

DLP[®] Projector





User manual

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SAFETY



This product is herewith confirmed to comply with the requirements set out in the Council Directives on the Approximation of the laws of the Member States relating to Electromagnetic Compatibility Directive 2004/108/EEC.



- This product must not be used in residential areas.
- This product may cause interference if used in residential areas.

Such use must be avoided unless the user takes special measures to reduce electromagnetic emissions to prevent interference to the reception of radio and television broadcasts.

Important Safety Instruction



Do not stare into the beam, RG2.
 As with any bright source, do not stare into the direct beam, RG2 IEC 62471-5:2015.

- Do not block any ventilation openings. To ensure reliable operation of the projector and to protect from overheating, it is recommended to install the projector in a location that does not block ventilation. As an example, do not place the projector on a crowded surface. Do not put the projector in an enclosure such as a book case or a cabinet that restricts air flow.
- To reduce the risk of fire and/or electric shock, do not expose the projector to rain or moisture. Do not install near heat sources such as radiators, heaters, stoves or any other apparatus such as amplifiers that emits heat.
- Do not let objects or liquids enter the projector. They may touch dangerous voltage points and short out parts that could result in fire or electric shock.
- Do not use under the following conditions:
 - In extremely hot, cold or humid environments.
 - (i) Ensure that the ambient room temperature is within $5^{\circ}C \sim 40^{\circ}C$ ($41^{\circ}F \sim 104^{\circ}F$)
 - (ii) Relative humidity is 10% ~ 85%
 - In areas susceptible to excessive dust and dirt.
 - Near any appliance generating a strong magnetic field.
 - In direct sunlight.
- Do not use the unit if it has been physically damaged or abused. Physical damage/abuse would be (but not limited to):
 - Unit has been dropped.
 - Power supply cord or plug has been damaged.
 - Liquid has been spilled on to the projector.
 - Projector has been exposed to rain or moisture.
 - Something has fallen in the projector or something is loose inside.

- Do not place the projector on an unstable surface. The projector may fall over resulting in injury or the projector may become damaged.
- Do not block the light coming out of the projector lens when in operation. The light will heat the object and could melt, cause burns or start a fire.
- Please do not open or disassemble the projector as this may cause electric shock.
- Do not attempt to service the unit yourself. Opening or removing covers may expose you to dangerous voltages or other hazards. Please call Optoma before you send the unit for repair.
- See projector enclosure for safety related markings.
- The unit should only be repaired by appropriate service personnel.
- Only use attachments/accessories specified by the manufacturer.
- Do not look straight into the projector lens during operation. The bright light may harm your eyes.
- When switching the projector off, please ensure the cooling cycle has been completed before disconnecting power. Allow 90 seconds for the projector to cool down.
- Turn off and unplug the power plug from the AC outlet before cleaning the product.
- Use a soft dry cloth with mild detergent to clean the display housing. Do not use abrasive cleaners, waxes or solvents to clean the unit.
- Disconnect the power plug from the AC outlet if the product will not be used for a long period of time.
- Do not setup the projector in places where it might be subjected to vibration or shock.
- Do not touch the lens with bare hands.
- Remove battery/batteries from remote control before storage. If the battery/batteries are left in the remote for long periods, they may leak.
- Do not use or store the projector in places where smoke from oil or cigarettes may be present, as it can adversely affect the quality of the projector performance.
- Please follow the correct projector orientation installation as non standard installation may affect the projector performance.
- Use a power strip and/or surge protector. As power outages and brown-outs can KILL devices.

Cleaning the Lens

- Before cleaning the lens, be sure to turn off the projector and unplug the power cord to allow it to completely cool down.
- Use a compressed air tank to remove the dust.
- Use a special cloth for cleaning lens and gently wipe the lens. Do not touch the lens with your fingers.
- Do not use alkaline/acid detergents or volatile solvents such as alcohol for cleaning lens. If the lens is damaged due to the cleaning process, it is not covered by the warranty.

Warning

- Do not use a spray containing flammable gases to remove dust or dirt from the lens. This may cause a fire due to excessive heat inside the projector.
- Do not clean the lens if the projector is warming up as this may cause the lens' surface film to peel off.
- Do not wipe or tap the lens with a hard object.
- MOUNT ABOVE THE HEADS OF CHILDREN. The use of a ceiling mount is recommended with this product to place it above the eyes of children.



Laser Safety Information

 Complies with 21 CFR 1040.10 and 1040.11 except for conformance as a Risk Group 2 LIP as defined in IEC 62471-5:Ed. 1.0. For more information see Laser Notice No. 57, dated May 8, 2019. IEC 60825-1:2014: CLASS 1 LASER PRODUCT - RISK GROUP 2

IEC/EN 60825-1:2014 CLASS 1 LASER PRODUCT RISK GROUP 2 Complies with 21 CFR 1040.10 and 1040.11 except for conformance as a Risk Group 2 LIP as defined in IEC 62471-5:Ed. 1.0. For more information see Laser Notice No. 57, dated May 8, 2019. IEC/EN 60825-1:2014 PRODUIT LASER DE CLASSE 1 GROUPE DE RISQUE 2 Conforme aux normes 21 CFR 1040.10 et 1040.11, à l'exception de la conformité en tant que LIP du groupe de risque 2 définie dans la CEI 62471-5: Ed. 1,0. Pour plus d'informations, voir l'avis au laser n ° 57 du 8 mai 2019.
IEC/EN 60825-1:2014 1類激光產品RG2危險等級 除了IEC 62471-5:Ed.1.0中定義的RG2 LIP 危險等級以外,要符合21 CFR 1040.10和 1040.11,更多相關資訊,請參閱2019年5月8日的第57號激光公告。
IEC/EN 60825-1:2014 1类激光产品RG2危险等级 除了IEC 62471-5:Ed.1.0中定义的RG2 LIP 危险等级以外·要符合21 CFR 1040.10和 1040.11、更多相关信息、请参阅2019年5月8日的第57号激光公告。

- This projector has built-in Class 4 laser module. Disassembly or modification is very dangerous and should never be attempted.
- Any operation or adjustment not specifically instructed by the user's guide creates the risk of hazardous laser radiation exposure.
- Do not open or disassemble the projector as this may cause damage by the exposure of laser radiation.
- Do not stare into beam when the projector is on. The bright light may result in permanent eye damage.
- When turning on the projector, make sure no one within projection range is looking at the lens.
- Without following the control, adjustment or operation procedure may cause damage by the exposure of laser radiation.
- Adequate instructions for assembly, operation, and maintenance, including clear warnings concerning precautions to avoid possible exposure to laser and collateral radiation in excess of the accessible emission limits in Class 2.
- The Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulation. Interference-Causing Equipment Regulation.
- Cet appareil numerique de la class A respecte toutes les exigences du Reglement sur le materiel brouilleur du Canada.
- Notice is given to supervise children and to never allow them to stare into the projector beam at any distance from the projector.
- Notice is given to use caution when using the remote control for starting the projector while in front of the projection lens.
- Notice is given to the user to avoid the use of optical aids such as binoculars or telescopes inside the beam

3D Safety Information

Please follow all warnings and precautions as recommended before you or your child use the 3D function.



Children and teenagers may be more susceptible to health issues associated with viewing in 3D and should be closely supervised when viewing these images.

