



Digital Projector User Manual

Warranty and Copyright information

Limited warranty

BenQ warrants this product against any defects in material and workmanship, under normal usage and storage.

Proof of purchase date will be required with any warranty claim. In the event this product is found to be defective within the warranty period, BenQ's only obligation and your exclusive remedy shall be replacement of any defective parts (labor included). To obtain warranty service, immediately notify the dealer from which you purchased the product of any defects.

Important: The above warranty shall be void if the customer fails to operate the product in accordance with BenQ's written instructions, especially the ambient humidity must be in-between 10% and 90%, temperature in-between 0°C and 35°C, altitude lower than 4920 feet, and avoiding to operate the projector in a dusty environment. This warranty gives you specific legal rights, and you may have other rights which vary from country to country.

For other information, please visit www.BenQ.com.

Copyright

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*DLP, Digital Micromirror Device and DMD are trademarks of Texas Instruments. Others are copyrights of their respective companies or organizations.

The terms HDMI, HDMI High-Definition Multimedia Interface, HDMI Trade dress and the HDMI Logos are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.

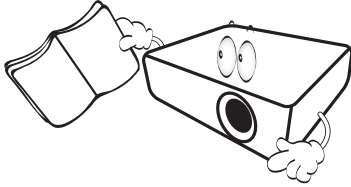
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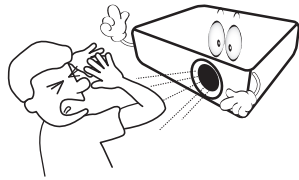
Important safety instructions

Your projector is designed and tested to meet the latest standards for safety of information technology equipment. However, to ensure safe use of this product, it is important that you follow the instructions mentioned in this manual and marked on the product.

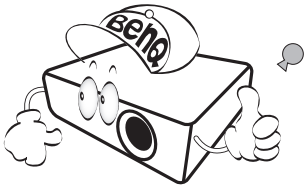
1. **Please read this manual before you operate your projector.** Save it for future reference.



2. **Do not look straight at the projector lens during operation.** The intense light beam may damage your eyes.

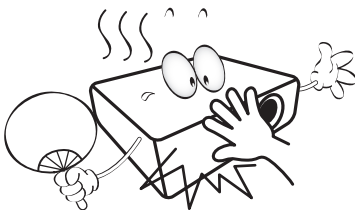


3. **Refer servicing to qualified service personnel.**

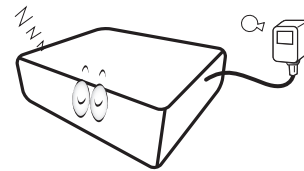


4. **Always open the lens shutter (if any) or remove the lens cap (if any) when the projector light source is on.**

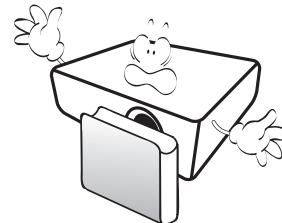
5. The light source becomes extremely hot during operation.



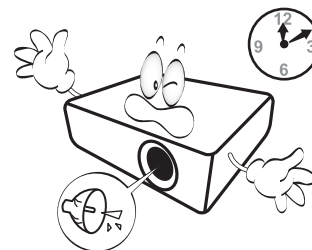
6. In some countries, the line voltage is NOT stable. This projector is designed to operate safely within a mains voltage between 100 to 240 volts AC, but could fail if power cuts or surges of ± 10 volts occur. **In areas where the mains voltage may fluctuate or cut out, it is recommended that you connect your projector through a power stabilizer, surge protector or uninterruptible power supply (UPS).**



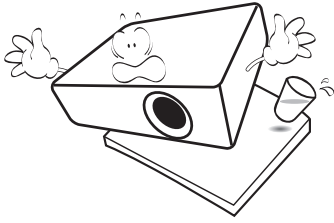
7. Do not block the projection lens with any objects when the projector is under operation as this could cause the objects to become heated and deformed or even cause a fire. To temporarily turn off the light source, use the blank function.



8. Do not operate light sources beyond the rated light source life.

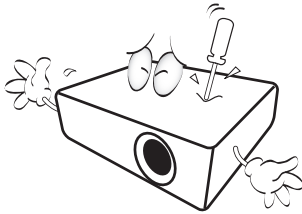


9. Do not place this product on an unstable cart, stand, or table. The product may fall, sustaining serious damage.



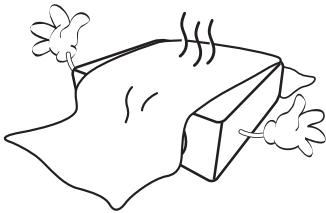
10. Do not attempt to disassemble this projector. There are dangerous high voltages inside which may cause death if you should come into contact with live parts.

Under no circumstances should you ever undo or remove any other covers. Refer servicing only to suitably qualified professional service personnel.



11. Do not block the ventilation holes.

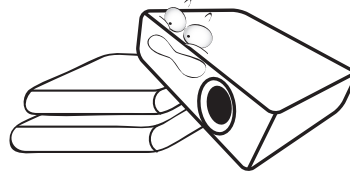
- Do not place this projector on a blanket, bedding or any other soft surface.
- Do not cover this projector with a cloth or any other item.
- Do not place inflammables near the projector.



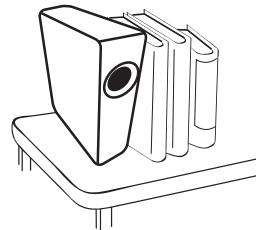
If the ventilation holes are seriously obstructed, overheating inside the projector may result in a fire.

12. Always place the projector on a level, horizontal surface during operation.

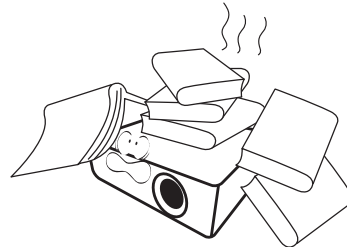
- Do not use if tilted at an angle of more than 10 degrees left to right, nor at angle of more than 15 degrees front to back. Using the projector when it is not fully horizontal may cause a malfunction of, or damage to, the light source.



13. Do not stand the projector on end vertically. Doing so may cause the projector to fall over, causing injury or resulting in damage to the projector.

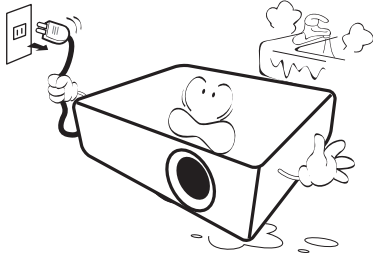


14. Do not step on the projector or place any objects upon it. Besides probable physical damage to the projector, doing so may result in accidents and possible injury.

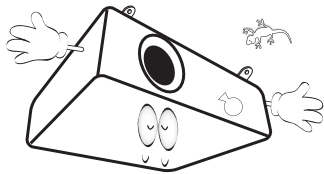


15. When the projector is under operation, you may sense some heated air and odor from its ventilation grill. It is a normal phenomenon and not a product defect.

16. Do not place liquids near or on the projector. Liquids spilled into the projector may cause it to fail. If the projector does become wet, disconnect it from the power supply's power outlet and call BenQ to have the projector serviced.



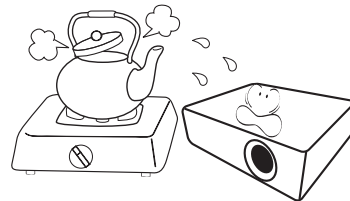
17. This product is capable of displaying inverted images for ceiling/wall mount installation.



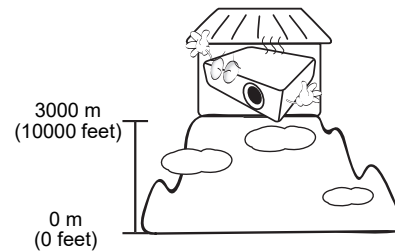
18. This apparatus must be earthed.

19. Do not place this projector in any of the following environments.

- Space that is poorly ventilated or confined. Allow at least 50 cm clearance from walls and free flow of air around the projector.
- Locations where temperatures may become excessively high, such as the inside of a car with all windows rolled up.
- Locations where excessive humidity, dust, or cigarette smoke may contaminate optical components, shorten the projector's life span and darken the image.



- Locations near fire alarms
- Locations with an ambient temperature above 40°C / 104°F
- Locations where the altitudes are higher than 3000 m (10000 feet).

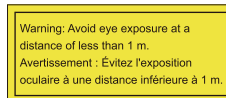


Risk Group 2

1. According to the classification of photobiological safety of light sources and light source systems, this product is Risk Group 2, IEC 62471-5:2015.
2. Possibly hazardous optical radiation emitted from this product.
3. Do not stare at operating light source. May be harmful to the eyes.
4. As with any bright source, do not stare into the direct beam.



The projector's light source unit uses a laser.



- Notice is given to supervise children and to never allow them to stare into the projector beam at any distance from the projector.
- Notice is given to use caution when using the remote control for starting the projector while in front of the projection lens.
- Notice is given to the user to avoid the use of optical aids such as binoculars or telescopes inside the beam.

Laser Caution

This product belongs to CLASS 1 consumer laser product and complies with IEC 60825-1:2014, EN 60825-1:2014/A11:2021 and EN 50689:2021.



Above laser caution are located on the bottom of this apparatus.

Caution – Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.



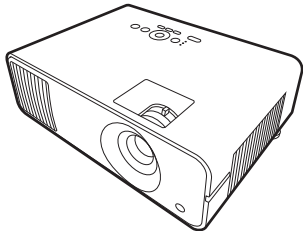
To avoid damaging the DLP chips, never aim a high-power laser beam into the projection lens.

Introduction

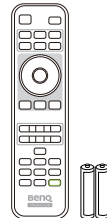
Shipping contents

Carefully unpack and verify that you have all of the items shown below. If any of these items are missing, please contact your place of purchase.

Standard accessories



Projector



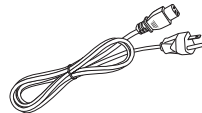
Remote control with batteries



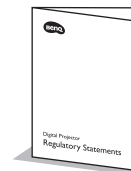
Quick start guide



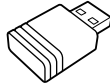
Warranty card*



Power cord



Regulatory statements



Wireless Dongle (EZC-5201BS)



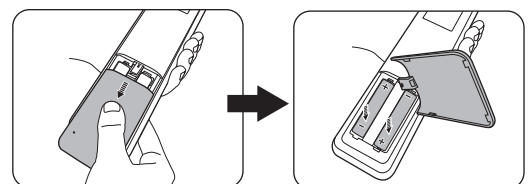
- The supplied accessories will be suitable for your region, and may differ from those illustrated.
- *The warranty card is only supplied in some specific regions. Please consult your dealer for detailed information.

Optional accessories

1. Universal ceiling mount
2. Carry bag

Replacing the remote control batteries

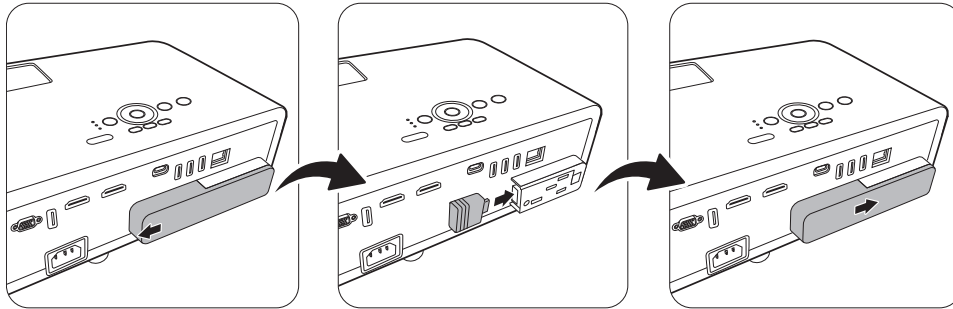
1. Press and slide off the battery cover, as illustrated.
2. Remove the old batteries (if applicable) and install two AAA batteries. Make sure that the positive and negative ends are positioned correctly, as illustrated.
3. Slide the battery cover in until it clicks into place.





- Avoid leaving the remote control and batteries in an excessive heat or humid environment like the kitchen, bathroom, sauna, sunroom or in a closed car.
- Replace only with the same or equivalent type recommended by the battery manufacturer.
- Dispose of the used batteries according to the manufacturer's instructions and local environment regulations for your region.
- Never throw the batteries into a fire. There may be danger of an explosion.
- If the batteries are dead or if you will not be using the remote control for an extended period of time, remove the batteries to avoid damage to the remote control from possible battery leakage.

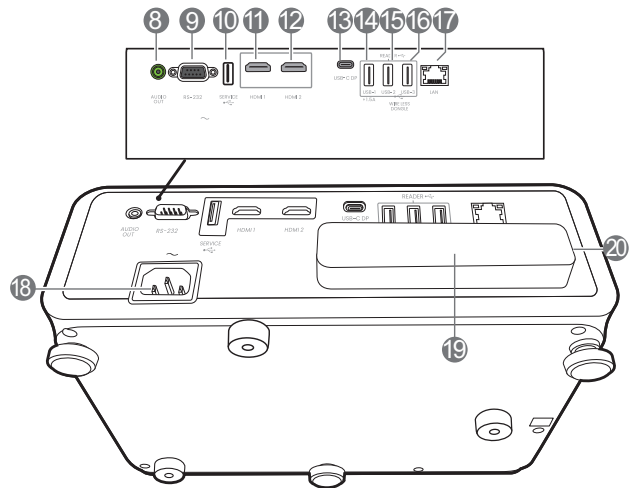
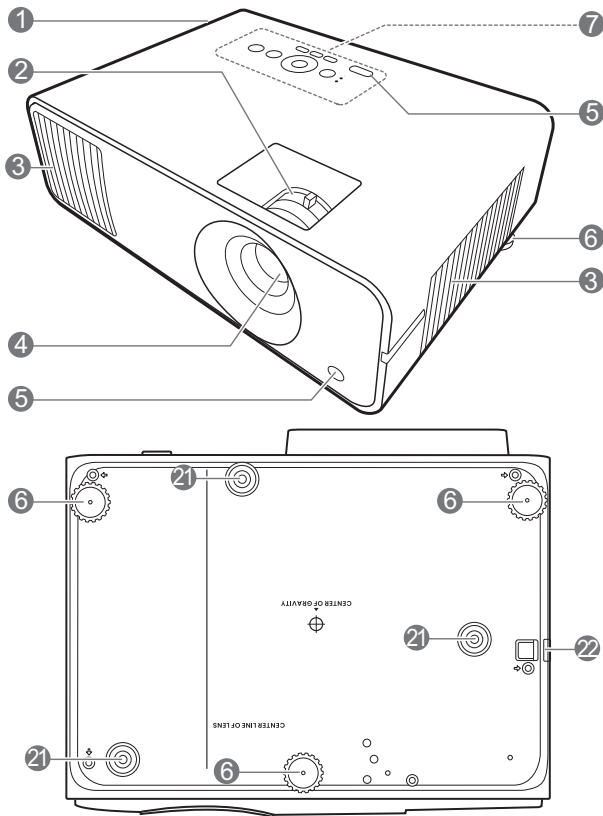
Installing the wireless dongle



The projector only supports Wi-Fi and/or Bluetooth connections when the wireless dongle (E2C-5201BS) is installed.

