above.

[Type], [Setting code]

For byte number 9~12, refer to RS-232C Communication command table.

RS-232C Communication command table

RS-232C Communication command table

Names	Operation Type		Header				Command Data		
			CRC	Action	Type	Setting Code			
Power	Set	Turn off	BE EF	03	06 00	2A D3	01 00	00 60	00 00
		Turn on	BE EF	03	06 00	BA D2	01 00	00 60	01 00
	Get	Get	BE EF	03	06 00	19 D3	02 00	00 60	00 00
		[Example return] 00 00 01 00 02 00 [Off] [On] [Cool down]							
Input Source	Set	COMPUTER IN1	BE EF	03	06 00	FE D2	01 00	00 20	00 00
		COMPUTER IN2	BE EF	03	06 00	3E D0	01 00	00 20	04 00
		S-VIDEO	BE EF	03	06 00	9E D3	01 00	00 20	02 00
		VIDEO	BE EF	03	06 00	6E D3	01 00	00 20	01 00
	Get	BE EF	03	06 00	CD D2	02 00	00 20	00 00	
Error Status	Get	Get	BE EF	03	06 00	D9 D8	02 00	20 60	00 00
		[Example return] 00 00 01 00 02 00 03 00 [Normal] [Cover error] [Fan error] [Lamp error] 04 00 05 00 07 00 08 00 [Temp error] [Air flow error] [Cold error] [Filter error]							
MAGNIFY	Get		BE EF	03	06 00	7C D2	02 00	07 30	00 00
	Increment		BE EF	03	06 00	1A D2	04 00	07 30	00 00
	Decrement		BE EF	03	06 00	CB D3	05 00	07 30	00 00
FREEZE	Set	NORMAL	BE EF	03	06 00	83 D2	01 00	02 30	00 00
		FREEZE	BE EF	03	06 00	13 D3	01 00	02 30	01 00
	Get	BE EF	03	06 00	B0 D2	02 00	02 30	00 00	
PICTURE MODE	Set	NORMAL	BE EF	03	06 00	23 F6	01 00	BA 30	00 00
		CINEMA	BE EF	03	06 00	B3 F7	01 00	BA 30	01 00
		DYNAMIC	BE EF	03	06 00	E3 F4	01 00	BA 30	04 00
		BOARD(BLACK)	BE EF	03	06 00	E3 EF	01 00	BA 30	20 00
		BOARD(GREEN)	BE EF	03	06 00	73 EE	01 00	BA 30	21 00
		WHITEBOARD	BE EF	03	06 00	83 EE	01 00	BA 30	22 00
		DAYTIME	BE EF	03	06 00	E3 C7	01 00	BA 30	40 00
	Get	BE EF	03	06 00	10 F6	02 00	BA 30	00 00	
[Example return] 00 00 01 00 04 00 10 00 [Normal] [Cinema] [Dynamic] [Custom] 20 00 21 00 22 00 40 00 [BOARD(BLACK)] [BOARD(GREEN)] [WHITEBOARD] [DAY TIME]									
BRIGHTNESS	Get		BE EF	03	06 00	89 D2	02 00	03 20	00 00
	Increment		BE EF	03	06 00	EF D2	04 00	03 20	00 00
	Decrement		BE EF	03	06 00	3E D3	05 00	03 20	00 00
BRIGHTNESS Reset	Execute		BE EF	03	06 00	58 D3	06 00	00 70	00 00
CONTRAST	Get		BE EF	03	06 00	FD D3	02 00	04 20	00 00
	Increment		BE EF	03	06 00	9B D3	04 00	04 20	00 00
	Decrement		BE EF	03	06 00	4A D2	05 00	04 20	00 00
CONTRAST Reset	Execute		BE EF	03	06 00	A4 D2	06 00	01 70	00 00

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RS-232C Communication command table (continued)