Photosensitive Seizure Warning and Other Health Risks

- Some viewers may experience an epileptic seizure or stroke when exposed to certain flashing images or lights contained in certain Projector pictures or video games. If you suffer from, or have a family history of epilepsy or strokes, please consult with a medical specialist before using the 3D function.
- Even those without a personal or family history of epilepsy or stroke may have an undiagnosed condition that can cause photosensitive epileptic seizures.
- Pregnant women, the elderly, sufferers of serious medical conditions, those who are sleep deprived or under the influence of alcohol should avoid utilizing the unit's 3D functionality.
- If you experience any of the following symptoms, stop viewing 3D pictures immediately and consult a medical specialist: (1) altered vision; (2) lightheadedness; (3) dizziness; (4) involuntary movements such as eye or muscle twitching; (5) confusion; (6) nausea; (7) loss of awareness; (8) convulsions; (9) cramps; and/ or (10) disorientation. Children and teenagers may be more likely than adults to experience these symptoms. Parents should monitor their children and ask whether they are experiencing these symptoms.
- Watching 3D projection may also cause motion sickness, perceptual after effects, disorientation, eye
 strain and decreased postural stability. It is recommended that users take frequent breaks to lessen
 the potential of these effects. If your eyes show signs of fatigue or dryness or if you have any of the
 above symptoms, immediately discontinue use of this device and do not resume using it for at least
 thirty minutes after the symptoms have subsided.
- Watching 3D projection while sitting too close to the screen for an extended period of time may damage your eyesight. The ideal viewing distance should be at least three times the screen height. It is recommended that the viewer's eyes are level with the screen.
- Watching 3D projection while wearing 3D glasses for an extended period of time may cause a headache or fatigue. If you experience a headache, fatigue or dizziness, stop viewing the 3D projection and rest.
- Do not use the 3D glasses for any other purpose than for watching 3D projection.
- Wearing the 3D glasses for any other purpose (as general spectacles, sunglasses, protective goggles, etc.) may be physically harmful to you and may weaken your eyesight.
- Viewing in 3D projection may cause disorientation for some viewers. Accordingly, DO NOT place your 3D PROJECTOR near open stairwells, cables, balconies, or other objects that can be tripped over, run into, knocked down, broken or fallen over.

Copyright

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Disclaimer

The information in this document is subject to change without notice. The manufacturer makes no representations or warranties with respect to the contents hereof and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. The manufacturer reserves the right to revise this publication and to make changes from time to time in the content hereof without obligation of the manufacturer to notify any person of such revision or changes.

Trademark Recognition

Kensington is a U.S. registered trademark of ACCO Brand Corporation with issued registrations and pending applications in other countries throughout the world.

HDMI, the HDMI Logo, and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC in the United States and other countries.

DLP[®], DLP Link and the DLP logo are registered trademarks of Texas Instruments and BrilliantColor[™] is a trademark of Texas Instruments.

HDBaseT[™] and the HDBaseT Alliance logo are trademarks of the HDBaseT Alliance.

All other product names used in this manual are the properties of their respective owners and are Acknowledged.

FCC Notice

This Equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications.

Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Notice: Shielded cables

All connections to other computing devices must be made using shielded cables to maintain compliance with FCC regulations.

Caution

Changes or modifications not expressly approved by the manufacturer could void the user's authority, which is granted by the Federal Communications Commission, to operate this projector.

Operation Conditions

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 and

2. This device must accept any interference received, including interference that may cause undesired operation.

Notice: Canadian users

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

Remarque à l'intention des utilisateurs canadiens

Cet appareil numerique de la classe A est conforme a la norme NMB-003 du Canada.

Declaration of Conformity for EU countries

- EMC Directive 2014/30/EC (including amendments)
- Low Voltage Directive 2014/35/EC
- RED 2014/53/EU (if product has RF function)

WEEE



Disposal instructions

Do not throw this electronic device into the trash when discarding. To minimize pollution and ensure utmost protection of the global environment, please recycle it.

CAUTION: This equipment is equipped with a three-pin grounding-type power plug. Do not remove the grounding pin on the power plug. This plug will only fit a grounding-type power outlet. This is a safety feature. If you are unable to insert the plug into the outlet, contact an electrician. Do not defeat the purpose of the grounding plug.



Do not remove



Warning: Do not remove the earthing pin on the mains plugs. This apparatus is equipped with a three prong earthing type mains plug. This plug will only fit an earthing-type mains socket. This is a safety feature. If you are unable to insert the plug into the mains socket, contact an electrician. Do not defeat the purpose of the earthing plug.

Package Overview

Carefully unpack and verify that you have the items listed below under standard accessories. Some of the items under optional accessories may not be available depending on the model, specification and your region of purchase. Please check with your place of purchase. Some accessories may vary from region to region.

The warranty card is only supplied in some specific regions. Please consult your dealer for detailed information.

Standard Accessories



Note:

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- The actual remote control may vary depending on the region.
 - (*) For European warranty Information, please visit www.optoma.com.



Please scan the OPAM warranty QR code or visit the following URL: https://www.optoma.com/us/support/warranty-and-return-policy/



Please scan the Asia-Pacific QR code or visit the following URL: https://www.optoma.com/support/download

Product Overview





Note:

- Do not block projector intake and exhaust vents.
- When operating the projector in an enclosed space, allow at least 500mm (19.69") clearance around the intake and exhaust vents.

No.	ltem	No.	Item
1.	IR Receiver	7.	Projection Lens
2.	Ventilation (Outlet)	8.	Input / Output
3.	LED Indicators	9.	Kensington™ Lock Port
4.	Deco Ring (1.6x lens / 1.26x lens models)	10.	Control Panel
5.	Tilt-Adjustment Foot	11.	Power Socket / Power Switch
6.	Ventilation (Inlet)	12.	Speakers

Connections



No.	Item	Cable	Example Connections ¹
1.	12V Out Connector	12V Trigger Cable	Motorized screen, Curtain, etc
2.	Remote In Connector	Wired Remote Control Cable or IR Receiver Cable (3.5mm TRS type ²)	RCU
3.	HDBaseT Connector	RJ-45 Cable	Media Play
4.	LAN Connector	RJ-45 Cable	Local or Company Network
5.	HDMI 2 Connector	HDMI Cable	Computer, Game, Console, Media Play
6.	HDMI 1 Connector	HDMI Cable	Computer, Game, Console, Media Play
7.	HDMI Out Connector	HDMI Cable	Screen
8.	VGA Connector	VGA Cable	Computer
9.	3D Sync In Connector	3D Sync Cable	Computer
10.	3D Sync Out Connector	3D Emitter Cable	3D Emitter
11.	USB Connector (Power 5V1.5A) ³	USB (A to A) Cable	USB Flash Drive
12.	Audio In Connector	Audio In Cable	Media Play
13.	Audio Out Connector	Audio Out Cable	Speaker, Media Play
14.	RS-232C Connector	RS232 Cable	Computer
15.	Power Socket / Power Switch	Power Cord	Projector
16.	Kensington™ Lock Port	Protection Cable	Projector

Note:

- 1. These are just a few examples of what you can connect. There may be more options available for each port.
- 2. 3.5mm TRS type.



3. Not recommended for charging a cell phone.

Keypad



No.	Button	Function
1.	Power Button	Turns the projector on or off.
2.	Lens Shift	Adjust the lens vertical / horizontal position.
3.	Enter	Confirm the settings.
4.	Four Directional Select Keys	Navigation keys.
5.	Focus	Adjust the image focus.
6.	Keystone Correction	Adjust the keystone correction.
7.	Zoom	Adjust the image size.
8.	Exit	Returns to previous menu or exit menu if at top level.
9.	Menu	Shows the main menu on screen.

Remote control



No.	Button	Function
1.	Power On	Turn the projector on.
2.	Number Keys	Input numbers (0-9).
3.	Info	Display information on the screen image.
4.	Auto	Automatically synchronize the projector to an input source.
5.	Enter	Press to confirm the selection.
6.	Arrow Keys	Use arrow keys to navigate through the menu or select the appropriate settings.
7.	Menu	Show the main menu on the screen.
8.	Mode	Press to select the preset display mode.
9.	Brightness	Set the brightness of the image.

