

# **User's Manual**





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# Disclaimer

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

# About the Manual

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



# **Important Safety Guidelines**

Thank you for purchasing this product!

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

# **Safety Notification**



### CAUTION

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



### CAUTION

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

Refer service to qualified service personnel.



### CAUTION

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



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



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

### WARNING TO CALIFORNIA RESIDENTS:

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

### **NOTIFICATION (CANADA)**

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

### **CE NOTIFICATION**

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

### **FCC NOTIFICATION**

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

(1) This device may not cause harmful interference;

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



### WARNING!

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



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

### LASER SAFETY NOTIFICATION AND CAUTION



Do not stare at the lens while in use

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

### The safety distance for this projector is 3.5 meters

### Laser Parameters

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

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

vivitek

### **Product Label**

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



### Hazard Warning Symbol and Aperture Label



# **Installation and Use Notices**

- 1. Read and keep this manual properly.
- 2. Pay attention to all the noted warnings, and follow all the guidelines and descriptions in this manual.
- 3. Do not use the projector near water.
- 4. Do not install the equipment near the thermal sources, such as heaters, radiators, furnace, amplifiers, and any other equipment that may generate heat.
- 5. Be careful while holding the equipment or moving the trolley with projector to prevent the equipment from turning over.
- 6. Notice whether there is any parts with flaws after receiving the projector.
- 7. Please notice that the projector will not power on until the lens is fitted. The protection covering the lens should be taken to install the lens.
- 8. Do not let any vent be obstructed.
- 9. Do not destroy the safety protection function of polarized or grounding plug of power cord. A polarized plug has one wide and one narrow blade. The plug has two blades and one grounding blade. The wide blade or grounding blade is provided for the safety concerns. If the plug provided does not match the outlet, please contact the electrician to change outlet.
- 10. The +12V trigger only outputs 12V DC trigger signal. Do not connect other power input or output. Otherwise, the equipment may malfunction.
- 11. Adjust the slide switch with suitable volt input, and then plug in the projector; the red LED indicator would flash and then stabilize, getting into standby mode. User should only use the connectors or accessories provided by the manufacturer. Please refer to "Selecting the Input Voltage of AC Power on page20".
- 12. When user turns on the projector, the red LED indicator would flash until stabilize. Do not look at the lens directly while the projector is running.
- 13. Install or use the projector, please do not look directly into the lens or the lens light output. The glare after focusing may cause damage to your eyes.
- 14. Unplug the power cord of the equipment if there is a thunderstorm or the equipment is not going to be used for a long time.
- 15. The packaging materials can be kept properly for transportation use afterwards.
- 16. If any breakdown occurs, please contact dealer or manufacture for qualified repair service.
- 17. This projector is an RG3 product. The projector is for professional use and must be installed in location where safety is assured. For this reason, be sure to consult your dealer as installation and attachment/detachment of the lens unit must be performed by a professional service personnel. Never try to install the projector by yourself. This may result in visual impair-ment etc.

# **Disposal of Old Electric and Electronic Equipment**

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

# **Important Recycling Instructions**

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

ns Do not look into the lens









# Introduction

The User's Manual describes the installation, setup and operation of this projector and provides assistance to the installation personnel and the end-user to fully develop the performance of the projector. VIVITEK has made every effort to ensure that the information in the Manual is correct at the time of printing. The contents may be frequently updated due to the continuously product improvement and customer feedback.

You can find the latest version of the Manual and the manual of other Vivitek products on www.vivitekcorp.com.

# **Packing Checklist**

The following items are included in the packaging box of this projector. If any loss or damage to any item, contact your dealer or Vivitek customer service department.





### **Projector Overview**

### **Front-right View**



**Rear-right View** 



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

Remove the cover before installing the lens.



6. <u>Height Adjuster</u> Adjust level of projector

- 7. <u>Intake Vent</u> The fans pull air to cool the radiator of the projector.
- 8. <u>Rear IR Receiver</u> The Receiver for IR signals from remote control.
- <u>I/O Connector Panel</u> Connect to various input, control or output terminals to the projector. Refer to "IO Panel on page11 ".
- 10. <u>Kensington Lock</u> Attach the projector to a permanent object with the Kensington slot and a security cable. (anti-theft function)
- 11. <u>Slide Switch</u>

Switch it to corresponding input voltage. Please refer to "Selecting the Input Voltage of AC Power on page20"

- 12. <u>AC Power Switch</u> Turn on/off the AC power of the projector.
- 13. AC Inlet

Connect the supplied power cable to this inlet.

14. Control Panel

Press the button to operate the OSD menu or adjust the lens Settings see OSD controls. Refer to "Control Panel on page12 "

### Important

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



### **Bottom View**



15. Anti-thief Screw hole

The anti-thief screw can be fastened to prevent Lens removing by unauthorized person.

16. <u>Mounting Holes of Support Kit</u> These two screws holes can be used to fix support kits of ultra-short throw lens.

### Note

The screws are for Lens support kits only; overloading may damage the projector or cause injury.

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

### Note

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



# IO Panel



### TRIGGER(12V +/-1.5V)

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

### RS-232

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

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

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

### VGA

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

### MONITOR OUT

Connect to a monitor to display the projected content.

### WIRED REMOTE

Connect the supplied remote controller to the projector

### HDBaseT/LAN

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

### HDMI 1 / HDMI 2

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

### DVI-D

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

### SDI IN/OUT

Connect to SDI source.

### 3D SYNC IN / Out

Connect to the 3D IR synchronization signal transmitter.

### Note for Trigger

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

### Note for Wired Remote

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



# **Control Panel**



### POWER

User the button to turn on/off the projector.

### INPUT

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

### AUTO SYNC

Implement automatic signal synchronization.

### ASPECT

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

### MENU

Push the button to display or hide the OSD menu.

### UP/Down/Left/Right

Use the button to select the OSD option.

### ENTER

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

### EXIT

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

### **CENTER LENS**

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

### Note

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

### Blank

Use the button to stop the projection temporarily

### LENS SHIFT

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

### Note

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

### FOCUS

Use the button to adjust the focus of projected image.

### ZOOM

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



# **Remote Control**



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



Wired Remote Jack Connect to WIRED REMOTE terminal on the projector



### **Remote Control Operating Range**

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





# Installation and Setting up

# **Inserting or Changing the Remote Control Batteries**





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

### Important

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

### **Battery installation instructions**

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



# Installing the projector

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

### **Precautions for Installation**

### Caution

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

### Caution

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



### Caution

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



# Mounting the projector

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





### Installing or Removing the Optional Lens

### Caution

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

### Install New Lens

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



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



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

### Note

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



### Removing the Existing Lens

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



6. Pull out the existing lens slowly.



### Caution

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



# Selecting the Input Voltage of AC Power

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

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

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

#### AC 100-130V VOLTAGE SELECT XXMLEXINF 200-240 V-100-130 V-MC 200-240V VOLTAGE SELECT XXMLEXINF 200-240 V-VOLTAGE SELECT XXMLEXINF 200-240 V-100-130 V-VOLTAGE SELECT XXMLEXINF 100-130 V-VOLTAGE SELECT 100-130 V-VOLTAGE SELECT 100-130 V-100-130 V-100-130 V-100-130 V-100-130 V-100-130 V-100-130 V-100-130 V-100-130 V-100-130 V-

### Important !

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

# **Connecting to AC Power Supply**

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



# **Turning on the Projector**

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

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



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







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



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

# **Turning off the Projector**

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

### Note

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

Refer to the following guide to shut down the projector.