Names	Operation Type		Header				Command Data		
							CRC	Action	Type
GAMMA	Set	DEFAULT-1	BE EF	03	06 00	07 E9	01 00	A1 30	20 00
		CUSTOM-1	BE EF	03	06 00	07 FD	01 00	A1 30	10 00
		DEFAULT-2	BE EF	03	06 00	97 E8	01 00	A1 30	21 00
		CUSTOM-2	BE EF	03	06 00	97 FC	01 00	A1 30	11 00
		DEFAULT-3	BE EF	03	06 00	67 E8	01 00	A1 30	22 00
		CUSTOM-3	BE EF	03	06 00	67 FC	01 00	A1 30	12 00
		DEFAULT-4	BE EF	03	06 00	F7 E9	01 00	A1 30	23 00
		CUSTOM-4	BE EF	03	06 00	F7 FD	01 00	A1 30	13 00
		DEFAULT-5	BE EF	03	06 00	C7 EB	01 00	A1 30	24 00
		CUSTOM-5	BE EF	03	06 00	C7 FF	01 00	A1 30	14 00
		DEFAULT-6	BE EF	03	06 00	57 EA	01 00	A1 30	25 00
	CUSTOM-6	BE EF	03	06 00	57 FE	01 00	A1 30	15 00	
	Get	BE EF	03	06 00	F4 F0	02 00	A1 30	00 00	
User Gamma Pattern	Set	Off	BE EF	03	06 00	FB FA	01 00	80 30	00 00
		9 steps gray scale	BE EF	03	06 00	6B FB	01 00	80 30	01 00
		15 steps gray scale	BE EF	03	06 00	9B FB	01 00	80 30	02 00
		Ramp	BE EF	03	06 00	0B FA	01 00	80 30	03 00
		Get	BE EF	03	06 00	C8 FA	02 00	80 30	00 00
User Gamma Point 1	Get	BE EF	03	06 00	08 FE	02 00	90 30	00 00	
	Increment	BE EF	03	06 00	6E FE	04 00	90 30	00 00	
	Decrement	BE EF	03	06 00	BF FF	05 00	90 30	00 00	
User Gamma Point 1 Reset	Execute	BE EF	03	06 00	58 C2	06 00	50 70	00 00	
User Gamma Point 2	Get	BE EF	03	06 00	F4 FF	02 00	91 30	00 00	
	Increment	BE EF	03	06 00	92 FF	04 00	91 30	00 00	
	Decrement	BE EF	03	06 00	43 FE	05 00	91 30	00 00	
User Gamma Point 2 Reset	Execute	BE EF	03	06 00	A4 C3	06 00	51 70	00 00	
User Gamma Point 3	Get	BE EF	03	06 00	B0 FF	02 00	92 30	00 00	
	Increment	BE EF	03	06 00	D6 FF	04 00	92 30	00 00	
	Decrement	BE EF	03	06 00	07 FE	05 00	92 30	00 00	
User Gamma Point 3 Reset	Execute	BE EF	03	06 00	E0 C3	06 00	52 70	00 00	
User Gamma Point 4	Get	BE EF	03	06 00	4C FE	02 00	93 30	00 00	
	Increment	BE EF	03	06 00	2A FE	04 00	93 30	00 00	
	Decrement	BE EF	03	06 00	FB FF	05 00	93 30	00 00	
User Gamma Point 4 Reset	Execute	BE EF	03	06 00	1C C2	06 00	53 70	00 00	
User Gamma Point 5	Get	BE EF	03	06 00	38 FF	02 00	94 30	00 00	
	Increment	BE EF	03	06 00	5E FF	04 00	94 30	00 00	
	Decrement	BE EF	03	06 00	8F FE	05 00	94 30	00 00	
User Gamma Point 5 Reset	Execute	BE EF	03	06 00	68 C3	06 00	54 70	00 00	
User Gamma Point 6	Get	BE EF	03	06 00	C4 FE	02 00	95 30	00 00	
	Increment	BE EF	03	06 00	A2 FE	04 00	95 30	00 00	
	Decrement	BE EF	03	06 00	73 FF	05 00	95 30	00 00	
User Gamma Point 6 Reset	Execute	BE EF	03	06 00	94 C2	06 00	55 70	00 00	
User Gamma Point 7	Get	BE EF	03	06 00	80 FE	02 00	96 30	00 00	
	Increment	BE EF	03	06 00	E6 FE	04 00	96 30	00 00	
	Decrement	BE EF	03	06 00	37 FF	05 00	96 30	00 00	
User Gamma Point 7 Reset	Execute	BE EF	03	06 00	D0 C2	06 00	56 70	00 00	

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RS-232C Communication command table (continued)

