

**EPSON® PowerLite® 735c
Multimedia Projector**

User's Guide

Important Safety Information

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

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

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

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W *Welcome*

The EPSON® PowerLite® 735c is a light-weight, portable projector that offers up to 2000 ANSI lumens of brightness. From classrooms to auditoriums, your full-color presentations and videos will be bright and visible even in ordinary room lighting.

With the projector's EasyMP™ features, you don't have to worry about connecting a computer. Use your Windows® PC or laptop to project over an 802.11b wireless network—or store your presentation on a memory card for a computer-free presentation.

Images are displayed at a resolution of 1024 × 768 pixels. The 0.9-inch LCD provides a high contrast ratio for incredibly vivid images and clear text. Improved color processing technology reduces “video noise” for rich, saturated images, while EPSON's patented SizeWise™ chip supports computer displays ranging from VGA through UXGA.

You can connect the projector to a wide range of computers, including PCs and laptops, Apple® Macintosh®, Power Macintosh® series (including G3 and G4 systems), PowerBook® computers, many iMac® and iBook® series systems, and high-end workstations such as the Sun® SPARCstation.™

You can use any of the following video sources: VCR, DVD player, camcorder, digital camera, gaming console, or laser disc player. The projector supports composite video, S-video, and component video, and it automatically senses the video format (HDTV, NTSC, PAL, or SECAM).

Getting the Most from Your Projector

note

Most of the projector's features can be utilized only with the remote control.

To avoid losing the remote control, keep it in the storage compartment in the back of the projector.

Your EPSON PowerLite projector can be connected to one computer source and up to three video sources, letting you easily switch between them. (You can connect up to three sources at the same time.) You can also include sound with your computer or video presentation.

Alternatively, you can use the projector's EasyMP features to give your presentation:

- over an 802.11b wireless network
Project images directly from your computer screen to the audience—no cable connections required. See Chapter 3.
- from a memory card
Store your Microsoft® PowerPoint® presentations and other images on a memory card, insert it in the projector, and present—no need to carry around your laptop. See Chapter 5.

Registration and Warranty

Your projector comes with a basic carry-in warranty (on page 130) as well as an international warranty that let you project with confidence anywhere in the world. For details, see the warranty brochure included in your owner's kit.

In addition, for customers who register their projector, EPSON offers free Extra CareSM Road Service. In the unlikely event of an equipment failure, you won't have to wait for your unit to be repaired. Instead, EPSON will ship you a replacement unit anywhere in the United States or Canada, usually via overnight delivery. See the brochure in your owner's kit for details.

To register, simply fill out the registration card included in your owner's kit and mail it to EPSON. Or you can register online at <http://epsonwebreg.info2.net/>. Registering also lets you receive special updates on new accessories, products, and service.

Using Your Documentation

This book contains all the information you need to set up and use your projector. Please follow these guidelines as you read through it:

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

Getting More Information

Need tips on giving presentations? Quick steps for setting up your projector? Here's where you can look for help:

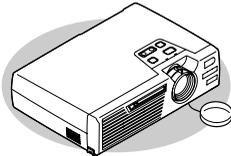
- presentersonline.com
Includes a library of articles covering presentation tips, tricks, and technology. The site provides templates, clip art and sound clips, as well as Presenters Services to use on the road. Even more resources and services are available if you register to join the Presenters Club®—and it's free.
- *Quick Setup* sheet
Gives you basic instructions on connecting to a laptop, to a VCR or DVD player, or—without connecting any cables at all—running your presentation over a wireless network.
- *Owner's Kit*
Includes this *User's Guide*, your *Quick Setup* sheet, warranty brochures, and EPSON PrivateLine® Support card. Keep the folder with your projector at all times.
- Built-in help system
Provides assistance for common problems. Available from the Help button on the projector or the remote control. See page 102 for details.
- support.epson.com
Download FAQs and e-mail your questions to EPSON support.

need help?

If you still need help after checking this User's Guide and the sources listed above, you can use the EPSON PrivateLine Support service to get help fast. Call (800) 637-7661 and enter the PIN on the card in your owner's kit. Or take advantage of EPSON's automated support services 24 hours a day. See page 113 for more information.

Unpacking the Projector

After unpacking the projector, make sure you have all the parts shown below:



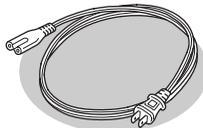
Projector



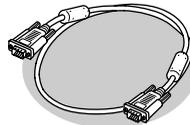
Remote control



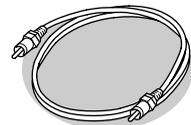
EasyMP software
CD-ROM



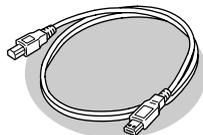
Power cable



VGA computer cable



RCA-style video cable



USB cable



802.11b LAN card



Carrying case

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

If you are moving the projector by hand, use the carrying case included with the projector.

Additional Components

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

- To use EMP SlideMaker2 to create presentations and store them on a memory card, you'll need a standard Type II memory card as described on page 62. Depending on the type of card you're using, you may also need a PC card adapter to insert the card in the projector. These products are available from your computer dealer.
- To receive an S-video signal, you'll need an S-video cable. (One is usually provided with your video equipment.)
- To receive a component video signal from a VCR or other video device, you'll need a VGA-to-component video cable. You can purchase this from EPSON; see page 6.
- Some older PowerBooks and Macintosh desktop models may need the Macintosh adapter set shown on page 51 (available from EPSON; see page 6). Older iMac systems may need a special adapter to provide a VGA output port; see your computer dealer.
- To receive an audio signal from a computer or video component, you'll need a stereo mini-jack cable, available from most electronics dealers. If you want to play sound from video equipment, you may also need an adapter to connect the cable to your video source.

Optional Accessories

To enhance your use of the projector, EPSON provides the following optional accessories:

Product	Product number
Replacement lamp and air filter	V13H010L18
Customized carrying cases: Samsonite® wheeled soft case Soft shoulder bag Notebook/projector soft shoulder bag ATA wheeled hardshell case for projector/notebook	ELPKS24 ELPKS31 ELPKS32 ELPKS42
Ceiling mount Suspension adapter False ceiling plate	ELPMB37 ELPMBAPL ELPMBFCP
Kensington® security lock	ELPSL01
Projection screens: 50-inch portable screen 60-inch portable pop-up screen 80-inch portable pop-up screen	ELPSC06 ELPSC07 ELPSC08
Macintosh adapter set (includes monitor adapter and desktop adapter)	ELPAP01
Component video cable (VGA to component video)	ELPKC19
S-video cable	ELPSV01
Distribution amplifier	ELPDA01
High resolution document imager High resolution document camera	ELPDC02 V12H064020

You can purchase these accessories from your dealer, by calling EPSON at (800) 873-7766, or by visiting the EPSON StoreSM at www.epsonstore.com (U.S. sales only). In Canada, please call (800) 463-7766 for dealer referral.

1 *Displaying and Adjusting the Image*

Whether you're presenting through a wireless network (Chapter 3), from connected equipment (Chapter 4), or from a memory card (Chapter 5), you need to follow certain basic steps to get your presentation up and running.

Follow the guidelines in this chapter to:

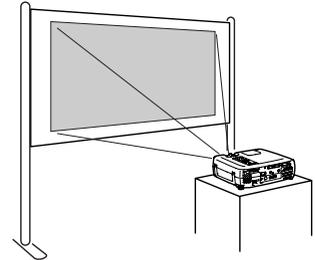
- Position the projector
- Turn it on and select the image source
- Adjust the image
- Shut down the projector

Positioning the Projector

note

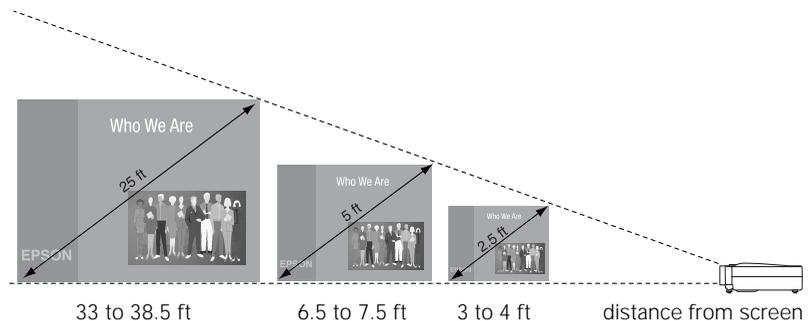
You can mount the projector on the ceiling, or place it behind a translucent screen for rear projection. See page 117 for details.

If you're setting up the projector yourself and it isn't already installed in the theater or conference room you're using, you'll probably want to place it on a table in front of the screen, as shown.



This lets you stand in the front of the room, face the audience, and remain close enough to the equipment to be able to control it. Try to leave as much space as possible between the projector and the screen to get a good-size image.

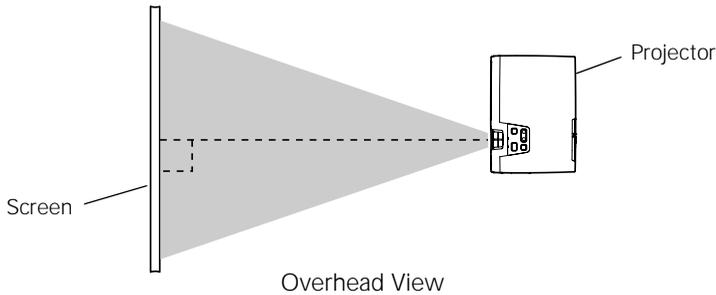
Use the figure below to help you determine placement. Image size increases with distance, but can vary depending on how you position the zoom ring and whether you've adjusted the image with other settings.



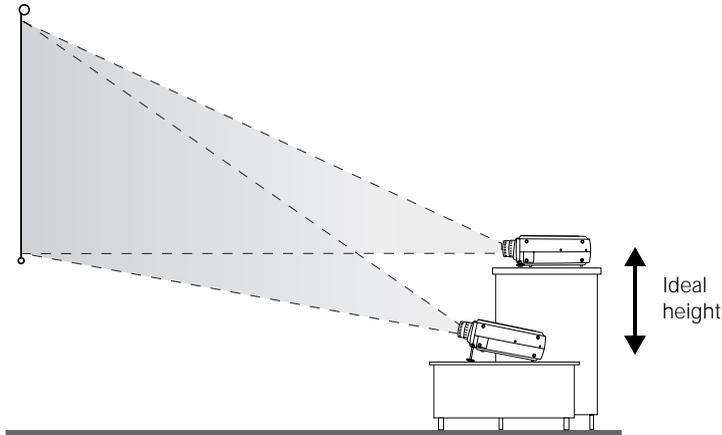
Also keep these considerations in mind:

- Place the projector on a sturdy, level surface.
- Make sure there is plenty of space for ventilation around and under the projector. Do not set the projector on top of loose papers that could block the vents under the projector.
- Make sure the projector is within 10 feet of a grounded electrical outlet or extension cord.

To ensure the image on screen is shaped correctly (square or rectangular, not “keystone” shaped), place the projector directly in front of the center of the screen, facing it toward the screen squarely.



It's best to place the projector level with the bottom of the screen, or slightly lower. If you place the projector below screen level, you'll have to tilt it up by extending its feet. This causes the image to lose its square shape, but the projector automatically compensates. You can further correct the distortion by pressing the Keystone button as described on page 19.



note

After positioning the projector, you may want to connect a Kensington MicroSaver® anti-theft device to the lock port on the projector's left side. You can purchase this from EPSON; see “Optional Accessories” on page 6.

Projecting the Image

Make sure your projector and other equipment are set up as described in Chapter 3 (for wireless network presentations), Chapter 4 (for directly connected computer or video equipment), or Chapter 5 (for memory card presentations). Then follow the instructions below to start the projector and display an image.

Turning on Your Equipment

If you're projecting from computer or video equipment that's directly connected to the projector, turn it on before starting the projector; this lets the projector automatically detect the image source.

Otherwise, you may need to select the image source after you turn on the projector.

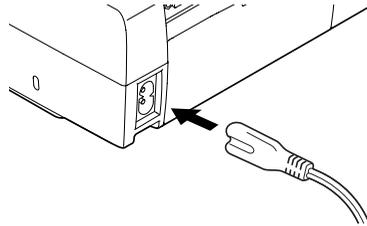
note

To shut down the projector, see page 20. Shutting down the projector correctly prevents premature lamp failure and possible damage from overheating.

Turning on the Projector

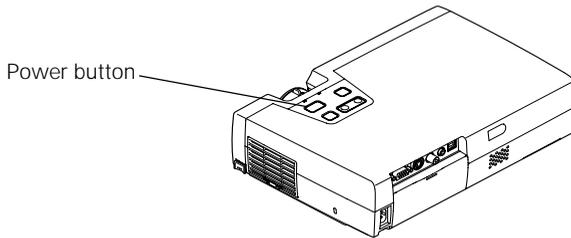
Follow these steps to turn on the projector:

1. Remove the lens cap.
2. Plug in the projector, as shown below.



The  power light on top turns orange, indicating that the projector is receiving power.

3. Press the red  Power button on top of the projector. You can also use the  Power button on the remote control. (If this is your first time using the remote, be sure to remove the plastic tape as shown on page 22.)



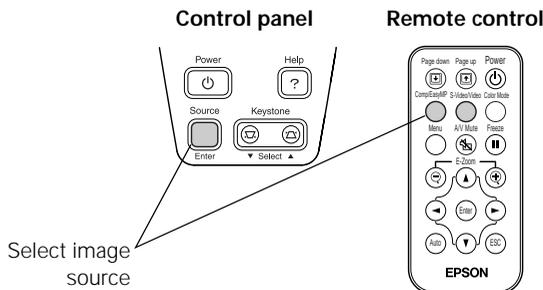
The  power light flashes green as the projector warms up, and the projection lamp comes on in about 40 seconds.

4. If you've connected a Windows-based computer to the projector, you may see a New Hardware Wizard saying your computer has found a plug-and-play monitor; if so, click Cancel.

Selecting the Image Source

Selecting the image source lets you switch between images input from different pieces of equipment connected to the projector (such as a computer or DVD player), or turn on EasyMP (for wireless network or memory card presentations).

If you don't see the image you want, make sure the correct source is selected, using either the Source button on the projector, or the Comp/EasyMP and S-Video/Video buttons on the remote control.



warning

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

note

To focus and adjust the image, see page 17. If a projected image fails to appear, see page 14 for help.

The control panel and the remote control let you select the source as follows:

- On the projector's control panel, the Source button switches between equipment connected to the Video, S-Video, and Computer/Component Video ports, or to EasyMP (for wireless network and memory card presentations).
- On the remote control, the Comp/EasyMP button lets you switch to a directly connected computer; pressing it again switches to EasyMP. The S-Video/Video button switches to your connected video source (pressing it repeatedly switches between equipment connected to the Video and S-Video ports).

To select component video, see page 13.

Starting EasyMP

If you want to start EasyMP, follow these steps:

1. First select EasyMP as the source by pressing the Source button on the projector or the Comp/EasyMP button on the remote control.
2. Insert either the EPSON 802.11b card (for wireless presentations) or a memory card (for computer-free presentations) into the card slot shown on page 13. If you do not insert a card, you see a screen like this, prompting you to do so:

note

Only the EPSON 802.11b network card is guaranteed to work. Other brands may not be compatible.

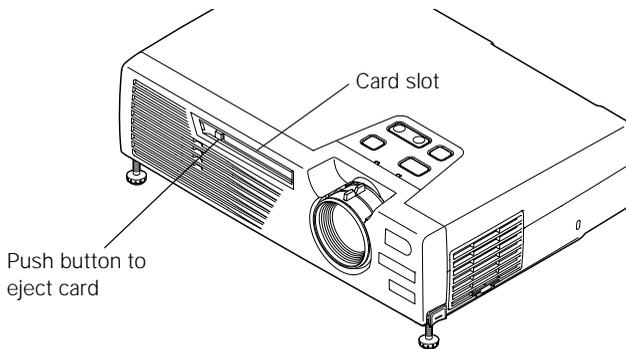
See page 62 for compatible memory cards.



3. For detailed instructions on running your EasyMP presentation, see Chapter 3 if you're presenting wirelessly or Chapter 5 if using the memory card.

To remove a card that's already in the projector, follow these guidelines:

- For the 802.11b card, simply pull it straight out of the card slot.
- For a memory card, push in on the eject button so the button extends out (if it's not already). Then push it a second time to eject the card.



note

You don't have to turn off the projector before inserting or ejecting cards.

Using Component Video

If you want to project using component video, make sure your video equipment is properly connected to the Computer/Component Video port as described on page 48. Then follow these steps:

1. First switch the source to Computer, using either the Source button on the projector or the Comp/EasyMP button on the remote control.
2. Then change the Input Signal in the Video menu to the YCbCr or YPbPr Component Video setting (see page 77).

Pressing the Comp/EasyMP button on the remote control (or the Source button on the projector) then lets you switch to Component Video—instead of Computer—as the input signal.



What To Do If You See a Blank Screen

If you're projecting from connected computer or video equipment and you see a blank screen or a blue screen with the No Signal message, try the following:

- Make sure the cables are connected correctly, as described in Chapter 4.
- Make sure the power light is green and not flashing and the lens cover is off.
- Try restarting your computer.
- If you've connected more than one computer and/or video source, you may need to press the Source button on the projector's control panel or the Comp/EasyMP or Video/S-Video button on the remote control to select the correct source. (Allow a few seconds for the projector to sync up after pressing the button.)

If you're using a PC laptop:

- Press the function key on your keyboard that lets you display on an external monitor. It's often labelled with an icon such as  but it may also be labelled CRT/LCD. You may have to hold down the Fn key while pressing it. Check your laptop's manual or online help for details.

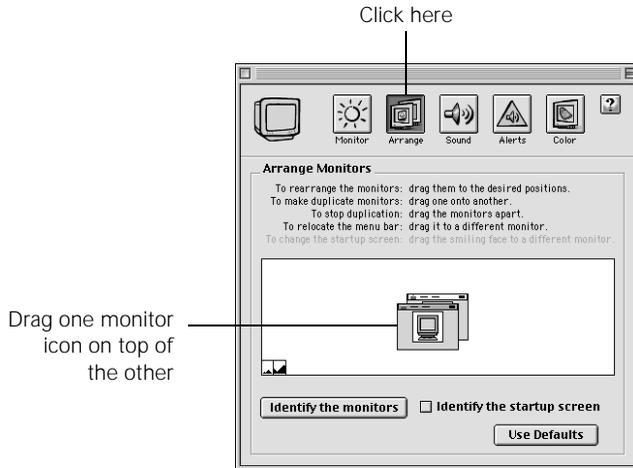
On most systems, the  key lets you toggle between the LCD screen and the projector, or display on both at the same time. Allow a few seconds for the projector to sync up after pressing it.

- Depending on your computer's video card, you might need to use the Display utility in the Control Panel to make sure that both the LCD screen and external monitor port are enabled. See your computer's documentation or online help for details.

If you're using a PowerBook or iBook with OS 9.x:

You may need to set up your system to display on the projector screen as well as the LCD screen. Follow these steps:

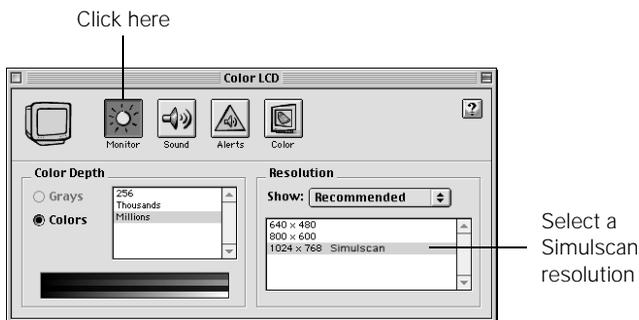
1. From the Apple menu, select Control Panels, then click Monitors or Monitors and Sound.
2. Click the Arrange icon.