No.	Button	Function
10.	Left Shift (Horizontal)	Adjust the image position horizontally.
11.	Left Shift (Vertical)	Adjust the image position vertically.
12.	Keystone (Horizontal)	Adjust a horizontally keystone image.
13.	Keystone (Vertical)	Adjust a vertically keystone image.
14.	Shutter	Momentarily turn off/on the screen (AV Mute).
15.	User 1	Press to assign custom functions. See user guide for more info.
16.	Standby	Turn the projector off.
17.	ID	Set the projector address.
18.	Input	Select an input source manually.
19.	Exit	Back to previous menu.
20.	Pattern	Display test pattern.
21.	Contrast	Set the contrast of the image.
22.	Focus	Adjust the image focus.
23.	Zoom	Adjust the image size.
24.	User 2	Press to assign custom functions. See user guide for more info.

Note: Some keys may have no function for models that do not support these features.

Connecting Sources to the Projector



Adjusting the Projector Image

Adjusting the Projector's Height

The projector is equipped with elevator feet for adjusting the image height.

- 1. Locate the adjustable foot you wish to adjust on the underside of the projector.
- 2. Rotate the adjustable foot clockwise or counterclockwise to raise or lower the projector.



Adjusting the Projection Image Shift

The projection lens can be moved up, down, right, and left with the motor-driven lens shift function. This function makes the positioning of images easy on the screen. Lens shift is generally expressed as a percentage of the image height or width, see below illustration.

Vertical / Horizontal Lens Shift

When the lens is shifted to top:





Lens Shift Range

1.6x/1.15x lens models lens shift range

^{1.26}x lens models lens shift range



Note:

- a) ΔH : The lens shift range in horizontal direction when the lens is at the center.
- b) ΔV : The lens shift range in vertical direction when the lens is at the center.
- c) ΔH0:The lens shift range without vignetting in horizontal direction when the lens is at the top center or the bottom center.
- d) ΔV0:The lens shift range without vignetting in vertical direction when the lens is at the middle right or the middle left.
- e) V: Height of the projected image.
- f) H: Width of the projected image.
- g) Projected image.
- h) When the lens is shifted beyond the described range of operation, screen edges may become darker or images may become out of focus.
- i) The calculation is based on 1/2 image width and 1/2 image height.

Adjusting the Projector's Zoom and Focus

Use the remote control or projector keypad to adjust the zoom and focus of the projected image.

- To adjust the image focus, press **Focus** and the ▲▼ buttons until the image is sharp and legible. (A)
- To adjust the image size, press **Zoom** and the *⊕ ⊖* buttons on the remote control or *◄* → on the keypad to get the required image size.



Adjusting the Projector Position

When you select a position for the projector, consider the size and shape of your screen, the location of your power outlets, and the distance between the projector and the rest of your equipment.

Follow these general guidelines:

- Position the projector on a flat surface at a right angle to the screen. The 1.6x/1.15x/1.26x lens models projector (with the standard lens) must be at least 50 inch (1.6x: 1.33m/ 1.15x: 0.69m/ 1.26x: 0.81m) from the projection screen.
- Position the projector to the desired distance from the screen. The distance from the lens of the projector to the screen, the zoom setting, and the video format determine the size of the projected image.
- Lens throw ratio: 1.6x lens model:1.25 ~ 2.0 1.15x lens model: 0.65 ~ 0.75 1.26x lens model: 0.75 ~ 0.95 360 degrees free orientation operation.



- When installing multiple projectors, keep at least 1000mm (39.4") space between the adjacent projectors.
- For ceiling/wall mount installations, make sure to leave 15 mm (0.6") between the ceiling mount and the bottom intake vents of the projector.

Remote Setup

Install / Replacing Remote Control Batteries

Two AAA size batteries are supplied for the remote control.

- 1. Remove the battery cover on the back of the remote control.
- 2. Insert AAA batteries in the battery compartment as illustrated.
- 3. Replace back cover on remote control.



Note: Replace only with the same or equivalent type batteries.

CAUTION

Improper use of batteries can result in chemical leakage or explosion. Be sure to follow the instructions below.

- Do not mix batteries of different types. Different types of batteries have different characteristics.
- Do not mix old and new batteries. Mixing old and new batteries can shorten the life of new batteries or cause chemical leakage in old batteries.
- Remove batteries as soon as the are depleted. Chemicals that leak from batteries that come in contact with skin can cause a rash. If you find any chemical leakage, wipe thoroughly with a cloth.
- The batteries supplied with this product may have a shorter life expectancy due to storage conditions.
- If you will not be using the remote control for an extended period of time, remove the batteries.
- When you dispose of the batteries, you must obey the law in the relative area or country.

Remote Control Effective Range

Infra-Red (IR) remote control sensor is located on the top and front sides of the projector. Ensure to hold the remote control at an angle within 30 degrees perpendicular to the projector's IR remote control sensor to function correctly. The distance between the remote control and the sensor should not be longer than 20 meters (65.6 feet) when holding not longer than 30 meters (98.4 feet) when aiming the sensor at 0°.

- Make sure that there are no obstacles between the remote control and the IR sensor on the projector that might obstruct the infra-red beam.
- Make sure the IR transmitter of the projector/remote control is not being shined by sunlight or fluorescent lamps directly.
- Please keep the remote controller away from fluorescent lamps for over 2 m or the remote controller might become malfunction.
- If the remote control is close to Inverter-Type fluorescent lamps, it might become ineffective from time to time.
- If the remote control and the projector are within a very short distance, the remote control might become ineffective.
- When you aim at the screen, the effective distance is less than 5 m from the remote control to the screen and reflecting the IR beams back to the projector. However, the effective range might change according to screens.



Powering On / Off the Projector

Powering On

- 1. Securely connect the power lead and signal/source cable. When connected, the power LED will turn red.
- 2. Set the power switch to the "∎" (On) position and wait until the "①" button on the projector keypad is solid red.



Turn on the projector by pressing the "①" button on the projector keypad or remote control.
 During startup the power LED is flashing red and during normal operation, the power LED is solid green.



Powering Off

1. Turn off the projector by pressing the "①" button on the projector keypad or the | button on the remote control. The following message will be displayed:



- 2. Press the ① or | button again to confirm, otherwise the message will disappear after 15 seconds. When you press the ① or | button for the second time, the projector will shut down.
- 3. During the cooling cycle, the power LED is flashing green. When the power LED turns solid red, this indicates the projector has entered standby mode. If you wish to turn the projector back on, you must wait until the cooling cycle has finished and the projector has entered standby mode. When the projector is in standby mode, simply press the "①" button on the projector or the remote control again to turn on the projector.
- 4. Disconnect the power cord from the electrical outlet and the projector.

Note:

- It is not recommended that the projector is turned on immediately, right after a power off procedure.
- By default, the projector turns off automatically after 20 minutes of inactivity. You can modify the idle time length in "Auto Power off (min.)" menu in "System Settings → Power". If you want the projector to enter standby mode instead, disable auto power off and set the sleep time interval in "System Settings → Power → Sleep Timer (min.)".

Menu navigation and features

The projector has multilingual on-screen display (OSD) menus that allow you to make image adjustments and change a variety of settings.

- 1. To open the OSD menu, press the **Menu** key on the remote control or projector keypad.
- 2. To select a main menu or sub menu, use the ▲▼ buttons to highlight it. Then, press the **Enter** button to enter the sub menu.
- 3. Press the **Exit** button to return to the previous menu or exit the OSD menu if at top level.
- 4. Setting methods to adjust the function value or selection an option.
 - To adjust the slide bar values, highlight the function, and use the **I** buttons to change value.
 - To check or uncheck a checkbox, highlight the function, and press **Enter**.
 - To input a number or symbol, highlight the number or symbol, and use the ▲ ▼ buttons to make a selection. You can also use the number keys on the remote control or keypad.
 - To select a function option, use the ▲▼◀▶ buttons to make the selection. If no **Enter** icon shows at the navigation bar, the highlighted option is automatically applied. If there is an **Enter** icon at the navigation bar, press **Enter** to confirm your selection.