Names	Operation Type	Header				Command Data		
						Action	Type	Setting Code
User Gamma Point 8	Get	BE EF	03	06 00	7C FF	02 00	97 30	00 00
	Increment	BE EF	03	06 00	1A FF	04 00	97 30	00 00
	Decrement	BE EF	03	06 00	CB FE	05 00	97 30	00 00
User Gamma Point 8 Reset	Execute	BE EF	03	06 00	2C C3	06 00	57 70	00 00
COLOR TEMP	Set	1 HIGH	BE EF	03	06 00	0B F5	01 00	B0 30
		1 CUSTOM	BE EF	03	06 00	CB F8	01 00	B0 30
		2 MID	BE EF	03	06 00	9B F4	01 00	B0 30
		2 CUSTOM	BE EF	03	06 00	5B F9	01 00	B0 30
		3 LOW	BE EF	03	06 00	6B F4	01 00	B0 30
		3 CUSTOM	BE EF	03	06 00	AB F9	01 00	B0 30
		4 Hi-BRIGHT-1	BE EF	03	06 00	3B F2	01 00	B0 30
		4 CUSTOM	BE EF	03	06 00	FB FF	01 00	B0 30
		5 Hi-BRIGHT-2	BE EF	03	06 00	AB F3	01 00	B0 30
		5 CUSTOM	BE EF	03	06 00	6B FE	01 00	B0 30
		6 Hi-BRIGHT-3	BE EF	03	06 00	5B F3	01 00	B0 30
		6 CUSTOM	BE EF	03	06 00	9B FE	01 00	B0 30
	Get	BE EF	03	06 00	C8 F5	02 00	B0 30	00 00
COLOR TEMP GAIN R	Get	BE EF	03	06 00	34 F4	02 00	B1 30	00 00
	Increment	BE EF	03	06 00	52 F4	04 00	B1 30	00 00
	Decrement	BE EF	03	06 00	83 F5	05 00	B1 30	00 00
COLOR TEMP GAIN R Reset	Execute	BE EF	03	06 00	10 C6	06 00	46 70	00 00
COLOR TEMP GAIN G	Get	BE EF	03	06 00	70 F4	02 00	B2 30	00 00
	Increment	BE EF	03	06 00	16 F4	04 00	B2 30	00 00
	Decrement	BE EF	03	06 00	C7 F5	05 00	B2 30	00 00
COLOR TEMP GAIN G Reset	Execute	BE EF	03	06 00	EC C7	06 00	47 70	00 00
COLOR TEMP GAIN B	Get	BE EF	03	06 00	8C F5	02 00	B3 30	00 00
	Increment	BE EF	03	06 00	EA F5	04 00	B3 30	00 00
	Decrement	BE EF	03	06 00	3B F4	05 00	B3 30	00 00
COLOR TEMP GAIN B Reset	Execute	BE EF	03	06 00	F8 C4	06 00	48 70	00 00
COLOR TEMP OFFSET R	Get	BE EF	03	06 00	04 F5	02 00	B5 30	00 00
	Increment	BE EF	03	06 00	62 F5	04 00	B5 30	00 00
	Decrement	BE EF	03	06 00	B3 F4	05 00	B5 30	00 00
COLOR TEMP OFFSET R Reset	Execute	BE EF	03	06 00	40 C5	06 00	4A 70	00 00
COLOR TEMP OFFSET G	Get	BE EF	03	06 00	40 F5	02 00	B6 30	00 00
	Increment	BE EF	03	06 00	26 F5	04 00	B6 30	00 00
	Decrement	BE EF	03	06 00	F7 F4	05 00	B6 30	00 00
COLOR TEMP OFFSET G Reset	Execute	BE EF	03	06 00	BC C4	06 00	4B 70	00 00
COLOR TEMP OFFSET B	Get	BE EF	03	06 00	BC F4	02 00	B7 30	00 00
	Increment	BE EF	03	06 00	DA F4	04 00	B7 30	00 00
	Decrement	BE EF	03	06 00	0B F5	05 00	B7 30	00 00
COLOR TEMP OFFSET B Reset	Execute	BE EF	03	06 00	C8 C5	06 00	4C 70	00 00

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RS-232C Communication command table (continued)

Names	Operation Type	Header				Command Data		
					CRC	Action	Type	Setting Code
COLOR	Get	BE EF	03	06 00	B5 72	02 00	02 22	00 00
	Increment	BE EF	03	06 00	D3 72	04 00	02 22	00 00
	Decrement	BE EF	03	06 00	02 73	05 00	02 22	00 00
COLOR Reset	Execute	BE EF	03	06 00	80 D0	06 00	0A 70	00 00
TINT	Get	BE EF	03	06 00	49 73	02 00	03 22	00 00
	Increment	BE EF	03	06 00	2F 73	04 00	03 22	00 00
	Decrement	BE EF	03	06 00	FE 72	05 00	03 22	00 00
TINT Reset	Execute	BE EF	03	06 00	7C D1	06 00	0B 70	00 00
SHARPNESS	Get	BE EF	03	06 00	F1 72	02 00	01 22	00 00
	Increment	BE EF	03	06 00	97 72	04 00	01 22	00 00
	Decrement	BE EF	03	06 00	46 73	05 00	01 22	00 00
SHARPNESS Reset	Execute	BE EF	03	06 00	C4 D0	06 00	09 70	00 00
MY MEMORY Load	Set	1	BE EF	03	06 00	0E D7	01 00	14 20
		2	BE EF	03	06 00	9E D6	01 00	14 20
		3	BE EF	03	06 00	6E D6	01 00	14 20
		4	BE EF	03	06 00	FE D7	01 00	14 20
MY MEMORY Save	Set	1	BE EF	03	06 00	F2 D6	01 00	15 20
		2	BE EF	03	06 00	62 D7	01 00	15 20
		3	BE EF	03	06 00	92 D7	01 00	15 20
		4	BE EF	03	06 00	02 D6	01 00	15 20
ASPECT	Set	4:3	BE EF	03	06 00	9E D0	01 00	08 20
		16:9	BE EF	03	06 00	0E D1	01 00	08 20
		14:9	BE EF	03	06 00	CE D6	01 00	08 20
		16:10	BE EF	03	06 00	3E D6	01 00	08 20
		NORMAL	BE EF	03	06 00	5E DD	01 00	08 20
	Get		BE EF	03	06 00	AD D0	02 00	08 20
OVER SCAN	Get	BE EF	03	06 00	91 70	02 00	09 22	00 00
	Increment	BE EF	03	06 00	F7 70	04 00	09 22	00 00
	Decrement	BE EF	03	06 00	26 71	05 00	09 22	00 00
OVER SCAN Reset	Execute	BE EF	03	06 00	EC D9	06 00	27 70	00 00
V POSITION	Get	BE EF	03	06 00	0D 83	02 00	00 21	00 00
	Increment	BE EF	03	06 00	6B 83	04 00	00 21	00 00
	Decrement	BE EF	03	06 00	BA 82	05 00	00 21	00 00
V POSITION Reset	Execute	BE EF	03	06 00	E0 D2	06 00	02 70	00 00
H POSITION	Get	BE EF	03	06 00	F1 82	02 00	01 21	00 00
	Increment	BE EF	03	06 00	97 82	04 00	01 21	00 00
	Decrement	BE EF	03	06 00	46 83	05 00	01 21	00 00
H POSITION Reset	Execute	BE EF	03	06 00	1C D3	06 00	03 70	00 00
H PHASE	Get	BE EF	03	06 00	49 83	02 00	03 21	00 00
	Increment	BE EF	03	06 00	2F 83	04 00	03 21	00 00
	Decrement	BE EF	03	06 00	FE 82	05 00	03 21	00 00