- 1. Press the POWER button on the control panel or OFF button on the remote control once, the Power Off window displays.
- 2. Press the POWER button again on the OSD control panel or remote control to verify power off, the power LED flashes orange after Power Off is confirmed.
- 3. The projector enters SAVING mode when the power LED lights red.
- 4. Press the Main Power switch to the off position (O) to turn off the projector.





Enter STANDBY mode? Yes : Press Again No : Please Wait





# Setting up the installation condition

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

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

Desktop, Ceiling and Free-tilt Installation

Portrait Installation





# **Setting up the Projection Mode**

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

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

Front Desktop projection





Rear Desktop projection







# Adjusting Projected Image Position

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



### Note

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

# Adjusting the Focus and Zoom

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

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









# Adjusting Geometric Distortion

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



### Keystone

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

### <u>Horizontal Keystone</u>



### Note

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



### <u>Rotation</u>

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



### <u>Reset</u>

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

### **Rotation**

Rotate the projected image within active display area.

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



### **Pincushion / Barrel**

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

### Horizontal



### Vertical











300 (60%)



### Keystone

Example for using Horizontal Keystone.

7
7
7



### Rotation

Example for using Rotation.



### Note

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

### Arc

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

### Тор



### Bottom



Right

-150 (-30%)			

	0														
⊢	┝		-	-	_	⊢		_		_	-	-			
	⊢		-		_	⊢		_		-		-	Н		
⊢	⊢		_	-		⊢	_	_			-	_	$\vdash$		

0









### **Corner Adjustment**

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

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

### **Top Left Corner**

#### Horizontal



### Vertical

-120 (Pixels)													

### **Top Right Corner**

### Horizontal

-192 (Pixels)													
													1

### Vertica I

-120 (P	ixels)
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192	(Pixe	S)

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192	(Pixe	s)
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						$\neg$	$\neg$	
				$\pm$	$\pm$	+	$\pm$	++

120 (Pixels)

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								_	
								_	
	_	-	-	-				_	-
			-	-				_	
H		-	_	_		_		_	
$\vdash$	_	_	_	_		_		_	$\square$



# **Bottom Left Corner**

### Horizontal



### Vertical

	-120 (Pixels)										
						_	_				
F			_								

# **Bottom Right Corner**

### Horizontal

	-192 (Pixels)												
E	E												]
											E		
												-	

### Vertical

-120 (Pixels)											
											Η
			-12	-120	-120 ()	-120 (Pi:	-120 (Pixe	-120 (Pixels	-120 (Pixels)	-120 (Pixels)	-120 (Pixels)





### 192 (Pixels)

	120 (Pixels)										
F	F	F									Π
F											
E											
E											
					_						

#### 192 (Pixels)

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				$\square$	TTT
$\vdash$		++	++	++	+++
$\square$		$\square$	$\square$	$\downarrow \downarrow$	++
		++	++	++	++

### 120 (Pixels)

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	$\square$								
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# Preventing the Unauthorized Use of the Projector

# Using the Control Panel Lock

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

### Locking the control buttons

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

	PICTURE		SERVICE
OSD Settings			
Menu Position		Top Right	<b>↓</b> /)
Menu Transpare	ency	0	<b>↓</b> /▶
Time Out		Always On	<b>↓</b> /▶
Message Box		On	<b>↓</b> /▶
Control Panel L	.ock	Off	<b>↓</b> /▶
Security Lock		Off	<b>↓</b> /▶

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



Select OK to confirm or Cancel to ignore the setting.

Control Panel Lock								
Control Panel Lo	ock will be turned on, sure?							
OK								

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

Control Panel Lock is turned on

### Note

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





### Unlocking the control panel

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

	PICTURE		SERVICE
OSD Settings	Control Panel Lo	ock	
• Off			<b>↓</b> /)
O On			<b>↓</b> //

### **Using Security Lock**

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

### Enable the Security Lock

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

	PICTURE			SERVICE		
OSD Settings						
Menu Position		Top Right	<b>↓</b> /▶			
Menu Transpar	ency	0	<b>↓</b> /▶			
Time Out			Always On	<b>↓</b> /▶		
Message Box			On	<b>↓</b> /▶		
Control Panel Lock			Off 😽			
Security Lock			Off	<b>↓</b> /)		

	PICTURE		SERVICE
OSD Settings	Security Lock		
• Off			<b>↓</b> /▶
O On			<u>+</u> />

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





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



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



### Unlocking the projector

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



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





# **Using Control ID for Multi-projector Application**

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

### Step1: Set the Projector identification number

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

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

	PICTURE		CON		SERVICE
Language				English	<b>↓</b> /▶
Projection Mod	e			Front De	sktop ₄/∕ ⊧
High Altitude				Auto	<b>↔</b> !∕▶
Auto Power Off		<	off	>	
Auto Power On		<	off	>	
Network					<b>←</b> ↓∕▶
Light Power					<b>↓</b> /▶
Background				Black	<b>↓</b> /▶
Startup Logo		<	off	>	
Infrared Remote	e				<b>↓</b> />
Trigger		<	off	>	
OSD Settings					<b>↓</b> /▶
Image Latency					<del>~!</del> />

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

→ INPUT	PICTURE			SERVICE
Infrared Remote				
Remote Sensor			On	<b>↓</b> /▶
ID Control Enable			Off	<b>↓</b> /▶
Control ID Number			1	

### 6. Set Control ID Number

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

|--|



### Step2: Set the identification number of remote control

The remote control has 2 ways to operate the projector.

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

### Note

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

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

Press and Hold ID SET for 3 Sec.



Power LED is flashing



Press two digits for ID number



### Erase the identification number of the remote control

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

Press ID SET+CLEAR simultaneously for 5 seconds



The backlight of the buttons is flashing one time





### Checking the identification number of the projector and remote control

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

+) INPUT	PICTURE			SERVICE		
Model		DU8195Z				
Serial Number			C847XXXXX01558			
Software Versio	on 1		ME03-SE01-FE06t2			
Software Versio	Software Version 2			LE04-2-RE01-3140		
Control / Remo	te ID	26 / 26				
Active Source			HDMI2			
Signal Format			No source			
H/V Refresh Rate			NA / NA			
Pixel Clock			NA			
Light Time			00005 HRS			
Constant Brightness (CBC)			Off			
Thermal Status				<del>~!</del> />		
Factory Reset				<u>+</u> ۱/۱		

### Note

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



# I/O - Connecting

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

# **Connecting to Personal Computer**

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



# **Connecting to the Video Device**

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





# **Connecting to the Control Equipment**

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



### HDBaseT/LAN (Network control)

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

### RS-232 (RS-232 control)

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

### Wired remote control

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

### 3D Sync Out/In

Connect to 3D IR sync signal transmitter or device.