Navigation guide

No	ltem	No	ltem
1.	Image menu	4.	Device setup menu
2.	Display menu	5.	Communication menu
3.	Input settings menu	6.	Information menu

OSD menu tree

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
nage	Picture Mode					Presentation
						Bright [default]
						Cinema
						HDR
						sRGB
						DICOM SIM.
						Blending
						3D
						2D High Speed
						User
	Dynamic Range	HDR				Off
						Auto [default]
		HDR Picture Mode				Bright
						Standard [default]
						Film
						Detail
	Brightness					0~100 [default: 50]
	Contrast					0~100 [default: 50]
	Sharpness					1~15 [default: 10]
	Gamma					Film
						Graphics
						Standard(2.2)
						Vivid
						3D
						Blackboard
						DICOM SIM.
						1.8
						2.0
						2.4
						2.6
	Dynamic	Dynamic Black				Off [default]
	Dynamic Contrast	-				On
		Speed				1~15 [default: 1]
		Strength				0~3 [default: 2]
		Level				50%~100% [default: 100%]
		Extreme Black				Off [default]
						On
		AV Mute Timer				0s~10s [default: 0s]
		Black Signal Level				0~5 [default: 0]

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
nage	Color Settings	Color				0~100 [default: 60]
		Tint				0~100 [default: 50]
		Color Temperature				Warm
						Standard [default]
						Cool
		Color Wheel Speed				2X
						3X [default]
		White Balance	Red Gain			0-100 [default: 50]
			Green Gain			0-100 [default: 50]
			Blue Gain			0-100 [default: 50]
			Red Offset			0-100 [default: 50]
			Green Offset			0-100 [default: 50]
			Blue Offset			0-100 [default: 50]
		White Enhancement				0~10 [default: 10]
		Color Space				Auto [default]
						RGB (0-255)
						RGB (16-235)
						REC709
						REC601
		Color Matching	Auto Test Patterr	า		Off
						On [default]
			Red	Hue		0~254 [default: 127]
				Saturation		0~254 [default: 127]
				Luminance		0~254 [default: 127]
			Green	Hue		0~254 [default: 127]
				Saturation		0~254 [default: 127]
				Luminance		0~254 [default: 127]
			Blue	Hue		0~254 [default: 127]
				Saturation		0~254 [default: 127]
				Luminance		0~254 [default: 127]
			Cyan	Hue		0~254 [default: 127]
				Saturation		0~254 [default: 127]
				Luminance		0~254 [default: 127]
			Magenta	Hue		0~254 [default: 127]
				Saturation		0~254 [default: 127]
				Luminance		0~254 [default: 127]
			Yellow	Hue		0~254 [default: 127]
				Saturation		0~254 [default: 127]
				Luminance		0~254 [default: 127]
			White	Red		0~254 [default: 127]
				Green		0~254 [default: 127]
				Blue		0~254 [default: 127]
			Reset			Yes
						Cancel [default]

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
nage	Wall Color					Off [default]
						Blackboard
						Light Yellow
						Light Green
						Light Blue
						Pink
						Gray
	3D Setup	3D Mode				Off
						Active 3D [default]
		3D Format				Auto [default]
						Frame Packing
						Side by Side
						Top and Bottom
						Frame Sequential
		3D Tech				DLP-link
						3D Sync [default]
		3D-2D				3D [default]
						L
						R
		3D Sync Out				To Emitter [default]
						To Next Projector
		3D Invert				Off [default]
						On
		Frame Delay				1~200 [default: 1]
		Reset				Yes
						Cancel [default]
	Save to User					Yes
						Cancel [default]
	Apply to User					User-Presentation
						User-Bright [default]
						User-Cinema
						User-HDR
						User-sRGB
						User-DICOM SIM.
						User-Blending
						User-3D
						User-2D High Speed
	Reset					Yes
						Cancel [default]

lain Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Display	Aspect Ratio					Auto [default]
						4:3
						16:9
						16:10
						LBX
						Native
	Digital Zoom	Proportional				Off [default]
						On
		Horizontal				50%~400% [default: 100]
		Vertical				50%~400% [default: 100]
		Horizontal Shift				0~100 [default: 50]
		Vertical Shift				0~100 [default: 50]
		Reset				Yes
						Cancel [default]
	Image Shift	H. Position				0~100 [default: 50]
	2	V. Position				0~100 [default: 50]
		Reset				Yes
						Cancel [default]
	Geometric	Warp Control		-		Basic [default]
	Correction					Advanced
						AP
		Basic Warp	Keystone	Horizontal		0~40 [default: 20]
				Vertical		0~40 [default: 20]
			Pincushion	Horizontal		0~100 [default: 50]
			TINCUSTION	Vertical		0~100 [default: 50]
			4-Corner	Top Left		
			4-001101	Top Right		
				Bottom Left		
			-	Bottom Right		
		Advanced Warp	Grid Color	Dottorn rught		Green [default]
		Auvanced warp				Magenta
						Red
			Grid Background			Cyan
			Ghu Background			Black [default]
				Orid Deirete		Transparent
			Warp Setting	Grid Points		2x2 [default]
						3x3
						5x5
						9x9
						17x17
				Warp Inner		Off [default]
						On
				Warp Sharpness	3	0~9 [default: 9]
			Blend Setting	Blend Width		[default: 0]
				Overlap Grid Number		4 [default] / 6 / 8 / 10 / 12
				Gamma		1.8 /1.9 /2.0 /2.1 /2.2 [default] /2.3 /2.4

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Display	Geometric	Advanced Warp	Black Level	Area		Bottom [default]
	Correction					Тор
				Enable		Off [default]
						On
				Edit Area		
				Add Point		
				Remove Point		
				Brightness	Brightness	
					Red	0~255 [default: 20]
					Green	0~255 [default: 20]
					Blue	0~255 [default: 20]
					Exit	
				Red		0~255 [default: 20]
				Green		0~255 [default: 20]
				Blue		0~255 [default: 20]
				Reset	Bottom	Yes
						Cancel [default]
					Тор	Yes
						Cancel [default]
					All	Yes
						Cancel [default]
		Memory	Save Memory			Memory 1 [default] ~Memory 5
			Apply Memory			Memory 1 [default] ~Memory 5
			Clear Memory			Yes
						Cancel [default]
		Reset				Yes
						Cancel [default]
	Edge Mask					0~10 [default: 0]
	Freeze Screen					Unfreeze [default]
						Freeze
	Test Pattern					Off [default]
						Green Grid
						Magenta Grid
						White Grid
						White
						Black
						Red
						Green
						Blue
						Yellow
						Magenta
						Cyan
						ANSI Contrast 4x4
						Color bar

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Display	PIP/PBP	Screen				Off [default]
						PIP
						PBP
		Main Source				VGA
						HDMI1
						HDMI2
						HDBaseT
		Sub Source				VGA
						HDMI1
						HDMI2
						HDBaseT
		Swap				Swap
		Size				Small [default]
						Medium
						Large
		Location				PBP, Main Left [default]
						PBP, Main Top
						PBP, Main Right
						PBP, Main Bottom
						PIP, Bottom Right [default]
						PIP, Bottom Left
						PIP, Top Left
						PIP, Top Right
	Reset					Yes
						Cancel [default]
nput	Auto Source					Off
ettings						On [default]
	Quick Resync					Off
						On [default]
	Active Inputs					VGA [default]
						HDMI1
						HDMI2
						HDBaseT
	Latency					Normal [default]
	Adjustment					2D Ultra
	VGA	Phase				0 ~ 100 [default: 50]
		Resolution				[read only]
	HDMI	Output				HDMI 1 [default]
						HDMI 2
		HDMI 1 EDID				1.4
						2.0 [default]
		HDMI 2 EDID				1.4
						2.0 [default]
	Reset					Yes