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RS-232C Communication command table (continued)

Names	Operation Type		Header				Command Data		
							CRC	Action	Type
H SIZE	Get		BE EF	03	06 00	B5 82	02 00	02 21	00 00
	Increment		BE EF	03	06 00	D3 82	04 00	02 21	00 00
	Decrement		BE EF	03	06 00	02 83	05 00	02 21	00 00
H SIZE Reset	Execute		BE EF	03	06 00	68 D2	06 00	04 70	00 00
AUTO ADJUST EXECUTE	Execute		BE EF	03	06 00	91 D0	06 00	0A 20	00 00
PROGRESSIVE	Set	OFF	BE EF	03	06 00	4A 72	01 00	07 22	00 00
		TV	BE EF	03	06 00	DA 73	01 00	07 22	01 00
		FILM	BE EF	03	06 00	2A 73	01 00	07 22	02 00
	Get		BE EF	03	06 00	79 72	02 00	07 22	00 00
VIDEO NR	Set	LOW	BE EF	03	06 00	26 72	01 00	06 22	01 00
		MID	BE EF	03	06 00	D6 72	01 00	06 22	02 00
		HIGH	BE EF	03	06 00	46 73	01 00	06 22	03 00
	Get		BE EF	03	06 00	85 73	02 00	06 22	00 00
COLOR SPACE	Set	AUTO	BE EF	03	06 00	0E 72	01 00	04 22	00 00
		RGB	BE EF	03	06 00	9E 73	01 00	04 22	01 00
		SMPTE240	BE EF	03	06 00	6E 73	01 00	04 22	02 00
		REC709	BE EF	03	06 00	FE 72	01 00	04 22	03 00
		REC601	BE EF	03	06 00	CE 70	01 00	04 22	04 00
	Get		BE EF	03	06 00	3D 72	02 00	04 22	00 00
S-VIDEO FORMAT	Set	AUTO	BE EF	03	06 00	E6 70	01 00	12 22	0A 00
		NTSC	BE EF	03	06 00	86 74	01 00	12 22	04 00
		PAL	BE EF	03	06 00	16 75	01 00	12 22	05 00
		SECAM	BE EF	03	06 00	16 70	01 00	12 22	09 00
		NTSC4.43	BE EF	03	06 00	26 77	01 00	12 22	02 00
		M-PAL	BE EF	03	06 00	86 71	01 00	12 22	08 00
		N-PAL	BE EF	03	06 00	76 74	01 00	12 22	07 00
	Get		BE EF	03	06 00	75 76	02 00	12 22	00 00
C-VIDEO FORMAT	Set	AUTO	BE EF	03	06 00	A2 70	01 00	11 22	0A 00
		NTSC	BE EF	03	06 00	C2 74	01 00	11 22	04 00
		PAL	BE EF	03	06 00	52 75	01 00	11 22	05 00
		SECAM	BE EF	03	06 00	52 70	01 00	11 22	09 00
		NTSC4.43	BE EF	03	06 00	62 77	01 00	11 22	02 00
		M-PAL	BE EF	03	06 00	C2 71	01 00	11 22	08 00
		N-PAL	BE EF	03	06 00	32 74	01 00	11 22	07 00
	Get		BE EF	03	06 00	31 76	02 00	11 22	00 00
COMPUTER IN1	Set	AUTO	BE EF	03	06 00	CE D6	01 00	10 20	03 00
		SYNC ON G OFF	BE EF	03	06 00	5E D7	01 00	10 20	02 00
	Get		BE EF	03	06 00	0D D6	02 00	10 20	00 00
COMPUTER IN2	Set	AUTO	BE EF	03	06 00	32 D7	01 00	11 20	03 00
		SYNC ON G OFF	BE EF	03	06 00	A2 D6	01 00	11 20	02 00
	Get		BE EF	03	06 00	F1 D7	02 00	11 20	00 00

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RS-232C Communication command table (continued)