3. Drag one monitor icon on top of the other.

If the Arrange option isn't available, you may need to select one of the Simulscan resolution settings:

1. Click the Monitor icon.

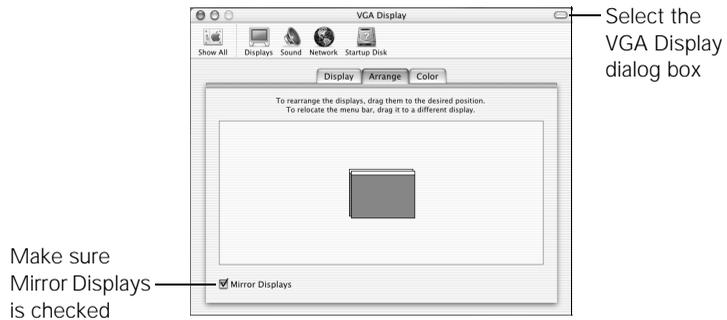


2. Select a Simulscan resolution as shown. (Allow a few seconds for the projector to sync up after making the selection.)

If you're using Macintosh OS X:

You may need to set up your system to display on the projector screen as well as the LCD screen. Follow these steps:

1. From the Apple menu, select System Preferences, then select Displays.
2. Make sure the VGA Display dialog box is selected.
3. Click the Arrange tab.



4. Make sure the Mirror Displays checkbox is selected.

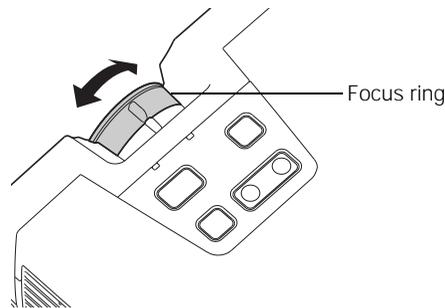
Adjusting the Image

Once you see your image, you need to make certain adjustments:

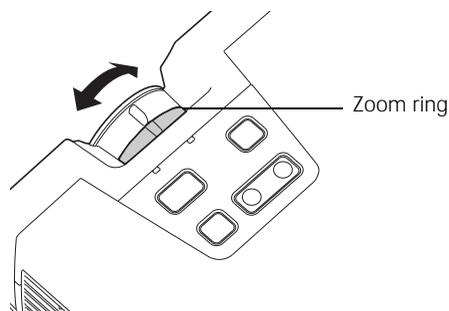
- To focus or zoom your image, see below.
- If the image is too high or too low, you can reposition it. See page 18.
- If the image isn't square, see page 19.
- If a computer image displays incorrectly, see page 19.

Focusing and Zooming Your Image

Rotate the focus ring to sharpen the image.



Rotate the zoom ring to reduce or enlarge the image.

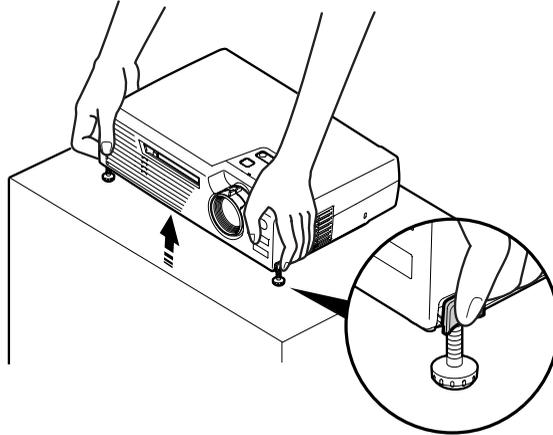


If the image still isn't large enough, you may need to move the projector farther away from the screen. You can also use the E-Zoom button on the remote control to zoom in on a portion of the image. See page 25 for instructions.

Adjusting the Height of Your Image

If the image is too low on the screen, you can raise it by extending the projector's feet.

1. Stand behind the projector. Press the foot release buttons on each side and lift the front of the projector.



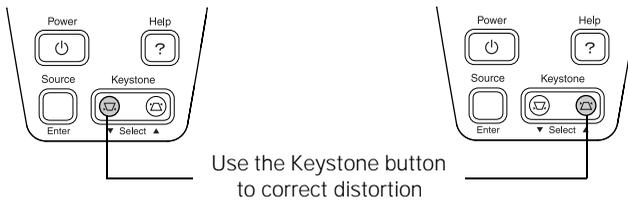
2. Once the image is positioned where you want it, release the buttons to lock the feet in position.
3. If necessary, you can fine-tune the height by turning the projector feet.

Raising the projector causes the image to distort or “keystone,” but the projector automatically corrects the shape in most cases. If necessary, you can manually correct the shape as described in the next section.

Adjusting the Image Shape

If the projected image isn't square or has a "keystone" shape, do the following:

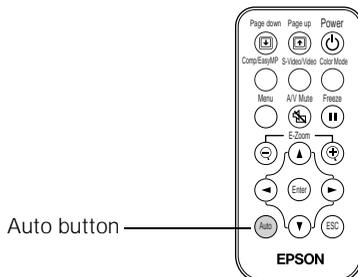
- If your image looks like  or , you've placed the projector off to one side of the screen, at an angle. Move it directly in front of the center of the screen, facing the screen squarely.
- If your image looks like  or , press the left or right side of the projector's Keystone button to correct the shape. After correction, your image will be slightly smaller.



You can also use the remote control to perform keystone correction through the projector's menu system. See page 80.

Correcting Computer Images

If you're connected to a computer and the image doesn't display correctly (for example, part of the screen is cut off), press the Auto button on the remote control.



This automatically adjusts the picture quality and resolution so the image fits properly on the screen.

note

In most cases, the projector automatically corrects for this type of distortion.

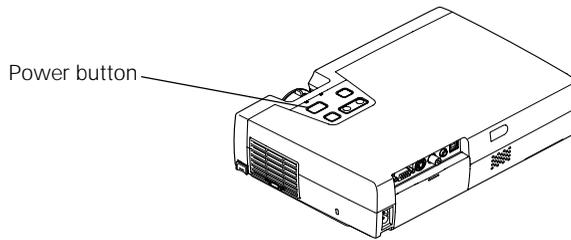
note

When the projector has not received any input signals for 30 minutes, it automatically turns off the projector lamp and enters “sleep mode.” This conserves electricity, cools the projector, and extends the life of the lamp. If you want to start projecting again, press the **Power** button. If you are done using the projector, unplug the power cord. To turn off sleep mode, see page 81.

Shutting Down the Projector

When you’ve finished using the projector, follow the recommended procedure to shut it down. This extends the life of the lamp and protects the projector from possible overheating.

1. If you’ve connected a computer or laptop, shut it down first; otherwise you may not be able to see your computer’s display to shut it down properly.
2. To turn off the projector, press the red  Power button on the projector or remote control.



Power OFF?

Please press  key again to power off.

You see a confirmation message. (If you don’t want to turn it off, press any other button.)

3. Press the Power button again. The power light flashes orange for about a minute and a half as the projector cools down. After the projector has cooled, the orange light stays on and the exhaust fan shuts off.

If you want to turn the projector on again, wait until the orange light stops flashing. Then press the Power button.

4. Turn off and disconnect any equipment plugged into the projector.
5. If you extended the feet, press the side buttons to retract them.
6. Replace the lens cap and unplug the power cord.
7. Store the projector in a protective case.

caution

To avoid damaging the projector or lamp, never unplug the power cord when the power light is green or flashing orange.

2 *Using the Remote Control*

The remote control lets you access your projector's features from anywhere in the room—up to 20 feet away. You can use it to turn the projector on and off, switch between picture sources, freeze the action, mute the picture and sound, and zoom in on a portion of your image.

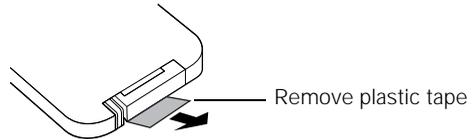
You can use the remote control to access the projector's menu system (Chapter 6). The remote also has special functions that are available only when projecting in certain modes: see Chapter 4 when connected to a computer or Chapter 5 when presenting from a memory card.

This chapter covers:

- Activating and using the remote control
- Controlling the picture and sound

Activating and Using the Remote Control

Before using the remote control for the first time, you need to remove the plastic tape as shown below.

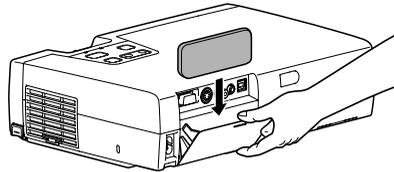


note

Avoid placing the projector under bright fluorescent lamps or in direct sunlight, or it may not respond properly to the remote control.

When using the remote control, stand within about 20 feet of the projector. Aim it either at the front or back of the projector, or at the screen.

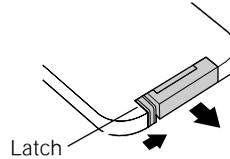
When not using the remote control, place it in the holder in the back of the projector so it won't get lost.



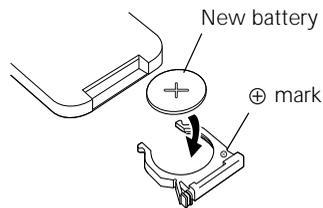
Replacing the Battery

If the projector stops responding to the remote control, you may need to replace its battery:

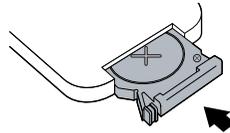
1. Turn the remote control over.
2. Push inward on the latch as shown, then slide out the battery tray.



3. Replace the old battery with a new CR2025 lithium battery.



4. Slide the battery tray back in place.



caution

When replacing batteries, take the following precautions:

- *Replace the battery as soon as it runs out. If the battery leaks, wipe away battery fluid with a soft cloth. If fluid gets on your hands, wash immediately.*
 - *Do not expose batteries to heat or flame.*
 - *Dispose of used batteries according to local regulations.*
 - *Remove the battery if you won't be using the projector for a long period of time.*
-

Controlling the Picture and Sound

You can use the remote control to select your source, temporarily turn off the picture and sound, freeze the action, zoom in on the picture, or adjust the color.

Switching Between Picture Sources

If your projector is connected to more than one computer and/or video source, you can switch between the different sources:

- On the projector's control panel, press the Source button to switch between the computer, EasyMP, and video sources.
- On the remote control, press the Comp/EasyMP button to switch between the computer source and EasyMP, or press the S-Video/Video button to switch between composite video and S-video sources.

After you select a source, the screen goes dark for a moment before the image appears.

Turning Off the Picture and Sound

You can use the A/V Mute button on the remote control to turn off the image and sound and darken your screen. This is useful if you want to temporarily redirect your audience's attention without the distraction of a bright screen.

- To turn off the picture, press the A/V Mute button. The screen goes dark.
- To turn the image back on, press the button again.

You can also have an image, such as a company logo, display on the screen whenever you press the A/V Mute button. See page 78 for instructions.

Stopping Action

You can use the remote control to stop the action in your video or computer image.

- Press the Freeze button to stop the action and keep the current image on the screen. The sound continues.
- Press the Freeze button again to restart it.

Zooming Your Image

You can zoom in on a portion of the image using the E-Zoom buttons on the remote control.

1. Press the E-Zoom + button on the remote control.
A crosshair indicating the center of the zoom-in area appears on the screen.
2. Use the arrow buttons to move the crosshair where you want it.
3. Press the E-Zoom + button to enlarge the selected area.
 - Press the button repeatedly to enlarge it up to four times in 25 steps.
 - Press and hold the button to zoom in to the size you want.
4. Press the E-Zoom – button to zoom out.
5. Press the Esc button to return to the original size.

Changing the Color Mode

The Color Mode button lets you adjust the vividness of the color. You can select from the following six settings, and save a different one for each computer and/or video source:

- sRGB: To use the sRGB standard for computer displays (the default when projecting from a computer with analog video)
- Normal: For presentations in bright rooms
- Meeting: For projecting without color enhancement
- Presentation: For presentations in dark rooms

- Theater: For optimizing movie images with natural color (the default for video or S-video display)
- Game: For optimizing games

3

Presenting Through a Wireless Network

This chapter tells you how to send pictures to the projector through a wireless network. Using EMP NS Connection, you can project images shown on your computer screen—including text and graphics—directly to your audience. Because images are displayed in real-time, any changes you make on your PC or laptop are automatically mirrored on the screen.

You'll find instructions in this chapter on:

- Starting EasyMP
- Connecting to the projector in Ad Hoc mode or Access Point (infrastructure) mode
- Running the EMP NS Connection software

note

For international users, please observe any local regulations concerning the use of wireless technology.

Before starting, make sure you've installed EMP NS Connection as described in Appendix A or on the *Quick Setup* sheet for each computer you want to be able to connect to the projector. Then follow the steps in this chapter to start EasyMP, configure your projector and computer, and run EMP NS Connection.

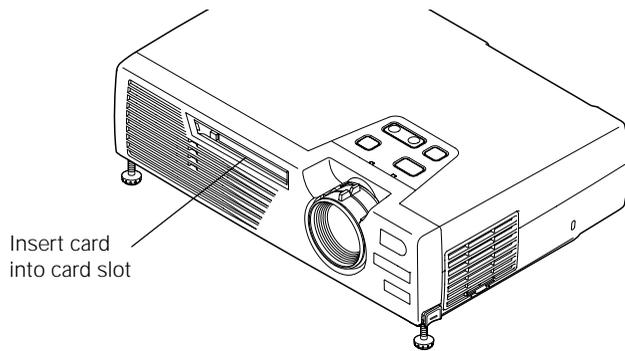
Starting EasyMP

Before connecting to the projector, you have to switch it to EasyMP mode. Follow these steps:

1. Turn on the projector, as described on page 10.
2. Select EasyMP as the source, using either the Comp/EasyMP button on the remote control or the Source button on the projector (see page 11).
3. Insert the EPSON 802.11b card (with the blue label facing up).

note

Only the EPSON 802.11b card is guaranteed to work. Other brands may not be compatible.



Once the card is inserted, you see one of these screens, depending on the currently selected mode:



Ad Hoc mode



Access Point mode

4. If you've already set up your computer and projector for the mode you want to use—Ad Hoc mode or Access Point mode (also called infrastructure mode)—skip to “Running NS Connection” on page 42.

Otherwise, continue on to the following section.

Configuring the Connection

You can use NS Connection to connect to the projector and send images wirelessly in two modes: Ad Hoc mode or Access Point mode.

- **Ad Hoc mode** lets you connect just one PC or laptop to the projector at a time; it's easy to set up, and the only equipment you need is a computer with a wireless (802.11b) network card.
- **Access Point mode** (or “infrastructure” mode) is more complex to set up, but lets multiple users access the projector at the same time and easily trade off control over the projector. To use Access Point mode, you need a wireless (802.11b) access point and one or more computers with built-in wireless network cards.

Follow the correct instructions below for the mode you want to use.

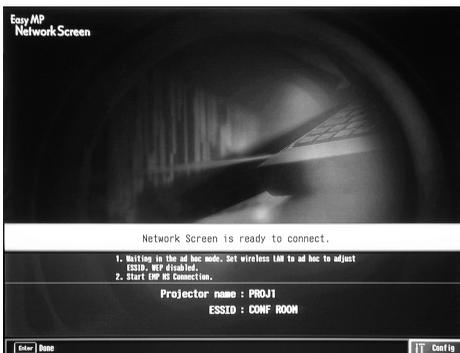
Using Ad Hoc Mode

In order to use Ad Hoc mode, first adjust your projector and network card settings as described in this section.

Configuring the Projector

To configure the projector for Ad Hoc mode, make sure you've switched it to EasyMP and inserted the network card (see page 28). Then follow these steps:

1. On the EasyMP Network Screen, the Config button is already highlighted as shown below.



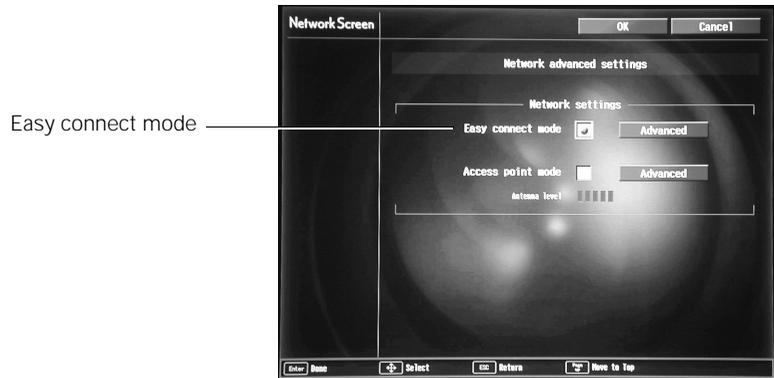
Config button

2. To select Config, press the Enter button on the remote control.

note

Make sure you've installed the NS Connection software as described in Appendix A or the Quick Setup sheet.

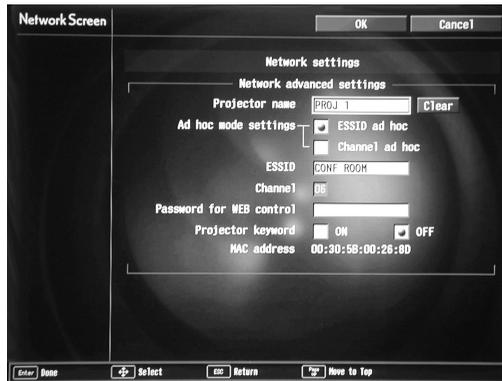
You see the following screen:



Make sure Easy connect mode is selected, as shown above. If not, use the arrow buttons on the remote control to highlight the checkbox next to Easy connect mode, then press Enter to select it.

3. Use the arrow buttons to highlight Advanced (next to Easy connect mode), then press Enter to select it.

You see this screen:



4. Make sure the projector has a unique name, so you can identify it when connecting to it from your computer.

If you need to rename it, highlight the Clear button next to Projector name, then press Enter to clear the text box. Then highlight the text box and press Enter. Use the up and down

arrows to select individual characters, and use the right arrow to move to the next character position. When done typing the new name, press Enter.

5. To enable your computer to find the projector on the network, select the appropriate Ad hoc mode settings:
 - Select ESSID ad hoc if your network card supports an SSID or ESSID identifier (see page 33). Then enter a name (for example, “CONF ROOM”) in the ESSID text box and press Enter. Note that the ESSID is case-sensitive (if you enter the name in upper-case on the projector, you must type it the same way on the computer connecting to the projector).
 - Select Channel ad hoc if your network card supports using channels instead of ESSID names to identify devices on the network. Then select a channel number in the Channel text box and press Enter.
6. If you want to set up a security keyword so that only people who are in the same room as the projector can access it, turn Projector keyword on. Then when you want to connect to the projector, it displays a randomized four-digit number or “keyword” on the screen. When prompted by NS Connection, you can enter the keyword on your computer to connect (see page 43).
7. When done making these settings, highlight the OK button at the top of the screen (you can either use the arrow buttons on the remote control or press ESC to highlight it), then press Enter. Highlight the OK button again and press Enter to return to the main EasyMP Network Screen.

Configuring the Network Settings on Your Laptop or PC

Before connecting to the projector, you need to make sure the settings for your laptop’s or PC’s network card match the settings you entered for the projector.

1. Access your wireless network Properties window. For example, in Windows XP you would click Start > Control Panel > Network and Internet Connections. Then click the Network Connections icon.