1. Pull the I/O port cover as illustrated to remove the I/O port cover.
2. Remove the cap from the wireless dongle and insert the dongle into the USB port.
3. Re-install the I/O port cover.

Projector exterior view



1. Vent (air exhaust)
2. Focus ring and Zoom ring
3. Vent (air inlet)
4. Projection lens
5. IR remote sensor
6. Adjuster feet
7. External control panel
(See [Controls and functions on page 11.](#))
8. Audio output jack
9. RS-232 control port
10. USB Type A port

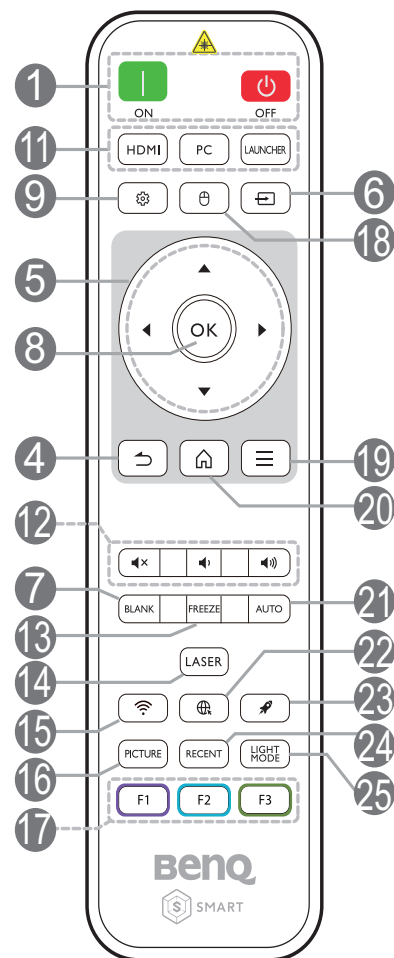
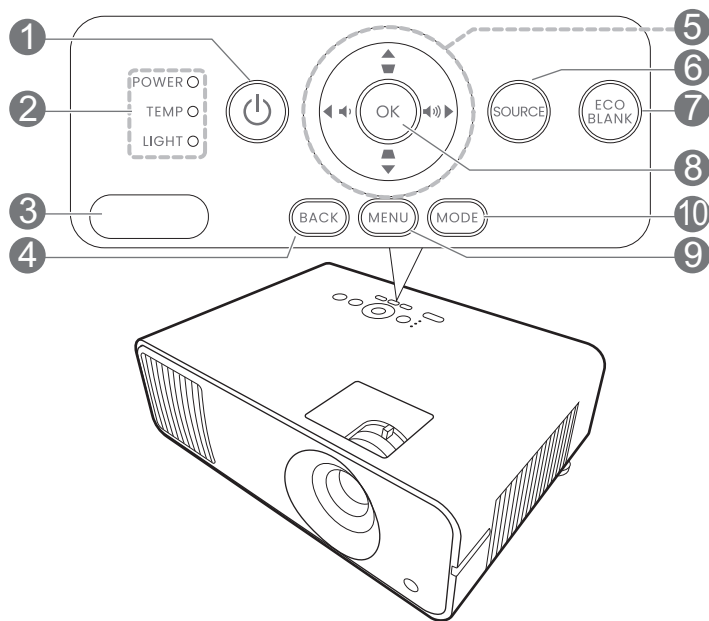
11. HDMI 1 input port
12. HDMI 2 input port
13. USB Type-C port
14. USB Type-A port
15. USB Type-A port
16. USB Type-A port
17. RJ-45 LAN input jack
18. AC power jack
19. Wireless dongle cover
20. USB Type-A port (for wireless dongle)
21. Wall mount holes
22. Security bar

Controls and functions










Projector & Remote control



- All the key presses described in this document are available on the remote control or projector.
- The remote control is without laser pointer in Japan.



No.		When the input source is BenQ Launcher	When the input source is NOT BenQ Launcher
1.	POWER ON / Off	Toggles the projector between standby mode and on.	
2.	POWER indicator light/TEMPerature warning light/LIGHT indicator light		
3.	IR remote sensor		
4.	BACK 	Returns to the previous menu, main settings menu or exit the app.	Goes back to previous OSD menu or exits menu settings.

No.		When the input source is BenQ Launcher	When the input source is NOT BenQ Launcher
5.	Arrow keys (▲, ▼, ◀, ▶)	Moves through the menu items or toggle through the available options.	When the On-Screen Display (OSD) menu is activated, these keys are used as directional arrows to select the desired menu items and to make adjustments.
	Keystone keys (▴, ▾)	(Not available.)	Displays the keystone correction page.
	Volume keys ◀ / ▶)	(Not available.)	Decreases or increase the projector volume.
6.	SOURCE	Displays the source selection bar.	
			
7.	ECO BLANK	Used to hide the screen picture.  Do not block the projection lens from projecting as this could cause the blocking object to become heated and deformed or even cause a fire.	
	BLANK		
8.	OK	Confirms the selected menu item.	Confirms the selected On-Screen Display (OSD) menu item.
9.	MENU	Enters the Settings menu.	Turns on or off the projector's On-Screen Display (OSD) menu.
			
10.	MODE	Selects an available picture mode.	
11.	Source selection buttons: HDMI, PC, LAUNCHER	Selects an input source for display. HDMI: Changes to HDMI-1 source. PC: Not available on this model. LAUNCHER: Changes to BenQ Launcher source.	
12.	 x	Toggles projector audio between on and off.	
		Decreases the projector volume.	
		Increase the projector volume.	
13.	FREEZE	Freezes the projected image.	
14.	LASER	Emits visible laser pointer light for presentation purposes.	
15.	 (WiFi)	Enters the Internet menu in Settings .	(Not available.)
16.	PICTURE	Selects an available picture mode.	
17.	Control buttons: F1, F2, F3	Customizes buttons, the default is InstaShare 2 (F1) / TeamViewer (F2) / AMS file manager (F3).	(Not available.)
18.	 (Cursor)	Activates the cursor function.	(Not available.)
19.	 (Android menu)	Goes to the Settings menu. If app related settings can be called from within the app.	(Not available.)

No.		When the input source is BenQ Launcher	When the input source is NOT BenQ Launcher
20.	(HOME)	Returns to the home screen.	(Not available.)
21.	AUTO	(Not available.)	
22.	(Browser)	Activates Firefox.	(Not available.)
23.	(Clear memory)	Goes into one key speedup (one key empty) mode.	(Not available.)
24.	RECENT	Shows recently used applications.	(Not available.)
25.	LIGHT MODE	Displays the Light Mode menu for selecting a suitable light operating mode.	

Operating the LASER pointer

The Laser Pointer is a presentation aid for professionals. It emits red colored light when you press it. The laser beam is visible. It is necessary to press and hold **LASER** for continuous output.

The laser pointer is not a toy. Parents should be mindful of the dangers of laser energy and keep this remote control out of the reach of children.



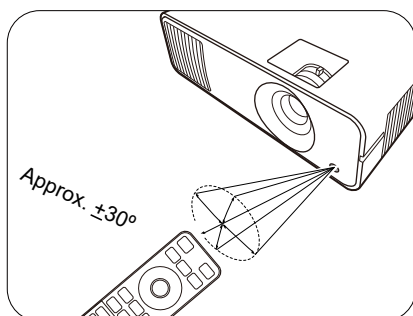
Do not look into the laser light window or shine the laser light beam on yourself or others. See the warning messages on the back of the remote control prior to using it.

Remote control effective range

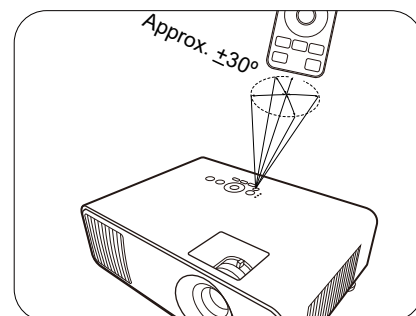
The remote control must be held at an angle within 30 degrees perpendicular to the projector's IR remote control sensor(s) to function correctly. The distance between the remote control and the sensor(s) should not exceed 8 meters (~ 26 feet).

Make sure that there are no obstacles between the remote control and the IR sensor(s) on the projector that might obstruct the infra-red beam.

- Operating the projector from the front



- Operating the projector from the top



Positioning your projector

Choosing a location

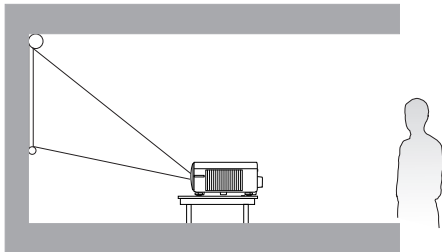
Before choosing an installation location for your projector, take the following factors into consideration:

- Size and position of your screen
- Electrical outlet location
- Location and distance between the projector and the rest of your equipment

You can install your projector in the following ways.

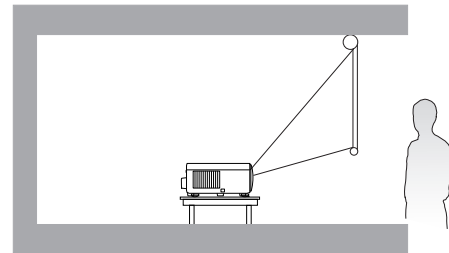
1. Front

Select this location with the projector placed on the table in front of the screen. This is the most common way to position the projector for quick setup and portability.



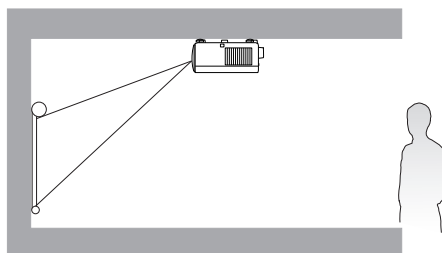
2. Rear

Select this location with the projector placed on the table behind the screen. Note that a special rear projection screen is required.



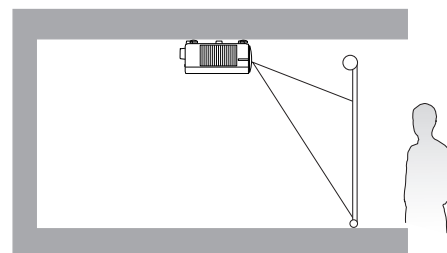
3. Front Ceiling

Select this location with the projector suspended upside-down from the ceiling in front of the screen. Purchase the BenQ Projector Ceiling Mount Kit from your dealer to mount your projector on the ceiling.



4. Rear Ceiling

Select this location with the projector suspended upside-down from the ceiling behind the screen. Note that a special rear projection screen and the BenQ Projector Ceiling Mount Kit are required for this installation location.

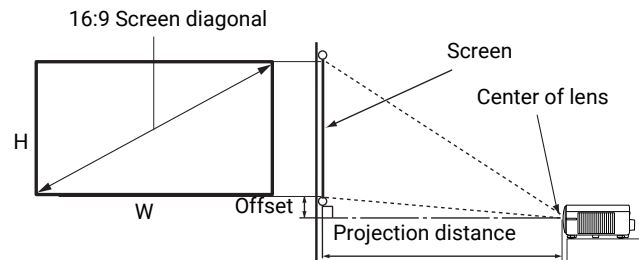


After turning on the projector, go to **Advanced Menu - Installation > Projector Position** and press ◀/▶ to select a setting.

Obtaining a preferred projected image size

The distance from the projector lens to the screen, the zoom setting (if available), and the video format each factors in the projected image size.

Projection dimensions



- The screen aspect ratio is 16:9 and the projected picture is in a 16:9 aspect ratio

Screen size				Projection distance (mm)			Offset (mm)
Diagonal		H (mm)	W (mm)	Min distance (with max zoom)	Average	Max distance (with min zoom)	
Inch	mm						
30	762	374	664	764	880	996	21
40	1016	498	886	1018	1173	1328	27
50	1270	623	1107	1273	1467	1660	34
60	1524	747	1328	1528	1760	1992	41
70	1778	872	1550	1782	2053	2324	48
80	2032	996	1771	2037	2347	2657	55
90	2286	1121	1992	2291	2640	2989	62
100	2540	1245	2214	2546	2933	3321	68
110	2794	1370	2435	2800	3227	3653	75
115	2921	1432	2546	2928	3373	3819	79
120	3048	1494	2657	3055	3520	3985	82
130	3302	1619	2878	3310	3813	4317	89
140	3556	1743	3099	3564	4107	4649	96
150	3810	1868	3321	3819	4400	4981	103
160	4064	1992	3542	4073	4693	5313	110
170	4318	2117	3763	4328	4987	5645	116
180	4572	2241	3985	4583	5280	5977	123
190	4826	2366	4206	4837	5573	6309	130
200	5080	2491	4428	5092	5867	6641	137
210	5334	2615	4649	5346	6160	6973	144
220	5588	2740	4870	5601	6453	7306	151
230	5842	2864	5092	5856	6747	7638	158
240	6096	2989	5313	6110	7040	7970	164
250	6350	3113	5535	6365	7333	8302	171
260	6604	3238	5756	6619	7627	8634	178
270	6858	3362	5977	6874	7920	8966	185
280	7112	3487	6199	7128	8213	9298	192
290	7366	3611	6420	7383	8507	9630	199
300	7620	3736	6641	7638	8800	9962	205

For example, if you are using a 100-inch screen, the recommended projection distance is 2933 mm.

For example, if you are using a 100-inch screen, the recommended projection distance is 2933 mm.

If your measured projection distance is 2000 mm, the closest match in the "[Projection distance \(mm\)](#)" column is 2053 mm. Looking across this row shows that a 70" (about 1.8 m) screen is required.



To optimize your projection quality, we suggest doing the projection by referring to the values listed in the non-gray rows.



The values in the gray cells are for reference only.



All measurements are approximate and may vary from the actual sizes.

BenQ recommends that if you intend to permanently install the projector, you should physically test the projection size and distance using the actual projector in situ before you permanently install it, so as to make allowance for this projector's optical characteristics. This will help you determine the exact mounting position so that it best suits your installation location.

Mounting the projector

If you intend to mount your projector, we strongly recommend that you use a proper fitting BenQ projector mounting kit and that you ensure it is securely and safely installed.