Names	Operation Type	Header	Command Data						
			CRC				Action	Type	Setting Code
FRAME LOCK – COMPUTER IN1	Set	OFF	BE EF	03	06 00	3B C2	01 00	50 30	00 00
		ON	BE EF	03	06 00	AB C3	01 00	50 30	01 00
	Get		BE EF	03	06 00	08 C2	02 00	50 30	00 00
FRAME LOCK – COMPUTER IN2	Set	OFF	BE EF	03	06 00	0B C3	01 00	54 30	00 00
		ON	BE EF	03	06 00	9B C2	01 00	54 30	01 00
	Get		BE EF	03	06 00	38 C3	02 00	54 30	00 00
AUTO KEYSTONE V EXECUTE	Execute		BE EF	03	06 00	E5 D1	06 00	0D 20	00 00
KEYSTONE V	Get		BE EF	03	06 00	B9 D3	02 00	07 20	00 00
	Increment		BE EF	03	06 00	DF D3	04 00	07 20	00 00
	Decrement		BE EF	03	06 00	0E D2	05 00	07 20	00 00
KEYSTONE V Reset	Execute		BE EF	03	06 00	08 D0	06 00	0C 70	00 00
AUTO ECO MODE	Set	OFF	BE EF	03	06 00	FB 27	01 00	10 33	00 00
		ON	BE EF	03	06 00	6B 26	01 00	10 33	01 00
	Get		BE EF	03	06 00	C8 27	02 00	10 33	00 00
ECO MODE	Set	NORMAL	BE EF	03	06 00	3B 23	01 00	00 33	00 00
		ECO	BE EF	03	06 00	AB 22	01 00	00 33	01 00
	Get		BE EF	03	06 00	08 23	02 00	00 33	00 00
MIRROR	Set	NORMAL	BE EF	03	06 00	C7 D2	01 00	01 30	00 00
		H:INVERT	BE EF	03	06 00	57 D3	01 00	01 30	01 00
		V:INVERT	BE EF	03	06 00	A7 D3	01 00	01 30	02 00
		H&V:INVERT	BE EF	03	06 00	37 D2	01 00	01 30	03 00
	Get		BE EF	03	06 00	F4 D2	02 00	01 30	00 00
STANDBY MODE	Set	NORMAL	BE EF	03	06 00	D6 D2	01 00	01 60	00 00
		SAVING	BE EF	03	06 00	46 D3	01 00	01 60	01 00
	Get		BE EF	03	06 00	E5 D2	02 00	01 60	00 00
MONITOR OUT - COMPUTER IN1	Set	COMPUTER1	BE EF	03	06 00	3E F4	01 00	B0 20	00 00
		OFF	BE EF	03	06 00	CE B5	01 00	B0 20	FF 00
	Get		BE EF	03	06 00	0D F4	02 00	B0 20	00 00
MONITOR OUT - COMPUTER IN2	Set	COMPUTER2	BE EF	03	06 00	CE F7	01 00	B4 20	04 00
		OFF	BE EF	03	06 00	FE B4	01 00	B4 20	FF 00
	Get		BE EF	03	06 00	3D F5	02 00	B4 20	00 00
MONITOR OUT - S-VIDEO	Set	COMPUTER1	BE EF	03	06 00	86 F5	01 00	B2 20	00 00
		COMPUTER2	BE EF	03	06 00	46 F7	01 00	B2 20	04 00
		OFF	BE EF	03	06 00	76 B4	01 00	B2 20	FF 00
	Get		BE EF	03	06 00	B5 F5	02 00	B2 20	00 00
MONITOR OUT - VIDEO	Set	COMPUTER1	BE EF	03	06 00	C2 F5	01 00	B1 20	00 00
		COMPUTER2	BE EF	03	06 00	02 F7	01 00	B1 20	04 00
		OFF	BE EF	03	06 00	32 B4	01 00	B1 20	FF 00
	Get		BE EF	03	06 00	F1 F5	02 00	B1 20	00 00
MONITOR OUT - STANDBY	Set	COMPUTER1	BE EF	03	06 00	2A F7	01 00	BF 20	00 00
		COMPUTER2	BE EF	03	06 00	EA F5	01 00	BF 20	04 00
		OFF	BE EF	03	06 00	DA B6	01 00	BF 20	FF 00
	Get		BE EF	03	06 00	19 F7	02 00	BF 20	00 00
VOLUME - COMPUTER IN1	Get		BE EF	03	06 00	CD CC	02 00	60 20	00 00
	Increment		BE EF	03	06 00	AB CC	04 00	60 20	00 00
	Decrement		BE EF	03	06 00	7A CD	05 00	60 20	00 00

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RS-232C Communication command table (continued)