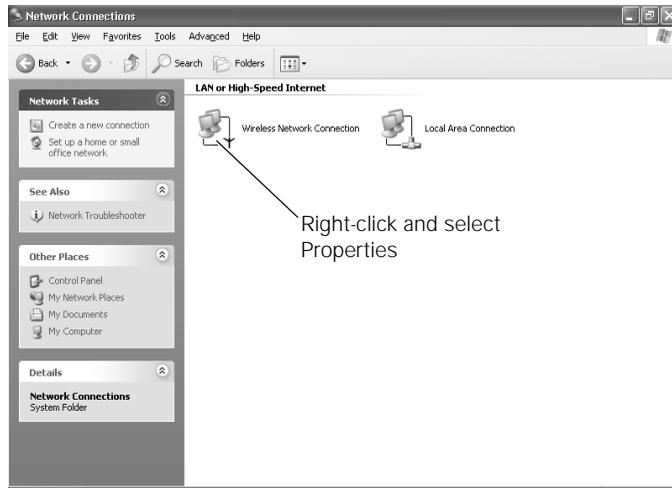
note

If you want to enter a blank space, use the space character that comes before the capital letter A.

note

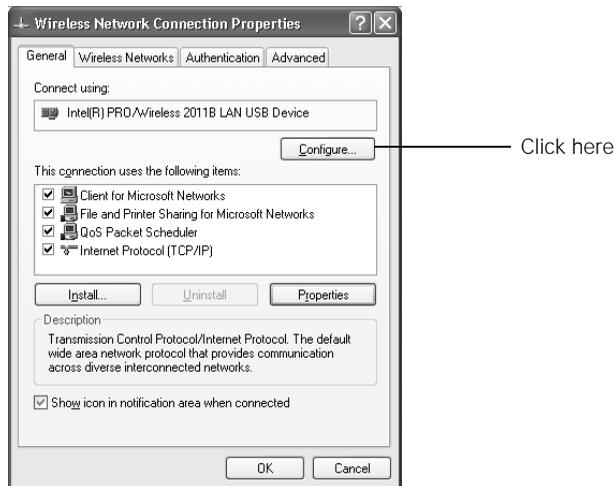
On some Windows systems, you can right-click My Network Places or Network Neighborhood on the desktop and select Properties.

You see a screen similar to this:



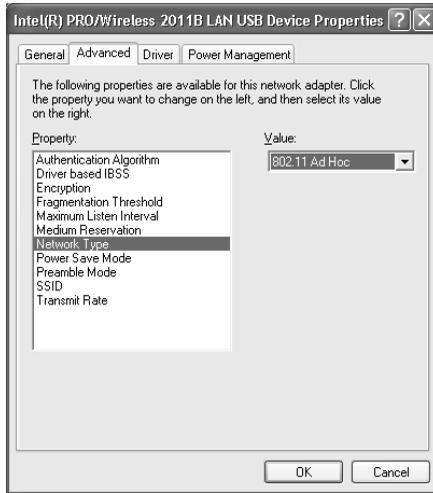
2. Right-click the Wireless Network Connection icon and select Properties.

You see a screen similar to this:



3. Click the Configure button.

4. Click the Advanced tab. You see a screen similar to this:



5. Check your network card's device settings. (Depending on the type of card or wireless transmitter you're using, some of the settings may be described differently from those listed here.)

- Set the network type to 802.11 Ad Hoc.
- Set the SSID to match the name you assigned to the projector's ESSID—for example, CONF ROOM. (If your network card uses channel mode instead, set the correct channel, 1 to 11, so it matches that of the projector.)
- Make sure encryption is Disabled.

6. Click the General tab and make sure that the network card or wireless network device is enabled.

7. When done making the settings, click OK to close the network card's properties dialog box.

Now you're ready to connect to the projector. See "Running NS Connection" on page 42.

Using Access Point Mode

In order to use Access Point (infrastructure) mode, first adjust your projector and network card settings as described in this section.

Configuring the Projector

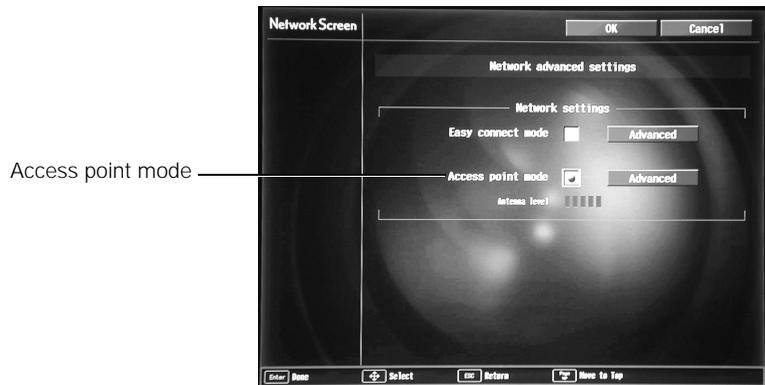
To configure the projector for Access Point mode, make sure you've switched it to EasyMP and inserted the network card (see page 28). Then follow these steps:

1. On the EasyMP Network Screen, the Config button is already highlighted as shown below.



Config button

2. To select Config, press the Enter button on the remote control. You see the following screen:

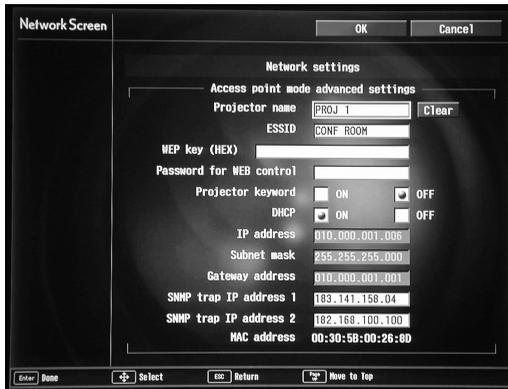


Access point mode

Make sure Access point mode is selected, as shown. If not, use the arrow buttons on the remote control to highlight the checkbox next to Access point mode, then press Enter to select it.

3. Use the arrow buttons to highlight Advanced (next to Access point mode), then press Enter to select it.

You see this screen:



4. Make sure the projector has a unique name, so you can identify it when connecting to it from your computer.

If you need to rename it, highlight the Clear button next to Projector name, then press Enter to clear the text box. Then highlight the text box and press Enter. Use the up and down arrows to select individual characters, and use the right arrow to move to the next character position. When done typing the new name, press Enter.

5. To enable your computer to find the projector on the network, you need to enter the ESSID (or SSID) identifier of your access point. Highlight ESSID and then press Enter. Then enter the name of your access point in the text box; use the name that was assigned to the access point when it was set up. Note that the ESSID is case-sensitive (if it was typed in upper-case when the access point was set up, you must enter it the same way in the projector).

note

If you want to enter a blank space, use the space character that comes before the capital letter A.

note

For specific details about your network, please consult your network administrator.

note

If you don't know your gateway or access point address, see page 41.

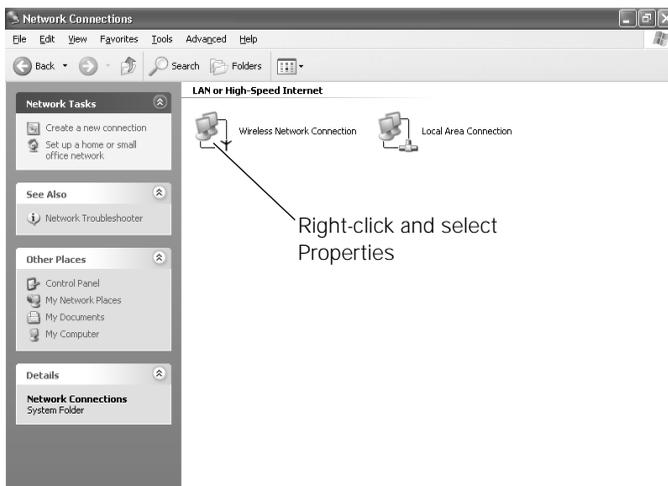
6. If your access point assigns IP addresses automatically, turn on DHCP. Otherwise, turn off DHCP and enter the following information manually:
 - IP address: Type in the IP address you want to assign to the projector. It must be formatted like other addresses on the network; usually the first three numbers (XXX.XXX.XXX) match the access point's IP address.
 - Subnet mask: For example: 255.255.255.000, but depends on how your network is set up.
 - Gateway address: Enter the IP address that was assigned to the access point when it was set up.
7. If a higher level of data-transmission security is desired, enter a WEP Key as provided by your network or IT administrator.
8. If you want to create a password for remote access to the projector, type it in the box next to Password for WEB control and press Enter.
9. If you want to set up a security keyword so that only people who are in the same room as the projector can access it, turn Projector keyword on. Then when you want to connect to the projector, it displays a randomized four-digit number or "keyword" on the screen. When prompted by NS Connection, you can enter the keyword on your computer to connect (see page 43).
10. If you want to monitor the projector using HP OpenView,TM you'll need to enter at least one trap IP addresses. See Chapter 7 for details on monitoring the projector.
11. When done making these settings, highlight the OK button at the top of the screen (you can either use the arrow buttons on the remote control or press ESC to highlight it), then press Enter. Highlight the OK button again and press Enter to return to the main EasyMP Network Screen.

Configuring the Network Settings on Your Laptop or PC

Before connecting to the projector, you need to make sure the settings for your laptop's or PC's network card match the settings you entered for the projector.

1. Access your wireless network Properties window. For example, in Windows XP you would click Start > Control Panel > Network and Internet Connections. Then click the Network Connections icon.

You see a screen similar to the this:

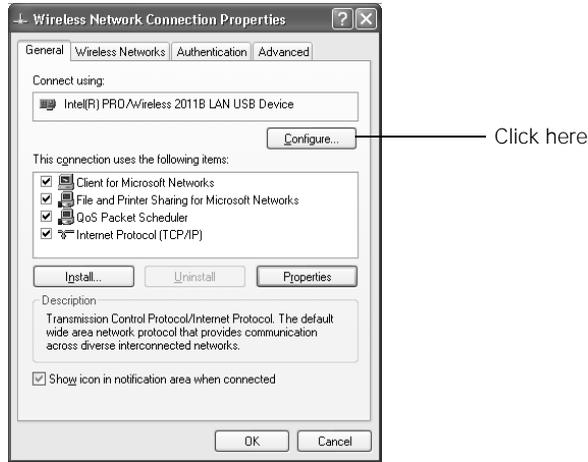


2. Right-click the Wireless Network Connection icon and select Properties.

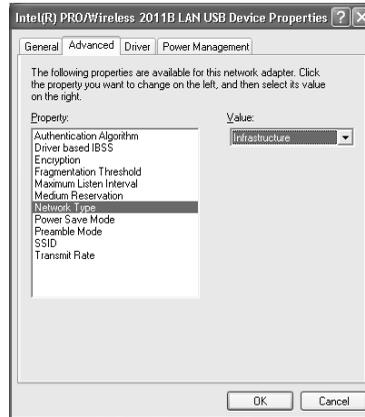
note

On some Windows systems, you can right-click My Network Places or Network Neighborhood on the desktop and select Properties.

You see a screen similar to this:

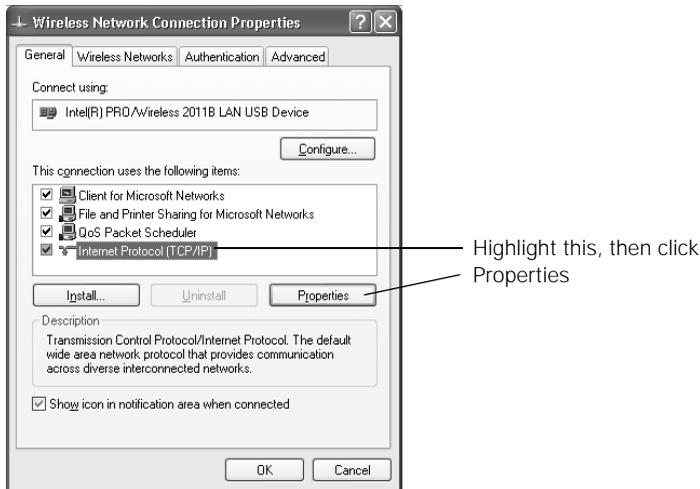


3. Click the Configure button.
4. Click the Advanced tab. You see a screen like this:



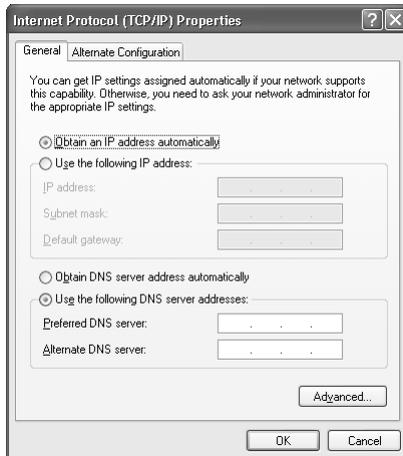
5. Check your network card's device settings. (Depending on the type of card or wireless transmitter you're using, some of the settings may be described differently from those listed here.)
 - Set the network type to Infrastructure.
 - Set the SSID to match the name assigned to the access point—for example, CONF ROOM.
 - Make sure encryption is Disabled.

6. Click the General tab and make sure that the network card or wireless network device is enabled.
7. When done making the settings, click OK to close the network card's properties dialog box.
8. Right-click the Wireless Network Connection icon again and select Properties. You see this screen:



9. Select Internet Protocol as shown above, then click the Properties button.

You see this screen:



note

For specific details about your network, please consult your network administrator.

note

If you don't know your gateway or access point address, see page 41.

10. If your access point uses DHCP, select Obtain IP address automatically. Otherwise select Use the following IP address and enter the required information:

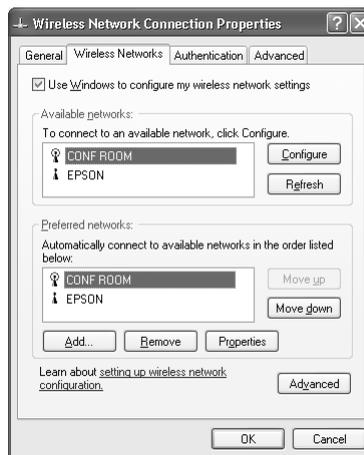
- IP address: Type in the IP address you want to assign to the computer. It must be formatted like other addresses on the network; usually the first three numbers (XXX.XXX.XXX) match the access point's IP address.
- Subnet mask: For example: 255.255.255.000, but depends on how your network is set up.
- Default gateway: Enter the IP address that was assigned to the access point when it was set up.

11. When done making these settings, click OK.

12. Click the Wireless Networks tab.

(If you don't see this tab, you may need to enable your wireless card or network device by clicking Configure to access the device settings; then follow any instructions on the screen to enable the device.)

Once you click the Wireless Networks tab, you see this screen:



13. Verify that you've enabled your computer's connection to the access point. It should be listed as shown above, with the small  icon next to it, indicating a connection.

If it's not listed, click Configure and then type the name of your access point.

14. When done making your settings, click OK to close the dialog box.

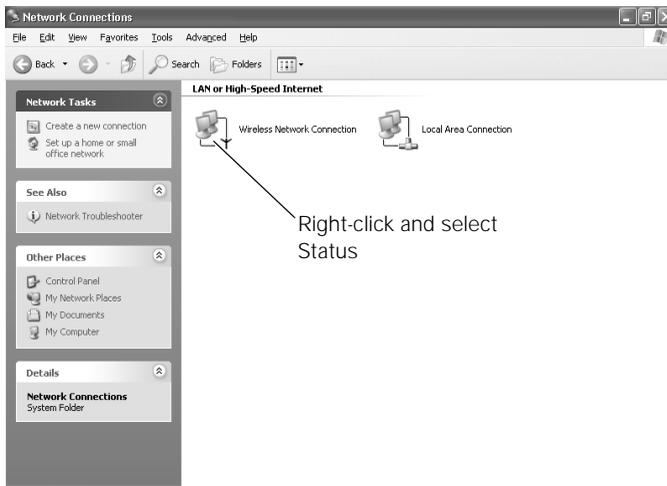
Now you're ready to connect to the projector. See "Running NS Connection" on page 42.

Checking the Gateway IP Address

If you're entering IP addresses manually and need to find out the gateway IP address (the IP address of your access point), make sure the wireless connection to the access point is currently active, as described in the previous section. Then follow these steps:

1. Access your wireless network Properties window. For example, in Windows XP you would click Start > Control Panel > Network and Internet Connections. Then click the Network Connections icon.

You see a screen similar to this:

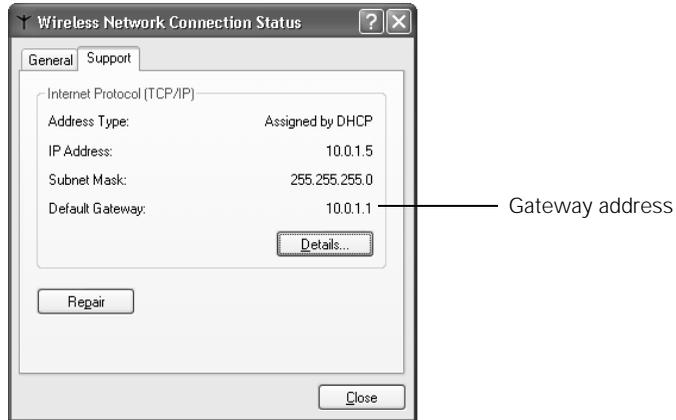


2. Right-click the Wireless Network Connection icon and select Status. Then click the Support tab.

note

If you cannot identify the gateway address using this Windows utility, use the administrator's utility software that came with your access point.

The gateway's IP address is listed as shown:



Running NS Connection

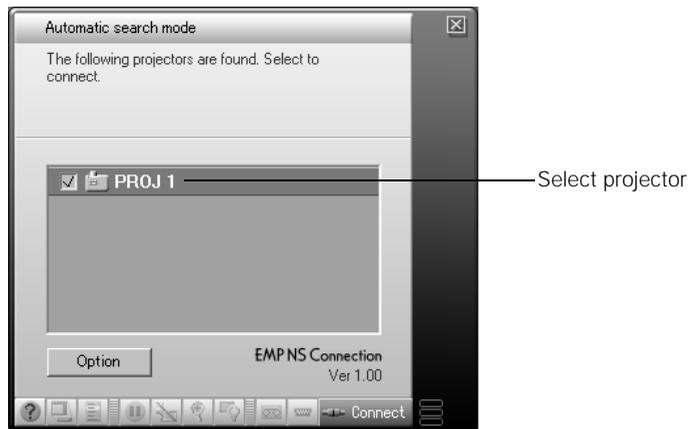
note

Set your monitor's color to the 16-bit setting for best performance. Higher settings can slow the data transmission speed.

Once you've started EasyMP and set up your projector and computer in either Ad Hoc mode or Access Point mode, follow these steps to launch NS Connection and project wirelessly.

1. From the Start menu, select EMP NS Connection.

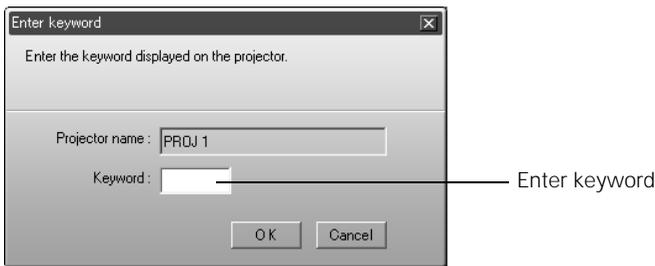
You see this screen:



If the connection is working properly, you see your projector listed as shown. If you have additional projectors on the network, they are also listed.

If you don't see any projectors listed, click Option, then click Switch LAN. Verify that the correct (wireless) network device is selected. Sometimes another network device, such as an Ethernet card, may be selected instead. If you don't see your wireless device listed, but you're sure you've enabled it as described in "Configuring the Connection" on page 29, you may need to restart your computer.

2. Once the name of your projector appears, select it and click Connect. If more than one projector is listed, you can select additional ones to connect to them at the same time. If the selected projector is already being used by another person, you can still connect to it; doing so automatically disconnects the other user (see page 45).
3. If you set up the projector to prompt you for a keyword before connecting, you see this screen:



Type in the four-digit number displayed by the projector and click OK.

note

If you want your presentation encrypted, click Option and select Use encrypted communication. This step enhances security but decreases the data transmission speed.