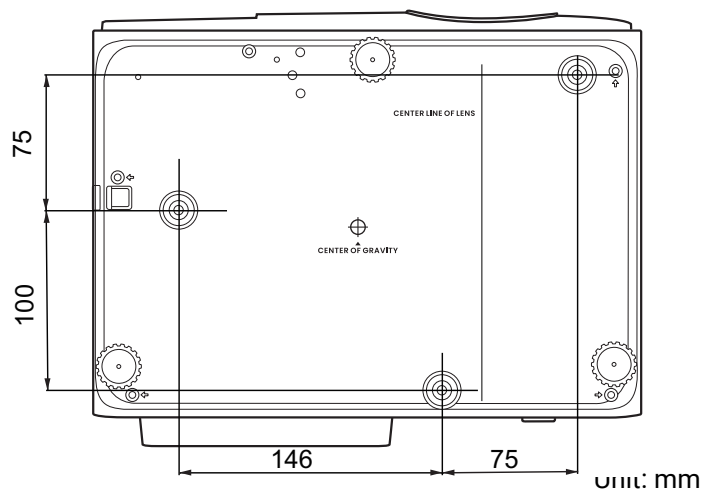
If you use a non-BenQ brand projector mounting kit, there is a safety risk that the projector may fall down due to an improper attachment through the use of the wrong gauge or length screws.

Before mounting the projector

- Purchase a BenQ projector mounting kit from the place you purchased your BenQ projector.
- BenQ recommends that you also purchase a separate Kensington lock compatible security cable and attach it securely to both the Kensington lock slot on the projector and the base of the mounting bracket. This will perform the secondary role of restraining the projector should its attachment to the mounting bracket become loose.
- Ask your dealer to install the projector for you. Installing the projector on your own may cause it to fall and result in injury.
- Take necessary procedures to prevent the projector from falling off such as during an earthquake.
- The warranty doesn't cover any product damage caused by mounting the projector with a non-BenQ brand projector mounting kit.
- Consider the surrounding temperature where the projector is ceiling/wall mounted. If a heater is used, the temperature around the ceiling may be higher than expected.
- Read the user manual for the mounting kit about the range of torque. Tightening with torque exceeding the recommended range may cause damage to the projector and subsequently falling off.
- Make sure the power outlet is at an accessible height so that you can easily shut down the projector.

Ceiling/Wall mount installation diagram

Ceiling/Wall mount screw: M4
(Max L = 25 mm; Min L = 20 mm)

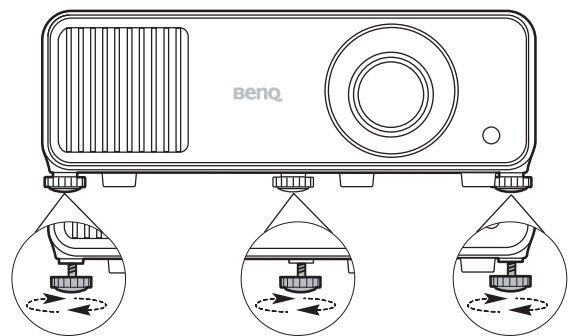


Adjusting the projected image

Adjusting the projection angle

If the projector is not placed on a flat surface or the screen and the projector are not perpendicular to each other, the projected image becomes trapezoidal. You can screw the adjuster feet to fine-tune the horizontal angle.

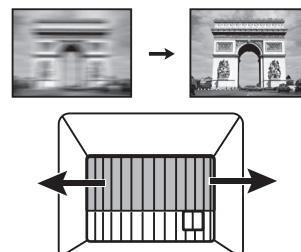
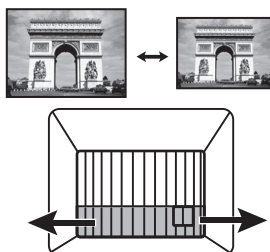
To retract the feet, screw the adjuster feet in a reverse direction.



Do not look into the lens while the light source is on. The strong light from the light source may cause damage to your eyes.

Fine-tuning the image clarity

Adjust the projected image to the size that you need using the zoom ring. Sharpen the image by rotating the focus ring.



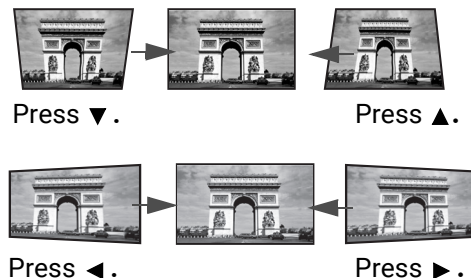
Correcting keystone

Keystoning refers to the situation where the projected image becomes a trapezoid due to angled projection.

To correct this, besides adjusting the height of the projector, if you want the projector to automatically correct image keystoning, be sure the **Auto Vertical Keystone** function in the **Advanced Menu - Installation** menu is **On**.

Or you will need to manually correct it following these steps.

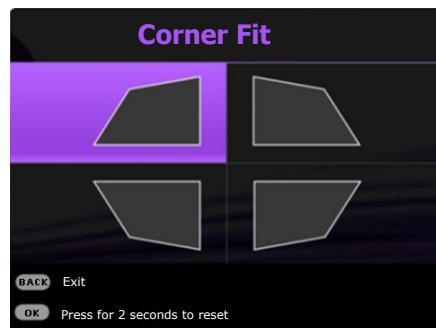
1. Do one of the following steps to display the keystone correction page.
 - Press **▲** / **▼** on the projector or remote control.
 - Go to **Basic Menu > 2D Keystone** and press **OK**.
 - Go to **Advanced Menu - Installation > 2D Keystone** and press **OK**.
2. After the **2D Keystone** correction page displays. To correct keystoning at the top of the image, use **▼**. To correct keystoning at the bottom of the image, use **▲**. To correct keystoning at the right side of the image, use **◀**. To correct keystoning at the left side of the image, use **▶**.



Adjusting Corner Fit

You can manually adjust four corners of the image by setting the horizontal and vertical values.

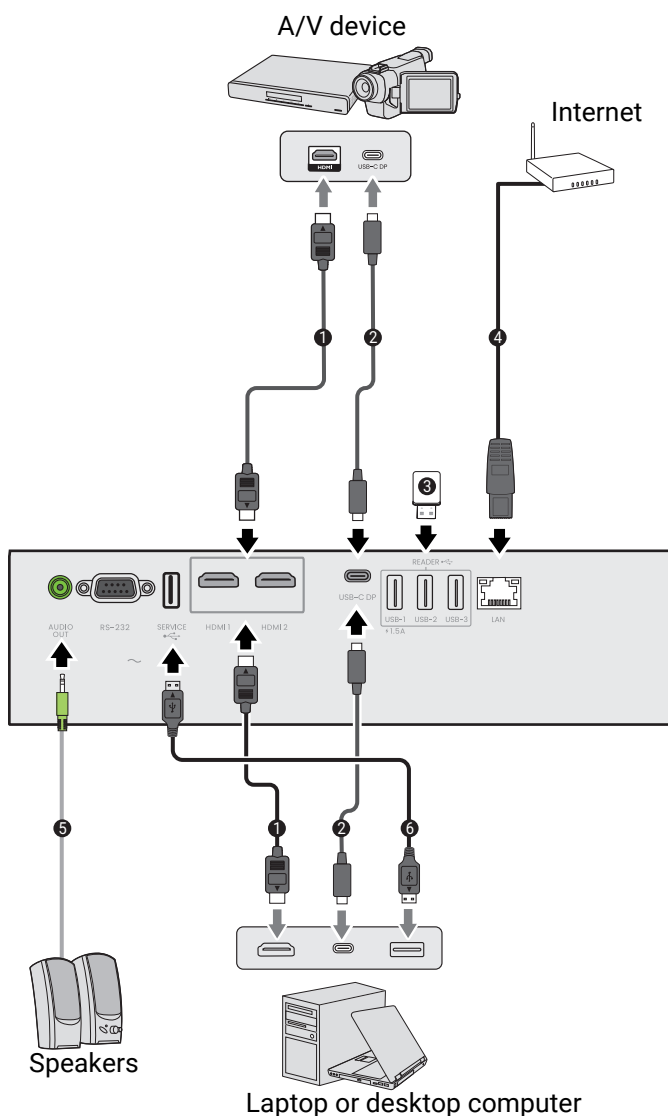
1. Do one of the following steps to display the keystone correction page.
 - Go to **Advanced** menu - **Installation > Corner Fit** and press **OK**.
2. Press **▲**/**▼**/**◀**/**▶** to select one corner and press **OK**.
3. Press **▲**/**▼** to adjust vertical values.
4. Press **◀**/**▶** to adjust horizontal values.



Connection

When connecting a signal source to the projector, be sure to:

1. Turn all equipment off before making any connections.
2. Use the correct signal cables for each source.
3. Ensure the cables are firmly inserted.



1	HDMI cable
2	USB Type-C cable
3	USB flash drive
4	RJ45 cable
5	Audio cable
6	USB cable



- In the connections above, some cables may not be included with the projector (see [Shipping contents on page 8](#)). They are commercially available from electronics stores.
- The connection illustrations are for reference only. The rear connecting jacks available on the projector vary with each projector model.
- Many notebooks do not turn on their external video ports when connected to a projector. Usually a key combo like FN + function key with a monitor symbol turns the external display on/off. Press FN and the labeled function key simultaneously. Refer to your notebook's documentation to find your notebook's key combination.
- If the selected video image is not displayed after the projector is turned on and the correct video source has been selected, check that the video source device is turned on and operating correctly. Also check that the signal cables have been connected correctly.

Connecting audio



The projector has built-in mono speaker(s) which are designed to provide basic audio functionality accompanying data presentations for business purposes only. They are not designed for, nor intended for stereo audio reproduction use as might be expected in home theater or home cinema applications. Any stereo audio input (if provided), is mixed into a common mono audio output through the projector speaker(s).

The built-in speaker(s) will be muted when the **AUDIO OUT** jack is connected.



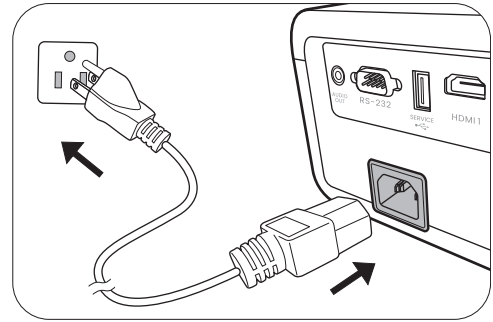
- The projector is only capable of playing mixed mono audio, even if a stereo audio input is connected.
- If the selected video image is not displayed after the projector is turned on and the correct video source has been selected, check that the video source device is turned on and operating correctly. Also check that the signal cables have been connected correctly.

Starting up the projector

1. Plug the power cord. Turn on the power outlet switch (where fitted). The power indicator on the projector lights orange after power has been applied.
2. Press  on the projector or  on the remote control to start the projector. The power indicator flashes green and stays green when the projector is on.







The start up procedure takes about 10 seconds. In the later stage of start up, a startup logo is projected.

(If necessary) Rotate the focus ring to adjust the image clearness.



- Please use the original accessories (e.g. power cord) to avoid possible dangers such as electric shock and fire.
- If the projector is still hot from previous activity, it will run the cooling fan for approximately 90 seconds before energizing the light source.

3. If this is the first time you turn on the projector, the setup wizard appears to guide you through setting up the projector. If you have already done this, skip this process.

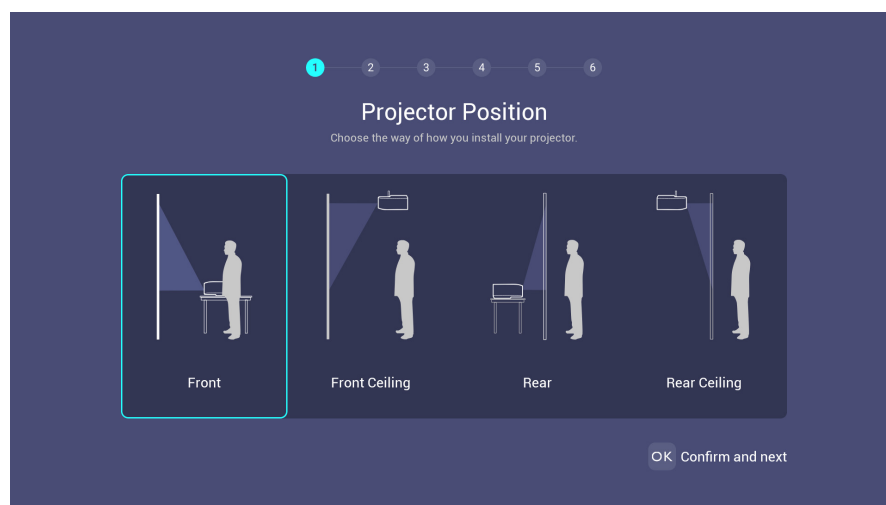
- Use the arrow keys (, , , ) to move through the menu items.
- Use **OK** to confirm the selected menu item.
- Use the back button  to return to the previous menu.
- Use the menu button  to skip a menu.



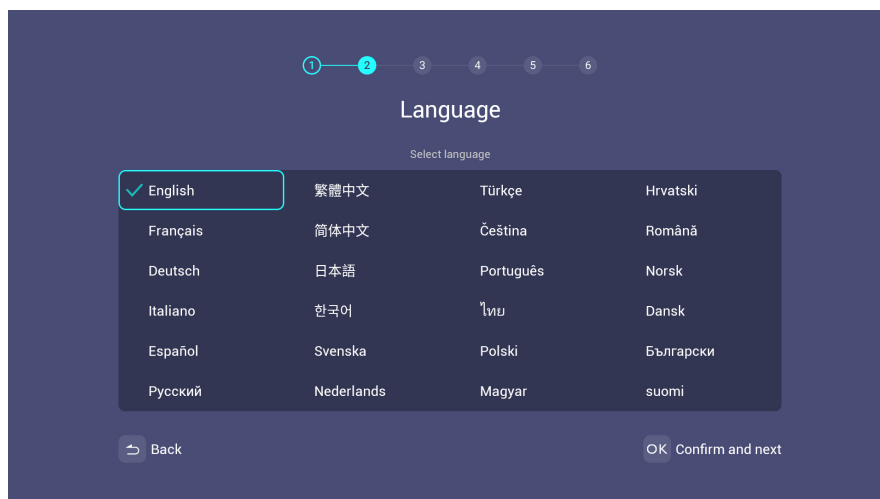
The Setup Wizard screenshots are for reference only and may differ from the actual design.


Step 1:

Choosing a **Projector Position**.

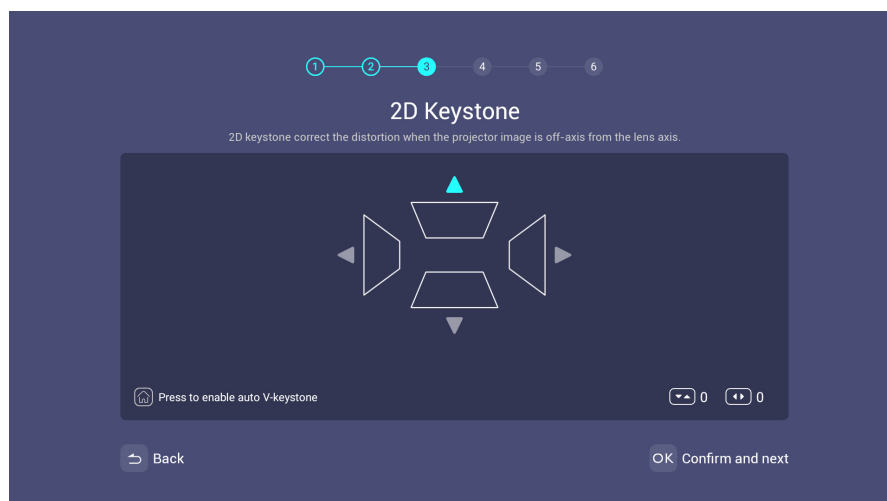


Step 2:
Choosing a **Language**.