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Device Setup	Language					English [default]
						Deutsch
						Français
						Italiano
						Español
						Português
						Polski
						Nederlands
						Norsk
						繁體中文
						簡体中文
						日本語
						한국어
						Русский
						Magyar
						ไทย
	Projection	Ceiling				Auto [default]
						On
						Off
		Rear				Off [default]
						On
	Lens Settings	Focus				[Focus for adjust]
		Zoom				[Zoom for adjust]
		Lens Shift				[Pattern for adjust]
		Lens Shift Memory	Save Memory			Memory 1~Memory 5
			Apply Memory			Memory 1~Memory 5
			Clear Memory			Yes
						Cancel [default]
		Lens Calibration				Yes
						Cancel [default]
		Lens Lock				Lock
						Unlock [default]
		Reset				Yes
						Cancel [default]
	Schedule	Date and Time				Read Only
		Schedule Mode				Off [default]
						On
		View Today				Monday / Tuesday / Wednesday / Thursday / Friday / Saturday / Sunday [Read only]

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Device Setup	Schedule	Monday / Tuesday / Wednesday / Thursday / Friday / Saturday / Sunday	Schedule Enable			Off [default]
						On
			Event 01-08	Time		00:00 ~ 23:59
			Event 09-16	Function		Off [default] / Power Settings / Input Source / Light Source Mode / Shutter
				Event		Off [Function = Off]
				(Function = Power Settings)		Power On [Function = Power Settings] / Eco / Active / Communication
				(Function = Input Source)		VGA [Function = Input Source] / HDMI1 / HDMI2 / HDBaseT
				(Function = Light Source Mode)		Normal Mode [Function = Light Source Mode] / Eco Mode / Custom Brightness
				(Function = Shutter)		Shutter On [Function = Shutter] / Shutter Off
				Reset		Yes
						Cancel [default]
			Copy Events To			Monday / Tuesday / Wednesday / Thursday / Friday / Saturday / Sunday
			Reset the Day			Yes
						Cancel [default]
		Reset Schedule				Yes
						Cancel [default]
	Date and Time	Clock Mode				Use NTP Server [default]
		Date Time Daylight Saving Time				Manual
						2000 ~ 2037 (Year) [default: 2020]
						01 ~ 12 (Month) [default: 1]
						01 ~ 31 (Day)[default: 1]
						00 ~ 23 (Hour) [default: 0]
						00 ~ 59 (Minute) [default: 0]
						Off [default]
						On
		NTP Server				time.google.com [default]
						asia.pool.ntp.org
						europe.pool.ntp.org
						north-america.pool.ntp.org
		Time Zone				[default: UTC+00:00]
		Update Interval				Hourly [default]
						Daily
		Apply				Yes
						Cancel [default]

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Device	Power Settings	Power Mode				Eco
Setup		(Standby)				Active
						Communication [default]
		Signal Power On				Off [default]
						On
		Auto Power Off				0 ~ 180m [default: 0m]
		Sleep Timer				0 ~ 16h [default: 0h]
		12V Trigger	-			Off [default]
						On
		Reset				Yes
						Cancel [default]
	Light Source	Light Source Mode				Normal [default]
	Settings					Eco Mode
						Custom Power
		Custom Brightness	Brightness Level			30% ~ 100% [default: 100%]
			Constant			Off [default]
			Brightness			On
	Shutter	Fade-In				0.5 ~ 5s [default: 0.5s]
		Fade-Out				0.5 ~ 5s [default: 0.5s]
		Startup				Shutter Off [default]
						Shutter On
	Audio	Mute				Off [default]
						On
		Volume				0 ~ 10 [default: 5]
	Security	Security				Off [default]
						On
		Security Timer	Month			0 ~ 35 [default: 0]
		-	Day			0 ~ 29 [default: 0]
			Hour			0 ~ 23 [default: 0]
		Change Password				
	On Screen	Menu Location				Top Left
	Display					Top Right
						Center [default]
						Bottom Left
						Bottom Right
		Menu Transparency				0 ~ 9 [default: 0]
		Menu Timer				Off
						5s
						10s
						15s [default]
						30s
						60s
		Information Hide				Off [default]
						On
		Background				Blue
		Langiound				Black
						White
						Logo [default]
Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
-----------	---------------	-------------------	---------------	------------	------------	-------------------------------
Device	Logo Setup	Change Logo	-			Default Logo [default]
Setup						Neutral
						User Logo
						Captured Logo
		Logo Capture				Yes
						Cancel [default]
		Delete Logo	Captured Logo			Yes
						Cancel [default]
			User Logo			Yes
						Cancel [default]
	High Altitude	-				Off [default]
						On
	User Data	Save all settings				Memory 1 [default] ~ Memory 5
		Load all settings				Memory 1 [default] ~ Memory 5
	System Update	Auto				Off [default]
						On
		Auto Download				Off
						On [default]
		Update				Cancel [default]
						Yes
	Reset	Reset OSD				Yes
						Cancel [default]
		Reset to default				Yes
						Cancel [default]
		Reset Selective	Image			Yes
			-			Cancel [default]
			Display			Yes
						Cancel [default]
			Input			Yes
			·			Cancel [default]
			Communication			Yes
						Cancel [default]
			Setup			Yes
			·			Cancel [default]
Communi-	Projector ID					0 ~ 99 [default: 0]
cation	Remote Setup	Remote Code				0 ~ 99 [default: 0]
	20104	Quick Switch Code				Off [default]
						1~9
		IR Function	Front			Off
						On [default]
			Тор			Off
			- F			On [default]
			HDBaseT			Off [default]
			11220001			On

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Communi- cation	Remote Setup	User 1				Freeze Screen [default]
						Blank Screen
						PIP/PBP
						Aspect Ratio
						Information Hide
						Network setup
						Projector ID
						Color Matching
						Reset Selective
						Quick Switch Code
						Audio Mute
						Audio Volume
		User 2				Freeze Screen
						Blank Screen
						PIP/PBP [default]
						Aspect Ratio
						Information Hide
						Network setup
						Projector ID
						Color Matching
						Reset Selective
						Quick Switch Code
						Audio Mute
						Audio Mule Audio Volume
	Notwork Cotup					
	Network Setup	LAN Interface				RJ-45 [default] HDBaseT
		MAC Address				
						[read only]
		Network Status				[read only] Connected
						[read only] Disconnected
		DHCP				Off [default]
						On
		IP Address				[default: 192.168.0.100]
		Subnet Mask				[default: 255.255.255.0]
		Gateway				[default: 192.168.0.51]
		DNS				[default: 0.0.0.0]
		Apply				Yes
						Cancel [default]
		Network Reset				Yes
	Email Notification	Email				
	Totheation	Email 1				[read only]
		Email 2				[read only]
		Event				0.000
		Fan Error				Off [default]
						Email
		Power On/Off				Off [default]

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Communi- cation	Email	Video Loss				Off [default]
	Notification					Email
		Laser				Off [default]
						Email
		Reset				Yes
						Cancel [default]
	Control	Crestron				Off
						On [default]
		IP Address				[default: 192.168.0.2]
		IP ID				2 ~ 255 [default: 5]
		Port				0 ~ 65535 [default: 41794]
		Crestron Setup				Yes
		Apply				Cancel [default]
		PJ Link				Off
						On [default]
		Authentication				Off [default]
						On
		Password				[read only]
		Service				[default: 192.168.0.3]
		PJ Link Setup				Yes
		Apply				Cancel [default]
		Extron				Off
						On [default]
		AMX				Off
						On [default]
		Telnet				Off
						On [default]
		HTTP				Off
						On [default]
		Reset				Yes
						Cancel [default]
	Baud Rate	Serial Port In				1200
						2400
						4800
						9600
						19200
						38400
						57600
						115200 [default]
	Reset					Yes
						Cancel [default]