4. Once the connection is established, you see your computer's image transmitted to the projector, and a floating control bar appears on the screen:



Click here to minimize

5. If necessary, drag the control bar out of the way, or minimize it to an icon on the taskbar by clicking it as shown above.
6. From the control bar, you can access these NS Connection features:



Help provides information on using NS Connection.



Connection status screen lists which projectors are available or in use.



Projector operation URL display lets you access the projector's menu system from an HTML browser window. See page 90 for more information.



Freeze lets you keep the projected image on screen, even if the image on your computer or laptop changes.



A/V mute turns off the image and sound.



E-Zoom lets you zoom in on a part of your image.



Basic settings lets you change the brightness, keystone angle, contrast, and color mode.



Switch video source lets you switch between the Video and S-Video ports.



Switch PC source lets you switch between your computer and EasyMP.

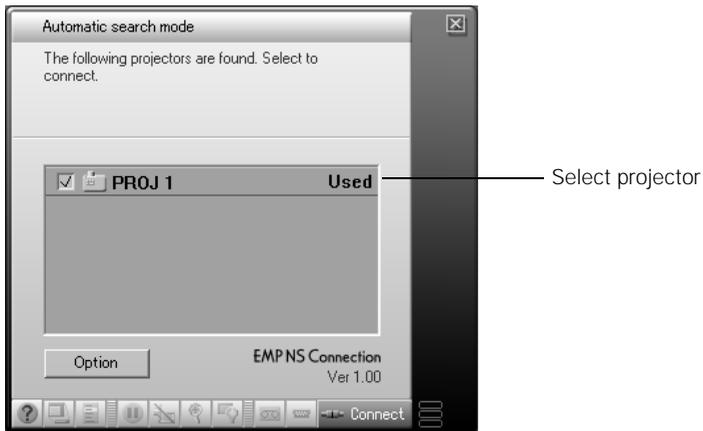
7. When done with your presentation, click Disconnect on the control bar.

Switching Between Users

To connect to the projector while another person is already using it (Access Point mode only), you follow the same basic steps as described in the previous section.

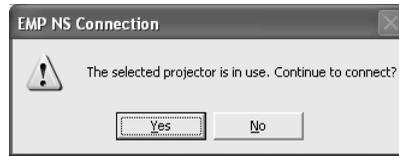
1. Open EMP NS Connection.

You see this screen:



2. Select the projector and click Connect.

You see this message:



3. Click Yes to connect.

The other user is automatically disconnected and notified about the interruption:



4

Presenting from Computer or Video Equipment

This chapter tells you how to connect the projector to video equipment, such as a VCR or DVD player, or to a laptop or desktop computer.

You'll find the following instructions in this chapter:

- Connecting to a video source
- Connecting to a computer
- Using the remote control as a wireless mouse

Connecting Video Equipment

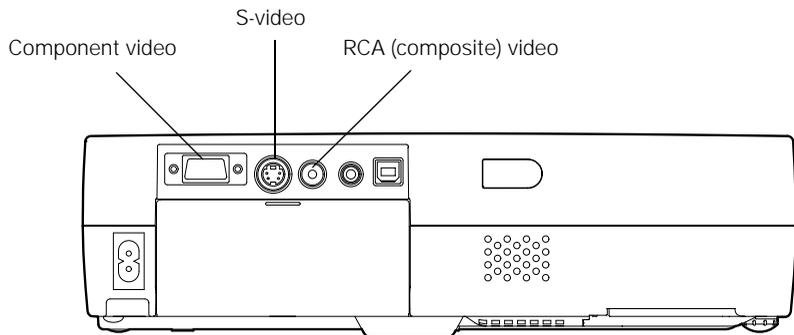
You can connect a DVD player, VCR, camcorder, laser disc player, digital camera, or any other compatible video source to your projector. You can connect one or more video sources at the same time.

1. Look at your video device to determine its available video-output connections:



- for composite video, use an RCA cable (included with the projector)
- for S-video, use an S-video cable (may be included with your video equipment)
- for component video, use a BNC-to-VGA video cable (available from EPSON; see page 6)

2. Connect the appropriate cable between the connector on your video device and the corresponding connector on the projector:



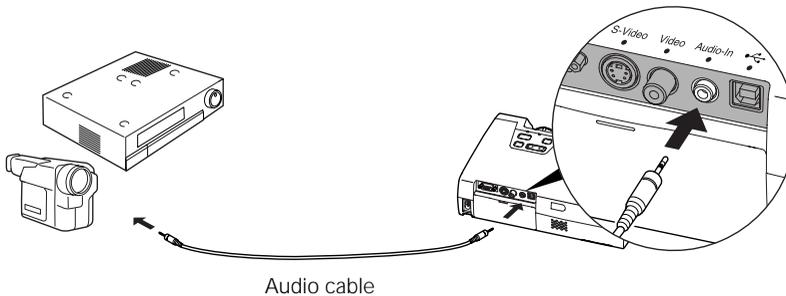
3. If you're using component video, you have to switch the source to Computer, then change the Input Signal setting in the Video menu to the YCbCr or YPbPr Component Video setting (see page 77).

If you don't need to make any other connections, see Chapter 1 for instructions on turning on the projector and adjusting the image.

Connecting an Audio Cable

If you want to play sound through the projector's speaker, you'll need a mini-jack cable (not included). You may also need an mini-jack to RCA adapter to connect the cable to your video equipment.

1. Connect one end of the audio cable to the Audio-In jack on the projector.



2. Connect the other end of the cable to the audio-output connector on your video equipment. You may need to use an adapter to plug in the cable.

Connecting To a Computer

You can connect the PowerLite projector to any computer that has a standard video output (monitor) port, including desktop models, PC notebook and laptop computers, Macintosh PowerBooks and iBooks, and hand-held devices.

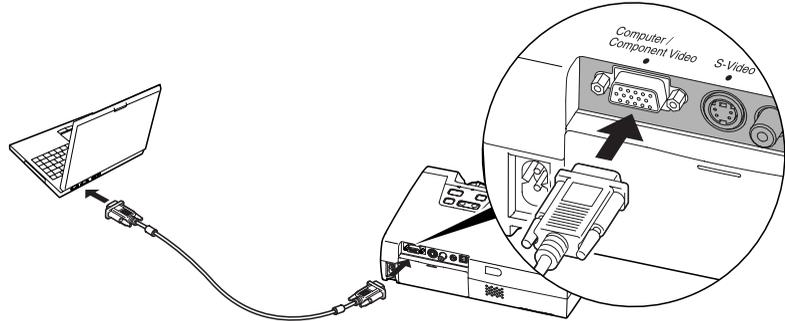
After connecting the video cable, you may also want to:

- connect an audio cable to play computer audio (page 52)
- connect a USB cable so you can use the remote control as a mouse (page 53)

Connecting a Laptop

Before you start, make sure your computer and projector are turned off.

1. Locate the VGA cable that came with the projector. Connect one end to the projector's Computer/Component Video port.



note

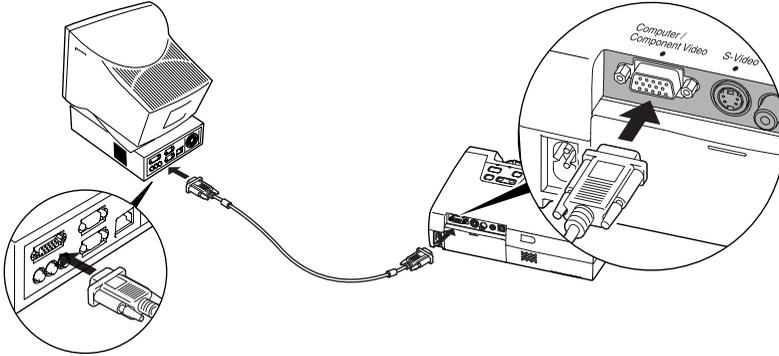
If you're using a PowerBook and you can't connect the cable, you may need to use the Macintosh desktop adapter as shown on page 51 (available from EPSON; see page 6).

2. Connect the other end to your laptop's video-out or monitor port.
3. Tighten the screws on the connectors.

If you don't need to make any other connections, you can plug in your projector and turn it on. See Chapter 1 for instructions.

Connecting a Desktop System

1. Disconnect the monitor cable from the video port on the back of the computer.
2. Locate the VGA cable that came with the projector. Connect one end to the projector's Computer/Component Video port, and the other end to your computer's video port (where the monitor was connected).



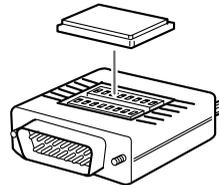
3. Tighten the screws on the connectors.

If you don't need to make any other connections, you can plug in your projector and turn it on. See Chapter 1 for instructions.

Using the Macintosh Desktop Adapter

If you have an older desktop Macintosh or PowerBook, the VGA cable may not fit when you try to connect it. If so, you'll need to use the Macintosh desktop adapter to connect the VGA cable to your computer. This is available from EPSON (see page 6).

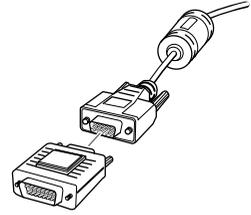
1. To use the adapter, remove its cover as shown and set its DIP switches according to the resolution you want to use, such as 16-inch mode. See your Macintosh documentation for instructions.



note

If you have an older Macintosh, you may need the Macintosh desktop adapter as shown on page 51 (available from EPSON; see page 6).

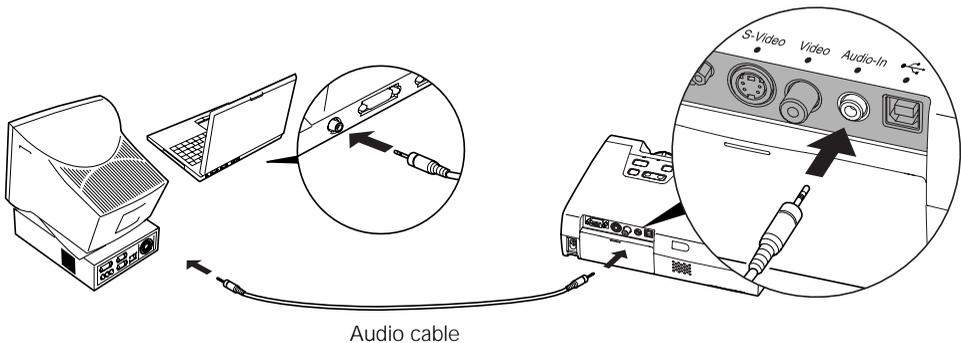
2. Replace the cover and connect the adapter to the VGA cable. Then plug the cable (with the adapter) into the video port on your Macintosh.
3. Tighten the screws on the connectors.



Playing Computer Audio

If your computer does not have its own sound system, you can connect a mini-jack cable (not included) to play sound through the projector's speaker.

1. Connect one end of the audio cable to the Audio-In jack on the projector.



2. Connect the other end of the audio cable to your computer's  headphone jack or  audio-out jack. (Jack locations vary; see your computer manual if you're not sure which jack to use.)

If you don't need to make any other connections, you can plug in your projector and turn it on. See Chapter 1 for instructions.

Using the Remote Control as a Wireless Mouse

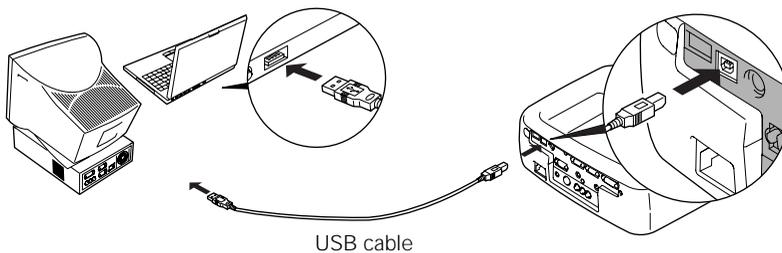
If you've connected a computer as described in this chapter, you can use the projector's remote control as a wireless mouse. This lets you control your computer and click through slideshow-style presentations, such as PowerPoint, from up to 20 feet away.

note

To learn more about using the remote control to run your presentation, see page 24.

Connecting the Cable for Remote Mouse Control

1. Locate the USB cable that came with your projector.
2. Connect the square end of the cable to the projector's  USB port.

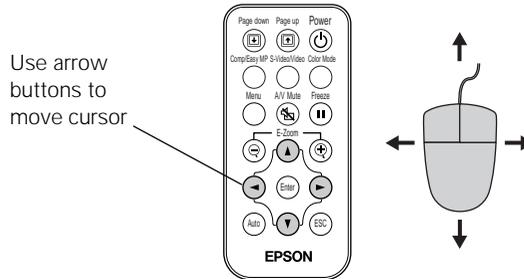


3. Connect the flat end of the cable to the USB port on your laptop or desktop computer.
4. If necessary, configure your computer to work with an external USB mouse.

Using the Mouse Functions

Once the USB cable is connected, you can use the remote control as a mouse pointer as described below.

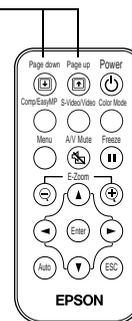
- To move the cursor, use the arrow buttons as shown:



- To left-click, press the Enter button.
- To right-click, press the ESC button.

While projecting a PowerPoint presentation, you can also use the Page down and Page up buttons to move through your slideshow.

Page down and Page up buttons change slides in PowerPoint



5 *Presenting from a Memory Card*

The projector's EasyMP feature lets you give presentations from a memory card. Using the EMP SlideMaker software, you can easily convert a PowerPoint file into a format called a *scenario*. You can include any combination of PowerPoint slides, JPG image files, and BMP graphics files.

Once the scenario is created, you can download it to a memory card, insert the card in the projector, and play the scenario. Even if you don't use EMP SlideMaker to make scenarios on your computer, you can still use the projector to create a slideshow on the fly from assorted images stored on the memory card.

note

To use EMP Slidemaker, you'll need a memory card and a card reader on your computer. Depending on the type of card, you may also need an adapter to use it with the projector. See page 62.

This chapter includes instructions for the following:

- Creating a scenario
- Transferring your scenario to the projector
- Presenting your scenario
- Creating a slideshow on the fly

Before starting, make sure you've installed EMP SlideMaker as described in Appendix A or on the *Quick Setup* sheet.

Creating a Scenario

note

Before starting, make sure you've installed EMP SlideMaker 2 as described in Appendix A or on the Quick Setup sheet.

A scenario is a series of images that you can present from a memory card. The easiest way to create a scenario is to drag and drop a PowerPoint file on the  EMP SlideMaker icon on your desktop. This automatically converts the file, which you can save to the memory card. Use this method if you have an existing PowerPoint presentation that you want to transfer to the projector.

If you prefer, you can create a scenario from scratch by combining a selection of PowerPoint slides and other graphics (see page 57).

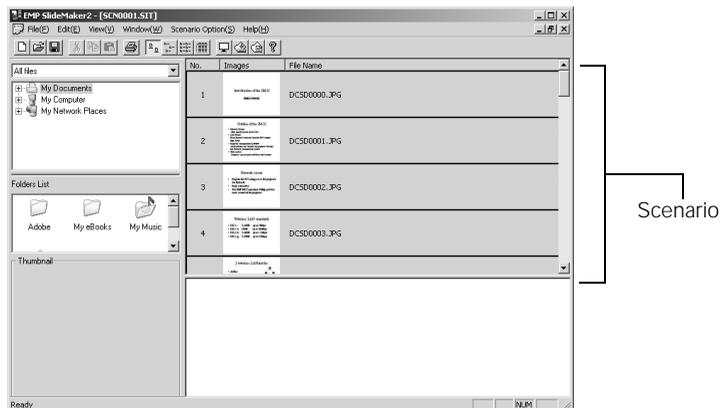
Converting a PowerPoint File to a Scenario

Follow these steps to convert a PowerPoint file to scenario. Once the scenario is created, you can add graphics and transitions as described on page 59.

1. Locate the PowerPoint file you want to use in My Computer or Windows Explorer.
2. Make sure the EMP SlideMaker program is closed. Then drag the file icon on top of the  EMP SlideMaker icon.

EMP SlideMaker starts, and your PowerPoint slides open one-by-one as they are converted. Do not interrupt this process, or your PowerPoint file won't be completely converted.

3. When the conversion is complete, left mouse-click or press Enter as prompted. You see your scenario as shown below:



4. At this point, you can insert additional images or create transition effects between slides (see page 59).
5. Click the Save button or choose Save from the File menu.

EMP SlideMaker automatically names your scenario (SCN____) and creates a folder for it within your \Program Files\EMP SlideMaker folder. However, you can choose Save As from the File menu and enter a new scenario name and folder location if you want.

Once your scenario is saved, you can transfer it to the memory card in your computer's PCMCIA slot (see page 62).

note

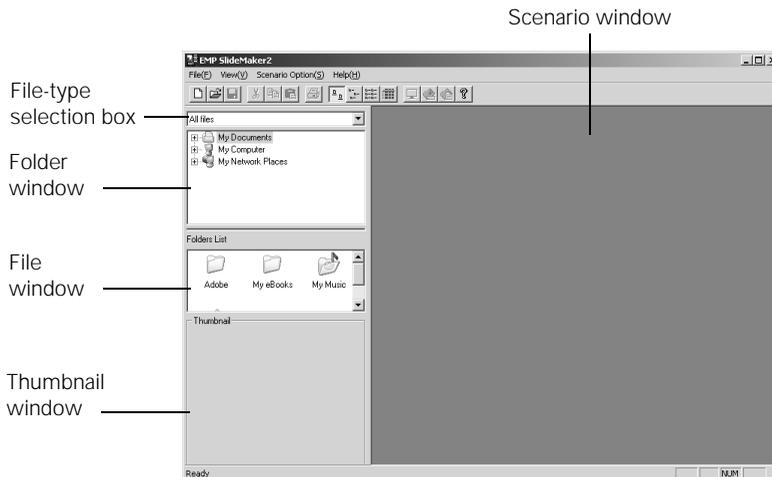
You have to save the scenario on your computer's hard drive before transferring it. Don't save it directly to the memory card, or it may not play correctly.

Creating a Scenario from Scratch

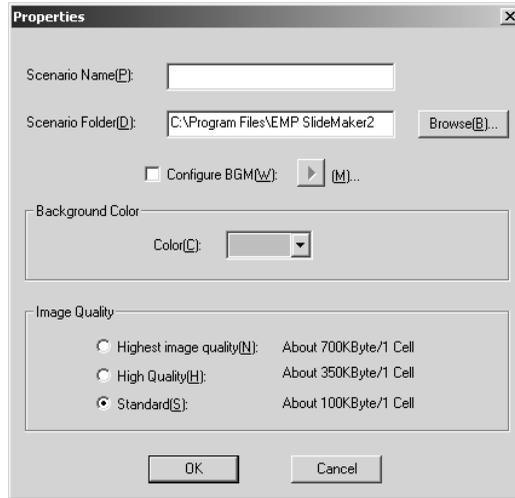
Use this method when you want to create a new scenario that combines a selection of PowerPoint slides and other graphics.

1. To start the software, double-click the  EMP SlideMaker icon on your computer's desktop (or select EMP SlideMaker from the Start menu).

You see the EMP SlideMaker screen:



2. Choose New from the File menu. You see the scenario Properties box:



3. Type a name for your scenario. Then select from the following options:
 - The default location for the scenario file and folder is in the \Program Files\EMP SlideMaker folder. Click Browse to choose a new location.
 - The background color (gray) appears around images that don't fill the entire screen area. Select a new color, if desired.
 - Select the image quality for imported PowerPoint slides. Higher-quality images look better on the screen but may take longer to appear.
4. Click OK when you're finished making these settings.

Continue with the instructions in the next section to create slides and build your scenario.

Adding Images and Transitions to the Scenario

Once a scenario file is created (either from an existing PowerPoint presentation or from scratch), you can include additional PowerPoint slides and other graphics. You can also add transitions between each slide.