Names	Operation Type		Header				Command Data		
							CRC	Action	Type
VOLUME - COMPUTER IN2	Get		BE EF	03	06 00	FD CD	02 00	64 20	00 00
	Increment		BE EF	03	06 00	9B CD	04 00	64 20	00 00
	Decrement		BE EF	03	06 00	4A CC	05 00	64 20	00 00
VOLUME - S-VIDEO	Get		BE EF	03	06 00	75 CD	02 00	62 20	00 00
	Increment		BE EF	03	06 00	13 CD	04 00	62 20	00 00
	Decrement		BE EF	03	06 00	C2 CC	05 00	62 20	00 00
VOLUME - VIDEO	Get		BE EF	03	06 00	31 CD	02 00	61 20	00 00
	Increment		BE EF	03	06 00	57 CD	04 00	61 20	00 00
	Decrement		BE EF	03	06 00	86 CC	05 00	61 20	00 00
VOLUME - AUDIO OUT STANDBY	Get		BE EF	03	06 00	D9 CF	02 00	6F 20	00 00
	Increment		BE EF	03	06 00	BF CF	04 00	6F 20	00 00
	Decrement		BE EF	03	06 00	6E CE	05 00	6F 20	00 00
MUTE	Set	OFF	BE EF	03	06 00	46 D3	01 00	02 20	00 00
		ON	BE EF	03	06 00	D6 D2	01 00	02 20	01 00
	Get		BE EF	03	06 00	75 D3	02 00	02 20	00 00
SPEAKER	Set	ON	BE EF	03	06 00	FE D4	01 00	1C 20	01 00
		OFF	BE EF	03	06 00	6E D5	01 00	1C 20	00 00
	Get		BE EF	03	06 00	5D D5	02 00	1C 20	00 00
AUDIO SOURCE - COMPUTER IN1	Set	AUDIO IN1	BE EF	03	06 00	6E DC	01 00	30 20	01 00
		AUDIO IN2	BE EF	03	06 00	9E DC	01 00	30 20	02 00
		OFF	BE EF	03	06 00	FE DD	01 00	30 20	00 00
	Get		BE EF	03	06 00	CD DD	02 00	30 20	00 00
AUDIO SOURCE - COMPUTER IN2	Set	AUDIO IN1	BE EF	03	06 00	5E DD	01 00	34 20	01 00
		AUDIO IN2	BE EF	03	06 00	AE DD	01 00	34 20	02 00
		OFF	BE EF	03	06 00	CE DC	01 00	34 20	00 00
	Get		BE EF	03	06 00	FD DC	02 00	34 20	00 00
AUDIO SOURCE - S-VIDEO	Set	AUDIO IN1	BE EF	03	06 00	D6 DD	01 00	32 20	01 00
		AUDIO IN2	BE EF	03	06 00	26 DD	01 00	32 20	02 00
		OFF	BE EF	03	06 00	46 DC	01 00	32 20	00 00
	Get		BE EF	03	06 00	75 DC	02 00	32 20	00 00
AUDIO SOURCE - VIDEO	Set	AUDIO IN1	BE EF	03	06 00	92 DD	01 00	31 20	01 00
		AUDIO IN2	BE EF	03	06 00	62 DD	01 00	31 20	02 00
		OFF	BE EF	03	06 00	02 DC	01 00	31 20	00 00
	Get		BE EF	03	06 00	31 DC	02 00	31 20	00 00
AUDIO OUT STANDBY	Set	AUDIO IN1	BE EF	03	06 00	7A DF	01 00	3F 20	01 00
		AUDIO IN2	BE EF	03	06 00	8A DF	01 00	3F 20	02 00
		OFF	BE EF	03	06 00	EA DE	01 00	3F 20	00 00
	Get		BE EF	03	06 00	D9 DE	02 00	3F 20	00 00

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RS-232C Communication command table (continued)

Names	Operation Type	Header	Command Data						
			CRC				Action	Type	Setting Code
LANGUAGE	Set	ENGLISH	BE EF	03	06 00	F7 D3	01 00	05 30	00 00
		FRANÇAIS	BE EF	03	06 00	67 D2	01 00	05 30	01 00
		DEUTSCH	BE EF	03	06 00	97 D2	01 00	05 30	02 00
		ESPAÑOL	BE EF	03	06 00	07 D3	01 00	05 30	03 00
		ITALIANO	BE EF	03	06 00	37 D1	01 00	05 30	04 00
		NORSK	BE EF	03	06 00	A7 D0	01 00	05 30	05 00
		NEDERLANDS	BE EF	03	06 00	57 D0	01 00	05 30	06 00
		PORTUGUÊS	BE EF	03	06 00	C7 D1	01 00	05 30	07 00
		日本語	BE EF	03	06 00	37 D4	01 00	05 30	08 00
		简体中文	BE EF	03	06 00	A7 D5	01 00	05 30	09 00
		繁體中文	BE EF	03	06 00	37 DE	01 00	05 30	10 00
		한글	BE EF	03	06 00	57 D5	01 00	05 30	0A 00
		SVENSKA	BE EF	03	06 00	C7 D4	01 00	05 30	0B 00
		РУССКИЙ	BE EF	03	06 00	F7 D6	01 00	05 30	0C 00
		SUOMI	BE EF	03	06 00	67 D7	01 00	05 30	0D 00
		POLSKI	BE EF	03	06 00	97 D7	01 00	05 30	0E 00
		TÜRKÇE	BE EF	03	06 00	07 D6	01 00	05 30	0F 00
	Get		BE EF	03	06 00	C4 D3	02 00	05 30	00 00
MENU POSITION H	Get		BE EF	03	06 00	04 D7	02 00	15 30	00 00
	Increment		BE EF	03	06 00	62 D7	04 00	15 30	00 00
	Decrement		BE EF	03	06 00	B3 D6	05 00	15 30	00 00
MENU POSITION H Reset	Execute		BE EF	03	06 00	DC C6	06 00	43 70	00 00
MENU POSITION V	Get		BE EF	03	06 00	40 D7	02 00	16 30	00 00
	Increment		BE EF	03	06 00	26 D7	04 00	16 30	00 00
	Decrement		BE EF	03	06 00	F7 D6	05 00	16 30	00 00
MENU POSITION V Reset	Execute		BE EF	03	06 00	A8 C7	06 00	44 70	00 00
BLANK	Set	MyScreen	BE EF	03	06 00	FB CA	01 00	00 30	20 00
		ORIGINAL	BE EF	03	06 00	FB E2	01 00	00 30	40 00
		BLUE	BE EF	03	06 00	CB D3	01 00	00 30	03 00
		WHITE	BE EF	03	06 00	6B D0	01 00	00 30	05 00
		BLACK	BE EF	03	06 00	9B D0	01 00	00 30	06 00
	Get		BE EF	03	06 00	08 D3	02 00	00 30	00 00