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Information	Device	Regulatory				
		Serial Number				
		Projection Hours				
	System Status	Standby Mode				
		Light Source Mode				
		Light Source Hours				
		Total Hours				
		Normal				
		Eco Mode				
		Custom Power				
		Ambient Temp				
		Temperature				
	Communication	Projector ID				
		Remote Code				
		Network				
		LAN Interface				
		MAC Address				
		Network Status				
		DHCP				
		IP Address				
		Subnet Mask				
		Gateway				
		DNS				
		Control				
		Crestron				
		Extron		_		
		PJ Link				
		AMX		_		
		Telnet				
		HTTP		_		
	Signal	Input Signal		_		
		Resolution		_		
		Signal Format				
		Pixel Clock		_		
		Horz Refresh		_		
		Vert Refresh		_		
		Color Space				
		Picture Mode				
		Second Signal Resolution				
		Signal Format				
		Pixel Clock				
		Horz Refresh				
		Vert Refresh				
		Color Space				

Main Menu	Sub Menu 2	Sub Menu 3	Sub Menu 4	Sub Menu 5	Sub Menu 6	Values
Information	Firmware	Main Version				
	Version	I-SCALER Version				
		F-MCU Version				
		M-MCU Version				
		A-MCU Version				
		LAN Version				
		Formatter Version				
		HDBaseT Version				
		Camera Version				

Image menu

Learn how to configure image settings.

Submenus

- Picture Mode
- Dynamic Range
- Brightness
- Contrast
- Sharpness
- Gamma
- Dynamic Contrast
- Color Settings
- Wall Color
- 3D Setup

Picture Mode

There are many factory presets optimized for various types of images.

Presentation

This mode is suitable for showing in front of public in connection to the PC.

<u>Bright</u>

Maximum brightness from PC input.

<u>Cinema</u>

Provides the best colors for watching movies.

<u>HDR</u>

Decodes and displays High Dynamic Range (HDR) content for the deepest blacks, brightest whites, and vivid cinematic color using REC.2020 color gamut. This mode will be automatically enabled if HDR is set to Auto (and HDR Content is sent to projector – 4K UHD Blu-ray, 1080p/4K UHD HDR Games, 4K UHD Streaming Video). While HDR mode is active, other display modes (Cinema, Reference, etc.) cannot be selected as HDR delivers color that is highly accurate, exceeding the color performance of the other display modes.

<u>sRGB</u>

Standardized accurate color.

DICOM SIM.

This mode can project a monochrome medical image such as an X ray radiography, MRI, etc.

<u>Blending</u>

When using multiple projectors, this mode can eliminate the visible banding and create a single bright, high resolution image across the screen.

<u>3D</u>

To experience the 3D effect, you need to have 3D glasses, make sure your PC/portable device has a 120 Hz signal output quad buffered graphics card and have a 3D Player installed.

2D High Speed

Displays the status of 2D High Speed mode.

<u>User</u>

Memorize user's settings.

Note:

- When 3D mode is selected, the Presentation, Bright, Cinema, HDR, sRGB, DICOM SIM., Blending, and 2D High Speed mode will be unavailable.
- When 2D High Speed mode is selected, the Presentation, Bright, Cinema, HDR, sRGB, DICOM SIM., Blending, and 3D mode will be unavailable.
- When Blending mode is selected, the HDR, 3D, and 2D High Speed will be unavailable.

Dynamic Range

Configure the High Dynamic Range (HDR) setting and its effect when displaying video from 4K Blu-ray players and streaming devices.

Note: Only HDMI supports the Dynamic Range function.

HDR (High Dynamic Range)

- Off: Turn off HDR Processing. When set to Off, the projector will NOT decode HDR content.
- Auto: Auto detect HDR signal.

HDR Picture Mode

- Bright: Choose this mode for brighter more saturated colors.
- **Standard**: Choose this mode for natural looking colors with a balance of warm and cool tones.
- Film: Choose this mode for improved detail and image sharpness.
- Detail: The signal comes from OETF conversion to achieve the best color matchings.

Brightness

Adjust the brightness of the image.

Contrast

The contrast controls the degree of difference between the lightest and darkest parts of the picture.

Sharpness

Adjust the sharpness of the image.

Gamma

Set up gamma curve type. After the initial setup and fine tuning is completed, utilize the Gamma Adjustment steps to optimize your image output.

<u>Film</u>

For home theater.

<u>Graphics</u> For PC / Photo source.

Standard (2.2)

For standardized setting.

<u>Vivid</u>

Best for playing games. In this mode, color saturation and brightness are well-balanced.

<u>3D</u>

Best for playing 3D videos.

Blackboard

Best for projecting on to a blackboard.

DICOM SIM.

Best for projecting monochrome medical images, such as X-ray diagram.

<u>1.8 / 2.0 / 2.4 / 2.6</u>

For specific PC / Photo source.

Note: When Blending mode is selected, only gamma Standard2.2 is supported.

Dynamic Contrast

Set up the Dynamic Contrast to maximize the contrast for dark content.

- **Dynamic Black:** Enable this function to automatically adjust the contrast ratio for video sources. It improves the black level in dark scenes by reducing the light output.
- **Speed:** Adjust the speed of the light source correction. The value ranges from 1 to 15. A lower value makes the correction slower and less aggressive while a higher value results in the faster correction.
- **Strength:** Set the strength of the dynamic contrast adjustment. The value ranges from 0 to 3, the higher the value the stronger the correction.
- **Level:** Adjust the light source when the brightness level of the current content gets lower than the set value. The value ranges from 50% to 100%. The higher the value, the larger the range to adjust the light source.
- **Extreme Black:** Enable this function to automatically increase the contrast ratio by turning off the laser light when black image is detected.
- **AV Mute Timer:** Set a timer for the laser light to turn off after detecting black content. The set value ranges from 0s to 10s.
- **Black Signal Level:** Set a black level value as the threshold for the Real Black function. The value can be adjusted from 0% to 5%, with 0 being the darkest black and 5 being the brightest.

Note:

- When Dynamic Black is turned on, the Extreme Black will be unavailable.
- When Dynamic Black is turned off, the Speed, Strength, and Level will be unavailable.
- When Extreme Black is turned on, the Dynamic Black, Speed, Strength, and Level will be unavailable.

Color Settings

Configure the color settings of the projected image to improve the color performance.

<u>Color</u>

Adjust the saturation of the selected color. The value indicates the color shifts from or towards the white in the center of the chromaticity diagram.

<u>Tint</u>

Adjust the color balance of red and green in video images.

Color Temperature

Adjust the color temperature of the projected image. The available options are Warm, Standard, or Cool.

Color Wheel Speed

Set the projector color wheel speed to 2X or 3X.

White Balance

Adjust the white balance of the projected image via gain and offset. Gain and offset are individual controls for each RGB channels used to set greyscale. The Gains calibrate the color of the dark parts and Bias calibrate the white parts.

- Red / Green / Blue Gain: Adjust the color of the image's bright areas.
- Red / Green / Blue Offset: Adjust the color of the image's dark areas.

White Enhancement

Adjust the image color brightness while providing more vibrant colors, in increments from 0 to 10.

Color Space

Select a color space that has been specifically tuned for the input signal. The available options are Auto (default), RGB (0~255), RGB (16~235), REC709, and REC601.

Color Matching

Change the color of a projected image by adjusting each color component in the image. The adjustable color includes Red, Green, Blue, Cyan, Yellow, and Magenta (R / G / B / C / Y / M).