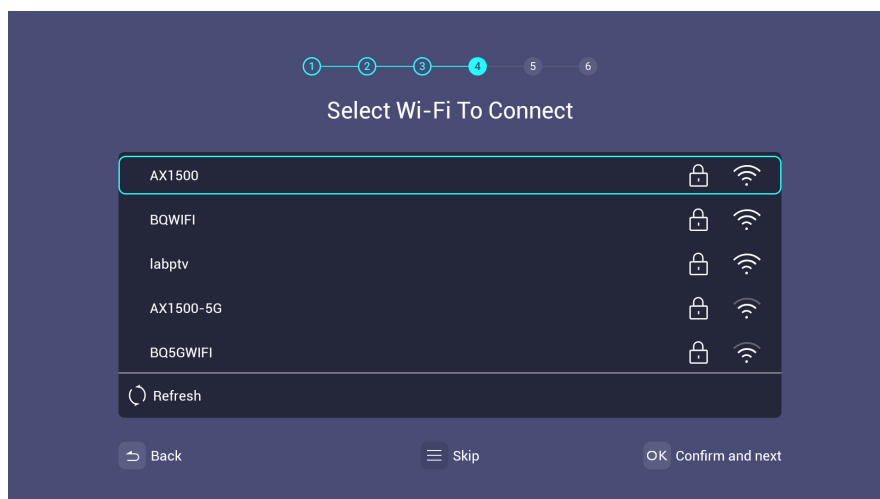


 Available languages may vary by the product supplied for your region and may be updated without prior notice.

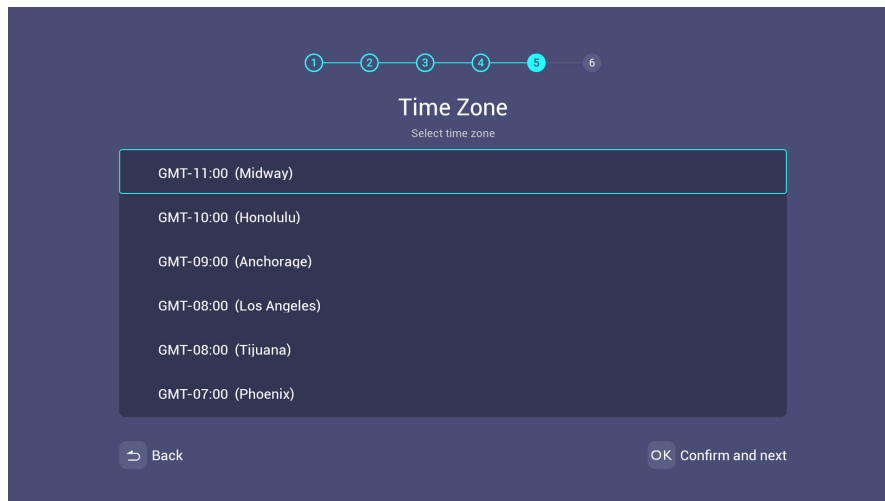
Step 3:
Adjusting **Keystone**.



Step 4:
Configure the **Wireless Setting** by selecting a wireless network and entering the password.

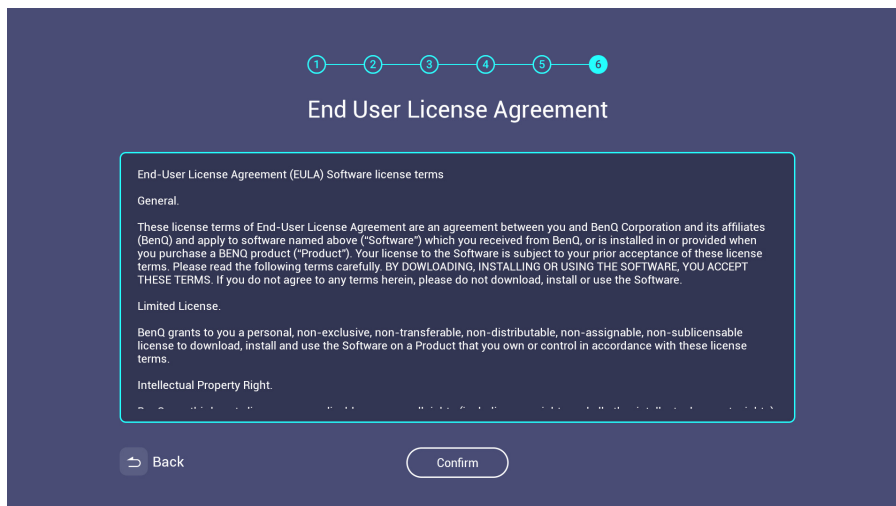


Step 5:
Specify **Time Zone**.

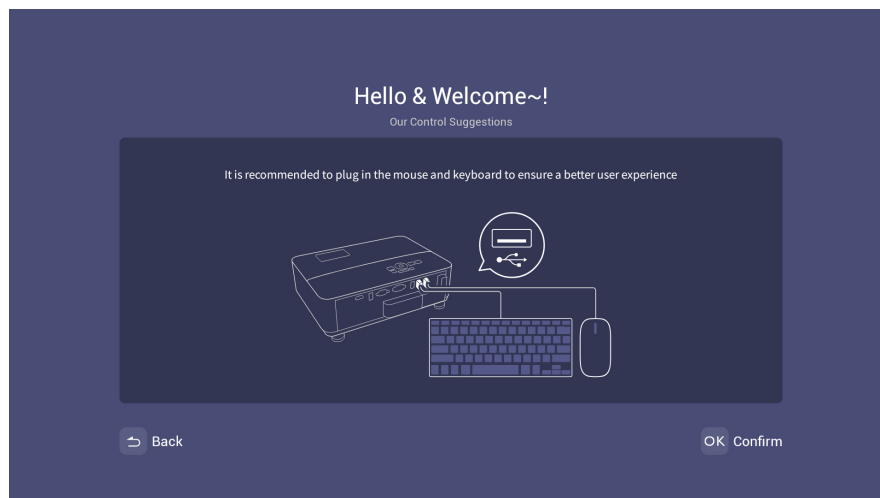


The screen displays a progress bar at the top with six steps, where step 5 is highlighted. The title "Time Zone" is centered, with the subtitle "Select time zone" below it. A list of time zones is shown in a scrollable container: GMT-11:00 (Midway), GMT-10:00 (Honolulu), GMT-09:00 (Anchorage), GMT-08:00 (Los Angeles), GMT-08:00 (Tijuana), and GMT-07:00 (Phoenix). At the bottom, there are two buttons: "Back" with a left arrow and "OK Confirm and next" with a right arrow.

Step 6:
Read the **End User License Agreement** and press **Confirm** to agree with the statement.

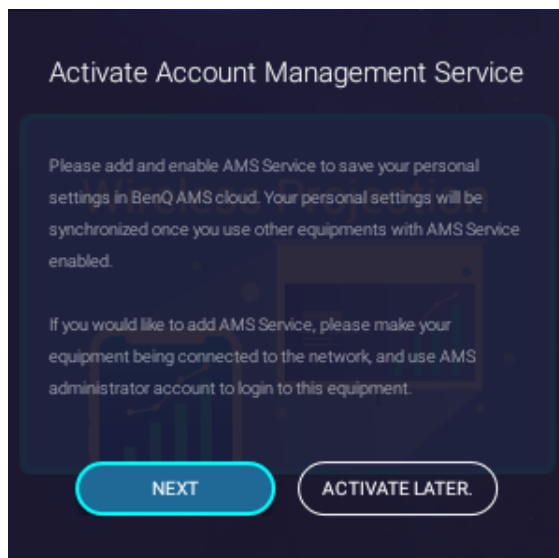


The screen displays a progress bar at the top with six steps, where step 6 is highlighted. The title "End User License Agreement" is centered. Below the title is a scrollable text area containing the following text:
End-User License Agreement (EULA) Software license terms
General.
These license terms of End-User License Agreement are an agreement between you and BenQ Corporation and its affiliates (BenQ) and apply to software named above ("Software") which you received from BenQ, or is installed in or provided when you purchase a BENQ product ("Product"). Your license to the Software is subject to your prior acceptance of these license terms. Please read the following terms carefully. BY DOWNLOADING, INSTALLING OR USING THE SOFTWARE, YOU ACCEPT THESE TERMS. If you do not agree to any terms herein, please do not download, install or use the Software.
Limited License.
BenQ grants to you a personal, non-exclusive, non-transferable, non-distributable, non-assignable, non-sublicensable license to download, install and use the Software on a Product that you own or control in accordance with these license terms.
Intellectual Property Right.
At the bottom, there are two buttons: "Back" with a left arrow and "Confirm" with a right arrow.



The screen displays a progress bar at the top with six steps, where step 6 is highlighted. The title "Hello & Welcome~!" is centered, with the subtitle "Our Control Suggestions" below it. Below the subtitle is a scrollable text area containing the following text:
It is recommended to plug in the mouse and keyboard to ensure a better user experience.
Below the text is an illustration of a BenQ projector connected to a keyboard and a mouse. At the bottom, there are two buttons: "Back" with a left arrow and "OK Confirm" with a right arrow.

Once you've completed the steps shown above; the projector will ask whether you want to enable the AMS function.




Operation (under non-Launcher source)


Using the projector menu under non-Launcher source

When the input signal is **HDMI-1**, **HDMI-2** or **USB Type-C**, you can use 2 types of On-Screen Display (OSD) menus for making various adjustments and settings.

- **Basic** OSD menu: provides primary menu functions. (See [Basic Menu on page 29](#))
- **Advanced** OSD menu: provides full menu functions. (See [Advanced Menu on page 30](#))

To access the OSD menu, press **MENU** or  on the projector or remote control.

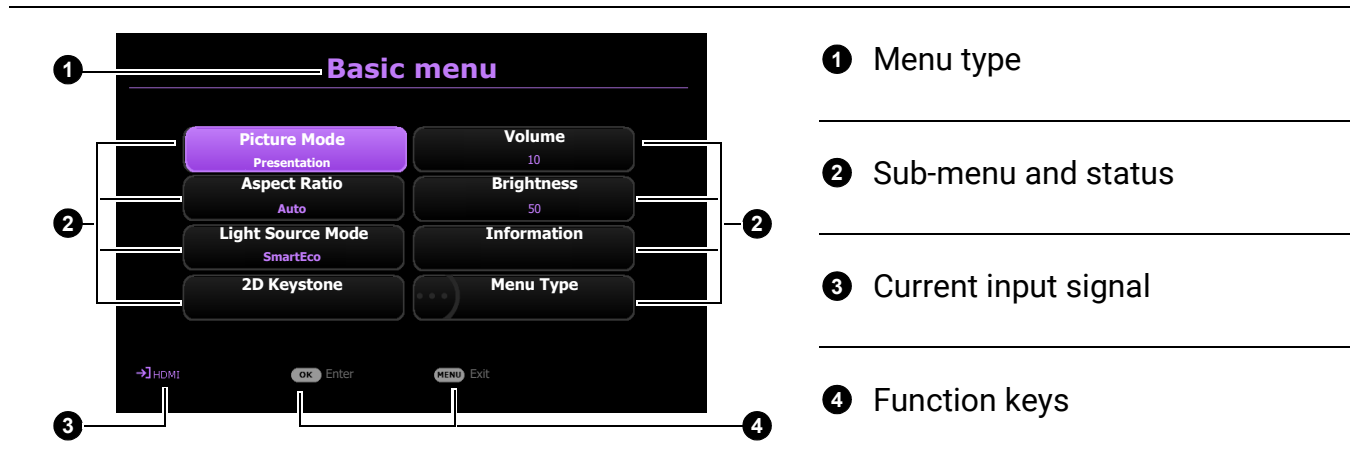
- Use the arrow keys (**▲**/**▼**/**◀**/**▶**) on the projector or remote control to move through the menu items.
- Use **OK** on the projector or remote control to confirm the selected menu item.

The first time you use the projector (after finishing the initial setup), press **MENU** or , and the **Advanced** OSD menu will be displayed.



The OSD screenshots below are for reference only, and may differ from the actual design.

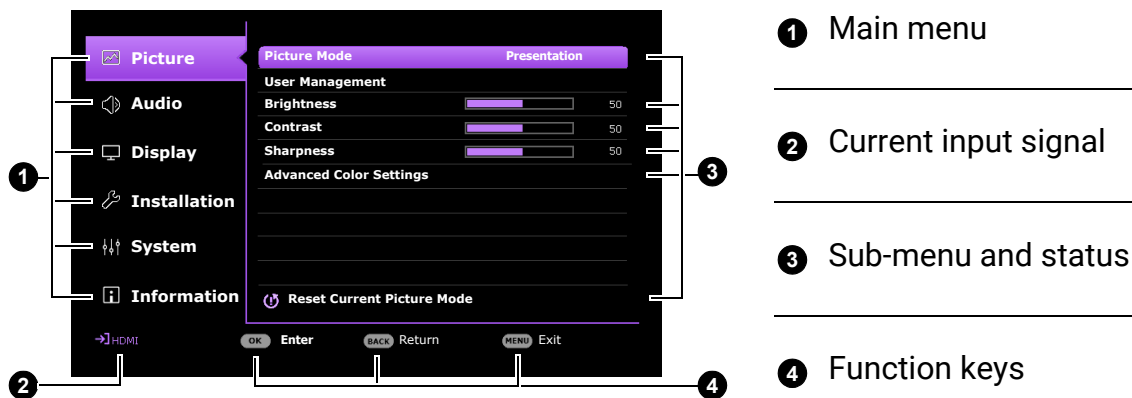
Below is the overview of the **Basic** OSD menu.



If you intend to switch from the **Basic** OSD menu to the **Advanced** OSD menu, follow the instructions below:

1. Go to **Menu Type** and press **OK**.
2. Press **▲** / **▼** to select **Advanced** and press **OK**. Your projector will switch to **Advanced** OSD menu.

Below is the overview of the **Advanced** OSD menu.



Likewise, when you wish to switch from the **Advanced** OSD menu to the **Basic** OSD menu, follow the instructions below:

1. Go to **System > Menu Settings > Menu Type** and press **OK**.
2. Press **▲ / ▼** to select **Basic**. Your projector will switch to the **Basic** OSD menu.