### Note

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



# **Connecting to the Screen Trigger**

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





# **Connecting to external HDBaseT Transmitter**

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



### Note

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



# Using the projector

# **Using On-Screen Display**

# Using the OSD Menu

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

→ INPUT	PICTURE	C		SERVICE
Input Selection			HDN	/II 2 <b>↓/</b> ▶
PIP			Off HD	VII2 ↔//>
Auto Source		<	Off	>
Color Space		<	Auto	>
Aspect Ratio		<	Source	>
Overscan		<	Off	>
VGA Setup				<del>«!</del> /)
Test Pattern				<b>↓</b> /▶
3D				<b>↓</b> /▶
Auto Sync				<u>+</u> ب

### Navigating the OSD

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



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



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



# Menu Tree

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

### **INPUT**

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

### PICTURE

2nd Layer	3rd Layer	4th Layer	Selections	
Picture Mode			High Bright / Presentation / Video	
Brightness			_	
Contrast			- 0. 200	
Saturation			— 0~200	
Hue				
Sharpness			0~15	
Color Temperature			5400K / 6500K / 7500K / 9300K / Native	
Color Gamut			REC709 / EBU / SMPTE / Native	
Gamma			1.0 / 1.8 / 2.0 / 2.2 / 2.35 / 2.5 / S-Curve/DICOM	
	Red Offset	_		
Input Balance	Green Offset	_		
	Blue Offset	_	0~200	
	Red Gain	_		
	Green Gain	_		
	Blue Gain			
	Red	_		
	Green	- 11		
	Blue	Hue Seturation		
	Cyan	- Gain		
LISC	Magenta	-	0~200	
100	Yellow		_	
		Red Gain	_	
	White	Green Gain	_	
		Blue Gain		
	Reset		Execute	
Noise Reduction			0~3	
Dynamic Black			Off / On	
Light Off Timer			Disable / 0.5 / 1.0 / 1.5 / 2.0 / 3.0 / 4.0 Seconds	