Adding Images

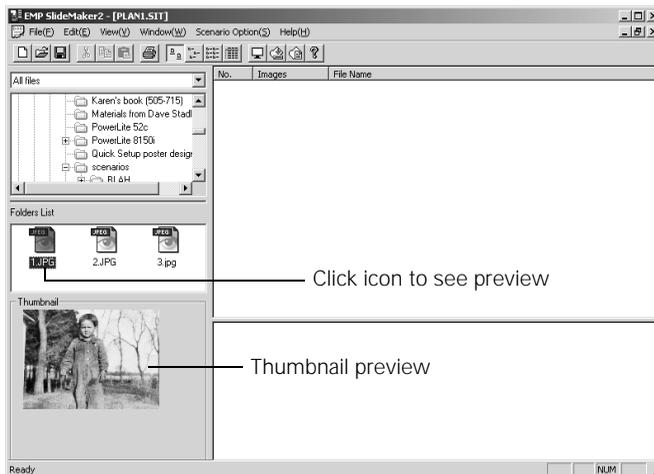
You can add the following types of files to your scenario:

- PowerPoint slides, version 97 (SR-1 or higher) through 2002
- JPEG files (file names with .JPG extension)
- Bitmap files (file names with .BMP or .DIB extension)

Follow these steps:

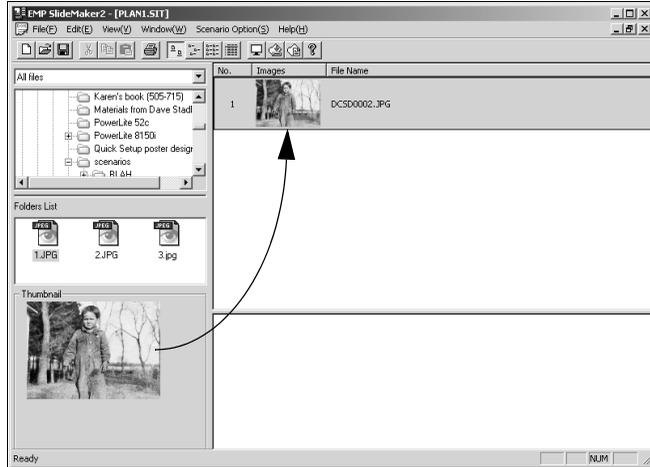
1. Use the navigation tools on the left side of the EMP SlideMaker screen to locate the files you want to include in your scenario.

PowerPoint, JPG, and BMP files appear as icons as shown below.



2. Click the icon for each image that you want to preview in the thumbnail window. If you click a PowerPoint icon, thumbnail images are generated for all the slides in the PowerPoint file.

3. Drag and drop the images or PowerPoint slides you want to use into the scenario window.



To include a whole PowerPoint file (instead of individual slides), drag the PowerPoint icon itself into the scenario window.

4. Continue dragging additional images into the scenario window to build your presentation. Each slide appears in a numbered “cell” as you drop it. The cell background color varies according to the type of file in the cell.
5. If you need to rearrange cells, you can drag and drop them as necessary within the scenario window.

You can also create transitions between slides, as described in next section.

6. When you're done, click the Save button or choose Save from the File menu. Then see page 62 to transfer the scenario to your memory card.

note

Unless you change the transition setting, your slides will automatically advance after 30 seconds by default.

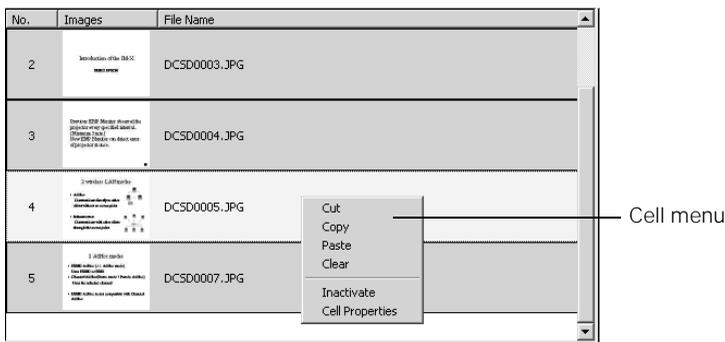
Setting Up Transitions

EMP SlideMaker lets you set your slides to advance manually or automatically after a specified period of time. You can also choose from a variety of transition effects between slides.

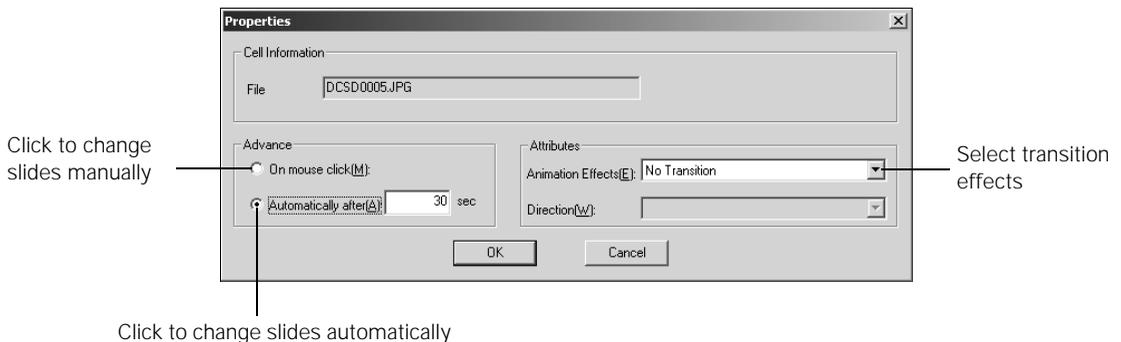
1. Click the cell or cells you want to set up in the scenario window.

To select more than one cell, hold down the Ctrl key while you click. To select all the cells, choose Select All from the Edit menu. Selected cells turn yellow.

2. Right-click the selected cell or cells. The cell menu appears:



3. Click Cell Properties. You see this dialog box:



4. Choose how you want to advance to the next cell.
 - If you want to change slides manually using the remote control, select On mouse click.
 - If you want your slides to advance automatically, set the timing in the Automatically after box. You can set any length of time between 1 and 1800 seconds (30 minutes). Even if you select this setting, you can still change slides manually using the remote control.
5. To add a transition effect (such as a dissolve, fade, or wipe), select one of the Animation Effects and choose a Direction, if applicable.
6. When you're finished setting up the transition for the selected cell or cells, click OK.
7. Click the Save button or choose Save from the File menu.

note

Transition effects look smoother when you create them in the PowerPoint file itself and use that file to create a scenario.

Continue with the steps in the next section when you're ready to transfer your scenario to a memory card.

Transferring Your Scenario to a Memory Card

Once your scenario is saved, you can transfer it to a memory card. You can use any of the following standard Type II cards. Most require a PC card adapter to allow insertion into the projector (check with your computer dealer for availability).

- CompactFlash™
- SmartMedia™
- ATA flash (does not require a PC card adapter)
- Memory Stick™
- Microdrive™

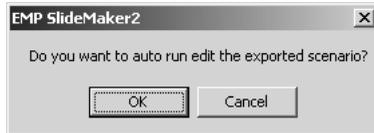
Before you start, make sure you are set up to access the card in your computer's PCMCIA slot or card reader. Be sure to use the transfer process described below to ensure that the scenario plays properly:

1. From the Scenario Option menu, choose Send Scenario. You see a drive selection window:



2. Choose the drive where your card is located, then click OK.
3. Click OK again to confirm. Your scenario is transferred to the card.

Once the scenario is transferred, you see this message about your scenario's autorun setting:



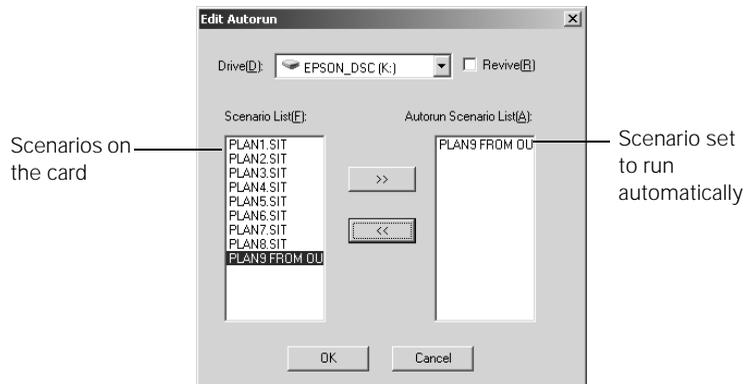
The autorun setting means that the scenario will start playing whenever the projector is turned on (with the memory card in the projector).

4. Do one of the following:
 - If you don't want the scenario to run automatically, click Cancel. Skip to step 8 to remove the card and insert it in the projector.
 - If you want it to run automatically, click OK and continue with the following instructions.

note

You have to save the scenario on your computer's hard drive before transferring it. Don't use Windows to copy the scenario to your memory card, or it may not play properly.

You see the Edit Autorun window:



note

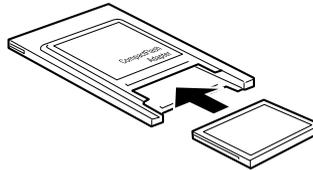
If more than one scenario is set to run automatically, they will play in the order listed on this screen.

5. To set a scenario to run automatically, select it from the list on the left side of the screen and use the **>>** arrow button to move it to the list on the right.
6. Click the Revive box if you want your scenario to repeat continuously. Clear the checkbox if you want it to play only once.
7. When done, click OK.
8. Remove the card from your computer. See your computer's documentation if you need instructions on removing the card. If you're using Windows 2000 or Me, you may first need to click an icon to stop or disconnect the card.

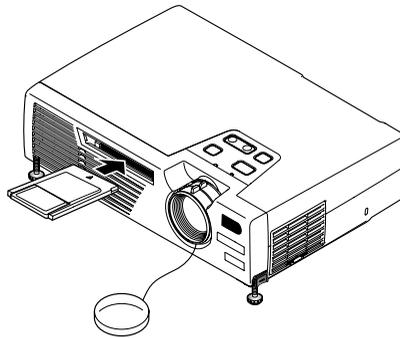
Inserting the Memory Card in the Projector

When done transferring your scenario to the memory card, follow these steps to insert it in the projector:

1. If necessary, insert the card into a PC card adapter. (ATA flash cards don't require an adapter.)



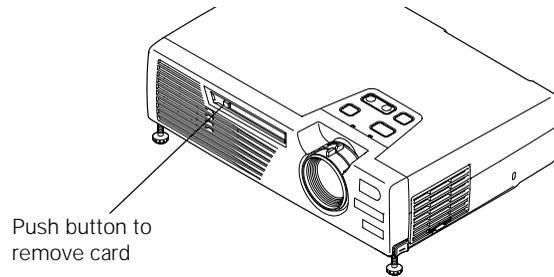
2. Insert the card (with the adapter) into the projector as shown. The projector does not have to be turned off before inserting the card.



Removing the Card

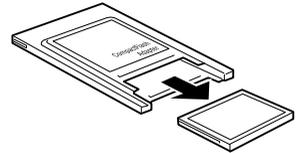
When you're done using the projector and want to remove the memory card, follow these steps. Make sure a scenario is not playing and the card is not in use (the access light next to the card slot is off) before removing it.

1. Press the button next to the card slot.



The button pops out.

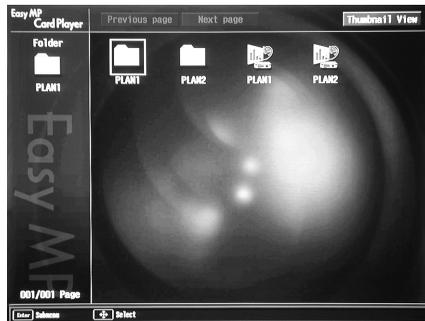
2. Press the button again. The memory card is released, and you can remove it from the slot in the projector.
3. To remove the card from the adapter, simply pull it out as shown:



Presenting the Scenario

Once you've inserted the memory card, you can present your scenario:

1. Turn on the projector, if it's not already on.
 - If your scenario is set to autorun, it will start as soon as the projector warms up.
 - If your scenario is not set to autorun, you need to start it manually. Continue with the following steps.
2. Select EasyMP as the source by pressing the Comp/EasyMP button on the remote control. You see this screen:



note

Your files may take up more than one screen. If so, use the Page up and Page down buttons on the remote control to view all your files.

Two types of icons appear on the screen:

-  Folders (containing images used by your scenarios)
 -  Scenarios
3. Use the arrow buttons on the remote control to highlight your  scenario file, then press Enter.
 4. Press Enter again. In a moment, your scenario begins playing.

Controlling Your Presentation

While your presentation is running, use the remote control as follows:

- Press Enter or Page down to display the next slide.
- Press Page up to display the previous slide.
- To exit the scenario at any point, press the ESC button. Press the Enter button to confirm that you want to exit.

note

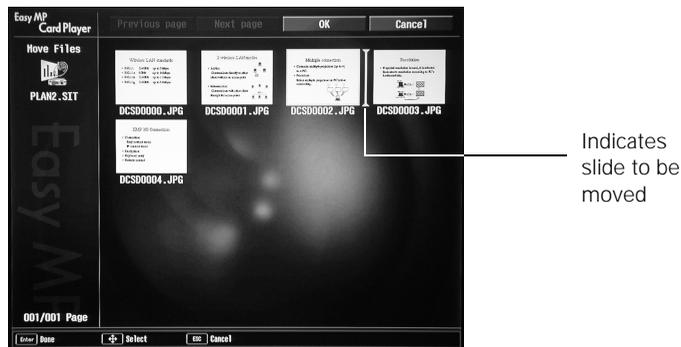
Even if your scenario is set to change slides automatically, you can still change slides manually as described here.

Editing Your Scenario on the Projector

You can modify your scenario using EasyMP on the projector. This lets you make last-minute changes, such as changing the order of your slides or hiding individual slides. These changes are not permanently saved with the scenario, but remain in effect only as long as you don't remove the card or turn off the projector. Follow these steps:

1. Highlight the  scenario you want to edit, then press Enter.
2. From the drop-down menu, select Edit Scenario.

You see thumbnail images of the slides in your scenario:



3. To move a slide, select the slide you want to move and press Enter. From the drop-down menu, select Move Files. A yellow line (or “I-beam”) appears beside the slide.

Use the arrow keys to move the I-beam where you want to insert the slide. Then press Enter. The slide moves to the new position.

4. To hide a slide, select the slide you want to hide and press Enter. From the drop-down menu, select Show/Hide.

If you change your mind and want to display the slide again, repeat the process to make the slide visible.

5. When done, highlight the OK button on the screen and press Enter.

Creating a Slideshow on the Fly

If you have a folder on the memory card containing an assortment of images, you can display them as a slideshow. Your options for arranging the slideshow are more limited than when you create a scenario—for example, you won't be able to include PowerPoint slides, just JPG images and bitmaps, and you won't have much control over the order in which they're displayed. However, this method quickly lets you display your images if you don't have time to make a scenario.

Displaying the Slideshow

First make sure the images are stored in a folder on the memory card. Then follow these steps:

1. Use the arrow buttons on the remote control to highlight the  folder containing your images. Then press Enter.



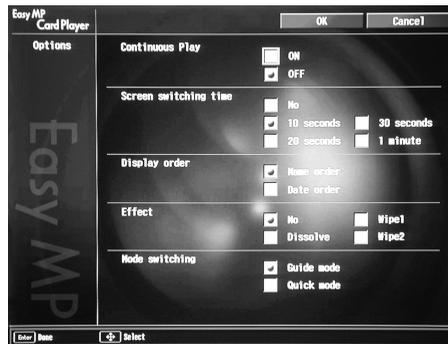
2. From the drop-down menu, select Play Slideshow and press Enter. The images contained in the folder are presented as a slideshow.
3. Use the remote control to run the slideshow in the same way as for a scenario (see page 67).

Changing Timing and Other Settings

For each folder on the memory card, you can set the display timing for your slides and change several other display settings.

1. Select the  folder whose settings you want to change and press Enter.
2. From the drop-down menu, select Options.

You see this screen:



3. Use the arrow keys to select from the following settings. After making a selection, press Enter to enable the change.
 - Continuous Play
Determines whether to repeat the display of images in the folder.
 - Screen switching time
Sets the display time for each image. Choose No if you want to change slides manually.
 - Display order
Choose between displaying alphabetically by file name or by image file date.
 - Effect
Lets you choose from various transitions between slides, such as dissolve or wipe.

- Mode switching
Lets you choose how to access EasyMP menu items from the remote control. In Guide mode, a drop-down menu appears whenever you press Enter. To access the menus in Quick mode, you have to press the ESC key.
4. When you're finished changing the settings, highlight OK on the screen and press Enter. Your changes are permanently saved with each folder—even if you turn off the projector or remove the memory card.

6

Fine-tuning the Projector

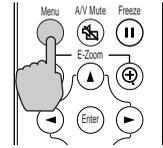
You can use the projector's on-screen menus to adjust the image, sound, and other features. You can also create your own startup screen and find out how long your lamp has been in use. This chapter covers the following information:

- Using the menu system
- Adjusting the image
- Adjusting the sound
- Creating your own startup screen
- Customizing projector features
- Viewing lamp usage and other information
- Restoring the default settings

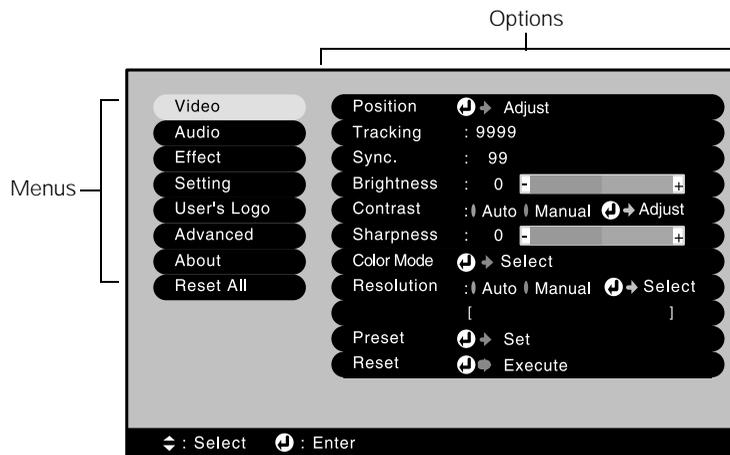
Using the Menu System

You can use the buttons on the remote control to access the menus and change settings. Follow these steps:

1. To display the menu screen, press the Menu button on the remote control.



You see a menu screen similar to the one shown below (the settings may be different from those shown here, depending on the selected input source):



The menus are listed on the left, and the options available for the highlighted menu are shown on the right.

2. Use the arrow buttons on the remote control to scroll through the menu list.
3. When the menu you want is highlighted, press the Enter button to select it. The highlight moves to the first option for that menu.
4. Use the arrow buttons to scroll through the list of options. (If a computer or video source isn't connected, certain options may be unavailable.)

Enabled settings are indicated by a green light, while disabled ones are gray.

5. Use the arrow buttons to change the setting for the selected option; the selection is indicated by an orange highlight.
6. Press the Enter button to confirm the selection.
7. Do one of the following:
 - To return to the previous menu, press ESC.
 - To exit the menu system, press the Menu button (or press ESC more than once to exit).

note

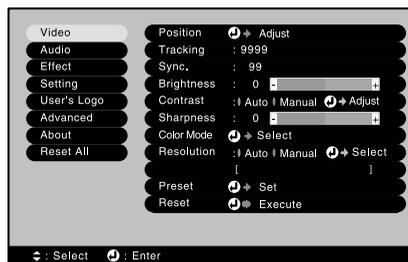
If you want to go back to the default settings for any menu, you can use the Reset function.

Adjusting the Image

The Video menu lets you make adjustments to the projected image. The options available in the menu depend on which source is selected: computer RGB video, composite video, S-video, or component video.

Follow these steps to adjust the appearance of your image:

1. Press the Menu button on the remote control. You see the menu screen (the actual settings may vary, depending on the selected input source).