Securing the projector

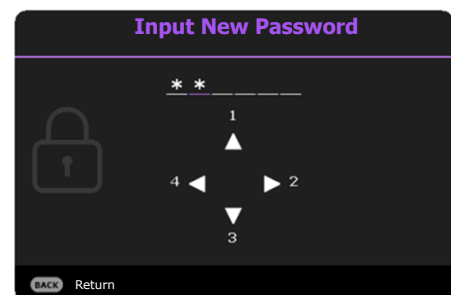
Using a security cable lock

The projector has to be installed in a safe place to prevent theft. Otherwise, purchase a lock to secure the projector. You can locate a security bar on the bottom side of the projector. See item 22 on [page 10](#).

Utilizing the password function

Setting a password

1. Go to **Advanced** menu - **System > Security Settings**. Press **OK**. The **Security Settings** page appears.
2. Go to **Password > Change Password** and press **OK**.
3. The four arrow keys (**▲**, **▶**, **▼**, **◀**) respectively represent 4 digits (1, 2, 3, 4). According to the password you desire to set, press the arrow keys to enter six digits for the password.
4. Confirm the new password by re-entering the new password.
5. To activate the **Power On Lock** function, press **▲ / ▼** to highlight **Power On Lock** and press **OK**. Press **◀ / ▶** to select **On**. Input the password again.

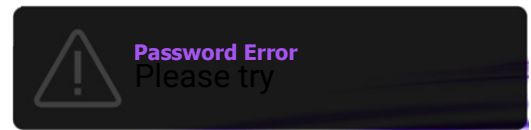


- The digits being input will display as asterisks on-screen. Make a note of your selected password and keep it in a safe place in advance or right after the password is entered so that it is available to you should you ever forget it.
- Once a password has been set and the power on lock is activated, the projector cannot be used unless the correct password is entered every time the projector is started.

If you forget the password

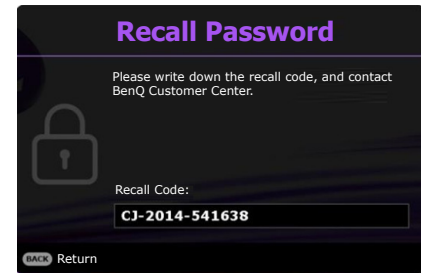
If you enter the wrong password, the password error message will appear, and the **Input Current Password** message follows. If you absolutely do not remember the password, you can use the password recall procedure. See [Entering the password recall procedure on page 27](#).

If you enter an incorrect password 5 times in succession, the projector will automatically shut down in a short time.



Entering the password recall procedure

1. Press and hold **OK** for 3 seconds. The projector will display a coded number on the screen.
2. Write down the number and turn off your projector.
3. Seek help from the local BenQ service center to decode the number. You may be required to provide proof of purchase documentation to verify that you are an authorized user of the projector.



Changing the password

1. Go to **Advanced** menu - **System** > **Security Settings** > **Password**. Press **OK**. The **Password** page appears.
2. Highlight **Change Password** and press **OK**.
3. Enter the old password.
 - If the password is correct, another message "**Input New Password**" appears.
 - If the password is incorrect, the password error message will appear, and the message "**Input Current Password**" appears for your retry. You can press **BACK** or ↶ to cancel the change or try another password.
4. Enter a new password.
5. Confirm the new password by re-entering the new password.

Disabling the password function

To disable password protection, go to **Advanced** menu - **System** > **Security Settings** > **Password** > **Power On Lock** and press **OK** and ◀/▶ to select **Off**. The message **Input Password** appears. Enter the current password.

- If the password is correct, the OSD menu will disappear. You will not have to enter the password next time turning on the projector.
- If the password is incorrect, the password error message will appear, and the message **Input Current Password** appears for your retry. You can press **BACK** or ↶ to cancel the change or try another password.

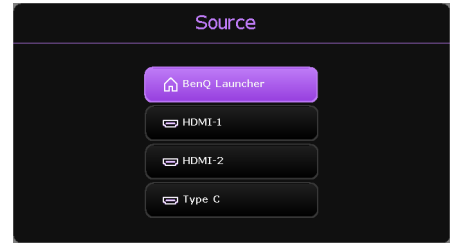


Though the password function is disabled, you need to keep the old password in hand should you ever need to re-activate the password function by entering the old password.


Switching input signal

The projector can be connected to multiple devices at the same time. However, it can only display one full screen at a time. When starting up, the projector automatically searches for the available signals.

When the **Advanced** menu - **Display > Auto Source Search** menu is **On**, the projector will automatically search for **BenQ Launcher**.



To select the source:

1. Press **SOURCE** or . A source selection bar appears.
2. Press **▲/▼** until your desired signal is selected and press **OK**.

Once detected, the selected source information will appear at the corner of the screen for seconds. If there is multiple equipment connected to the projector, repeat steps 1-2 to search for another signal.



For best display picture results, you should select and use an input signal which outputs at the projector's native resolution. Any other resolutions will be scaled by the projector depending upon the "aspect ratio" setting, which may cause some image distortion or loss of picture clarity. See [Aspect Ratio on page 36](#).

Menu operation

Please note that the on-screen display (OSD) menus vary according to the signal type selected and the projector model you are using.

The menu items are available when the projector detects at least one valid signal. If there is no equipment connected to the projector or no signal detected, limited menu items are accessible.

Basic Menu

Menu (Ref. Page)	Options
Picture Mode (31)	Bright/Presentation/Spreadsheet/Video Conference/sRGB/(3D)/(HDR10)/(HLG)/User1/User2
Aspect Ratio (36)	Auto/4:3/16:9/16:10
Light Source Mode (50)	Normal
	ECO
	SmartEco
	SmartEco+
	Custom
2D Keystone (18)	H: -40~0~40
	V: -40~0~40
Volume (35)	0 – 20
Brightness (32)	0–100
Information (46)	Native Resolution
	Detected Resolution
	Source
	Picture Mode
	Light Source Mode
	3D Format
	Color System
	Dynamic Range
	Light Source Usage Time
	Firmware Version
	Service Code
Menu Type (44)	Basic/Advanced

Advanced Menu

1. Main menu: **Picture**

Structure

Menu		Options	
Picture Mode		Bright/Presentation/Spreadsheet/ Video Conference/sRGB/(3D)/ (HDR10)/(HLG)/User1/User2	
User Management	Load Settings From	Presentation/Spreadsheet/ Video Conference/sRGB	
	Rename User Mode		
Brightness		0–100	
Contrast		0–100	
Sharpness		0–31	
Advanced Color Settings	Gamma Selection	1.8/2.0/2.1/2.2/2.3/2.4/2.5/2.6/BenQ	
	Color Management	R/G/B/C/M/Y	Hue/Saturation/Gain
		W (White Balance)	R Gain/G Gain/B Gain
		Reset	Reset/Cancel
	Light Source Mode	Normal/ECO/SmartEco/SmartEco+/ Custom	
	Custom Brightness	50%–100%	
	HDR Brightness	-2/-1/0/1/2	
	Noise Reduction	0–31	
Reset Current Picture Mode		Reset/Cancel	

Function descriptions

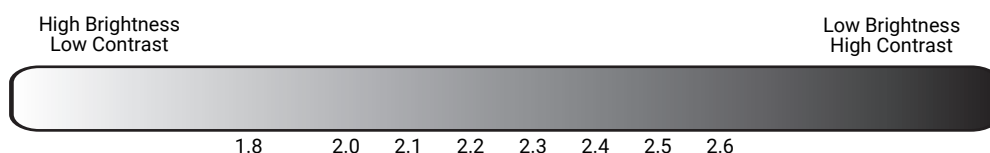
Menu	Descriptions
Picture Mode	<p>The projector is preset with several predefined picture modes so that you can choose one to suit your operating environment and input signal picture type.</p> <ul style="list-style-type: none">• Bright: Maximizes the brightness of the projected image. This mode is suitable for environments where extra-high brightness is required.• Presentation: Is designed for presentations. The brightness is emphasized in this mode to match PC and notebook coloring.• Spreadsheet: Designs for users who widely use excel and table to discuss financial numbers or quality numbers in meetings.• Video Conference: Design for video conference scenarios which showcases detail skin color of remote meeting attendees.• sRGB: Maximizes the purity of RGB colors to provide true-to-life images regardless of brightness setting. It is most suitable for viewing photos taken with an sRGB compatible and properly calibrated camera, and for viewing PC graphic and drawing applications such as AutoCAD.• 3D: Is appropriate for playing 3D images and 3D video clips. This mode is only available when 3D function is enabled and 3D content is detected.• HDR10: Delivers High Dynamic Range effects with higher contrasts of brightness and colors for HDR Blu-ray movies. Picture Mode will be switched to HDR10 automatically while detecting metadata or EOTF info from HDR contents.• HLG Delivers High Dynamic Range effects with higher contrasts of brightness and colors. Picture Mode will be switched to HLG automatically while detecting metadata or EOTF info from HLG streaming contents.• User1/User2: Recalls the settings customized based on the current available picture modes. See User Management on page 32.

<div data-bbox="132 685 328 759" data-label="Section-Header"> <h2>User Management</h2> </div>	<p>There is one user-definable mode if the current available picture modes are not suitable for your need. You can use one of the picture modes (except the User1/User2 mode) as a starting point and customize the settings.</p> <ul style="list-style-type: none"> • Load Settings From <ol style="list-style-type: none"> 1. Go to Picture > Picture Mode. 2. Press ◀/▶ to select User1 or User2. 3. Press ▼ to highlight User Management, and press OK. The User Management page is displayed. 4. Select Load Settings From and press OK. 5. Press ▼/▲ to select a picture mode that is closest to your need. 6. Press OK and BACK to return to the Picture menu. 7. Press ▼ to select the sub-menu items you want to change and adjust the values with ◀/▶. The adjustments define the selected user mode. • Rename User Mode <p>Select to rename the customized picture mode (User1/User2). The new name can be up to 9 characters including English letters (A-Z, a-z), digits (0-9), and space (_).</p> <ol style="list-style-type: none"> 1. Go to Picture > Picture Mode. 2. Press ◀/▶ to select User1 or User2. 3. Press ▼ to highlight User Management, and press OK. The User Management page is displayed. 4. Press ▼ to highlight Rename User Mode and press OK. The Rename User Mode page is displayed. 5. Use ▲/▶ / ▼/◀, and OK to set desired characters. 6. When done, press BACK, Commit to save the changes and exit.
<div data-bbox="132 1339 293 1375" data-label="Section-Header"> <h2>Brightness</h2> </div>	<p>The higher the value, the brighter the image. Adjust this control so the black areas of the image appear just as black and that detail in the dark areas is visible.</p>
<div data-bbox="132 1456 263 1491" data-label="Section-Header"> <h2>Contrast</h2> </div>	<p>The higher the value, the greater the contrast. Use this to set the peak white level after you have previously adjusted the Brightness setting to suit your selected input and viewing environment.</p>
<div data-bbox="132 1545 290 1581" data-label="Section-Header"> <h2>Sharpness</h2> </div>	<p>The higher the value, the sharper the picture becomes.</p>

• Gamma Selection

Gamma refers to the relationship between input source and picture brightness.

- **1.8/2.0/2.1**: Select these values according to your preference.
- **2.2/2.3**: Increases the average brightness of the picture. Best for a lit environment, meeting room or family room.
- **2.4/2.5**: Best for viewing movies in a dark environment.
- **2.6**: Best for viewing movies which are mostly composed of dark scenes.
- **BenQ**: Finely-tuned gamma to optimize details and increase contrast.

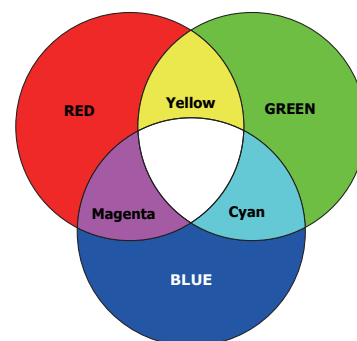


• Color Management

The Color Management provides six sets (RGBCMY) of colors to be adjusted. When you select each color, you can independently adjust its range and saturation according to your preference.

To make adjustments, press the ▲/▼ arrows to highlight an independent color from among Red (R), Green (G), Blue (B), Cyan (C), Magenta (M), Yellow (Y) or White (W). The following menu items are displayed for your choice.

- **Hue**: Press ▲/▼ to adjust the video hue of the selected primary color.
- **Saturation**: Press ▲/▼ to adjust the video saturation of the selected primary color.
- **Gain**: Press ▲/▼ to adjust the video gain of the selected primary color.



If you select **White Balance (W)**, you can adjust the contrast levels of Red, Green, Blue, Cyan, Magenta, Yellow and White by selecting **R Gain**, **G Gain**, and **B Gain**.

To return all the settings to the factory default values, highlight **Reset**, and press **OK**.



Saturation is the amount of that color in a video picture. Lower settings produce less saturated colors; a setting of "0" removes that color from the image entirely. If the saturation is too high, that color will be overpowering and unrealistic.

• Light Source Mode

Selects a suitable light source power from among the provided modes. See [Extending the light source life on page 50](#).

Advanced Color Settings

**Advanced Color
Settings
(Continued)**

• **Custom Brightness**

You can adjust the light source brightness. This function is only available when **Light Source Mode** is **Custom**.

• **HDR Brightness**

The projector can automatically adjust the brightness levels of your image according to the input source. You can also manually select a brightness level to display better picture quality. When the value is higher, the image becomes brighter; when the value is lower, the image becomes darker.

• **Noise Reduction**

Reduces electrical image noise caused by different media players.

**Reset Current
Picture Mode**

Returns all of the adjustments you've made for the selected **Picture Mode** (including the preset mode, **User1** and **User2**) to the factory preset values.

1. Press **OK**. The confirmation message is displayed.
2. Use ◀/▶ to select **Reset** and press **OK**. The current picture mode returns to the factory preset settings.



The following settings will still remain: **Picture Mode, Load Settings From**.

2. Main menu: **Audio**

Structure

Menu	Options
Mute	Off/On
Volume	0 – 20
Power On/Off Ring Tone	Off/On
Reset Audio	Reset/Cancel

Function descriptions

Menu	Descriptions
Mute	Select On to temporarily turn off the projector's internal speaker or the volume being output from the audio output jack. To restore the audio, select Off .
Volume	Adjusts the volume level of the projector's internal speaker or the volume being output from the audio output jack. If the Mute function is activated, adjusting Volume will turn off the Mute function.
Power On/Off Ring Tone	Sets the ring tone for the projector On or Off . The Power On/Off Ring Tone can only be adjusted here. Setting the sound mute or adjusting the sound level do not affect the Power On/Off Ring Tone .
Reset Audio	Returns all of the adjustments you've done under the Audio menu to the factory preset values.