### ALIGNMENT

Lens Carly  Lens Carly  Lens Carly  Lens Carly  Lens Carly  Lens Memory  Lens Memory  Lens Memory  Lens Memory  Clear Memory  Digital Zoom  Digital Soan  Digital Digital Soan  Digital Digital Soan  Digital Digital  Digital Soan  Digital Digital  Digital Soan  Digital Digital  Digital Soan  Digital Digital Soan  Digital Digital  Digital Digital Digital  Digital Digital  Digital Digital Digital  Digital Digital  Digital Digital  Digital Digital Soan  Digital Digital  Digital Digital Digital  Digital Digital  Digital Digital  Digital Digital Digital  Digital Digital  Digital Digital Soan  Digital Digital  Digita	2nd Layer	3rd Layer	4th Layer	Selections
Lens Control         Zoom / Facus / Shift control           Lens Type         000 / Facus / Shift control           Lens Memory         Save Memory           Clear Memory         Memory / M	Lens Lock			Off / On
Lens Type         non-UST Lens / UST Lens           Lans Memory         Load Memory         Memory1 / Memory2 / Memory3 / Memory4 / Memory5 / Memory6 / Memory6	Lens Control			Zoom / Focus / Shift control
Lack Memory         Lack Memory         Memory1 / Memory2 / Memory3 / Memory6 / Memo	Lens Type			non-UST Lens / UST Lens
Lens Memory Save Memory Care Memory Control (Care) (C		Load Memory		Momorul / Momorul / Momorul / Momorul / Momorul /
Clear Memory         Memory / Mem	Lens Memory	Save Memory		
Center Lens         Digital Zoom         Execute           Digital Zoom         Digital Scan         0 ~ 100           Digital Scan         0 ~ 100           Reset         Execute           Reset         Execute           Reset         Execute           Reset         Execute           Rotation         -10 ~ 10           Reset         Execute           Rotation         Reset           Reset         Execute           Rotation         -10 ~ 10           Reset         Execute           Pincushion Barrel         H Vin/Barrel           H Pin/Sarrel         -150 ≤ V ± 300           V Vin/Barrel         -150 ≤ V ± 300           V Keydone         -40 ~ +40           Reset         Execute           Pincushion Barrel         H keydone         -60 + +60           V Vin/Barrel         -150 ≤ V ± 300         -150 = +150           Reset         Execute         -150 = +150           Right         -150 = +150         -150 = +150     <	•	Clear Memory		Memory6 / Memory7 / Memory8 / Memory9 / Memory10
Digital Zoom         O% - 100%           Digital Pan         0 ~ 100           Digital Scan         0 ~ 100           Reset         Execute           Reset         Horizontal         400 ~ 400           Rotation         -10 - 10           Rotation         Rostation         -10 - 10           Rotation         Rotation         -100 ~ +100           Rotation         Rotation         -100 ~ +100           Rotation         Rotation         -100 ~ +100           Rotation         Rotation         -150 < +150	Center Lens	<b>-</b>		Execute
Digital Zoom         Digital Pan         0 ~ 100           Reset         Execute           Reset         Execute           Vertical         400 ~ 400           Rotation         -10 - 10           Reset         Execute           Rotation         -10 - 10           Reset         Execute           Rotation         -10 - 10           Reset         Execute           Pincushion Barrel         Vertical         -400 - 4100           Vertical         -100 - 110           Reset         Execute           Pincushion Barrel         Vertical         -150 5 H 5 300           Vertical         -150 5 H 5 300		Digital Zoom		0% ~ 100%
Digital Scan         0 - 100           Reset         Execute           Keystone         400 - +600           Rotation         -10 - 10           Rotation         -10 - 10           Reset         Execute           Name         Rotation           Rotation         Rotation           Pincushion Barrel         H Pin/Barrel           Vin/Barrel         -150 ≤ H 5 300           Vin/Barrel         -150 ≤ V 5 300           Arc         Reset         Execute           Rotation         -10 + 10           Reset         Execute           Top Left Corner         Notical           Rotation         -10 + 10           Reset         Execute           Botom         -102 < H<192	Disting 7 and	Digital Pan		0 ~ 100
Reset         Execute           Keyslone         Rotation         -100 - +600           Rotation         -10 - 10         -100           Rotation         -10 - 10         -100           Rotation         -100 - +100         -100           Rotation         -100 - +100         -100           Reset         Execute         -100           Pincushion Barrel         Hird/Warrel         -150 - 54 × 300           Heyslone         -40 - +40         -100           Reset         Execute         -10 - +10           Reset         Execute         -10	Digital Zoom	Digital Scan		0 ~ 100
Warp         Keyslone         Vertical         -400 - +600           Relation         -10 - 10		Reset		Execute
Keyslone         Vertical         400 - +400           Rotation         -10 - 10           Rotation         -10 - 10           Rotation         -100 - +100           Rotation         -100 - +100           Reset         Execute           Vertification         -100 - +100           Vertification         -100 - +100           Vertification         -150 S H S 300           Vertification         -10 - 40           Vertification         -10 - 40           Vertification         -10 - 40           Rotation         -10 - 410           Rotation         -10 - 410           Rotation         -10 - 410           Rotation         -10 - 410           Rott         Execute<			Horizontal	-600 ~ +600
Rejition         -10 - 10           Reset         Execute           Rotation         -100 - +100           Rotation         -100 - +100           Reset         Execute           H Pin/Barrel         -150 5 H 3 300           V Pin/Barrel         -150 5 V 5 300           V Pin/Barrel         -10 - +10           Reset         Execute           Reset         Execute           Top Left Corner         Bottom           Pight         -120 <v 120<="" td="">           Bottom Right Corner         Vertical         -120 <v 120<="" td="">           Bottom Right Corner         Reset         Execute           Reset         Execute         Execute           Right         -130 - 530           Right         0 - 360           Bottom         -100 - 500</v></v>		K	Vertical	-400 ~ +400
Katalion         Reset         Execute           Rotation         - 100 ~ +100           Reset         Execute           VinBarrel         -150 5 H ≤ 300           VPInDearrel         -150 5 H ≤ 300           VPInDearrel         -150 5 H ≤ 300           VPINDBarrel         -150 - +10           Reset         Execute           Reset         Execute           Reset         Execute           Reset         Execute           Top Left Corner         Horizontal         -192 < H < 192		Keystone	Rotation	-10 ~ 10
Rotation         Rotation         - 100 ~ + 100           Reset         Execute           H Pin/Barrel         - 150 \$ \le \$ 300           V Pin/Barrel         - 150 \$ \le \$ 300           V Pin/Barrel         - 150 \$ \le \$ 300           V Pin/Barrel         - 150 \$ \le \$ \$ 300           V Pin/Barrel         - 150 \$ \le \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$			Reset	Execute
Kotation         Reset         Execute           H Pin/Barrel         -150 S H ≤ 300         (150 S H ≤ 300)           V Pin/Barrel         -150 S V ≤ 300         (150 S V ≤ 300)           H keystone         -00 ~ + 60         (150 S V ≤ 300)           H keystone         -00 ~ + 60         (150 S V ≤ 300)           H keystone         -00 ~ + 60         (150 S V ≤ 300)           H keystone         -00 ~ + 60         (150 S V ≤ 300)           H keystone         -00 ~ + 60         (150 S V ≤ 300)           Arc         Reset         Execute           Top		<b>-</b>	Rotation	- 100 ~ +100
Warp         H Pin/Barrel         -150 \$ \leq \$ 300           V Pin/Barel         -150 \$ \leq \$ 300           V Pin/Barel         -150 \$ \leq \$ 300           H keystone         -60 \$ \leq \$ 60           V keystone         -40 \$ \leq \$ 40           Reset         Execute           Top         -150 \$ \leq \$ 100 \$ \leq \$ 100           Reset         Execute           Top Left Corner         Horizontal           Bottom         -150 \$ \leq \$ 150 \$ \leq \$ 120           Bottom Left Corner         Horizontal           Top Right Corner         Verical           Bottom Right Corner         Verical           Bottom Right Corner         0 \$ -360           Bottom Right Corner         0 \$ -360           Bitship         -534           Reset         Execute           Bottom         0 \$ -534           Reset         Execute           Align Pattern         0 \$ 100 \$ -500           Bitship         -100 \$ 000           Right         0 \$ 320           Right         0 \$ 320           Bottom         0 \$ -320           Bitship         -120 \$ -256           Green         0 \$ -256\$           Green		Rotation	Reset	Execute
Warp			H Pin/Barrel	-150 ≤ H ≤ 300
WarpPincushion BarrelH keystone V keystone At c $-60 \sim + 60$ V keystone 	Warp		V Pin/Barrel	-150 ≤ V ≤ 300
Pincushion Barrel         V keystone         40 ~ + 40           Rotation         -10 ~ + 10           Reset         Execute           Top         -           Bottom         -10 ~ + 150           Arc         Edit           Top Left Corner         Horizontal         -192 ~ H-192           Top Right Corner         Vertical         -120 ~ V<120			H keystone	-60 ~ + 60
WarpRotation $-10 - +10$ ResetExecuteResetExecuteBottom $-150 - +150$ RightResetRightResetTop Right CornerHorizontalBottom Right CornerVerticalBottom Right CornerVerticalBottom0 - 360BiankingLeftRight0 - 534Right0 - 534RightOff / OnAlign PatternOff / OnBotomBotomUhite LevelBotomBotom0 - 32Botom0 - 32BiankingIopCornerResetResetExecuteResetExecuteResetExecuteRight0 - 32Botom0 - 32BiankingIopRight0 - 32ResetRightRight0 - 32Bilack LevelRightRight0 - 32Bilack LevelRightResetExecuteResetExecuteRight0 - 32Botom0 - 32Bilack LevelRightBotom0 - 256Bilue0 - 256ResetExecuteResetExecuteResetExecuteResetRightResetRightResetRightResetRightResetRightResetRightResetRightReset <t< td=""><td>Pincushion Barrel</td><td>V keystone</td><td>-40 ~ + 40</td></t<>		Pincushion Barrel	V keystone	-40 ~ + 40
ResetExecuteArcTop Bottom Right-150 ~ +150ArcLeft Right-150 ~ +150Top Left Corner Bottom Left Corner Bottom Left Corner Bottom Right Corner-192 < H<192			Rotation	-10 ~ +10
			Reset	Execute
$Edge Blend \\ Edge Blend \\ Edge Blend \\ Edge Blend \\ Reset \\ First function (Second functi$			Тор	
ArcLeft Right Reset-150 ~ +150Top Left Corner Top Right Corner Bottom Left Corner Bottom Right CornerHorizontal Vertical-192 < H<192			Bottom	