2. Press the Enter button to select the Video menu.

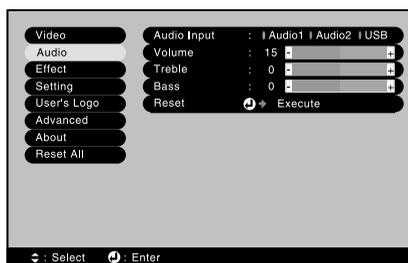
3. Use the arrow buttons to highlight one of these options, then press Enter to select it:
 - Position
Adjusts how the image fits on the screen.
 - Tracking (analog computer images only)
Removes unwanted vertical lines from a computer image by matching the projector's internal clock to the computer display signal.
 - Sync (analog computer images only)
Corrects fuzziness by synchronizing the projector with the tracking signal sent from the computer.
 - Brightness
Lightens or darkens the overall image.
 - Contrast
Adjusts the difference between light and dark areas.
 - Color (video only)
Adjusts the color depth or intensity of the image.
 - Tint (video only)
Adjusts the balance of green to magenta in the image.
 - Sharpness
Adjusts the sharpness of the image.
 - Color Mode
Corrects the vividness of image color. You can select from the following six settings, and save a different one for each computer and/or video source:
 - sRGB: To use the sRGB standard for computer displays (the default when projecting from a computer with analog video)
 - Normal: For presentations in bright rooms
 - Meeting: For projecting without color enhancement
 - Presentation: For presentations in dark rooms
 - Theater: For optimizing movie images with natural color (the default for video or S-video display)
 - Game: For optimizing games

- Video Signal (video only)
Leave this setting at Auto unless you are using a 60-hertz PAL system (select PAL60).
 - Aspect Ratio (all sources except computer RGB)
Sets the aspect ratio to 4:3 or 16:9 (letterbox format).
 - Input Signal (computer RGB only)
Selects the appropriate source for the device connected to the Computer/Component Video port.
 - Auto Setup (computer RGB only)
When switching image sources, automatically optimizes the image.
 - Reset
Returns all settings in the Video menu to their default values.
4. After making any needed adjustments, press Menu to exit.

Adjusting the Sound

You can use the Audio menu to adjust the sound volume or treble/bass balance.

1. Press the Menu button on the remote control. You see the menu screen.
2. Use the ▼ button to highlight Audio. You see this screen:



3. Press Enter to select the Audio menu.

4. Use the arrow buttons to highlight one of these options, then press Enter to select it:
 - Volume
 - Tone
 - Reset (returns the Audio settings to their default values)
5. After making any needed adjustments, press Menu to exit.

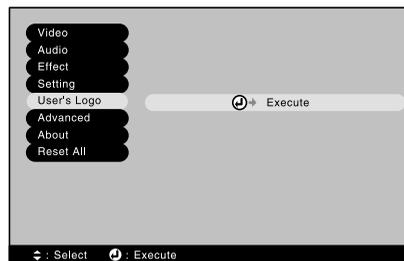
Creating Your Own Startup Screen

You can transfer any image from your computer or video source to the projector, and then use it as your startup screen. You can also use it as the screen displayed when the projector is not receiving a signal or when you press the A/V Mute button. The image can be a company logo, slogan, photograph, or any other image you want to use.

Capturing the Image

Start by displaying the image you want to use. It can be an image from either a computer or video source such as a DVD player or digital camera. Then follow these steps to capture the image and transfer it to the projector:

1. Press the Menu button on the remote control.
2. Use the arrow buttons to highlight the User's Logo menu, then press Enter.

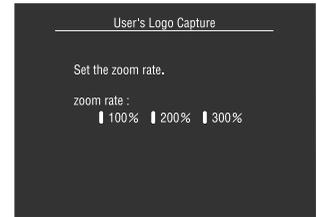


3. When you see this screen, select Yes and press Enter. A selection box displays over the image.

4. Use the arrow buttons to select the area of the image you want to use. Then press Enter.
5. When you see the message “Select this image?” highlight Yes and press Enter.
6. Use the arrow buttons to select a zoom rate (display size), and then press Enter.
7. When the message “Do you save the user’s logo?” appears, select Yes and press Enter. Confirm as needed.

Saving the logo may take a few moments. Do not use your projector or video source (computer, DVD player, etc.) while the logo is being saved.

8. When you see the message “Saving the user’s logo is completed,” press Esc to return to the menu screen.



Choosing When to Display the Image

After your image is saved, you can set it up as the no-signal message and/or the screen that’s displayed when you press A/V Mute.

1. Press the Menu button to display the menu screen (if not already displayed).
2. Use the arrow buttons to highlight the Setting menu, then press Enter.
3. Use the arrow buttons to highlight either No-Signal Msg. or A/V Mute, depending on when you want the image to display.
4. Use the arrow buttons to select Logo, then press Enter. This sets your image as the screen to be displayed.
5. When you’re finished, press Menu to exit.

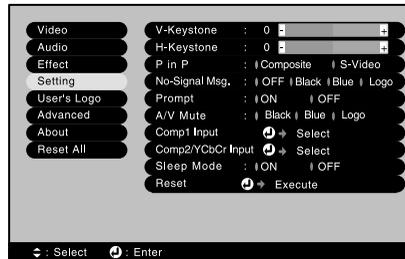
note

You can also set up your image as the startup screen using the Advanced menu; see page 81.

Customizing Projector Features

You can use the Setting menu to disable the projector's sleep mode, adjust the image shape, and customize several other features.

1. Press the Menu button on the remote control.
2. Use the ▼ button to highlight Setting. You see this menu:



3. Press Enter to select the Setting menu.
4. Use the arrow buttons to set the following options:

- **Keystone**

Lets you correct the shape of the image after the projector has been tilted upward. If you notice lines or edges looking jagged after adjusting the shape, decrease the Sharpness setting (see page 76).

- **Auto Keystone**

Automatically compensates for keystone distortion when the projector is set at an angle. Cannot be used if the projector is set up for rear projection or is ceiling-mounted.

- **No-Signal Msg.**

Selects a screen color or image to display when the projector is not receiving a signal. The logo setting displays an image that you previously transferred to the projector (see page 78).

- **Prompt**

Turns off the identifying text that appears briefly when you switch picture sources. (It's best to leave this on.)

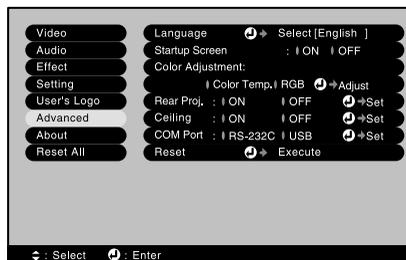
- **Color Mode Prompt**
Sets whether the color mode indicator is displayed on the screen when you press the Color Mode button.
- **A/V Mute**
Selects the screen color or image to display when you press the A/V Mute button. The logo setting displays an image that you previously transferred to the projector (see page 78).
- **Sleep mode**
When sleep mode is on, the projector turns off the lamp if it has not received any input signals for 30 minutes. Turn sleep mode off if you want the lamp to remain on all the time.
- **Reset**
Returns all the functions in the Setting menu to their default values.

5. When you're finished, press Menu.

Setting Advanced Features

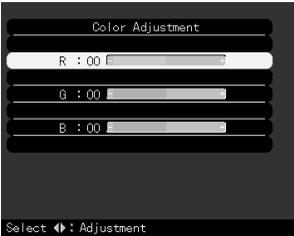
You can use the Advanced menu to configure the projector for rear projection or ceiling mounting, and adjust several other features.

1. Press the Menu button.
2. Use the ▼ button to highlight Advanced. You see this menu:



3. Press Enter to select the Advanced menu.

4. Use the arrow buttons to select one of the following options:
 - **Language**
Select from nine languages to be used for the projector menus.
 - **Startup Screen**
Turn on to display your captured image or logo whenever the projector starts (see page 78).
 - **Color Adjustment**
Adjusts the color temperature of the projected image. Select Color Temp. to set a temperature between 5000 and 10000 K. Select RGB to adjust individual red, green, and blue values, as shown. (Not available if sRGB is selected as the Color Mode setting in the Video menu; see page 76.)
 - **Rear Proj.**
Turn on to project from behind onto a transparent screen.
 - **Ceiling**
Turn on when the projector is mounted upside-down from the ceiling.
 - **Link 21L**
Sets whether the EMP Link21L utility software is being used. You have to turn off the projector then turn it back on for the new setting to take effect.
 - **Reset**
Returns all the settings in the Advanced menu to their default values.
5. When you're done making any needed changes, press Menu to exit.



note

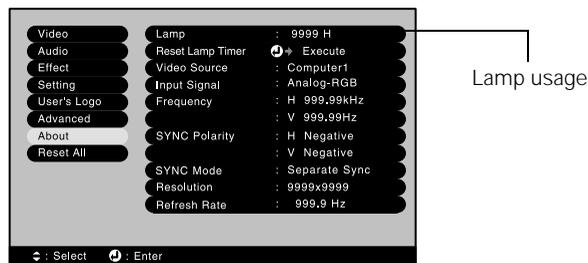
The USB mouse feature won't work when Link 21L is turned on.

Viewing Lamp Usage and Other Information

Use the About menu to view information about the display settings of your computer and the number of hours the lamp has been used.

1. Press the Menu button. You see the main menu.
2. Use the arrow buttons on the remote control to highlight About.

You see the lamp usage hours and various display settings on the right:



note

The information displayed depends on the input signal currently selected.

The life span of the lamp is about 1500 hours. If the number shown is close to 1500, make sure you have a spare lamp handy.

After you change the lamp, you need to reset the lamp timer.

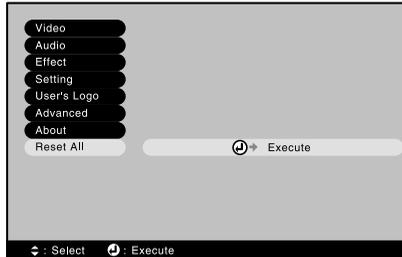
3. If you have changed the lamp, use the arrow buttons to select Reset Lamp Timer. Press the Enter button, then select Yes when you see the prompt and confirm as needed.
4. When you're finished, press Menu.

note

The lamp usage timer shows 0H until you've used the lamp for at least 10 hours.

Restoring the Default Settings

The Reset All option lets you return all the projector settings to their default values.



Select Reset All and press the Enter button on the remote control to display the confirmation screen. Select Yes to reset all the default settings or No to cancel.

7

Remotely Monitoring the Projector

note

To monitor and control your projector(s) through HP OpenView, install the plug-in included on your projector CD-ROM. You'll also need to enter a trap IP address as described on page 36. This feature is intended for use by network administrators only.

You can monitor and control your projector from a remote computer in several ways:

- using EMP Monitor
- from a standard web browser
- using HP OpenView (a commercially available network management utility)

Using EMP Monitor

Before using EMP Monitor, make sure you've installed the program as described in Appendix A or on the *Quick Setup* sheet. The computer you're using to monitor the projector also has to be set up to communicate with the projector over an 802.11b network, as described in Chapter 3.

Opening and Closing EMP Monitor

To open the program, select EMP Monitor from the Start menu.

If you've added the program to the Startup programs folder (see page 89), then it may already be open. Click the icon in the system tray on the lower-right corner of your screen to display the EMP Monitor window:



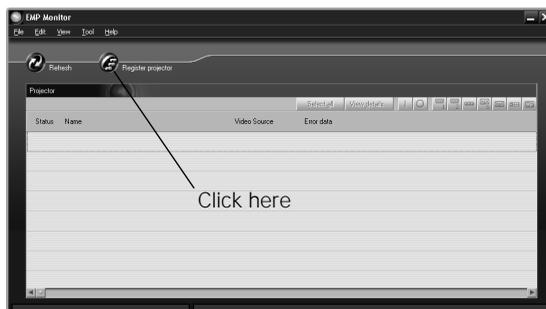
Click here to open monitor window

To close EMP Monitor, right-click the program icon shown above, then select Exit.

Registering a Projector

Before you can monitor a projector, you have to register it. Follow these steps:

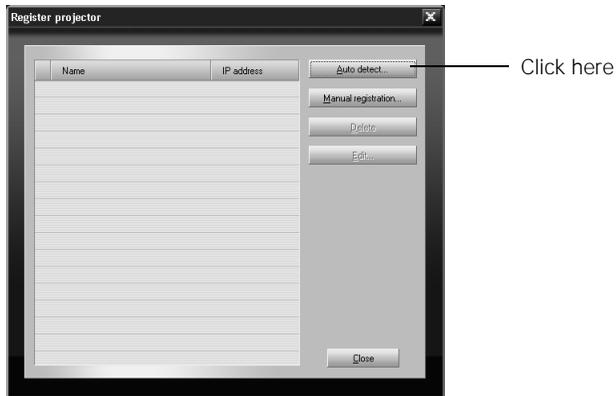
1. Open EMP Monitor as described above. You see this screen:



Click here

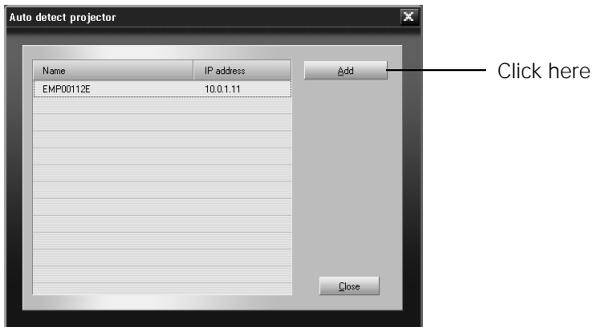
2. Click Register projector as shown.

You see this screen:



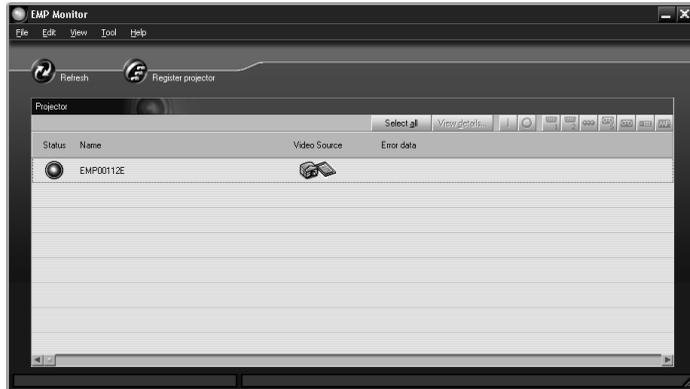
3. Click Auto detect to locate projectors currently operating on the network. Or click Manual registration and enter the projector's name and network address.

Any projectors found on the network are listed as shown below:



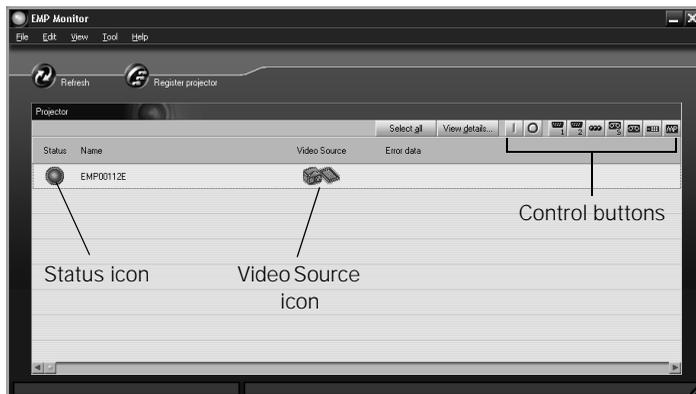
4. Select the projectors you want to add by clicking their name. Then click Add and click Close.

You see any registered projectors listed on the main EMP Monitor screen:



Monitoring and Controlling Your Projectors

The EMP Monitor screen lets you monitor your projectors using the Status and Video Source icons shown below. This lets you see which projectors are currently being used and to which sources they are connected.

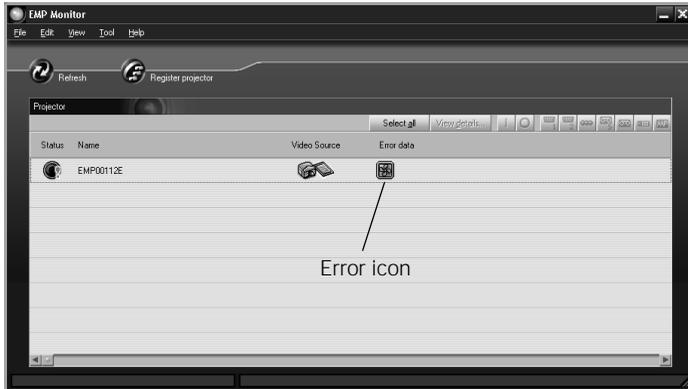


note

Some of the control buttons are for selecting video sources not used by this model.

The control buttons on the upper-right let you turn on and off the projectors and select video sources. (Hold the mouse pointer over a button to see a description of its meaning.) Make sure you've selected the projector you want to operate (with the mouse pointer) before clicking one of the buttons.

If a problem occurs with a projector, an error icon appears as shown below:



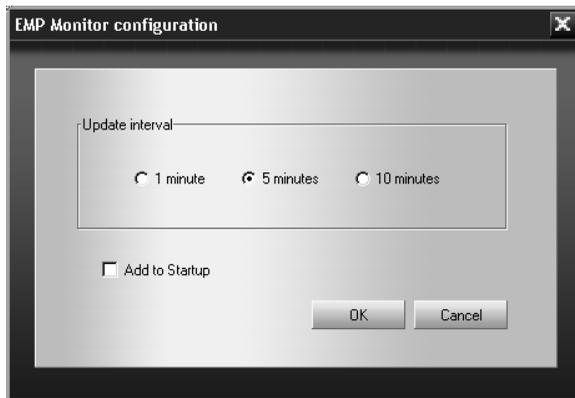
For detailed status information, select the projector in question and click View details.

Configuring the Monitoring Interval

You can select how often EMP Monitor checks the projector status:

1. From the Tool menu, select Configuration.

You see this screen.



note

If you want the program to run whenever you start your computer, click Add to Startup.

2. Select the desired update interval and click OK.

Using a Browser to Monitor Your Projector

If your projectors are set up to communicate over an 802.11b network as described in Chapter 3, you can use a standard web browser—such as Microsoft Internet Explorer or Netscape® Navigator®—to monitor and control each one.

1. Do one of the following:
 - Open a web browser and enter the IP address of the projector you want to monitor in the browser window.

If you're not sure what address the projector is using, turn it on and switch it to EasyMP. With the EPSON 802.11b card inserted and the projector connected to the network in Access Point mode (see page 34), you see this screen:



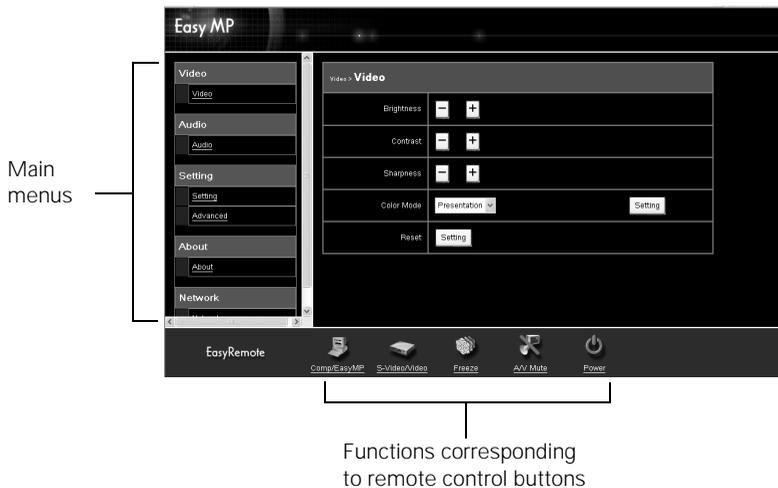
Projector
IP address

The projector's IP address is displayed as shown.

- If you've installed the EMP NS Connection software, open it and connect to the projector you want to monitor. Then click  on the control bar that appears on the screen.