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RS-232C Communication command table (continued)

Names	Operation Type		Header				Command Data		
							Action	Type	Setting Code
BLANK On/Off	Set	OFF	BE EF	03	06 00	FB D8	01 00	20 30	00 00
		ON	BE EF	03	06 00	6B D9	01 00	20 30	01 00
	Get		BE EF	03	06 00	C8 D8	02 00	20 30	00 00
START UP	Set	MyScreen	BE EF	03	06 00	CB CB	01 00	04 30	20 00
		ORIGINAL	BE EF	03	06 00	0B D2	01 00	04 30	00 00
		OFF	BE EF	03	06 00	9B D3	01 00	04 30	01 00
	Get		BE EF	03	06 00	38 D2	02 00	04 30	00 00
MyScreen Lock	Set	OFF	BE EF	03	06 00	3B EF	01 00	C0 30	00 00
		ON	BE EF	03	06 00	AB EE	01 00	C0 30	01 00
	Get		BE EF	03	06 00	08 EF	02 00	C0 30	00 00
MESSAGE	Set	OFF	BE EF	03	06 00	8F D6	01 00	17 30	00 00
		ON	BE EF	03	06 00	1F D7	01 00	17 30	01 00
	Get		BE EF	03	06 00	BC D6	02 00	17 30	00 00
TEMPLATE	Set	TEST PATTERN	BE EF	03	06 00	43 D9	01 00	22 30	00 00
		DOT-LINE1	BE EF	03	06 00	D3 D8	01 00	22 30	01 00
		DOT-LINE2	BE EF	03	06 00	23 D8	01 00	22 30	02 00
		DOT-LINE3	BE EF	03	06 00	B3 D9	01 00	22 30	03 00
		DOT-LINE4	BE EF	03	06 00	83 DB	01 00	22 30	04 00
		CIRCLE 1	BE EF	03	06 00	13 DA	01 00	22 30	05 00
		CIRCLE 2	BE EF	03	06 00	E3 DA	01 00	22 30	06 00
		MAP 1	BE EF	03	06 00	83 D4	01 00	22 30	10 00
		MAP 2	BE EF	03	06 00	13 D5	01 00	22 30	11 00
	Get		BE EF	03	06 00	70 D9	02 00	22 30	00 00
TEMPLATE On/Off	Set	OFF	BE EF	03	06 00	BF D8	01 00	23 30	00 00
		ON	BE EF	03	06 00	2F D9	01 00	23 30	01 00
	Get		BE EF	03	06 00	8C D8	02 00	23 30	00 00
C. C. - DISPLAY	Set	OFF	BE EF	03	06 00	FA 62	01 00	00 37	00 00
		ON	BE EF	03	06 00	6A 63	01 00	00 37	01 00
		AUTO	BE EF	03	06 00	9A 63	01 00	00 37	02 00
	Get		BE EF	03	06 00	C9 62	02 00	00 37	00 00
C. C. - MODE	Set	CAPTIONS	BE EF	03	06 00	06 63	01 00	01 37	00 00
		TEXT	BE EF	03	06 00	96 62	01 00	01 37	01 00
	Get		BE EF	03	06 00	35 63	02 00	01 37	00 00
C. C. - CHANNEL	Set	1	BE EF	03	06 00	D2 62	01 00	02 37	01 00
		2	BE EF	03	06 00	22 62	01 00	02 37	02 00
		3	BE EF	03	06 00	B2 63	01 00	02 37	03 00
		4	BE EF	03	06 00	82 61	01 00	02 37	04 00
	Get		BE EF	03	06 00	71 63	02 00	02 37	00 00
AUTO SEARCH	Set	OFF	BE EF	03	06 00	B6 D6	01 00	16 20	00 00
		ON	BE EF	03	06 00	26 D7	01 00	16 20	01 00
	Get		BE EF	03	06 00	85 D6	02 00	16 20	00 00
AUTO KEYSTONE	Set	OFF	BE EF	03	06 00	EA D1	01 00	0F 20	00 00
		ON	BE EF	03	06 00	7A D0	01 00	0F 20	01 00
	Get		BE EF	03	06 00	D9 D1	02 00	0F 20	00 00
DIRECT POWER ON	Set	OFF	BE EF	03	06 00	3B 89	01 00	20 31	00 00
		ON	BE EF	03	06 00	AB 88	01 00	20 31	01 00
	Get		BE EF	03	06 00	08 89	02 00	20 31	00 00

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RS-232C Communication command table (continued)