- Auto Test Pattern: Enable the function to view a specific color pattern while adjusting.
- **R / G / B / C / Y / M:** Select a color for further adjustment.
 - Hue: Adjust the hue of the selected color. The value reflects the number of degrees of rotation around the chromaticity diagram from the original color. Increasing value indicates counterclockwise rotation, and decreasing value, clockwise rotation.
 - Saturation: Adjust the saturation of the selected color. The value indicates the color shifts from
 or towards the white in the center of the chromaticity diagram.
 - Luminance: Adjust the luminance of the selected color. Increase the value to brighten the image (add white to a color) or decrease the value to darken the image (add black to a color).
- **Reset:** Reset the function settings to factory default values.

Wall Color

Set the wall color of the projector to achieve best color performance for a specific wall. The available options are Off, Blackboard, Light Yellow, Light Green, Light Blue, Pink, and Gray.

3D Setup

3D video file combines two slightly different images (frames) of the same scene representing the different views that the left and right eyes see. When these frames are displayed fast enough and viewed with 3D glasses synchronized with the left and right frames, the viewer's brain then assemble the separate images into a single 3D image. 3D Menu provides options to set up the 3D functions to correctly display 3D videos.

3D Mode

Enable or disable the 3D function.

3D Format

Select a proper 3D format for the 3D input signal. The available options are Auto, Frame Packing, Side by Side, Top and Bottom, and Frame Sequential.

<u>3D Tech</u>

Select a proper 3D technology according to how the 3D sync signal is processed.

- **DLP-Link:** Select DLP-Link when the 3D sync signal is generated by the DLP Link technology built into the projector. DLP Link works only with the glasses that are compatible with DLP 3D technology and the 3D function is enabled.
- **3D Sync:** Select 3D Sync when the 3D sync out signal is sent to an emitter or another projector through the 3D sync out port.

Note: When 3D, 2D High Speed, or Blending mode is selected, the Color Temperature and White Enhancement will be unavailable.

<u>3D-2D</u>

Transform the 3D content to 2D images.

- **3D:** Play the 3D content normally.
- L: Play the left images of the 3D content.
- R: Play the right image of the 3D content.

3D Sync Out

Set up the transmission of the 3D sync output signal.

- To Emitter: Send the 3D sync signal to the emitter connected to the 3D sync out port.
- **To Next Projector:** Send the 3D sync signal to next projector when using multiple projectors.

3D Invert

When the 3D video does not appear correctly, use this function to invert the 3D left and right frames.

Frame Delay

Set a frame delay value for the projector to correct the time difference between the 3D signal being given and the result being executed.

<u>Reset</u>

Reset the function settings to factory default values.

Note: When 2D High Speed or Blending mode is selected, the 3D Tech, 3D-2D, 3D Sync Out, 3D Invert, Frame Delay will be unavailable.

Save to User

Save the image settings to the User mode.

Apply to User

Apply the image settings to User-Presentation, User-Bright, User-Cinema, User-HDR, User-sRGB, User-DICOM SIM., User-Blending, User-3D, or User-2D High Speed.

Reset

Reset all the image settings to factory default values.

Display menu

Learn how to configure the settings to properly project images according to your installation circumstances.

Submenus

- Aspect Ratio
- Digital Zoom
- Image Shift
- Geometric Correction
- Edge Mask
- Freeze Screen
- Test Pattern
- PIP/PBP

Aspect Ratio

Set the aspect ratio of the projected image. The available options are Auto (default), 4:3, 16:9, 16:10, LBX, or Native. Select Auto to display the detected image size.

- Auto: Automatically selects the appropriate display format.
- **4:3:** This format is for 4:3 input sources.
- 16:9: This format is for 16:9 input sources, like HDTV and DVD enhanced for Wide screen TV.
- **16:10:** This format is for 16:10 input sources, like widescreen laptops.
- **LBX:** This format is for non-16x9, letterbox source and if you use external 16x9 lens to display 2.35:1 aspect ratio in full resolution.
- **Native:** This format displays the original image without any scaling.

Note:

- Detailed information about LBX mode
 - Some Letter-Box Format DVDs are not enhanced for 16x9 TVs. In this situation, the image will not look right when displaying image in 16:9 mode. In this situation, please try to use the 4:3 mode to view the DVD. If the content is not 4:3, there will be black bars around the image in 16:9 display. For this type of content, you can use LBX mode to fill the image on the 16:9 display.
 - If you use an external anamorphic lens, this LBX mode also allows you to watch a 2.35:1 content (include Anamorphic DVD and HDTV film source) that supports anamorphic wide is enhanced for 16x9 Display in a wide 2.35:1 image. In this case, there are no black bars. Light source power and vertical resolution are fully utilized.
 - When 3D or 2D High Speed mode is selected, the Aspect Ratio will be unavailable.

WUXGA Scaling Table

	480i/p	576i/p	1080i/p	720p	PC		
Auto	- Fix Aspect ratio of DMD resolution.	Fix Aspect ratio of input source signal and scale it up to one of the height or width meets the DMD resolution.					
	- If source is 4:3, a	uto resize to 1600	x 1200.				
	- If source is 16:9 a	- If source is 16:9 auto resize to 1920 x 1080.					
	- If source is 16:10 auto resize to 1920 x 1200.						
4x3	Scale to 1600 x 1	Scale to 1600 x 1200.					
16x9	Scale to 1920 x 1080.						
16x10	Scale to 1920 x 1200.						
LBX	Scale to 1920x1440, then get the central 1920x1200 image to display.						
Native	Mapping centered						

Digital Zoom

Digital adjust the size of the projected image.

Proportional

Enable the function to have the image's height and width changed at the same ratio.

Horizontal

Use the \triangleleft and \triangleright buttons to change the width of the projected image.

Vertical

Use the \blacktriangle and \triangledown buttons to change the height of the projected image.

Horizontal Shift

Use the \blacktriangleleft and \blacktriangleright buttons to adjust the horizontal shift the image.

Vertical Shift

Use the \blacktriangle and \triangledown buttons to adjust the vertical shift the image.

<u>Reset</u>

Reset digital zoom settings to factory default values.

Note: When 3D or 2D High Speed mode is selected, the Digital Zoom will be unavailable.

Image Shift

Adjust the projected image position.

H. Position

Use the ◀ and ▶ buttons to adjust the projected image position horizontally.

V. Position

Use the ▲ and ▼ buttons to adjust the projected image position vertically.

<u>Reset</u>

Reset image shift settings to factory default values.

Note: When 3D or 2D High Speed mode is selected, the Image Shift will be unavailable.

Geometric Correction

Configure the geometric settings to reshape the image for different projection surfaces.

Warp Control

Configure the geometric settings to reshape the image for different projection surfaces.

- Basic: Configure keystone, pincushion, 4-corner settings.
- Advanced: Configure grid color, grid background, warp setting, blend setting, and black level.
- **AP:** Use the warp and blend software tools to control the projector. When the software warp and blend control is enabled, the projector's built in geometry functions are disabled.

Basic Warp

Configure basic warp settings.

- **Note:** When Advanced or AP of Warp Control is selected, the Keystone, Pincushion, 4-Corner will be unavailable.
 - Keystone: Keystone function is used to adjust the images in asymmetric rectangle shape.
 - Horizontal: Adjust the left and right side of the projected image to make it an even rectangle. It is used for the images with unequal left and right sides.



Vertical: Adjust the top and bottom side of the projected image to make it an even rectangle. It
is used for the images with unequal top and bottom sides.





- **Pincushion:** Pincushion function is used to adjust the image with barrel or pincushion distortion.
 - **Horizontal:** Correct the projected image with horizontal barrel or pincushion distortion.





- **Vertical:** Correct the projected image with vertical barrel or pincushion distortion.



4-Corner: Reshape the image by moving the 4 corners of the image to have it fit a specific projection surface.



Advanced Warp

Configure advanced warp settings.

Note: When Basic or AP of Warp Control is selected, the Advanced Warp will be unavailable.