The projector's web screen opens in the browser window, as shown below:



2. Select one of the main menu options listed on the left, then change any settings as needed in the main part of the screen. These settings correspond to those found in the projector's menu system; for details, see Chapter 6.

Various buttons are also provided at the bottom of the screen, matching those found on the remote control (see page 24).

8

Maintaining the Projector

warning

Before you clean any part of the projector, turn it off and unplug the power cord.

Never open any cover on the projector, except the lamp and filter covers. Dangerous electrical voltages in the projector can injure you severely. Do not try to service this product yourself, except as specifically explained in this User's Guide. Refer all other servicing to qualified service personnel.

Your projector needs little maintenance. All you need to do on a regular basis is keep the lens clean. Any dirt or smears on the lens may show up on your projected image.

You also need to periodically clean the air filter on the side of the projector. A clogged air filter can block ventilation needed to cool the projector.

The only parts you should replace are the lamp and air filter. If any other part needs replacing, contact your dealer or a qualified servicer.

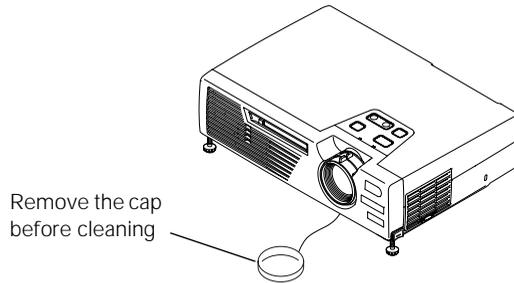
This chapter covers the following:

- Cleaning the lens
- Cleaning the projector case
- Cleaning and replacing the air filter
- Replacing the lamp
- Transporting the projector

Cleaning the Lens

Clean the lenses whenever you notice dirt or dust on the surface.

- Use a canister of compressed air to remove dust.
- To remove dirt or smears on the lenses, use lens-cleaning tissue. If necessary, moisten a soft cloth with lens cleaner and gently wipe the lens surface.



Cleaning the Projector Case

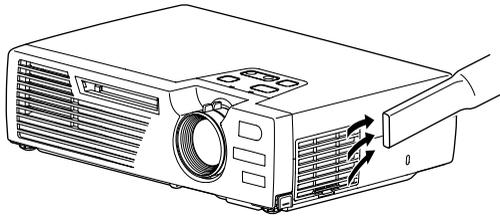
Before you clean the case, first turn off the projector and unplug the power cord.

- To remove dirt or dust, wipe the case with a soft, dry, lint-free cloth.
- To remove stubborn dirt or stains, moisten a soft cloth with water and a neutral detergent. Then wipe the case.
- Do not use wax, alcohol, benzene, thinner, or other chemical detergents. These can damage the case.

Cleaning and Replacing the Air Filter

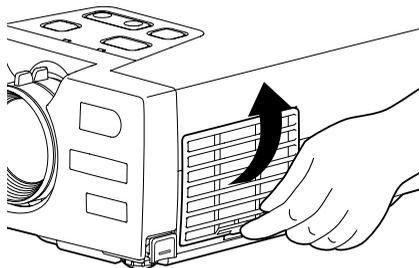
Clean the air filter on the side of the projector after every 100 hours of use. If it is not cleaned periodically, it can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector. To clean the air filter, follow these steps:

1. Turn off the projector, allow it to cool down, and unplug the power cord.
2. To clean the filter, EPSON recommends using a small vacuum cleaner designed for computers and other office equipment. If you don't have one, gently clean the filter using a very soft brush (such as an artist's camel-hair brush).



3. If the dirt is difficult to remove or if the filter is broken, replace it. Contact your dealer or call EPSON at (800) 873-7766 in the United States to obtain a new one. In Canada, please call (800) 463-7766 for dealer referral.

To remove the filter, lift up the tab as shown below to release it.



note

When you get a replacement lamp for your projector, a new air filter is included. You should replace the filter when you replace the lamp.

Replacing the Lamp

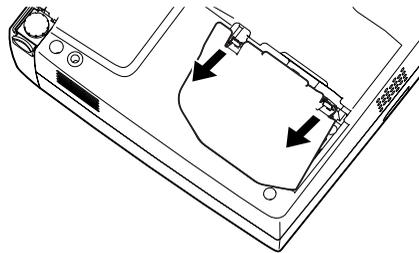
The projection lamp typically lasts for about 1500 hours of use. It is time to replace the lamp when:

- The projection image gets darker or starts to deteriorate.
- The lamp warning light  is red or flashing red.
- The message LAMP REPLACE appears on the screen when the lamp comes on (after about 1400 hours of use). To maintain projector brightness and image quality, replace the lamp as soon as possible.

Contact your dealer or call EPSON at (800) 873-7766 in the United States for a replacement lamp. Request part number V13H010L18. In Canada, please call (800) 463-7766 for dealer referral

Follow these steps to replace the lamp:

1. Turn off the projector, wait for it to cool down (when the light stops flashing), then unplug the power cord.
2. Allow the projector to cool for at least half an hour (if it has been on).
3. Turn the projector over, then release the tabs to remove the cover.



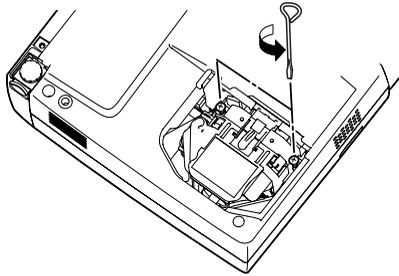
warning

Let the lamp cool fully before replacing it.

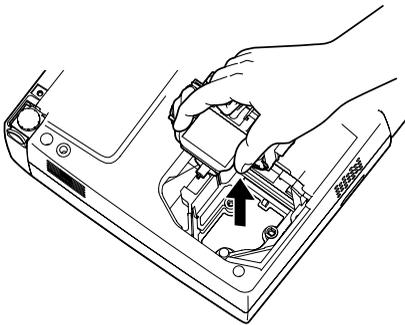
In the unlikely event that the lamp has broken, small glass fragments may be present and should be removed carefully to avoid injury.

If your projector is mounted on the ceiling, you should unmount it before accessing the lamp compartment. This makes it easier for you to replace the lamp and minimizes the chance of any small glass fragments dropping from the projector.

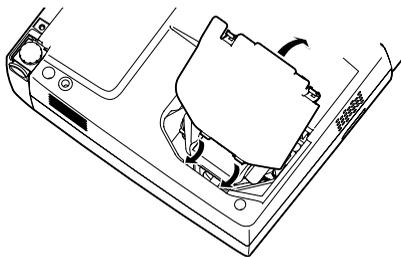
4. Use a screwdriver to loosen the two silver screws holding the lamp in place. (You can't remove these screws.)



5. Grasp the lamp as shown and pull it straight out.



6. Gently insert the new lamp.
7. Once the lamp is fully inserted, tighten its screws.
8. Replace the lamp cover. (The projector won't come on if the lamp cover is loose.)



caution

Do not touch the glass portion of the new lamp assembly. Touching the glass could result in premature lamp failure.

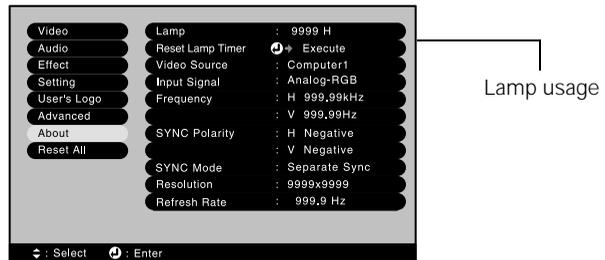
Continue on to the next section to reset the lamp timer.

Resetting the Lamp Timer

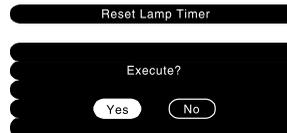
After you replace the lamp, you need to reset the lamp timer using the projector's menu.

1. Press the Menu button on the remote control. You see the main menu.
2. Use the arrow buttons on the remote control to highlight About.

You see the lamp usage hours and other settings:



3. Press Enter to select the About menu.
4. Select Reset Lamp Timer, then press Enter. You see this prompt:



5. Select Yes, then press Enter.
6. When you're finished, press Esc or Menu to exit.

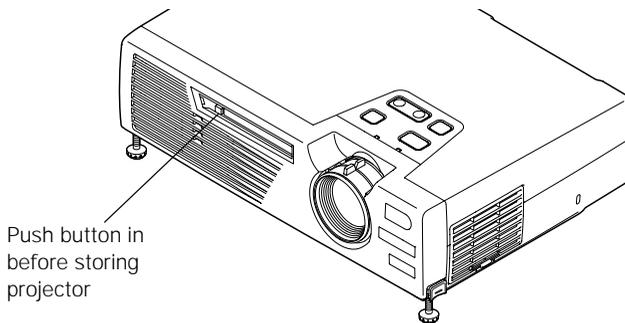
Transporting the Projector

The projector contains many glass and precision parts. If you need to transport it, follow these packing guidelines to prevent damage to the projector:

- When shipping the projector for repairs, use the original packaging material if possible. If you do not have the original packaging, use equivalent materials, placing plenty of cushioning around the projector.
- When transporting the projector a long distance, first put it in a carrying case (such as an optional EPSON case), then pack it in a firm box, using cushioning around the case.

When storing the projector, follow these guidelines:

- To avoid damage, make sure the 802.11b card is removed from the card slot before placing the projector in a box or carrying case.
- Also make sure the button next to the card slot is pressed in before storing the projector.



note

EPSON shall not be liable for any damages incurred during transportation.

9 *Solving Problems*

This chapter helps you solve problems with your projector, and tells you how to contact technical support for problems you can't solve yourself. This chapter explains the following:

- Using the projector's on-screen help system
- What to do when the projector's status lights flash
- Solving problems with the image or sound
- Solving problems with the remote control
- Solving problems with EasyMP
- Contacting technical support

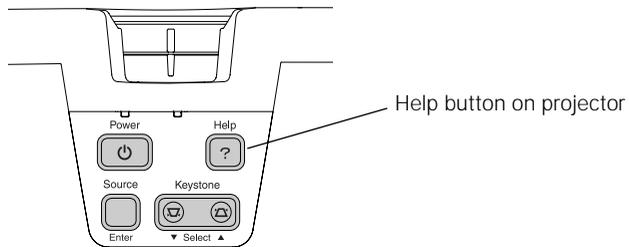
Using On-Screen Help

If the image doesn't look right or your audio isn't working, you can get help by pressing the blue ? Help button on top of the projector or on the remote control. The following choices are available:

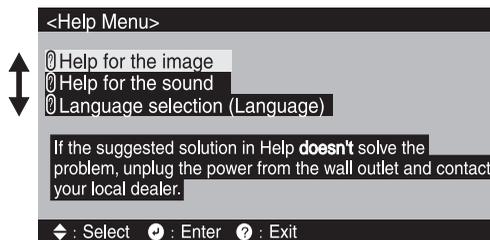
- Help for the image
- Help for the sound
- Language selection (Language)

Follow these steps to get help:

1. Press the blue ? Help button on the projector.



You see the Help menu:

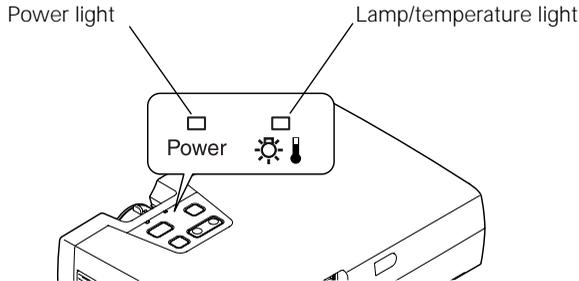


2. Use the arrow buttons on the remote control or the ▼ Select ▲ buttons on the projector to highlight menu items.
3. After highlighting a menu item, press the Enter button on the remote control or on the projector to select it.
4. To exit the Help system, press the blue ? Help button.

If none of the suggestions solves your problem, see additional solutions to problems in the following sections.

What To Do When the Lights Flash

The lights on top of the projector indicate the projector's status and let you know when a problem occurs.



If the projector is not working correctly, first turn it off, let it cool, and unplug it. Then plug the power cord back in and turn on the projector. If this does not solve the problem, check the status lights on top of the projector and try the solutions recommended on the following pages.

Refer to the following table for a complete description of the projector's status lights and their meaning:

Status lights

Light	Status	Description
	orange	The projector is in sleep mode. You can unplug it or press the Power button to turn it on.
	flashing green	The projector is warming up. Wait for the image to appear.
	green	The projector is operating normally.
	flashing orange	The projector is cooling down. You can't turn it back on (and you should not unplug it) until the light stops flashing and remains orange.
	flashing red (half-second intervals)	The lamp may be burned out. First make sure the lamp cover is securely installed. If that's not the problem, remove the lamp and replace it as described on page 96.
	flashing red (1-second intervals)	Power is cut off because of an internal problem. Remove the power cord and contact EPSON for help.

Status lights

Light	Status	Description
	flashing orange	<p>The projector is too hot. Make sure the temperature surrounding the projector does not exceed 95 °F (35 °C) and there is plenty of space around and under the projector for ventilation.</p> <p>The air filter may be clogged. Clean or replace it as described on page 95.</p>
	red	<p>The projector is overheating, which turns the lamp off automatically. Wait until the cooling fan stops, then unplug the power cord. Plug the power cord back in and press the Power button. Make sure the room temperature is not above 95 °F (35 °C) and there is plenty of space around and under the projector for ventilation.</p> <p>The air filter may be clogged. Clean or replace it as described on page 95.</p> <p>If the projector continues to overheat after you clean the air filter, the problem may be caused by damage to the cooling fan or temperature sensor. Contact EPSON for help.</p> <p>Warning: Except as specifically explained in this <i>User's Guide</i>, do not attempt to service this product yourself.</p>

The power light is flashing orange and you cannot turn on the projector.

The lamp is cooling down. Wait until the light turns off and then press the Power button to turn on the projector.

The power light does not come on.

Make sure the power cord is connected securely both at the power outlet and the projector. If you have just replaced the lamp, make sure the cover is securely fastened.

Solving Problems with the Image or Sound

No image appears on the screen.

- Check that the  power light is green, not flashing, and the lens cap is off.
- The projector may be in sleep mode. If the  power light is orange, press the Power button to turn the projector on.
- If the power was switched off and then on again, the projector may still be cooling down. Wait until the power light stops flashing and remains orange; then press the Power button again.
- Try pressing the other Power button on the remote control or on the projector.
- Press the A/V Mute button to make sure the picture has not been turned off temporarily.
- The attached computer may be in sleep mode or displaying a black screen saver. Try pressing a key on the computer.

You've connected a computer and see a blue screen with the message No Signal displayed.

- Make sure the cables are connected correctly, as described in Chapter 4.
- Try restarting your computer.
- If you've connected a computer and one or more video sources, you may need to press the Source button (on the projector) or the Comp/EasyMP or S-Video/Video button (on the remote control) to select the correct source. Allow a few seconds for the projector to sync up after pressing the button.

If you're using a PC laptop:

- Hold down the Fn key on the keyboard and press the function key that lets you display on an external monitor. It may have an icon such as , or it may be labelled CRT/LCD. Allow a few seconds for the projector to sync up after pressing it. Check your laptop's manual or online help for details.

On most systems, the  key lets you toggle between the LCD screen and the projector, or display on both at the same time.

- Depending on your computer's video card, you might need to use the Display utility in the Control Panel to make sure that both the LCD screen and external monitor port are enabled. See your computer's documentation or online help for details.

If you're using a PowerBook or iBook with OS 9.x:

1. From the Apple menu, select Control Panels, then click Monitors and Sound.
2. Click the Arrange icon.
3. Drag one monitor icon on top of the other. This lets you display on the projector screen as well as the LCD screen.
4. If this option isn't available, click the Monitor icon.
5. Select one of the listed Simulscan resolutions. (Allow a few seconds for the projector to sync up after making the selection.)

If you're using Macintosh OS X:

1. Select System Preferences.
2. Select Displays.
3. Make sure the VGA Display dialog box is selected.
4. Click the Arrange tab.
5. Make sure the Mirror Displays checkbox is selected.

The message Not Supported is displayed.

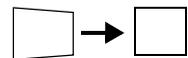
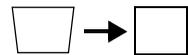
- Make sure the correct Input Signal is selected in the Video menu (see page 77).
- Make sure your computer's resolution doesn't exceed UXGA (1600 × 1200), and the frequency is supported by the projector (see page 122). If necessary, change your computer's resolution setting as described on the following page.

Only part of the computer image is displayed.

- Press the Auto button on the remote control.
- Make sure the image Position setting is correct on the Video menu. See page 76 for more information.
- Make sure your computer's resolution setting is correct. Ideally, it should be 1024 × 768 to match the projector's native resolution. If this option isn't available, select one of the other compatible video formats listed on page 122.
 - **Windows:**
Right-click the desktop, select Properties, click the Settings tab, and select a different resolution.
 - **Macintosh:**
On the Apple menu, choose Control Panels, then click Monitors and Sound. Select a different resolution.
- You also may need to modify existing presentation files if you created them for a different resolution. See your software documentation for specific information.

The image isn't square, but trapezoid-shaped.

- If you've tilted up the projector by extending the legs, the image will be broader at the top. Hold down the left or right side of the Keystone button on the projector until the image is square.
- If the projector is angled toward the screen from the left or right, the image will be broader on one side. Center the projector in front of the middle of the screen, facing the screen squarely.



The image contains static or noise.

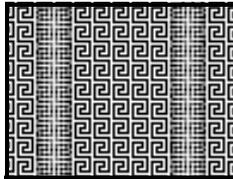
- Make sure the correct Input Signal is selected in the Video menu (see page 77).
- If you're using a computer cable longer than 6 feet (2 meters), or an extension cable, the image quality may be reduced.
- Keep your computer and video cables away from the power cord as much as possible to prevent interference.
- The video signal may be split between the computer and the projector. If you notice a decline in the projected image quality when the image is displayed simultaneously on your laptop computer and the projector, turn off the laptop's LCD display.

The image is blurry.

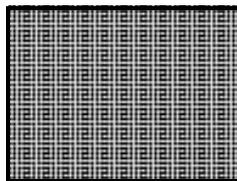
- There may be dirt or smears on the lens. Clean the lens as described on page 94.
- Adjust the focus using the focus ring.
- Make sure the lens is not fogged by condensation. You may need to wait before using the projector after moving it from a cold environment to a warm environment.
- Adjust the Sharpness setting on the Video menu (see page 76). When you change video settings, you should be able to see the effect on the screen immediately. If you're projecting from a computer, you may also need to adjust the tracking and sync as described in the next section. If you don't like the new settings, you can always select Reset to return to the factory default settings.

You see vertical stripes or the image still looks blurry after trying the solutions in the previous section.

- If you're projecting from a computer and displaying an image that contains a lot of fine detail, you may notice one or more vertical stripes or bands, or some of the characters may look heavy or blurred. Press the Auto button on the remote control. This resets the projector's tracking and sync settings.
- If further adjustment is needed, you can fine-tune the Tracking and Sync settings manually using the Video menu as described on page 76.
 1. Fill the screen with an image containing fine detail when making these adjustments. For example, in Windows you can select a pattern to appear as your desktop background. If this option isn't available, try projecting black text on a white background.
 2. Adjust the Tracking to eliminate vertical stripes.



3. Adjust the Sync setting to increase the sharpness of the image.



note

Because of the different technologies used, your projected image may not exactly match the colors on your laptop or computer monitor.

The colors of the image are not right.

- If you're displaying a computer image, use the Color Mode option in the projector's Video menu to adjust the color. If you're displaying video, adjust the Color, Tint, and Color Mode settings on the Video menu.
- Try changing the Color Adjustment setting on the Advanced menu.
- Check your computer display settings to correct the color balance.

There is no sound.