Right         Reset         Execute           Top Left Corner         Horizontal         -192 <h<192< td="">           Bottom Left Corner         Vertical         -120 <v<120< td="">           Bottom Left Corner         Reset         Execute           Bottom Right Corner         Reset         Execute           Bottom Right Corner         Reset         Execute           Bottom Right Corner         0 - 360           Bottom         0 - 534           Right         0 - 534           Reset         Execute           Edge Blend         0, 100 - 500           Battom         0, 100 - 500           Battom         0 - 32           Bottom         0 - 32           Edge Blend         0, 100 - 800           Right         0 - 32           Left         0, 22           Bottom         0 - 32           Left         0 - 32           Left         0 - 32           Left         0 - 32           Left         0 - 32           Right         0 - 32           Left         0 - 32           Right         0 - 32           Right         0 - 32           Battom         0 - 256</v<120<></h<192<>		Arc	Left	150 ~ +150
Top Left Corner         Horizontal         -192 <h<192< th="">           Top Right Corner         Horizontal         -192 <h<192< td="">           Bottom Right Corner         Vertical         -120 <v<120< td="">           Bottom Right Corner         Reset         Execute           Bottom Right Corner         Reset         Execute           Bottom Right Corner         Reset         Execute           Bottom         Left         0 - 360           Reset         Execute         Corner           Reset         Execute         Corner           Reset         0 - 534         Corner           Reset         Execute         Corner           Reset         Execute         Corner           Right         0 - 500         Corner           Mite Level         Left         0, 100 - 500           Left         0, 100 - 800         Right           Black Level         Right         0 - 32           Black Level         Right         0 - 32           Red         0 - 256         Corner           Red         0 - 256         Corner           Green         0 - 256         Corner           Blue         0 - 256         Corner           Blu</v<120<></h<192<></h<192<>			Right	
Top Left Corner Do Right Corner Bottom Left Corner Bottom Right CornerHorizontal Vertical $-192 < H < 192$ $-120 < V < 120$ Battom Left Corner Bottom Right CornerVertical $-120 < V < 120$ Bottom Right Corner BottomResetExecuteTop Bottom0 - 360Battom Left Corner Right0 - 534Right0 - 534ResetExecuteEdge Blend Align PatternOff / OnHite LevelBottom Bottom0, 100 - 500Left Right0, 100 - 800Right Right0, 100 - 800Right Black Level0, 22Bottom Black Level0 - 32RegeCorner Right0 - 32Black LevelRight Black Level0 - 32Black LevelRight Black Level0 - 256Blue0 - 256Blue <td></td> <td>Reset</td> <td>Execute</td>			Reset	Execute
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Bottom Left Corner Bottom Right Corner         Vertical Reset         -120 <v<120< th="">           Bottom Right Corner Bottom         Reset         Execute           Bottom         0 - 360           Blanking         Left Right         0 - 534           Reset         Execute           Reset         Execute           Align Pattern         Off / On           Mite Level         Bottom           Left         0, 100 - 500           Bottom         0, 100 - 500           Kight         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Left         0 - 32           Right         0 - 32           Bottom         0 - 256           Blue         0 - 256</v<120<>		Top Right Corner	- Horizontal	-192 <h<192< td=""></h<192<>
Bottom Right Corner Bottom Right CornerResetExecuteBanking $\begin{bmatrix} Top \\ Bottom \\ Right \\ Reset \\ Edge Blend \\ Align Pattern \\ Align Pattern \\ Mvhite Level \\ Edge Blend \\ Left \\ Right \\ Right \\ Bottom \\ Left \\ Right \\ 0, 100 - 500 \\ Left \\ 0, 100 - 800 \\ Right \\ 0, 100 - 800 \\ Right \\ Bitom \\ 0 - 32 \\ Left \\ 0 - 32 \\ Right \\ 0 - 32 \\ Left \\ 0 - 32 \\ Right \\ 0 - 32 \\ All \\ Red \\ Red \\ 0 - 256 \\ Blue \\ 0 - 256 \\ Reset \\ Execute \\ Ex$		Bottom Left Corner	<ul> <li>Vertical</li> </ul>	-120 <v<120< td=""></v<120<>
Top         0 - 360           Blanking         Left         0 - 534           Right         0 - 534           Right         0 - 534           Reset         Execute           Edge Blend         Off / On           Align Pattern         Off / On           White Level         Bottom         0, 100 - 500           Left         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Black Level         Right         0 - 32           Black Level         Right         0 - 32           Red         0 - 256         Green           Blue         0 - 256           Blue         0 - 256           Blue         0 - 256           Blue         0 - 256		Bottom Right Corner	Reset	Execute
Bottom         0 - 360           Blanking         Left         0 - 534           Right         Execute           Reset         Execute           Edge Blend         Off / On           Align Pattern         Off / On           White Level         Bottom         0, 100 - 500           Left         0, 100 - 800           Right         0, 100 - 800           Black Level         Top         0 - 32           Black Level         Right         0 - 32           Black Level         Right         0 - 32           Right         0 - 32         All           Red         0 - 256         Green           Blue         0 - 256         Blue           Blue         0 - 256         Blue		Top		
Blanking         Left         0 - 534           Right         Execute           Reset         Execute           Edge Blend         Off / On           Align Pattern         Off / On           White Level         Bottom         0, 100 - 500           Left         0, 100 - 800           Right         0, 100 - 800           Black Level         Bottom         0 - 32           Bight         0 - 32           Bight         0 - 32           Bight         0 - 32           Right         0 - 32           Right         0 - 32           Bilue         0 - 256           Blue         0 - 256		Bottom		0 - 360
Edd Number         0 - 534           Right         Reset         Execute           Edge Blend         Off / On           Align Pattern         Off / On           White Level         Bottom         0, 100 - 500           Left         0, 100 - 800           Right         0 - 32           Back Level         Bottom         0 - 32           Edge Blend         0 - 32           Right         0 - 32           Black Level         Right         0 - 32           Black Level         Bottom         0 - 32           Right         0 - 32         Bottom           Left         0 - 32         Bottom           Black Level         Right         0 - 32           Blue         0 - 256         Blue           Blue         0 - 256	Blanking			
Reset         Execute           Edge Blend         Off / On           Align Pattern         Off / On           White Level         Bottom         0, 100 - 500           Left         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Right         0 - 32           Right         0 - 32           Right         0 - 256           Green         0 - 256           Blue         0 - 256           Blue         0 - 256           Blue         0 - 256           Stroop Format         Execute	Diamang	Right		0 - 534
Edge Blend         Off / On           Align Pattern         Off / On           White Level         Top         0, 100 - 500           Left         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Left         0 - 32           Bitom         0 - 32           Right         0 - 32           Left         0 - 32           Bitom         0 - 32           Right         0 - 32           Left         0 - 32           Right         0 - 32           Bitom         0 - 32           Bitom         0 - 32           Bitom         0 - 32           Bitom         0 - 32           Right         0 - 32           All         Red           Red         0 - 256           Blue         0 - 256           Blue         0 - 256           Blue         0 - 256           Screen Format         16 10 / 16 0 / 4/3		Reset		Execute
Align Pattern         Off / On           Align Pattern         0, 100 - 500           White Level         Bottom         0, 100 - 800           Right         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Image: Right         0 - 32           Bottom         0 - 32           Image: Right         0 - 32           Right         0 - 32           Image: Reset         Right           Reset         Execute		Edge Blend		Execute
Edge Blend         Top Bottom         0, 100 - 500           Edge Blend         Image: Top Image: To		Align Pattern		Off / On
White Level         Bottom         0, 100 - 500           Bottom         Left         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Right         0 - 32           Right         0 - 32           Black Level         Right         0 - 32           Red         0 - 256           Green         0 - 256           Blue         0 - 256           Blue         0 - 256           Screen Format         Execute		Aight attent	Top	
White Level         Joint           Left         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Bottom         0 - 32           Left         0 - 32           Bottom         0 - 32           Right         0 - 32           Right         0 - 32           All			Bottom	0, 100 - 500
Edge Blend         Image: Fight constraints         0, 100 - 800           Right         0 - 32           Bottom         0 - 32           Left         0 - 32           Left         0 - 32           Right         0 - 32           Right         0 - 32           Image: Right         0 - 32           Red         0 - 256           Green         0 - 256           Blue         0 - 256           Blue         0 - 256           Screen Format         Execute		White Level		
Edge Blend         Top         0 - 32           Bottom         0 - 32           Black Level         Edf         0 - 32           Right         0 - 32           All			Right	0, 100 - 800
Edge Blend       Bottom       0 - 32         Black Level       Bottom       0 - 32         Image: Right       0 - 32         All       Red       0 - 256         Green       0 - 256         Blue       0 - 256         Blue       0 - 256         Screen Format       Execute			Top	0.32
Edge blend     Black Level     Image: boltom bit of - 32       Black Level     Left     0 - 32       Right     0 - 32       All       Red     0 - 256       Green     0 - 256       Blue     0 - 256	Edgo Blond		Bottom	0.32
Black Level         Right         0 - 32           Right         0 - 32           All           Red         0 - 256           Green         0 - 256           Blue         0 - 256	Edge Blend			0 - 32 0 - 32
Black Level         Night         0 - 32           All			Dight	0.32
Red         0 - 256           Green         0 - 256           Blue         0 - 256           Reset         Execute		Black Level		0 - 32
Red         0 - 250           Green         0 - 256           Blue         0 - 256           Reset         Execute				0.256
Blue         0 - 250           Reset         Execute			Groop	0 256
Dive     0 - 200       Reset     Execute       Screen Format     16:10 / 16:0 / 4:3			Blue	0 256
CESEI         EXECUIE           Scroop Format         16:10 / 16:0 / 4:3		Posot	DIUE	U - 200
	Saroon Format	176961		