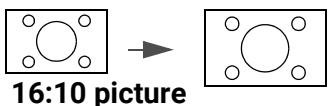
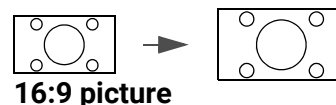
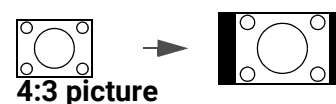
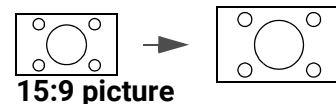
3. Main menu: **Display**

Structure

Menu		Options
Aspect Ratio		Auto/4:3/16:9/16:10
Auto Source Search		Off/On
Source Rename		HDMI-1/HDMI-2
3D	3D Mode	Auto/Top Bottom/Frame Sequential/ Frame Packing/Side by Side/Off
	3D Sync Invert	Disable/Invert
	Save 3D Settings	3D Settings 1/3D Settings 2/ 3D Settings 3
	Apply 3D Settings	3D Settings 1/3D Settings 2/ 3D Settings 3
HDMI Settings	HDMI Format	Auto/Limited/Full
	HDMI Equalizer	HDMI-1/HDMI-2 Auto/1/2/3/4/5
	HDMI EDID	HDMI-1/HDMI-2 Enhanced/Standard
Screen Fill		1:1 (1080 x 1080)/4:3 (1440 x 1080)/16:10 (1728 x 1080)/16:9 (1920 x 1080)
Reset Display		Reset/Cancel

Function descriptions

Menu	Descriptions
Aspect Ratio	<p>There are several options to set the image's aspect ratio depending on your input signal source.</p> <ul style="list-style-type: none"> • Auto: Scales an image proportionally to fit the projector's native resolution in its horizontal or vertical width. • 4:3: Scales an image so that it is displayed in the center of the screen with a 4:3 aspect ratio. • 16:9: Scales an image so that it is displayed in the center of the screen with a 16:9 aspect ratio. • 16:10: Scales an image so that it is displayed in the center of the screen with a 16:10 aspect ratio.
Auto Source Search	Allows the projector to automatically search for a signal.



Source Rename

Renames the input source to your desired name.

On the **Source Rename** page:

1. Press **OK** to display the on-screen keyboard.
 2. Press **▲/▼/◀/▶** to select each desired digit/letter, and press **OK** to confirm each input.
 3. Repeat the step above and when done, press **BACK** and **▼** to highlight **Commit**.
 4. Press **OK** and the source name changes.
-

3D

This projector supports playing three-dimensional (3D) content transferred through your 3D-compatible video devices and contents, such as PlayStation consoles (with 3D game discs), 3D Blu-ray players (with 3D Blu-ray discs), and so on. After you have connected the 3D video devices to the projector, wear a pair of 3D glasses and make sure the power is on to view 3D contents.

When watching 3D contents:

- The image may seem misplaced; however, this is not a product malfunction.
- Take appropriate breaks when watching 3D contents.
- Stop watching 3D contents if you feel fatigue or discomfort.
- Keep a distance from the screen of about three times the effective height of the screen.
- Children and people with a history of oversensitivity to light, heart problems, or any other existing medical conditions should be refrained from watching 3D contents.
- The image may seem reddish, greenish, or bluish without wearing 3D glasses. However, you will not notice any color bias when watching 3D contents with 3D glasses.
- The 4K source will not be displayed.

• 3D Mode

The projector can automatically enable 3D mode via the contents when the source type is HDMI and supports 1.4a. If you want the projector to automatically choose an appropriate 3D format when detecting 3D contents, select **Auto**. If the projector cannot recognize the 3D format, choose a 3D mode from among **Top Bottom**, **Frame Sequential**, **Frame Packing** and **Side by Side**.

When **3D Mode** is enabled:

- The brightness level of the projected image decreases.
 - The **Picture Mode** cannot be adjusted.
 - The **2D Keystone** can only be adjusted within limited degrees.
-

3D

• 3D Sync Invert

When your 3D image is distorted, enable this function to switch between the image for the left eye and the right eye for more comfortable 3D viewing experience.

• Save 3D Settings

When you have successfully displayed the 3D contents after making the appropriate adjustments, you can enable this function and choose a set of 3D settings to memorize current 3D settings.

• Apply 3D Settings

After the 3D settings are saved, you can decide if you would like to apply them by choosing a set of 3D settings that you have saved. Once applied, the projector will automatically play the incoming 3D contents if it matches the 3D settings saved.



Only the set(s) of 3D settings with memorized data is available.

• HDMI Format

Selects a suitable RGB color range to correct the color accuracy.

- **Auto:** Automatically selects a suitable color range for the incoming HDMI signal.
- **Limited:** Utilizes the Limited range RGB 16-235.
- **Full:** Utilizes the Full range RGB 0-255.

HDMI Settings

• HDMI Equalizer

Sets a suitable value to maintain the HDMI picture quality in long distance data transmission.

• HDMI EDID

Switches between **Enhanced** for HDMI 2.0 EDID and **Standard** for HDMI 1.4 EDID. Selecting **Standard** which supports up to 1080p 60Hz may solve abnormal display issues with some old players.

The native resolution will change according to your selection.

- **1:1 (1080 x 1080):** Native resolution in the Information page will show 1080 x 1080. Projection of all aspect ratio will be limited in that specific range.
- **4:3 (1440 x 1080):** Native resolution in the Information page will show 1440 x 1080. Projection of all aspect ratio will be limited in that specific range.
- **16:10 (1728 x 1080):** Native resolution in the Information page will show 1728 x 1080. Projection of all aspect ratio will be limited in that specific range.
- **16:9 (1920 x 1080):** Native resolution in the Information page will show 1920 x 1080. Projection of all aspect ratio will be limited in that specific range.

Screen Fill



Aspect Ratio will be fixed at **Auto** if **4:3** or **1:1** is selected.

Reset Display

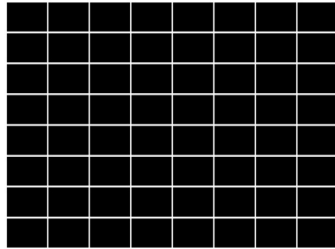
Returns all the settings on the **Display** main menu to the factory default values.


4. Main menu: **Installation**

Structure

Menu		Options
Projector Position		Front/Front Ceiling/Rear/Rear Ceiling
2D Keystone		H: -40 – +40 V: -40 – +40
Auto Vertical Keystone		Off/On
Test Pattern		On/Off
High Altitude Mode		On/Off
Baud Rate		9600/14400/19200/38400/57600/ 115200
Corner Fit		0~60
Wall Color		Off/Light Yellow/Pink/Light Green/Blue/ Blackboard
Image Resizing	Digital Zoom	1.0X – 2.0X
	Digital Shrink & Shift	0.75X~1.0X
	Blanking	Modes of Adjustment
		Top
		Bottom
		Left
		Right
		Reset all blanking settings
Image Memory	Save Image Memory	Memory-1/Memory-2/Memory-3/ Memory-4/Memory-5
	Apply Image Memory	
	Rename	

Function descriptions

Menu	Descriptions	
Projector Position	The projector can be installed on a ceiling or behind a screen, or with one or more mirrors. See Choosing a location on page 14 for details.	
2D Keystone	See Correcting keystone on page 18 for details.	
Auto Vertical Keystone	Automatically corrects the keystone at the top/bottom side of the projected image.	
Test Pattern	Adjusts the image size and focus and check that the projected image is free from distortion.	

High Altitude Mode	<p>We recommend you use the High Altitude Mode when your environment is between 1501 m–3000 m above sea level, and ambient temperature is between 0°C–30°C.</p> <p>Operation under "High Altitude Mode" may cause a higher decibel operating noise level because of increased fan speed necessary to improve overall system cooling and performance.</p> <p>If you use this projector under other extreme conditions excluding the above, it may display auto shut-down symptoms, which is designed to protect your projector from over-heating. In cases like this, you should switch to High Altitude mode to solve these symptoms. However, this is not to state that this projector can operate under any and all harsh or extreme conditions.</p> <div data-bbox="400 645 459 707"></div> <p>Do not use the High Altitude Mode if your altitude is between 0 m and 1500 m and ambient temperature is between 0°C and 35°C. The projector will be over cooled, if you turn the mode on under such a condition.</p>
Baud Rate	<p>Selects a baud rate that is identical with your computer's so that you can connect the projector using a suitable RS-232 cable. This function is intended for qualified service personnel.</p>
Corner Fit	<p>See Adjusting Corner Fit on page 18 for details.</p>
Wall Color	<p>Corrects the projected picture's color when the projection surface such as a painted wall which may not be white, the Wall Color feature can help correct the projected picture's colors to prevent possible color difference between the source and projected pictures. There are several precalibrated colors to choose from: Light Yellow, Pink, Light Green, Blue, and Blackboard.</p>

- **Digital Zoom**

Magnifies or reduces the projected image size.

1. After the adjustment bar displays, press ▲/▼ on the projector on the remote control repeatedly to reduce or magnify the image to a desired size.
2. Press **OK** to enter panning mode.
3. Press the directional arrows (▲, ▼, ◀, ▶) on the projector or remote control to navigate the picture.



The picture can only be navigated after it is magnified. You can further magnify the picture while searching for details.

- **Digital Shrink & Shift**

Shrinks and/or shifts the projected image.

1. After the adjustment bar displays, press ◀/▶ repeatedly to shrink or magnify the picture to a desired size.
2. Press **OK** to activate digital shift function.
3. After digital shift function is activated, press the directional arrows (▲, ▼, ◀, ▶) to shift the image.



The picture can only be shifted after it shrank.

- **Blanking**

Blanks some parts of the projected image.

1. Select the **Modes of Adjustment** first by pressing ◀/▶.
2. Press ▲/▼ to highlight the area you want to adjust and press ◀/▶ to adjust its range.



Enacting the **Reset all blanking settings** function will return all items in the **Blanking** menu to the factory preset values. Pressing **OK** clears the values of selected item.

Image Resizing

Image Memory

- **Save Image Memory:** Allows you to save and apply several sets of image settings for regularly used circumstances, including the following settings: **Projector Position, Aspect Ratio, Picture Mode, Source, Resolution, Light Source Mode, Digital Shrink & Shift, Blanking**. You can choose one set of memory to save the current settings.
 - **Apply Image Memory:** After the image memories are saved, you can decide if you would like to apply it by choosing a set of memory that you have saved.
 - **Rename:** Renames the image memories.
-



5. Main menu: **System**

Structure


Menu		Options	
Language		English/Français/Deutsch/Italiano/Español/Русский/繁體中文/简体中文/日本語/한국어/Svenska / Nederlands/ Türkçe/Čeština/Português/ไทย/Polski/Magyar/Hrvatski/Română/Norsk/Dansk/Български/Suomi/Bhs Ind / Ελληνικά/العربية/हिंदी / Tiếng Việt / فارسی	
Background Settings	Background Color	Black/Blue/Purple	
	Splash Screen	BenQ/Black/Blue	
Menu Settings	Menu Type	Basic/Advanced	
	Menu Display Time	5 sec/10 sec/20 sec/30 sec/Always	
	Menu Position	Center/Top-Left/Top-Right/Bottom-Right/Bottom-Left	
	Reminder Message	Off/On	
Light Source Information	Light Source Usage Time		
	Normal Mode		
	ECO Mode		
	SmartEco Mode		
	SmartEco+ Mode		
	Custom Mode		
Standby Settings	Equivalent Light Hours		
	Standby Mode	Eco/Normal	
	Audio Pass Through	Off/HDMI-1/HDMI-2	
Operation Settings	LED Indicator	Off/On	
	Power On/Off Settings	Direct Power On	Off/On
		Signal Power On	HDMI-1/HDMI-2
		Auto Power Off	Disable/3 min/10 min/15 min/20 min/25 min/30 min
Page Up/Down		Off/On	
Security Settings	Panel Key Lock	Off/On	Yes/No
	Password		Change Password
		Power On Lock	
Factory Default		Reset/Cancel	
Reset System		Reset/Cancel	


Function descriptions

Menu	Descriptions
Language	Sets the language for the On-Screen Display (OSD) menus.

Background Settings	<ul style="list-style-type: none"> • Background Color Sets the background color for the projector. • Splash Screen Allows you to select which logo screen will be displayed during projector start-up.
Menu Settings	<ul style="list-style-type: none"> • Menu Type Sets the OSD menu type according to your needs. • Menu Display Time Sets the length of time the OSD will remain active after your last key press. • Menu Position Sets the On-Screen Display (OSD) menu position. • Reminder Message Sets the reminder messages on or off.
Light Source Information	<p>This menu page displays the following information:</p> <ul style="list-style-type: none"> • Light Source Usage Time • Light hours used under Normal Mode, ECO Mode, SmartEco Mode, SmartEco+, Custom Mode.
Standby Settings	<ul style="list-style-type: none"> • Standby Mode <ul style="list-style-type: none"> • Eco: The projector maintains at standby mode with less than 0.5W power consumption. The network function and audio pass through function are not available. • Normal: Allows the projector to provide the pass through function(s) in standby mode. • Audio Pass Through The projector can play sound when it is in standby mode and the corresponding jacks are correctly connected to devices. Press ◀/▶ to choose the source that you wish to use. See Connection on page 19 for how to make the connection.
Operation Settings	<ul style="list-style-type: none"> • LED Indicator You can turn off the LED warning lights. This is to avoid any light disturbance when viewing images in a dark room. • Power On/Off Settings <ul style="list-style-type: none"> • Direct Power On: Allows the projector to turn on automatically once the power is fed through the power cord. • Signal Power On: Sets whether to turn the projector directly on without pressing  POWER or  ON when the projector is in standby mode and detects the selected signal. • Auto Power Off: Allows the projector to turn off automatically if no input signal is detected after a set period of time to prevent unnecessary waste of light source life.

• Panel Key Lock

With the control keys on the projector and remote control locked, you can prevent your projector settings from being changed accidentally (by children, for example). When the **Panel Key Lock** is on, no control keys on the projector and the remote control will operate except  **POWER**.

To release panel key lock, press and hold  (the right key) on the projector or remote control for 3 seconds.

Security Settings



If you turn off the projector without disabling panel key lock, the projector will still be in locked status the next time it is turned on.

• Password

See [Utilizing the password function on page 26](#).

Returns all projector settings to the factory preset values.

Factory Default



The following settings will still remain: **Projector Position, 2D Keystone, Auto Vertical Keystone, High Altitude Mode, Baud Rate, Corner Fit, Digital Shrink & Shift, Blanking, Light Source Information, Security Settings, Wall Color.**

Returns all the settings on the **System** main menu to the factory default values.