Names	Operation Type	Header				Command Data		
				CRC		Action	Type	Setting Code
AUTO POWER OFF	Get	BE EF	03	06 00	08 86	02 00	10 31	00 00
	Increment	BE EF	03	06 00	6E 86	04 00	10 31	00 00
	Decrement	BE EF	03	06 00	BF 87	05 00	10 31	00 00
LAMP TIME	Get	BE EF	03	06 00	C2 FF	02 00	90 10	00 00
LAMP TIME Reset	Execute	BE EF	03	06 00	58 DC	06 00	30 70	00 00
FILTER TIME	Get	BE EF	03	06 00	C2 F0	02 00	A0 10	00 00
FILTER TIME Reset	Execute	BE EF	03	06 00	98 C6	06 00	40 70	00 00
MY BUTTON-1	Set	COMPUTER IN1	BE EF	03	06 00	3A 33	01 00	00 36
		COMPUTER IN2	BE EF	03	06 00	FA 31	01 00	00 36
		S-VIDEO	BE EF	03	06 00	5A 32	01 00	00 36
		VIDEO	BE EF	03	06 00	AA 32	01 00	00 36
		INFORMATION	BE EF	03	06 00	FA 3E	01 00	00 36
		AUTO KEYSTONE	BE EF	03	06 00	6A 3F	01 00	00 36
		MY MEMORY	BE EF	03	06 00	9A 3F	01 00	00 36
		PICTURE MODE	BE EF	03	06 00	0A 3E	01 00	00 36
		FILTER RESET	BE EF	03	06 00	3A 3C	01 00	00 36
		AV MUTE	BE EF	03	06 00	AA 38	01 00	00 36
		TEMPLATE	BE EF	03	06 00	CA 39	01 00	00 36
		RESOLUTION	BE EF	03	06 00	9A 3A	01 00	00 36
		ECO MODE	BE EF	03	06 00	0A 25	01 00	00 36
	Get	BE EF	03	06 00	09 33	02 00	00 36	00 00
MY BUTTON-2	Set	COMPUTER IN1	BE EF	03	06 00	C6 32	01 00	01 36
		COMPUTER IN2	BE EF	03	06 00	06 30	01 00	01 36
		S-VIDEO	BE EF	03	06 00	A6 33	01 00	01 36
		VIDEO	BE EF	03	06 00	56 33	01 00	01 36
		INFORMATION	BE EF	03	06 00	06 3F	01 00	01 36
		AUTO KEYSTONE	BE EF	03	06 00	96 3E	01 00	01 36
		MY MEMORY	BE EF	03	06 00	66 3E	01 00	01 36
		PICTURE MODE	BE EF	03	06 00	F6 3F	01 00	01 36
		FILTER RESET	BE EF	03	06 00	C6 3D	01 00	01 36
		AV MUTE	BE EF	03	06 00	56 39	01 00	01 36
		TEMPLATE	BE EF	03	06 00	36 38	01 00	01 36
		RESOLUTION	BE EF	03	06 00	66 3B	01 00	01 36
		ECO MODE	BE EF	03	06 00	F6 24	01 00	01 36
	Get	BE EF	03	06 00	F5 32	02 00	01 36	00 00

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RS-232C Communication command table (continued)

Names	Operation Type	Header					Command Data		
							Action	Type	Setting Code
MY BUTTON-BLANK	Set	COMPUTER IN1	BE EF	03	06 00	5A 31	01 00	08 36	00 00
		COMPUTER IN2	BE EF	03	06 00	9A 33	01 00	08 36	04 00
		S-VIDEO	BE EF	03	06 00	3A 30	01 00	08 36	02 00
		VIDEO	BE EF	03	06 00	CA 30	01 00	08 36	01 00
		INFORMATION	BE EF	03	06 00	9A 3C	01 00	08 36	10 00
		AUTO KEYSTONE	BE EF	03	06 00	0A 3D	01 00	08 36	11 00
		MY MEMORY	BE EF	03	06 00	FA 3D	01 00	08 36	12 00
		PICTURE MODE	BE EF	03	06 00	6A 3C	01 00	08 36	13 00
		FILTER RESET	BE EF	03	06 00	5A 3E	01 00	08 36	14 00
		AV MUTE	BE EF	03	06 00	CA 3A	01 00	08 36	19 00
		TEMPLATE	BE EF	03	06 00	AA 3B	01 00	08 36	1B 00
		RESOLUTION	BE EF	03	06 00	FA 38	01 00	08 36	1E 00
		ECO MODE	BE EF	03	06 00	6A 27	01 00	08 36	37 00
		BLANK	BE EF	03	06 00	9A 00	01 00	08 36	40 00
		FREEZE	BE EF	03	06 00	0A 01	01 00	08 36	41 00
		VOLUME	BE EF	03	06 00	FA 01	01 00	08 36	42 00
		AUTO	BE EF	03	06 00	6A 00	01 00	08 36	43 00
	Get		BE EF	03	06 00	69 31	02 00	08 36	00 00
MY SOURCE	Set	COMPUTER IN1	BE EF	03	06 00	FA 38	01 00	20 36	00 00
		COMPUTER IN2	BE EF	03	06 00	3A 3A	01 00	20 36	04 00
		S-VIDEO	BE EF	03	06 00	9A 39	01 00	20 36	02 00
		VIDEO	BE EF	03	06 00	6A 39	01 00	20 36	01 00
	Get		BE EF	03	06 00	C9 38	02 00	20 36	00 00
Magnify Position H	Get		BE EF	03	06 00	C8 D7	02 00	10 30	00 00
	Increment		BE EF	03	06 00	AE D7	04 00	10 30	00 00
	Decrement		BE EF	03	06 00	7F D6	05 00	10 30	00 00
Magnify Position V	Get		BE EF	03	06 00	34 D6	02 00	11 30	00 00
	Increment		BE EF	03	06 00	52 D6	04 00	11 30	00 00
	Decrement		BE EF	03	06 00	83 D7	05 00	11 30	00 00