# CONTROL

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

### SERVICE

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



# **OSD Menu – INPUT**

→ INPUT	PICTURE		OL	SERVICE
Input Selection			HDM	l 2 <b>₊</b> /,
PIP		Of	f HDM	2
Auto Source		< Of	f >	
Color Space		< Au	to >	
Aspect Ratio		< So	urce >	
Overscan		< Of	f >	
VGA Setup				<b>←!∕</b> ▶
Test Pattern				<b>↔</b> !∕▶
3D				<b>↓</b> /▶
Auto Sync				<b>←!∕</b> ▶

# **Input Selection**

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



### Note

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



### PIP

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

PIP Option	Enable PIP by choosing "ON", and two windows will be shown on the projected picture. The larger one is the primary picture, the smaller one is the sub picture. By choosing "Off", PIP function will be disabled, and only one picture window projected.
PIP Input	Press ENTER to display available sources for the sub picture, and then select a source.
	Note

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

		Main Picture						
		VGA	Component	HDMI 1	HDMI 2	HDBaseT	3G-SDI	DVI
	VGA		0	0		0		0
	Component			0		0		0
ure	HDMI 1	0	0		0		0	
Pict	HDMI 2			0		0		0
Sub	HDBaseT	0	0		0		0	
	3G-SDI			0		0		0
	DVI	0	0		0		0	

### Position

Set the preferred location of PIP window.

Top Left	Display sub picture at top left of the screen.
Bottom Left	Display sub picture at bottom left of the screen.
Top Right	Display sub picture at top right of the screen.
Bottom Right	Display sub picture at bottom right of the screen.
PBP	Display sub picture next to main picture, the main screen is shrined to the same size as sub picture.



### **Auto Source**

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



### **Color Space**

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

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

### **Aspect Ratio**

This function allows the user to adjust the aspect ratio of the projection image by  $\blacktriangleleft \triangleright$  keys.

### Overscan

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

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

### **VGA Setup**

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

### Test Pattern

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

### 3D

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

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



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

### Important reminders

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

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

### **Auto Sync**

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



# **OSD Menu – PICTURE**

	PICTURE				SERVICE
Picture Mode		<	High Bright		<b>←!∕</b> ►
Brightness				100	<b>←!∕</b> ▶
Contrast				100	
Saturation				100	
Hue				100	
Sharpness				0	
Color Temperatu	re		Native		
Color Gamut			Native		<b>↔!∕</b> ►
Gamma			2.2		<b>↔</b> !∕▶
Input Balance					<b>↓</b> /)
HSG					<b>←!∕</b> ▶
Noise Reduction				0	
Dynamic Black			Off		<b>↓</b> /▶
Light Off Timer			Disable		4!/)

### **Picture Mode**

Use  $\triangleleft$ or $\blacktriangleright$  to select desired picture mode

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

### **Brightness**

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

### Contrast

Press ENTER, and use  $\blacktriangleleft$  or  $\blacktriangleright$  to adjust the contrast of the projected image.

### **Saturation**

Press ENTER, and use  $\blacktriangleleft$  or  $\blacktriangleright$  to adjust the level of saturation.

### Hue

Press ENTER, and use  $\blacktriangleleft$  or  $\blacktriangleright$  to adjust the level of hue.

### Sharpness

Press ENTER, and use  $\blacktriangleleft$  or  $\blacktriangleright$  to adjust the sharpness, which changes the high-frequency details.

### **Color Temperature**

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



### Color Gamut (Цветовая гамма)

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

### Gamma

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

### **Input Balance**

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

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

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

### HSG

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

### **Noise Reduction**

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

### **Dynamic Black**

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

### **Light Off Timer**

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



# **OSG Menu – ALIGNMENT**

+) INPUT	PICTURE		SERVICE
Lens Lock		Off	<b>↓</b> / ▶
Lens Control			<b>↓</b> /▶
Lens Type		non-UST Le	ns ₊/∕▶
Lens Memory			<b>↓</b> / ▶
Center Lens			<b>↓</b> / ▶
Digital Zoom			<b>↓</b> / ▶
Warp			<b>↓</b> / <b>▶</b>
Blanking			<b>↓</b> / <b>▶</b>
Edge Blend			<b>↓</b> /▶
Screen Format		16:10	<b>↓</b> /▶

# Lens Lock

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

### Note

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

### Lens Control

Select this function to open Lens Control menu for adjustment of Zoom, Focus, or Shift. You can use the ENTER button to switch the Zoom / Focus or Shift menu. Use  $\blacktriangle$  or  $\blacksquare$  to adjust zoom and vertical shift of the lens, or use  $\blacktriangleleft \triangleright$  to adjust focus and horizontal shift of the lens.

### Lens Type

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

### Note

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



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

### **Lens Memory**

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

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

### **Center Lens**

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

### Note

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

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

### **Digital Zoom**

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

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



### Warp

This function is used to correct the distortion of image.

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

Reset : The setting will be reset to default value.