Reset System




The following settings will still remain: **Light Source Information, Security Settings.**

6. Main menu: **Information**





Structure

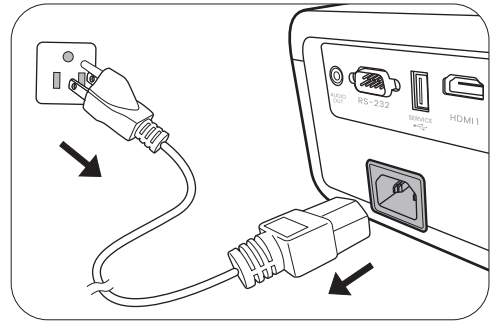
Menu
Native Resolution
Detected Resolution
Source
Picture Mode
Light Source Mode
3D Format
Color System
Dynamic Range
Light Source Usage Time
Firmware Version
Service Code

Function descriptions

Menu	Descriptions
Native Resolution	Shows the native resolution of the projector.
Detected Resolution	Shows the native resolution of the input signal.
Source	Shows the current signal source.
Picture Mode	Shows the selected mode on the Picture menu.
Light Source Mode	Shows the used light source mode.
	Displays the current 3D mode.
3D Format	 3D Format is only available when 3D is enabled.
Color System	Shows the input system format.
Dynamic Range	Shows the dynamic range of the input source.
Light Source Usage Time	Shows the number of hours the light has been used.
Firmware Version	Shows the firmware version of your projector.
Service Code	Shows the projector's serial number.

Shutting down the projector

1. Press  on the projector or  on the remote control and a confirmation message will appear prompting you. If you don't respond in a few seconds, the message will disappear.
2. Press  or  a second time. The power indicator flashes orange, the projection light source shuts down, and the fans will continue to run for approximately 2 seconds to cool down the projector.
3. Once the cooling process finishes, the power indicator becomes a steady orange and fans stop. Disconnect the power cord from the power outlet.



To protect the light source, the projector will not respond to any commands during the cooling process.

Maintenance

Care of the projector

Cleaning the lens

Clean the lens whenever you notice dirt or dust on the surface. Please be sure to turn off the projector and let it cool down completely before cleaning the lens.

- Use a canister of compressed air to remove dust.
- If there is dirt or smears, use lens-cleaning paper or moisten a soft cloth with lens cleaner and gently wipe the lens surface.
- Never use any type of abrasive pad, alkaline/acid cleaner, scouring powder, or volatile solvent, such as alcohol, benzene, thinner or insecticide. Using such materials or maintaining prolonged contact with rubber or vinyl materials may result in damage to the projector surface and cabinet material.

Cleaning the projector case

Before you clean the case, turn the projector off using the proper shutdown procedure as described in [Shutting down the projector on page 47](#) and unplug the power cord.

- To remove dirt or dust, wipe the case with a soft, lint-free cloth.
- To remove stubborn dirt or stains, moisten a soft cloth with water and a neutral pH detergent. Then wipe the case.



Never use wax, alcohol, benzene, thinner or other chemical detergents. These can damage the case.

Storing the projector

If you need to store the projector for an extended time, please follow the instructions below:

- Make sure the temperature and humidity of the storage area are within the recommended range for the projector. Please refer to [Specifications on page 53](#) or consult your dealer about the range.
- Retract the adjuster feet.
- Remove the battery from the remote control.
- Pack the projector in its original packing or equivalent.

Transporting the projector

It is recommended that you ship the projector with its original packing or equivalent.

Light source information

Getting to know the light source hour

When the projector is in operation, the duration (in hours) of light source usage is automatically calculated by the built-in timer. The method of calculating the equivalent light source hour is as follows:

1. **Light Usage Time** = $(x+y+z+w+a)$ hours, if:

Time used in **Normal** mode = x hours

Time used in **ECO** mode = y hours

Time used in **SmartEco** mode = z hours

Time used in **SmartEco+** mode = w hours

Time used in **Custom** mode = a hours

2. Equivalent light source hour = α hours

$\alpha = x(A' / X) + y(A' / Y) + z(A' / Z) + w(A' / W) + a(A' / A)$, if

X= light source life spec of **Normal** mode

Y= light source life spec of **ECO** mode

Z= light source life spec of **SmartEco** mode

W= light source life spec of **SmartEco+** mode

A= light source life spec of **Custom** mode

A' is the longest light source life spec among X, Y, Z, W, A



When you calculate Equivalent light source hour manually, it will probably have deviation from the value shown in OSD menu since projector system calculates time used for each light mode in "Minutes" then rounds down to an integer in hours shown in OSD.



For time used in each light mode shown in OSD menu:

- Time used is accumulated and rounded down to an integer in **hours**.
- When time used is less than 1 hour, it shows 0 hours.

To obtain the light hour information:

1. Go to **Advanced Menu - System > Light Source Information** and press **OK**. The **Light Source Information** page appears.
2. Press **▼** to select **Light Usage Time** and press **OK**. The **Light Usage Time** information is displayed.

You can also get the light hour information on the **Information** menu.

Extending the light source life

- Setting the **Light Mode**

Go to **Advanced** menu - **Picture** > **Advanced Color Settings** > **Light Source Mode** and select a suitable light source power from among the provided modes.

Setting the projector in **ECO**, **SmartEco**, **SmartEco+** or **Custom** mode extends light source life.














































Light mode	Description
Normal	Provides full light source brightness
ECO	Lowers brightness to extend the light source life and decreases the fan noise
SmartEco	Adjusts the light source power automatically depending on the content brightness level while optimizing display quality
SmartEco+	Automatically optimizes the power efficiency with higher power saving range than SmartEco mode.
Custom	Enables the light source brightness adjustment bar so that you can adjust the setting to your liking








- Setting **Auto Power Off**

This function allows the projector to turn off automatically if no input signal is detected after a set period of time to prevent unnecessary waste of light source life.

To set **Auto Power Off**, go to **Advanced** menu - **System** > **Operation Settings** > **Power On/Off Settings** > **Auto Power Off** and press ◀/▶.

Indicators

Light			Status & Description
POWER ○	TEMP ○	LIGHT ○	
Power events			
			Stand-by mode
			Powering up
			Normal operation
			Normal power-down cooling
			Download
			Color wheel start failure
			Phosphor wheel start failure
Burn-in messages			
			Burn-in on
			Burn-in off
Light source events			
			light source error in normal operation
			light source life exhausted
Thermal events			
			Fan 1 error (the actual fan speed is outside the desired speed)
			Fan 2 error (the actual fan speed is outside the desired speed)
			Fan 3 error (the actual fan speed is outside the desired speed)
			Temperature 1 error (over limited temperature)

	○: off	 : Orange On  : Orange Flashing	 : Green On  : Green Flashing	 : Red On  : Red Flashing
-------------------------------------------------------------------------------------	--------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Troubleshooting

? The projector does not turn on.

Cause	Remedy
There is no power from the power cord.	Plug the power cord into the AC power jack on the projector, and plug the power cord into the power outlet. If the power outlet has a switch, make sure that it is switched on.
Attempting to turn the projector on again during the cooling process.	Wait until the cooling down process has completed.

? No picture

Cause	Remedy
The video source is not turned on or connected correctly.	Turn the video source on and check that the signal cable is connected correctly.
The projector is not correctly connected to the input signal device.	Check the connection.
The input signal has not been correctly selected.	Select the correct input signal with the SOURCE key.
The lens cover is still closed.	Open the lens cover.

? Blurred image

Cause	Remedy
The projection lens is not correctly focused.	Adjust the focus of the lens using the focus ring.
The projector and the screen are not aligned properly.	Adjust the projection angle and direction as well as the height of the projector if necessary.
The lens cover is still closed.	Open the lens cover.

? Remote control does not work.

Cause	Remedy
The batteries are out of power.	Replace both of the batteries with new ones.
There is an obstacle between the remote control and the projector.	Remove the obstacle.
You are too far away from the projector.	Stand within 8 meters (26 feet) of the projector.

? The password is incorrect.

Cause	Remedy
You do not remember the password.	See Entering the password recall procedure on page 27 .

Specifications

Projector specifications



All specifications are subject to change without notice.

Optical

Resolution

1920 x 1080 1080p

Display system

1-CHIP DMD

Lens

F = 2.59 ~ 2.87, f = 16.88 ~ 21.88 mm

Light source

Laser and LED

Electrical

Power supply

AC100–240V, 3.6 A, 50–60 Hz (Automatic)

Power consumption

275 W (Max); < 0.5 W (Standby)

Mechanical

Weight

3.0 Kg \pm 100 g (6.61 lbs \pm 0.22 lbs)

Output terminals

Speaker

10 watt x1

Audio signal output

PC audio jack x 1

Control

USB

Type-A x 1 for Service

Type-A x 4 for USB reader

RS-232 serial control

9 pin x 1

LAN control

RJ45 x 1

IR receiver x 2

Input terminals

Video signal input

SD/HDTV signal input

Digital - HDMI x 2

USB Type C input

USB Type C Input DP (Display) ALT Mode x 1

Environmental Requirements

Operating temperature

0°C–40°C at sea level

Operating relative humidity

10%–90% (without condensation)

Operating altitude

0–1500 m at 0°C–35°C

1501–3000 m at 0°C–30°C (with

High Altitude Mode on)

Storage temperature

-20°C–60°C at sea level

Storage humidity

10%–90% RH (without condensation)

Storage altitude

30°C@ 0~12,200m above sea level

Transporting

Original packing or equivalent is recommended

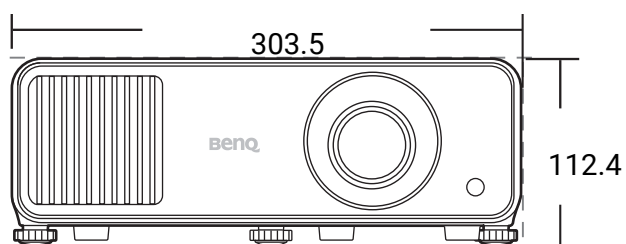
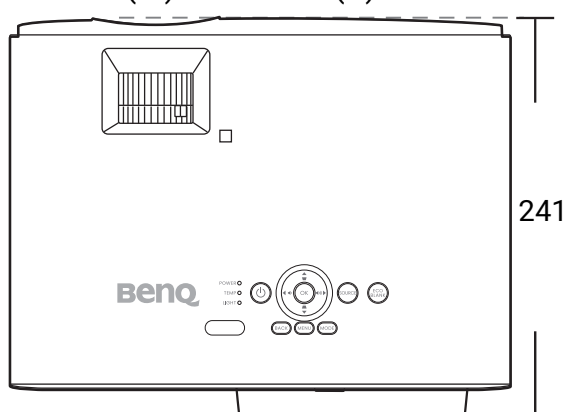
Repairing

Please visit below website and choose your country to find your service contact window.

<http://www.benq.com/welcome>

Dimensions

303.5 mm (W) x 241 mm (D) x 112.4 mm (H)



Unit: mm

Timing chart

Supported timing for HDMI (HDCP) input

• PC timings

Resolution	Mode	Vertical Frequency (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)	3D format		
					Frame Sequential	Top Bottom	Side by Side
640 x 480	VGA_60	59.940	31.469	25.175	Supported	Supported	Supported
	VGA_72	72.809	37.861	31.500			
	VGA_75	75.000	37.500	31.500			
	VGA_85	85.008	43.269	36.000			
720 x 400	720 x 400_70	70.087	31.469	28.3221			
800 x 600	SVGA_60	60.317	37.879	40.000	Supported	Supported	Supported
	SVGA_72	72.188	48.077	50.000			
	SVGA_75	75.000	46.875	49.500			
	SVGA_85	85.061	53.674	56.250			
1024 x 768	SVGA_120 (Reduce Blanking)	119.854	77.425	83.000	Supported		
	XGA_60	60.004	48.363	65.000	Supported	Supported	Supported
	XGA_70	70.069	56.476	75.000			
	XGA_75	75.029	60.023	78.750			
1024 x 768	XGA_85	84.997	68.667	94.500			
	XGA_120 (Reduce Blanking)	119.989	97.551	115.5	Supported		
1152 x 864	1152 x 864_75	75	67.5	108			
1024 x 576	BenQ Notebook Timing	60.00	35.820	46.996			
1024 x 600	BenQ Notebook Timing	64.995	41.467	51.419			
1280 x 720	1280 x 720_60	60	45.000	74.250	Supported	Supported	Supported
1280 x 768	1280 x 768_60	59.87	47.776	79.5	Supported	Supported	Supported
1280 x 800	WXGA_60	59.810	49.702	83.500	Supported	Supported	Supported
	WXGA_75	74.934	62.795	106.500			
	WXGA_85	84.880	71.554	122.500			
	WXGA_120 (Reduce Blanking)	119.909	101.563	146.25	Supported		
1280 x 1024	SXGA_60	60.020	63.981	108.000		Supported	Supported
	SXGA_75	75.025	79.976	135.000			
	SXGA_85	85.024	91.146	157.500			
1280 x 960	1280 x 960_60	60.000	60.000	108		Supported	Supported
	1280 x 960_85	85.002	85.938	148.500			
1360 x 768	1360 x 768_60	60.015	47.712	85.500		Supported	Supported
1440 x 900	WXGA+_60	59.887	55.935	106.500		Supported	Supported
1400 x 1050	SXGA+_60	59.978	65.317	121.750		Supported	Supported
1600 x 1200	UXGA	60.000	75.000	162.000		Supported	
1680 x 1050	1680 x 1050_60	59.954	65.290	146.250		Supported	Supported
640 x 480@67Hz	MAC13	66.667	35.000	30.240			
832 x 624@75Hz	MAC16	74.546	49.722	57.280			
1024 x 768@75Hz	MAC19	75.020	60.241	80.000			
1152 x 870@75Hz	MAC21	75.06	68.68	100.00			
1920 x 1080@60Hz	1920 x 1080_60 (CEA-861)	60	67.5	148.5	Supported	Supported	Supported
1920 x 1200@60Hz	1920 x 1200_60 (Reduce Blanking)	59.950	74.038	154	Supported	Supported	Supported
1920 x 1080@120Hz	1920 x 1080_120	120.000	135.000	297	Supported		
1920 x 1200@120Hz	1920 x 1200_120 (Reduce Blanking)	119.909	152.404	317.00	Supported		



The timings showing above may not be supported due to EDID file and VGA graphic card limitations. It is possible that some timings cannot be chosen.