- Make sure the A/V Mute button is not enabled.
- Try adjusting the Volume setting in the Audio menu (see page 78).
- If you're using a VCR or other video source, make sure the volume is not turned all the way down or muted. Also, make sure the cables are connected correctly, as described in Chapter 4.
- If your presentation includes computer audio, make sure the volume control on your computer is not turned all the way down or muted. If you're using the audio cable, make sure it is securely connected to both the projector and your computer's  headphone jack or  audio out jack (see page 52).
- Make sure the Windows volume controls on your computer are not turned all the way down or set to Mute. You may be able to check this by clicking the volume control in your Windows System Tray (lower right corner of the screen).

Solving EasyMP Problems

An image displayed with EasyMP appears distorted.

Because of their resolution, some JPEG images cannot be displayed correctly. Some JPEG files from digital cameras cannot be previewed. Files with a high compression ratio may appear blurry.

In EMP SlideMaker, some PowerPoint files don't appear in the file window.

EMP SlideMaker does not support PowerPoint 95. Files created in this version of PowerPoint must be opened and resaved in PowerPoint 97 or later.

In EMP SlideMaker, your PowerPoint files don't display thumbnails and can't be pasted into scenarios.

If you use PowerPoint 97, make sure the MS Office JPEG converter has been installed. Run the Office 97 installer, display the Converters and Filters option, and install the JPEG filter.

You can't edit scenario files in EMP SlideMaker after they have been transferred to the memory card.

When scenario files are transferred, they are converted to the .SIT format. You can only edit scenarios before they are transferred (in the .SIC format). Open the scenario file saved on your hard drive, make any desired changes, then transfer the scenario again to your memory card.

You don't hear any audio when playing your scenario.

The playing of .WAV files is not supported.

Solving Problems with the Remote Control

The projector doesn't respond to remote control commands.

- If you're using the remote control for the first time, be sure to remove the protective tape from the battery tray as shown on page 22.
- The remote control's battery may not be installed correctly or may be low on power. To change the battery, see page 23.
- Make sure you are within 20 feet (6.1 meters) of the projector, and within range of the projector's front or back sensor (approximately 30° to left or right and 15° above or below).
- Dim the room lights and turn off any fluorescents. Make sure the projector is not in direct sunlight. Strong lighting, especially fluorescent lights, may affect the projector's infrared receivers.
- Turn off any nearby equipment that emits infrared energy, such as a radiant room heater.

You've connected a computer and you can't control the mouse pointer with the remote control.

Make sure the cable is securely connected to both your computer's USB port and the projector's USB port (see page 53).

Where To Get Help

EPSON provides technical assistance through electronic support services 24 hours a day, as listed in the following table.

Service	Access
World Wide Web	From the Internet, you can reach EPSON's product support page at http://support.epson.com . After selecting your product, you can access troubleshooting information, download product documentation, and receive technical advice through e-mail.
Presenters Online	Access tips, templates, and training for developing successful presentations at http://www.presentersonline.com

Telephone Support Services

To use the EPSON PrivateLine Support service, call (800) 637-7661 and enter the PIN on the EPSON PrivateLine Support card included in your owner's kit. This is the fastest way of speaking to a live representative, and it's free. This service is available 6 AM to 6 PM, Pacific Time, Monday through Friday, for the duration of your warranty period.

You may also speak with a projector support specialist by dialing one of these numbers:

- U.S.: (562) 276-4394, 6 AM to 6 PM, Pacific Time, Monday through Friday
- Canada: (905) 709-3839, 6 AM to 6 PM, Pacific Time, Monday through Friday

Toll or long distance charges may apply.

Before you call, please have the following information ready:

- Product name (EPSON PowerLite 735c)
- Product serial number (located on the bottom of the projector)
- Computer configuration
- Description of the problem

You can purchase screens, carrying cases, or other accessories from EPSON at (800) 873-7766 or by visiting the EPSON Store at www.epsonstore.com (U.S. sales only). In Canada, please call (800) 463-7766 for dealer referral.

A

Appendix A: Software Installation

The EasyMP software CD-ROM includes the software you need to use the projector's EasyMP features—for presenting over a wireless network, transferring PowerPoint presentations to a memory card, and monitoring the projector from a remote location.

System Requirements

note

The EasyMP software cannot be installed on Macintosh systems.

Before you install the software, make sure your computer meets these requirements:

- Microsoft® Windows 98, 2000, Me, or XP
- 802.11b network card or wireless transmitter (to use EMP NS Connection)
- IBM® compatible with at least a Pentium® III 700 MHz processor
- At least 256MB of RAM
- At least 128MB of free hard disk space
- SVGA (800 × 600) or better display adapter and monitor

Installing the Software

Depending on your needs, you may not need to install all the components. For example, you may just want to install EMP NS Connection on your laptop (to project wirelessly) and then install EMP Monitor on another system (to remotely monitor the projector).

Follow these steps:

1. Insert the EasyMP software CD-ROM in your computer's CD-ROM drive. You see this screen:



Click here

2. Click the  button to advance to the next screen.
3. If you want to be able to project over a wireless network (Chapter 3), make sure the option to install EMP NS Connection is highlighted, then click the  button. Follow the instructions on the screen to finish installing it.
4. If you want to be able to project images stored on a memory card (Chapter 5), select the option for EMP SlideMaker2 and install it the same way.
5. If you want to be able to monitor the projector remotely from this computer (Chapter 7), select the option for EMP Monitor to install it on your system.
6. When done installing the software, click the  button to exit.



Once installed, you can access these programs from your computer's Start menu.

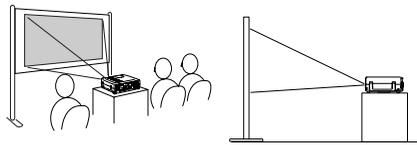
B

Appendix B: Projector Installation

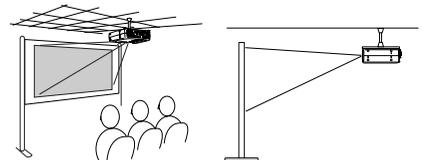
This appendix provides guidelines on installing the projector in a permanent location, such as a theater or conference room.

Installation Guidelines

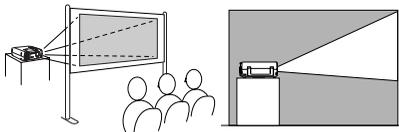
The projector can be installed for four different viewing setups: front projection, ceiling mounting, rear projection onto a semi-transparent screen, or rear/ceiling projection, as shown:



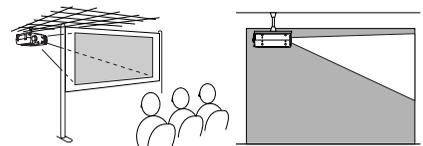
Front projection



Ceiling mounting



Rear projection



Rear/ceiling projection

To project from overhead, you'll need the optional ceiling mounting hardware; see page 6 for ordering information. You'll also need to select Ceiling in the projector's Advanced menu to flip the image upside-down. To project from the rear, select Rear Proj (see page 82).

If you're mounting the projector on the ceiling and you place it above screen level, you'll have to tilt it down to position the image on-screen. This causes the image to lose its square shape. You can then correct

note

See page 8 for more information on projector placement.

the distortion by using the Keystone function in the projector's menu system (see page 80) or by using the Keystone buttons on the projector's control panel.

If you place the projector's lens so it's level with the top of the screen, the image will be square and you won't have to adjust it. If you place the lens lower than the top of the screen, you'll have to tilt the projector upward if you want to fill the whole screen with the image.

If you want to be able to control the projector's settings from a remote computer, see Chapter 7.

C

Appendix C: Technical Specifications

General

Type of display	Poly-silicon TFT active matrix
Size of LCD panels	Diagonal: 0.9 inches (22.9 mm)
Lens	F=1.9 to 2.1, f=31 to 36 mm
Resolution (native format)	1024 × 768 pixels (XGA)
Color reproduction	24 bit, 16.8 million colors
Brightness	2000 lumens (ANSI)
Contrast ratio	400:1
Image size	30 to 300 inches
Projection distance	3.2 to 38.5 feet (0.96 to 11.7 meters)
Projection methods	Front, rear, upside-down (ceiling mount)
Internal sound system	1 W monaural
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.16
Noise level	39 dB
Keystone correction	Automatic with manual adjustment capability, ± 15° (maximum)

Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	150 W
Lamp life	About 1500 hours
Part number	V13H010L18

Remote Control

Range	20 feet (6 meters)
Battery	CR2025 lithium

Mouse Compatibility

Supports USB

Dimensions

Height	2.75 inches (70 mm), feet retracted
Width	10.9 inches (276 mm)
Depth	7.5 inches (190 mm)
Weight	4.4 lb (1.9 kg)

Electrical

Rated frequency	50/60 Hz AC
Power supply	100 to 120 VAC, 3.1A 200 to 240 VAC, 1.5 A
Power consumption	Operating: 225 W Standby: 5.5 W

Environmental

Temperature	Operating: 41 to 95 °F (5 to 35 °C) Storage: 14 to 140 °F (-10 to 60 °C)
Humidity	Operating: 20 to 80% RH, non-condensing Storage: 10 to 90% RH, non-condensing

Safety

United States	FCC 47CFR Part 15B Class B (DoC) UL1950 Rev. 3
Canada	ICES-003 Class B CSA C22.2 No. 950-95 (cUL)
CE Marking	Directive 73/23/EEC Directive 89/336/EEC EN 55022, EN 55024

Computer Video Port Pin Assignments

The Computer1/Component Video port is a female video RGB, 15-pin micro-D-style connector. Here are its pin assignments:

Pin no.	Computer port	Pin no.	Computer port
1	Red video	9	Reserved
2	Green video	10	Synchronous GND
3	Blue video	11	GND
4	GND	12	SDA
5	GND	13	Horizontal sync / composite sync
6	Red GND	14	Vertical sync
7	Green GND	15	SCL
8	Blue GND		

Compatible Video Formats

The projector supports NTSC, PAL, and SECAM international video standards, as well as the monitor display formats listed below.

To project images output from a computer, the computer's video card must be set at a refresh rate (vertical frequency) that's compatible with the projector; see the following table for compatible formats. As noted below, some images are automatically resized to display in one of the projector's "native" formats (such as XGA). In addition, the frequencies of some computers may not allow images to display correctly; see your computer's documentation for details.

Mode	Refresh Rate (Hz)	Resolution
VGAEGA	70	640 × 350*
VGA—60	60	640 × 480*
VESA—72	72	640 × 480*
VESA—75	75	640 × 480*
VESA—85	85	640 × 480*
SVGA—56	56	800 × 600*
SVGA—60	60	800 × 600*
SVGA—72	72	800 × 600*
SVGA—75	75	800 × 600*
SVGA—85	85	800 × 600*
XGA—43i	43	1024 × 768
XGA—60	60	1024 × 768
XGA—70	70	1024 × 768
XGA—75	75	1024 × 768
XGA—85	85	1024 × 768
SXGA1—70	70	1152 × 864*
SXGA1—75	75	1152 × 864*
SXGA1—85	85	1152 × 864*
SXGA2—60	60	1280 × 960*
SXGA2—75	75	1280 × 960*
SXGA2—85	85.94	1280 × 960*
SXGA3—43i	43	1280 × 1024*
SXGA3—60	60	1280 × 1024*
SXGA3—75	75	1280 × 1024*
SXGA3—85	85	1280 × 1024*
UXGA—48i	48	1600 × 1200*
UXGA—60	60	1600 × 1200*

Mode	Refresh Rate (Hz)	Resolution
MAC13	67	640 × 480*
MAC16	75	832 × 624*
MAC19—60	59	1024 × 768
MAC19	75	1024 × 768
MAC21	75	1152 × 870*
NTSC	60	—
NTSC 4:3	60	—
PAL	50	—
M-PAL	60	—
N-PAL	50	—
PAL—60	60	—
SECAM	50	—
HDTV (480i)	60	640 × 480*
HDTV (480p)	60	640 × 480*
HDTV (720p)	60	1280 × 720*
HDTV (1080i)	60	1920 × 1080*
HDTV (1080i)	50	1920 × 1080*

*The image is resized using EPSON's SizeWise Technology.



Pixelworks DNX™ ICs are used in this projector.

D

Appendix D: Notices

This appendix includes safety instructions and other important information about your EPSON PowerLite projector.

Important Safety Instructions

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

- Do not place the projector on an unstable cart, stand, or table.
- Do not use the projector near water or sources of heat.
- Use the type of power source indicated on the projector. If you are not sure of the power available, consult your dealer or power company.
- Place the projector near a wall outlet where the plug can be easily unplugged.

Placez l'appareil près d'une prise de courant où la fiche peut être débranchée facilement.

- Insert the projector's three-wire grounding-type plug into a properly grounded outlet. If you have a two-prong outlet, contact an electrician to replace it. Do not hold the plug with wet hands.
- Take the following precautions for the plug. Failure to comply with these precautions could result in sparks or fire: Do not insert the plug into an outlet with dust present. Insert the plug firmly into the outlet.
- Do not overload wall outlets, extension cords, or integral convenience receptacles. This can cause fire or electric shock.
- Do not place the projector where the cord can be walked on. This may result in fraying or damage to the plug.
- Unplug the projector from the wall outlet before cleaning. Use a damp cloth for cleaning. Do not use liquid or aerosol cleaners.
- Do not block the slots and openings in the projector case. They provide ventilation and prevent the projector from overheating. Do not operate the projector on a sofa, rug, or other soft surface, or in a closed-in cabinet unless proper ventilation is provided.

- Never push objects of any kind through the cabinet slots. Never spill liquid of any kind into the projector.
- Except as specifically explained in this *User's Guide*, do not attempt to service this product yourself. Refer all servicing to qualified personnel. Opening or removing covers may expose you to dangerous voltages and other hazards.
- Unplug the projector from the wall outlet and refer servicing to qualified service personnel under the following conditions: When the power cord or plug is damaged or frayed. If liquid has been spilled into the projector, or if it has been exposed to rain or water. If it does not operate normally when you follow the operating instructions, or if it exhibits a distinct change in performance, indicating a need for service. If it has been dropped or the housing has been damaged.
- This product includes a lamp component that contains mercury. Please consult your state and local regulations regarding proper disposal and do not place in the trash.
- Unplug the projector during lightning storms or when it will not be used for extended periods.
- Do not place the projector and/or remote control on top of heat-producing equipment or in a hot location.
- If you use the projector in a country other than where you purchased it, use the correct power cord for that country.
- Do not stand on the projector or place heavy objects on it.
- Do not use the projector outside of the required temperature range of 41 to 95 °F (5 to 35 °C). Doing so may cause an unstable display and could lead to projector damage.
- Do not store the projector outside of the required temperature range of 14 to 140 °F (-10 to 60 °C) or in direct sunlight for long periods of time. Doing so may cause damage to the case.

Remote Control Information

You can operate the projector by remote control via a line-of-sight infrared (IR) receiver at the front and rear of the projector. The projector may not respond to remote control commands under the following conditions:

- There is an object between the remote control IR emitter and the IR receiver on the projector.
- Ambient light is too bright.
- Certain types of fluorescent lighting are used.
- A strong light source shines into the IR receiver.
- Other equipment that emits infrared energy, such as a radiant room heater, is in the room.

These conditions commonly cause problems for most infrared-controlled equipment. Try the following:

- The remote control's battery may be low on power; replace it.
- Dim the ambient lighting and/or turn off any fluorescent lights.
- Close any window coverings and/or move the projector out of direct sunlight.
- Turn off other equipment that emits infrared energy.

Open-source Code Disclosure

The EPSON PowerLite 735c uses open-source code.

Declaration of Conformity

According to 47CFR, Part 2 and 15, Class B Personal Computers and Peripherals; and/or CPU Boards and Power Supplies used with Class B Personal Computers

We: EPSON AMERICA, INC.
Located at: 3840 Kilroy Airport Way
MS: 3-13
Long Beach, CA 90806-2469
Telephone: (562) 290-5254

Declare under sole responsibility that the product identified herein, complies with 47CFR Part 2 and 15 of the FCC rules as a Class B digital device. Each product marketed, is identical to the representative unit tested and found to be compliant with the standards. Records maintained continue to reflect the equipment being produced can be expected to be within the variation accepted, due to quantity production and testing on a statistical basis as required by 47CFR §2.909. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Trade Name: EPSON
Type of Product: Projector
Model: EMP-735
Marketing Name: PowerLite 735c

FCC Compliance Statement

For United States Users

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

WARNING

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

For Canadian Users

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

Warranty

Epson America, Inc. Limited Warranty

Basic Two-Year Warranty and 90-Day Lamp Warranty

What Is Covered. Epson America, Inc. (“EPSON”) warrants to the first end user customer of the EPSON product enclosed with this limited warranty statement that the product, if purchased and used in the United States or Canada, conforms to the manufacturer’s specifications and will be free from defects in workmanship and materials for a period of two (2) years from the date of original purchase (except that the warranty period is 90 days for projector lamps).

What EPSON Will Do To Correct Problems. If you elect carry-in warranty service, please bring the product securely packaged in its original container or an equivalent, along with proof of the date of original purchase, to your EPSON Dealer or EPSON Customer Care Center. EPSON will, at its option, repair or replace on an exchange basis the defective unit, without charge for parts or labor. When warranty service involves the exchange of the product or of a part, the item replaced becomes EPSON property. The exchanged product or part may be new or previously repaired to the EPSON standard of quality. Exchange or replacement products or parts assume the remaining warranty period of the product covered by this limited warranty. However, each replacement lamp carries the limited 90-day warranty stated above.

What This Warranty Does Not Cover. This warranty covers only normal consumer use in the United States and Canada. For lamps, 24-hour-per-day use causes unusual strain and is not considered normal use. This warranty does not cover consumables (e.g., fuses), other than lamps. EPSON is not responsible for warranty service should the EPSON label or logo or the rating label or serial number be removed or should the product fail to be properly maintained or fail to function properly as a result of misuse, abuse, improper installation, neglect, improper shipping, damage caused by disasters such as fire, flood, and lightning, improper electrical current, software problems, interaction with non-EPSON products, or service other than by an EPSON Authorized Servicer. Postage, insurance, or shipping costs incurred in presenting your EPSON product for carry-in warranty service are your responsibility. If a claimed defect cannot be identified or reproduced in service, you will be held responsible for costs incurred.

THE WARRANTY AND REMEDY PROVIDED ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHER EXPRESS OR IMPLIED WARRANTIES INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS

FOR A PARTICULAR PURPOSE. SOME LAWS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES. IF THESE LAWS APPLY, THEN ALL EXPRESS AND IMPLIED WARRANTIES ARE LIMITED TO THE WARRANTY PERIOD IDENTIFIED ABOVE. UNLESS STATED HEREIN, ANY STATEMENTS OR REPRESENTATIONS MADE BY ANY OTHER PERSON OR FIRM ARE VOID. EXCEPT AS PROVIDED IN THIS WRITTEN WARRANTY, NEITHER EPSON AMERICA, INC. NOR ITS AFFILIATES SHALL BE LIABLE FOR ANY LOSS, INCONVENIENCE, OR DAMAGE, INCLUDING DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES, RESULTING FROM THE USE OR INABILITY TO USE THE EPSON PRODUCT, WHETHER RESULTING FROM BREACH OF WARRANTY OR ANY OTHER LEGAL THEORY. IF THE REMEDY ABOVE FAILS, EPSON'S ENTIRE LIABILITY SHALL BE LIMITED TO A REFUND OF THE PRICE PAID FOR THE EPSON PRODUCTS COVERED BY THIS LIMITED WARRANTY.

In Canada, warranties include both warranties and conditions.

Some jurisdictions do not allow limitations on how long an implied warranty lasts and some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations and exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights, which vary from jurisdiction to jurisdiction.

To locate the Authorized EPSON Servicer nearest you, call the EPSON ConnectionSM at (800) 637-7661 + PIN or (562) 276-4394 in the U.S. and (905) 709-3839 in Canada or write to: Epson America, Inc., P.O. Box 93012, Long Beach, CA 90809-3012.

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