### Blanking

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

Тор	Press▲ ▼ to adjust the top blanking area on the projected picture.	Тор	Blanking area
Bottom	Press $\blacktriangle$ $\blacksquare$ to adjust the bottom blanking area on the projected picture.		
Left	Press ◀▶ to adjust the left blanking area on the projected picture.	Left	<
Right	Press ◀▶ to adjust the right blanking area on the projected picture.		
Reset	All the settings toward blanking will set to default.	Bottom	



# Edge Blend

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

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

### **Screen Format**

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



# **OSD Menu – CONTROL**

→ INPUT	PICTURE	CON	TROL	SERVICE
Language			English	<b>←!∕</b> ▶
Projection Mod	e		Front Des	sktop ₊/,
High Altitude			Auto	<b>←!∕</b> ▶
Auto Power Off		off		
Auto Power On		off		
Network				<b>↔</b> !∕>
Light Power				<del>«!</del> /)
Background			Black	<del>«!</del> /)
Startup Logo		off		
Infrared Remote	e			<del>«!</del> /)
Trigger		off		
OSD Settings				<del>«</del> !/)
Image Latency				<b>↓</b> /▶

# Language

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

# **Projection Mode**

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

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

### **High Altitude**

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

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



### Note

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

### **Auto Power Off**

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

### Auto Power On

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

### Network

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

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

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



# **Light Power**

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

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

### Background

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

# **Startup Logo**

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

### **Infrared Remote**

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



# Trigger

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

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

### **OSD Settings**

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

### Image Latency

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



# **OSD Menu – SERVICE**

	PICTURE		SERVICE				
Model		DU8195Z					
Serial Number		C847XXXXX01558					
Software Version	on 1	ME03-SE01-FE06t	2				
Software Version	on 2	LE04-2-RE01-3140					
Control / Remo	te ID	X / X					
Active Source		HDMI2					
Signal Format		No source					
H/V Refresh Ra	te	NA / NA					
Pixel Clock		NA					
Light Time		00005 HRS					
Constant Brigh	tness (CBC)	Off					
Thermal Status			<b>←!/</b> ▶				
Factory Reset			<b>↓</b> /)				

### Model

Display the project model name.

### **Serial Number**

Display the serial number of the projector.

### Software Version 1 / Software Version 2

Display the software version in the projector.

### **Control/Remote ID**

Display current projector ID and remote control ID number.

### **Active Source**

Display the current input source information.

### **Signal Format**

Display current input source format

### **H/V Refresh Rate**

Display horizontal and vertical refresh rate of the current picture.

### **Pixel Clock**

Display pixel clock of the current input signal.

### Light Time

Display accumulated usage of projection light source

### **Constant Brightness**

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

### **Thermal Status**

Display current of the thermal management components.

### **Factory Reset**

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



# Additional Information

# **Product Specification**

Display Type	Single Chip 0.67" DLP Tech	nology				
Native Resolution	WUXGA (1920 x 1200)					
Maximum Resolution	WUXGA (1920 x 1200)@60	)Hz (Reduced Blanking)				
Illumination Type	Laser Phosphor					
Throw Ratio*	1.73 - 2.27:1 (Option)					
Image Size (Diagonal)*	40" - 500"					
Projection Distance*	1.45 - 24.85m (4.77ft to 81.	52ft)				
Projection Lens*	F = 1.7 - 1.9, f = 26 - 34mm					
Zoom Ratio*	1.3x					
Aspect Ratio	16:10					
Offset	Motorized Lens Shift					
Keystone Correction	Horizontal ±60°, Vertical ±4	0° (adjustable range of single direction)				
Horizontal Frequency	15, 30 – 90Hz					
Vertical Scan Rate	50 - 85Hz					
Edge Blending	Yes (Built-In)					
Warping	Yes (Built-In)					
3D Functionality	Yes (DLP® Link™, HDMI v1.4 (Blu-ray, side by side, frame packing, top and bottom)					
Adjustable						
Lens Shift Range	Vertical: $-33\%$ to $+64\%$ , Ho	rizontal: -14% to 24%				
I/O Connection Ports	HDMI v1.4a (x2) DVI-D, Component (5 BNC), VGA-In, 3G-SDI-In/Out, RS-232, VGA- Out_3D-Sync In/Out_12y Trigger Wired Remote_HDBaseT™/I AN (Shared)					
Projection Method	Table Top, Ceiling Mount (F	ront or Rear), Free-tilt , Portrait				
Security Solutions	Kensington® Security Slot,	Security Bar, Anti-Theft Lens Screw				
Dimensions (WxDxH)	500 x 580 x 205mm (19.7" :	x 22.8" x 8.1")				
Weight	29kg (63.9lbs)					
Available Colours	Black					
Noise Level	44dB (Normal Mode)					
Power Supply	AC 100-130V, 50/60Hz AC 200-240V, 50/60Hz					
	Normal Mode	1035W max @100Vac / 1475 max @220Vac				
Power Consumption	Standby Power On	Less than 6W				
	Standby Power Off (Eco)	Less than 0.5W				
Operation Condition	At temperature 0 to 40°C, r	elative humidity 10% to 85%, non-condensation				
Storage Condition	At temperature -10 to 60°C	relative humidity 5% to 95%, non-condensation				
Standard Accessories	Refer to " page 8 ,Packing Checklist "					
Optional Accessories	Interchangeable Lens Options					

\* Note: Standard Lens

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

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



# **Supported Signal Input Timing**

### **2D formats**

Signal Format	Resolution	ution H.Frec, Frame Rate Pixel Clock VGA (KHz) (Hz) (MHz)		VGA	COMP B	ONENT / NC	HDMI / HD-BaseT				HD	
		()	()	()	RGB-	RGB-	Compo-	RGB	Y	UV (Bit)		SDI
					HV	HV	nent		8	10	12	
PC	640x480	31.47	59.94	25.18	0	0		0				
	640x480	37.5	75	31.5	0	0		0				
	640x480	43.27	85	36	0	0		0				
	800x600	37.88	60.32	40	0	0		0				
	800x600	46.88	75	49.5	0	0		0				
	800x600	53.67	85.06	56.25	0	0		0				
	848x480	23.67	47.95	25	0	0		0				
	848x480	31.02	60	33.75	0	0		0				
	1024*768	48.36	60	65	0	0		0				
	1024*768	56.48	70.07	75	0	0		0				
	1024*768	60.02	75	78.75	0	0		0				
	1024*768	68.68	85	94.5	0	0		0				
	1152x864	67.5	75	108	0	0		0				
	1280x720	35.53	47.95	57.99	0	0		0				
	1280 x 768	47.78	60	79.5	0	0		0				
	1280 x 768	60.29	74.89	102.25	0	0		0				
	1280 x 768	68.63	84.84	117.5	0	0		0				
	1280 x 800	49.7	60	83.5	0	0		0				
	1280 x 800	62.8	74.93	106.5	0	0		0		Ì		
	1280 x 960	60	60	108	0	0		0				
	1280 x 960	85.94	85	148.5	0	0		0		Ì		
	1280x1024	63.98	60.02	108	0	0		0				
	1280x1024	79.98	75.02	135	0	0		0				
	1280x1024	91.15	85.02	157.5	0	0		0				
	1366 x 768	47.71	60	85.5	0	0		0				
	1400X1050	65.32	60	121.75	0	0		0				
	1400X1050	82.28	74.87	156	0	0		0				
	1440 x 900	55.94	59.89	106.5	0	0		0				
	1440 x 900	70.64	74.98	136.75	0	0		0				
	1600x900	55.92	60	119	0	0		0				
	1600x1200	75	60	162	0	0		0				
	1680x1050	65.29	60	146.25	0	0		0				
	1920x1080	53.23	47.95	135.4	0	0		0				
	1920x1200 RB	61.82	50	158.25	0	0		0				
	1920x1200 RB	74.04	60	154	0	0		0				
	800x600	76.3	119.97	73.25				0				
	800x600	77.11	119.92	83.89				0				
	1024x768 RB	97.55	120	115.5				0				
	1024x768	98.62	119.83	138.86				0				
	1280x768 RB	97.4	119.8	140.25				0				
	1280x720	90	120	148.5				0				
	1280x800 RB	101.56	119.91	146.25				0				
Apple	640x480	35	66.67	30.24	0	0		0				
Mac	832x624	49.72	74.55	57.28	0	0		0				
	1024x768	60.24	74.93	80	0	0		0				
	1152x870	68.86	75.06	100	0	0		0				