• Video timings

Timing	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	Pixel Frequency (MHz)	3D format			
					Frame Sequential	Frame Packing	Top Bottom	Side by Side
480i	720 (1440) x 480	15.73	59.94	27	Supported			
480p	720 x 480	31.47	59.94	27	Supported			
576i	720 (1440) x 576	15.63	50	27				
576p	720 x 576	31.25	50	27				
720/50p	1280 x 720	37.5	50	74.25		Supported	Supported	Supported
720/60p	1280 x 720	45.00	60	74.25	Supported	Supported	Supported	Supported
1080/24P	1920 x 1080	27	24	74.25		Supported	Supported	Supported
1080/25P	1920 x 1080	28.13	25	74.25				
1080/30P	1920 x 1080	33.75	30	74.25				
1080/50i	1920 x 1080	28.13	50	74.25				Supported
1080/60i	1920 x 1080	33.75	60	74.25				Supported
1080/50P	1920 x 1080	56.25	50	148.5			Supported	Supported
1080/60P	1920 x 1080	67.5	60	148.5	Supported		Supported	Supported
1080/120P	1920 x 1080	135	120	297	Supported			
2160/24P	3840 x 2160 (Only HDMI 2.0 supports)	54	24	297				
2160/25P	3840 x 2160 (Only HDMI 2.0 supports)	56.25	25	297				
2160/30P	3840 x 2160 (Only HDMI 2.0 supports)	67.5	30	297				
2160/50P	3840 x 2160 (Only HDMI 2.0 supports)	112.5	50	594			Supported	Supported
2160/60P	3840 x 2160 (Only HDMI 2.0 supports)	135	60	594	Supported		Supported	Supported

• Supported detail timings for sampling and color depth

Display format (refresh rate)	Chroma subsampling	8 Bit	10 Bit	12 Bit
4K/60p (60 Hz)	4:4:4	Supported		
	4:2:2	Supported	Supported	
	4:2:0	Supported	Supported	Supported
4K/60p (50 Hz)	4:4:4	Supported		
	4:2:2	Supported	Supported	
	4:2:0	Supported	Supported	Supported
4K/60p (30 Hz)	4:4:4	Supported	Supported	Supported
	4:2:2	Supported	Supported	Supported
	4:2:0			
4K/60p (24 Hz)	4:4:4	Supported	Supported	Supported
	4:2:2	Supported	Supported	Supported
	4:2:0			
1080P/60P (60 Hz)	4:4:4	Supported	Supported	Supported
	4:2:2	Supported	Supported	Supported
	4:2:0			
1080P/60P (50 Hz)	4:4:4	Supported	Supported	Supported
	4:2:2	Supported	Supported	Supported
	4:2:0			
1080P/60P (30 Hz)	4:4:4	Supported	Supported	Supported
	4:2:2	Supported	Supported	Supported
	4:2:0			
1080P/60P (24 Hz)	4:4:4	Supported	Supported	Supported
	4:2:2	Supported	Supported	Supported
	4:2:0			

Supported timing for USB Type-C input

• PC timings

Resolution	Mode	Vertical Frequency (Hz)	Horizontal Frequency (kHz)	Pixel Frequency (MHz)
640 x 480	VGA_60	59.940	31.469	25.175
	VGA_72	72.809	37.861	31.500
	VGA_75	75.000	37.500	31.500
	VGA_85	85.008	43.269	36.000
720 x 400	720 x 400_70	70.087	31.469	28.3221
800 x 600	SVGA_60	60.317	37.879	40.000
	SVGA_72	72.188	48.077	50.000
	SVGA_75	75.000	46.875	49.500
	SVGA_85	85.061	53.674	56.250
	SVGA_120 (Reduce Blanking)	119.854	77.425	83.000
1024 x 768	XGA_60	60.004	48.363	65.000
	XGA_70	70.069	56.476	75.000
	XGA_75	75.029	60.023	78.750
	XGA_85	84.997	68.667	94.500
	XGA_120 (Reduce Blanking)	119.989	97.551	115.500
1152 x 864	1152 x 864_75	75.00	67.500	108.000
1280 x 720	1280 x 720_60	60	45.000	74.250
	1280 x 720_120	120	90.000	148.500
1280 x 768	1280 x 768_60 (Reduce Blanking)	60	47.396	68.25
	1280 x 768_60	59.870	47.776	79.5
1280 x 800	WXGA_60	59.810	49.702	83.500
	WXGA_75	74.934	62.795	106.500
	WXGA_85	84.880	71.554	122.500
	WXGA_120 (Reduce Blanking)	119.909	101.563	146.25
1280 x 1024	SXGA_60	60.020	63.981	108.000
	SXGA_75	75.025	79.976	135.000
	SXGA_85	85.024	91.146	157.500
1280 x 960	1280 x 960_60	60.000	60.000	108
	1280 x 960_85	85.002	85.938	148.500
1366 x 768	1366 x 768_60	59.790	47.712	85.500
1440 x 900	WXGA+_60 (Reduce Blanking)	60	55.469	88.75
	WXGA+_60	59.887	55.935	106.500
1400 x 1050	SXGA+_60	59.978	65.317	121.750
1600 x 1200	UXGA	60.000	75.000	162.000
1680 x 1050	1680 x 1050_60 (Reduce Blanking)	59.883	64.674	119.000
	1680 x 1050_60	59.954	65.290	146.250
1920 x 1200	1920 x 1200_60 (Reduce Blanking)	59.950	74.038	154.000
640 x 480@67Hz	MAC13	66.667	35.000	30.240
832 x 624@75Hz	MAC16	74.546	49.722	57.280
1024 x 768@75Hz	MAC19	75.020	60.241	80.000
1152 x 870@75Hz	MAC21	75.06	68.68	100.00
1920 x 1080 (VESA)	1920 x 1080_60	60	67.5	148.5
1920 x 1080	1920 x 1080_120	120.00	135.000	297.000
3840 x 2160	3840 x 2160_30	30	67.5	297
3840 x 2160	3840 x 2160_60	60	135	594

- Video timings

Timing	Resolution	Horizontal Frequency (kHz)	Vertical Frequency (Hz)	Pixel Frequency (MHz)
480p	720 x 480	31.47	59.94	27
576p	720 x 576	31.25	50	27
720/50p	1280 x 720	37.5	50	74.25
720/60p	1280 x 720	45.00	60	74.25
1080/50i	1920 x 1080	28.13	50	74.25
1080/60i	1920 x 1080	33.75	60	74.25
1080/24P	1920 x 1080	27	24	74.25
1080/50P	1920 x 1080	56.25	50	148.5
1080/60P	1920 x 1080	67.5	60	148.5
2160/24P	3840 x 2160	54	24	297
2160/25P	3840 x 2160	56.25	25	297
2160/30P	3840 x 2160	67.5	30	297
2160/50P	3840 x 2160	112.5	50	594
2160/60P	3840 x 2160	135	60	594

RS232 command

Function	Type	Operation	ASCII
Power	Write	Power On	<CR>*pow=on#<CR>
	Write	Power Off	<CR>*pow=off#<CR>
	Read	Power Status	<CR>*pow=?#<CR>
Source Selection	Write	HDMI(MHL)	<CR>*sour=hdmi#<CR>
	Write	HDMI 2(MHL2)	<CR>*sour=hdmi2#<CR>
	Write	Smart System	<CR>*sour=smartsystem#<CR>
	Write	Type-C	<CR>*sour=typec#<CR>
	Read	Current source	<CR>*sour=?#<CR>
Audio Control	Write	Mute On	<CR>*mute=on#<CR>
	Write	Mute Off	<CR>*mute=off#<CR>
	Read	Mute Status	<CR>*mute=?#<CR>
	Write	Volume +	<CR>*vol=+#<CR>
	Write	Volume -	<CR>*vol=-#<CR>
	Read	Volume Status	<CR>*vol=?#<CR>
Picture Mode	Write	Presentation	<CR>*appmod=preset#<CR>
	Write	sRGB	<CR>*appmod=srgb#<CR>
	Write	Bright	<CR>*appmod=bright#<CR>
	Write	User1	<CR>*appmod=user1#<CR>
	Write	User2	<CR>*appmod=user2#<CR>
	Write	Spreadsheet	<CR>*appmod=spreadsheet#<CR>
	Write	Video Conference	<CR>*appmod=videoconference#<CR>
	Read	Picture Mode	<CR>*appmod=?#<CR>

Function	Type	Operation	ASCII
Picture Setting	Write	Contrast +	<CR>*con=+#<CR>
	Write	Contrast -	<CR>*con=-#<CR>
	Write	Set Contrast value	<CR>*con=value#<CR>
	Read	Contrast value	<CR>*con=?#<CR>
	Write	Brightness +	<CR>*bri=+#<CR>
	Write	Brightness -	<CR>*bri=-#<CR>
	Write	Set Brightness value	<CR>*bri=value#<CR>
	Read	Brightness value	<CR>*bri=?#<CR>
	Write	Sharpness +	<CR>*sharp=+#<CR>
	Write	Sharpness -	<CR>*sharp=-#<CR>
	Write	Set Sharpness value	<CR>*sharp=value#<CR>
	Read	Sharpness value	<CR>*sharp=?#<CR>
	Write	Aspect 4:3	<CR>*asp=4:3#<CR>
	Write	Aspect 16:9	<CR>*asp=16:9#<CR>
	Write	Aspect 16:10	<CR>*asp=16:10#<CR>
	Write	Aspect Auto	<CR>*asp=AUTO#<CR>
	Write	Vertical Keystone +	<CR>*vkeystone=+#<CR>
	Write	Vertical Keystone -	<CR>*vkeystone=-#<CR>
	Read	Vertical Keystone value	<CR>*vkeystone=?#<CR>
	Write	Horizontal Keystone +	<CR>*hkeystone=+#<CR>
	Write	Horizontal Keystone -	<CR>*hkeystone=-#<CR>
	Read	Horizontal Keystone value	<CR>*hkeystone=?#<CR>
	Write	4 Corners Top-Left-X Decrease	<CR>*cornerfittlx=-#<CR>
	Write	4 Corners Top-Left-X Increase	<CR>*cornerfittlx=+#<CR>
	Read	4 Corners Top-Left-X Status	<CR>*cornerfittlx=?#<CR>
	Write	4 Corners Top-Left-Y Decrease	<CR>*cornerfittly=-#<CR>
	Write	4 Corners Top-Left-Y Increase	<CR>*cornerfittly=+#<CR>
	Read	4 Corners Top-Left-Y Status	<CR>*cornerfittly=?#<CR>
	Write	4 Corners Top-Right-X Decrease	<CR>*cornerfitr=-#<CR>
	Write	4 Corners Top-Right-X Increase	<CR>*cornerfitr=+#<CR>
	Read	4 Corners Top-Right-X Status	<CR>*cornerfitr=?#<CR>
	Write	4 Corners Top-Right-Y Decrease	<CR>*cornerfity=-#<CR>
	Write	4 Corners Top-Right-Y Increase	<CR>*cornerfity=+#<CR>
	Read	4 Corners Top-Right-Y Status	<CR>*cornerfity=?#<CR>
	Write	4 Corners Bottom-Left-X Decrease	<CR>*cornerfitblx=-#<CR>
	Write	4 Corners Bottom-Left-X Increase	<CR>*cornerfitblx=+#<CR>
	Read	4 Corners Bottom-Left-X Status	<CR>*cornerfitblx=?#<CR>
	Write	4 Corners Bottom-Left-Y Decrease	<CR>*cornerfitbly=-#<CR>
	Write	4 Corners Bottom-Left-Y Increase	<CR>*cornerfitbly=+#<CR>
	Read	4 Corners Bottom-Left-Y Status	<CR>*cornerfitbly=?#<CR>
	Write	4 Corners Bottom-Right-X Decrease	<CR>*cornerfitbrx=-#<CR>
	Write	4 Corners Bottom-Right-X Increase	<CR>*cornerfitbrx=+#<CR>
	Read	4 Corners Bottom-Right-X Status	<CR>*cornerfitbrx=?#<CR>
	Write	4 Corners Bottom-Right-Y Decrease	<CR>*cornerfitbry=-#<CR>
	Write	4 Corners Bottom-Right-Y Increase	<CR>*cornerfitbry=+#<CR>
	Read	4 Corners Bottom-Right-Y Status	<CR>*cornerfitbry=?#<CR>
Operation Settings	Write	Projector Position-Front Table	<CR>*pp=FT#<CR>
	Write	Projector Position-Rear Table	<CR>*pp=RE#<CR>
	Write	Projector Position-Rear Ceiling	<CR>*pp=RC#<CR>
	Write	Projector Position-Front Ceiling	<CR>*pp=FC#<CR>
	Read	Projector Position Status	<CR>*pp=?#<CR>
	Write	Menu Position - Center	<CR>*menuposition=center#<CR>
	Write	Menu Position - Top-Left	<CR>*menuposition=tl#<CR>
	Write	Menu Position - Top-Right	<CR>*menuposition=tr#<CR>
	Write	Menu Position - Bottom-Right	<CR>*menuposition=br#<CR>
	Write	Menu Position - Bottom-Left	<CR>*menuposition=bl#<CR>
	Read	Menu Position Status	<CR>*menuposition=?#<CR>
	Write	Direct Power On-on	<CR>*directpower=on#<CR>
	Write	Direct Power On-off	<CR>*directpower=off#<CR>
	Read	Direct Power On-Status	<CR>*directpower=?#<CR>

Function	Type	Operation	ASCII
Lamp Control	Write	Normal mode	<CR>*lampm=lnor#<CR>
	Write	Eco mode	<CR>*lampm=eco#<CR>
	Write	SmartEco mode	<CR>*lampm=seco#<CR>
	Write	SmartEco mode 2	<CR>*lampm=seco2#<CR>
	Write	Custom mode	<CR>*lampm=custom#<CR>
	Write	Light level for custom mode	<CR>*lampcustom=value#<CR>
	Read	Light level status for custom mode	<CR>*lampcustom=?#<CR>
Miscellaneous	Read	Model Name	<CR>*modelname=?#<CR>
	Read	System F/W Version	<CR>*sysfwversion=?#<CR>
	Write	Blank On	<CR>*blank=on#<CR>
	Write	Blank Off	<CR>*blank=off#<CR>
	Read	Blank Status	<CR>*blank=?#<CR>
	Write	Freeze On	<CR>*freeze=on#<CR>
	Write	Freeze Off	<CR>*freeze=off#<CR>
	Read	Freeze Status	<CR>*freeze=?#<CR>
	Write	Menu On	<CR>*menu=on#<CR>
	Write	Menu Off	<CR>*menu=off#<CR>
	Read	Menu Status	<CR>*menu=?#<CR>
	Write	Up	<CR>*up#<CR>
	Write	Down	<CR>*down#<CR>
	Write	Right	<CR>*right#<CR>
	Write	Left	<CR>*left#<CR>
	Write	Enter	<CR>*enter#<CR>
	Write	Back	<CR>*back#<CR>
	Write	Source Menu On	<CR>*sourmenu=on#<CR>
	Write	Source Menu Off	<CR>*sourmenu=off#<CR>
	Read	Source Menu Status	<CR>*sourmenu=?#<CR>
	Write	3D Sync Off	<CR>*3d=off#<CR>
	Write	3D Auto	<CR>*3d=auto#<CR>
	Write	3D Sync Top Bottom	<CR>*3d=tb#<CR>
	Write	3D Sync Frame Sequential	<CR>*3d=fs#<CR>
	Write	3D Frame packing	<CR>*3d=fp#<CR>
	Write	3D Side by side	<CR>*3d=sbs#<CR>
	Write	3D inverter disable	<CR>*3d=da#<CR>
	Write	3D inverter	<CR>*3d=iv#<CR>
	Read	3D Sync Status	<CR>*3d=?#<CR>
	Write	High Altitude mode on	<CR>*highaltitude=on#<CR>
	Write	High Altitude mode off	<CR>*highaltitude=off#<CR>
	Read	High Altitude mode status	<CR>*highaltitude=?#<CR>