# DU8195Z Series DLP Projector - User Manual



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



# **Supported 3D Signal**

Resolution	Frec, h	Frame Rate (HZ)	Pixel Clock	Input Source / 3D Format					
	(KHz)		(MHz)	VGA-RGBHV	BNC-RGBHV	DVI-	D / HDN	II / HDB	aseT
				FS	FS	FS	SBS	ΤB	FP
640x480	31.47	59.94	25.18	0	0	0	0	0	
800x600	37.88	60.32	40	0	0	0	0	0	
848x480	31.02	60	33.75	0	0	0	0	0	
1024*768	48.36	60	65	0	0	0	0	0	
1280 x 768	47.78	60	79.5	0	0	0	0	0	
1280 x 800	49.7	60	83.5	0	0	0	0	0	
1280 x 960	60	60	108	0	0	0	0	0	
1280x1024	63.98	60.02	108	0	0	0	0	0	
1366 x 768	47.71	60	85.5	0	0	0	0	0	
1400X1050	65.32	60	121.75	0	0	0	0	0	
1440 x 900	55.94	59.89	106.5	0	0	0	0	0	
1600x900	55.92	60	119	0	0	0	0	0	
1600x1200	75	60	162	0	0	0	0	0	
1680x1050	65.29	60	146.25	0	0	0	0	0	
1920x1200 RB	61.82	50	158.25	0	0	0	0	0	
1920x1200 RB	74.04	60	154	0	0	0	0	0	
800x600	76.3	119.97	73.25	0	0	0			
800x600	77.11	119.92	83.89	0	0	0			
1024x768 RB	97.55	120	115.5	0	0	0			
1024x768	98.62	119.83	138.86	0	0	0			
1280x768 RB	97.4	119.8	140.25	0	0	0			
1280x720	90	120	148.5	0	0	0			
1280x800 RB	101.56	119.91	146.25	0	0	0			
1080i	28.13	50	74.25				0	0	
1080i	33.72	59.94	74.18				0	0	
1080i	33.75	60	74.25				0	0	
720p	37.5	50	74.25	0	0	0	0	0	0
720p	44.96	59.94	74.18	0	0	0	0	0	0
720p	45	60	74.25	0	0	0	0	0	0
1080p	26.97	23.98	74.18				0	0	0
1080p	27	24	74.25				0	0	0
1080p	28.13	25	74.25				0	0	0
1080p	33.72	29.97	74.18				0	0	0
1080p	33.75	30	74.25				0	0	0
1080p	56.25	50	148.5	0	0	0	0	0	0
1080p	67.43	59.94	148.35	0	0	0	0	0	0
1080p	67.5	60	148.5	0	0	0	0	0	0

FS: Frame Sequencial FB: Frame Packing SBS: Side by Side TB: Top and Bottom

• 3D Glasses Refreshing Rate: 96/100/120Hz, . the output frame rate is up to 96Hz if input frame rate is 24Hz.

• 3D Sync signal: DLP Link, IR



# **Configurations of Terminals**

# **DVI-D Terminal**



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

# HDMI(19 pin Type A)

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

# VGA Terminal (D-sub 15 pin)



### Input

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

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



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



# **Screen Trigger**



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

# HDBaseT/LAN Terminal



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

### Wired Remote



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

### **3D Sync Out**



1	Signal
2	Ground



# Lens Series

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

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

• The best performance of above zoom lenses is within vertical shift 0-50%, horizontal shift ±10%, the projector may support to wider adjustable shift range for flexibility in installation.

• D88-WF18501 and D88-UST01B are fixed lens, the vertical and horizontal shift range of the projection lenes are 0%, the corners of the projected image may appear shadows or distortion if lens is shifted horizontally or vertically.

• For best projection performance, support kits for D88-UST01B lens is required, please refer to the installation manual of D88-UST01B for the details.



# **Product Dimensions**





# **LED Indication**

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



### **Power LED**

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

# **Status LED**

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

# Light Source LED

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

# Temp LED

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



# **Common Problems and Solutions**

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

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

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

### **Tips for Troubleshooting**

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

### Image Problems

### Problem: No image appears on the screen

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

### Problem: The image is blurred

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

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

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

### Problem: The image is reversed or upside down

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

### Problem: The image is streaked

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

### Problem: The image is flat with no contrast

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



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

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

### **Projection Problems**

### Problem: There is no light from the projector

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

### **Remote Control Problems**

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

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

### **Projection Lens Problems**

#### Problem: The Zoom or Focus adjustment cannot work.

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

### **Remote communication Problems**

#### Problem: The projector does not respond to Ethernet control

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

### Having the Projector Serviced

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



# About the Vivitek Support

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

### Europe, Middle East and Africa

Vivitek Service & Support Zandsteen 15 2132 MZ Hoofddorp The Netherlands Tel: Monday - Friday 09:00 - 18:00 English (UK): 0333 0031993 Germany: 0231 7266 9190 France: 018 514 8582 Russian: +7 (495) 276-22-11 International: +31 (0) 20 721 9318 Emai: support@vivitek.eu URL: http://www.vivitek.eu/support/contact-support

### **North America**

Vivitek Service Center 15700 Don Julian Road, Suite B City of Industry, CA. 91745 U.S.A Tel: 855-885-2378 (Toll-Free) Email: T.services1@vivitekcorp.com URL: www.vivitekusa.com

### Asia and Taiwan

Vivitek Service Center 16 Tungyuan Rd., Chungli Industrial Zone, Taoyuan City 320023, Taiwan Tel: 886-3-4526107, ext. 8213 Tel: 0800-042-100 Email: wendy.cheng@deltaww.com URL: www.vivitek.com.tw

### 中国/China

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