- **Grid Color:** Select a grid color for warp and blend pattern between Green, Magenta, Red, and Cyan.
- Grid Background: Select the grid background between Black and Transparent.
- Warp Setting: Configure warp settings.
 - **Grid Point:** Set the grid points of warp pattern. Options include: 2x2 (default), 3x3, 5x5, 9x9, and 17x17.
 - Warp Inner: Turn on to adjust the inner grid.
 - Warp Sharpness: When the grid lines are warped from straight into curve, the grid lines will be distorted and become jagged. To avoid the line jagging, adjust the warp sharpness to blur or sharpen the edge of the images.
- **Blend Setting:** Configure the blend settings directly on the projector to merge two or more adjacent images into one larger and seamless image.
 - Blend Width: Set the blend pattern width.
 - Overlap Grid Number: Set the blend overlap grid number.
 - Gamma: Select the gamma value of the blend area to adjust the curvature of the blending effect.
- **Note:** For installation flexibility we have not applied a FW limitation to the blending menu of this device. Distortion may occur if you attempt to warp to an extreme level. For more complex installs, at a cost, please contact your dealer for external devices for warping.



- **Black Level:** When two images overlap, the overlapping area can appear differently from the areas that do not overlap. You can use the projector's Black Level setting to make the difference less noticeable.
 - Area: Mark the area that needs adjusting.
 - Enable: Enable or disable the black level adjustment in the selected area.
 - Edit Area: Modify the black level of the selected area.
 - Add Point: Add up to 32 area control points for black level adjustment.
 - **Remove Point:** Remove at least 4 control points from the selected area.

Note: After adding or removing a control point, press **Enter** to move to the next point counterclockwise.

- Brightness: Adjust the brightness of the selected area.
- **Red/Green/Blue:** Adjust each color individually of the selected area.
- Reset: Reset the black level to factory default values either on the Bottom or on the Top area or on both areas.

<u>Memory</u>

The projector allows the user to save up to five geometry memories, including the ones set directly on the projector and the ones configured via external software tools. The available options are Save Memory, Apply Memory, and Clear Memory.

<u>Reset</u>

Reset geometric settings to factory default values.

Edge Mask

The edge blending function allows you to hide one or multiple edges of the projected image. You can use this function to remove the video encoding noise on the edges of the video images.

Note: When 3D, 2D High Speed, or PIP/PBP is turned on, the Edge Mask will be unavailable.

Freeze Screen

Select to pause the display screen despite any change in the source device.

Test Pattern

Select a test pattern. The available options are Off, Green Grid, Magenta Grid, White Grid, White, Black, Red, Green, Blue, Yellow, Magenta, Cyan, ANSI Contrast 4x4, Color bar, and Full screen.

PIP/PBP

PIP/PBP (picture in picture/picture by picture) allows simultaneously displaying two images from two input sources.

Note: The PIP/PBP function does not support 3D, 2D High Speed mode, Aspect Ratio, Digital Zoom, and Image Shift.

<u>Screen</u>

Select the appropriate PIP/PBP mode or disable the function.

- Off: Disable PIP/PBP mode.
- **PIP:** Display one input source on the main screen and the other input source in an inset window.
- **PBP:** Display two images of the same size on the screen.

Main Source

Select an input source for the main image. The available input sources are VGA, HDMI1, HDMI2, and HDBaseT.

Sub Source

Select an input source for the main image. The available input sources are VGA, HDMI1, HDMI2, and HDBaseT.

<u>Swap</u>

Swap the main source and sub source.

<u>Size</u>

Change the display size of the sub source in PIP mode. The available options are Large, Medium, and Small.

Location

Adjust the location of the sub image. In the layout chart below, the "P" indicates the main image:

PBP Layout

PPP Lovout	PBP Size				
PBP Layout	Small	Medium	Large		
PBP, Main Left	Р	Ρ	P		
PBP, Main Right	Р	P	P		
PBP, Main Top	P	P	P		
PBP, Main Bottom	P	P	P		

PIP Layout

DID Lawout		PIP Size				
PIP Layout	Small	Medium	Large			
PIP, Bottom Right	P	P	P			
PIP, Bottom Left	P	P	P			
PIP, Top Left	P	P	P			
PIP, Top Right	P	P	P			

	PIP/PBP			Main Source							
				PIP/PBP		VGA	HD	MI 2	HDI	MI 1	UDBasaT
				v1.4	v2.0	v1.4	v2.0	HDBaseT			
	VGA		_	V	V	V	V	V			
	HDMI 2	v1.4	V	_	_	V	V	V			
Cub Course		v2.0	V	_	_	V	V	V			
Sub Source	HDMI 1	v1.4	V	V	V	_		V			
		v2.0	V	V	V	_		V			
	HDBaseT	•	V	V	V	V	V	_			

Note: *PIP/PBP* compatibility table as described below.

Note:

a) Flashing lines may occur if the bandwidth of both inputs are too high, please try to reduce the resolution.

b) Frame tearing may occur due to a difference in frame rate between the Main and the Sub picture, please try to match the frame rate for each input.

Reset

Reset all the display settings to factory default values.

Input Settings menu

Learn how to configure the projector input settings.

Submenus

- Auto Source
- Quick Resync
- Active Inputs
- Latency Adjustment
- VGA
- HDMI

Auto Source

When Auto Source is enabled, the projector automatically detects and selects the input signal. Once an input source is selected, press the Input button on the remote control or keypad to switch to other available sources. When the function is disabled, pressing Input will bring up the Active Inputs submenu.

Quick Resync

Set the quick resync feature.

Active Inputs

Select an input signal from the source list. The available input sources are VGA, HDMI1, HDMI2, and HDBaseT.

Latency Adjustment

Enable this feature to reduce response time.

VGA

Setup the VGA source by selecting the proper Phase and Resolution.

HDMI

Set the projector's HDMI ports.

<u>Output</u>

Set the HDMI 1 or HDMI 2 port to output the signal.

HDMI 1 EDID/HDMI 2 EDID

When receiving a HDMI signal, set the projector's EDID compatibility to display the signal correctly. Select 1.4 for the input devices with HDMI 1.4, or 2.0 for HDMI 2.0 devices.

Note: For a better 3D experience, it is recommended to choose HDMI 1.4.

Reset

Reset all the input settings to factory default values.

Device Setup menu

Learn how to configure the system settings for the projector.

Submenus

- Language
- Projection
- Lens Settings
- Schedule
- Date and Time
- Power Settings
- Light Source Settings
- Shutter
- Audio
- Security
- On Screen Display
- Logo Setup
- High Altitude
- User Data
- System Update

Language

Select a language for the OSD menu. The available languages are English, German, French, Italian, Spanish, Portuguese, Polish, Dutch, Norwegian, Traditional Chinese, Simplified Chinese, Japanese, Korean, Russian, Hungarian, and Thai.

Projection

Change the image direction by selecting a proper projection mode.

<u>Ceiling</u>

Enable the function for ceiling mount installation.

<u>Rear</u>

Check the function for rear projection.

Lens Settings

Configure the lens settings to adjust the image quality and position.

Focus

Use the \blacktriangle and \blacktriangledown buttons to adjust the focus of the projected image.

<u>Zoom</u>

Use the e and e buttons to adjust the size of the projected image.

Lens Shift

Use the **A V A b** buttons to adjust the lens position to shift the projected area.

Note: BX-CTA17 floating ring

- For better optical performance, manually adjust the floating ring before adjusting Zoom & Focus.
- Floating ring's label scale shows the projection distance.
- The projection distance is from the projector lens to the screen. For example, if the distance between the screen and the projector lens is 1.4 m, adjust the floating ring scale to "1.40" for better performance.



Lens Shift Memory

This projector can save up to five lens settings, which records the lens position.

- Save Memory: Select a record from 1 to 5 to save the current lens settings.
- Apply Memory: Select a record from 1 to 5 to apply the lens settings.
- **Clear Memory:** Clear the saved lens records.

Note:

- Process the lens calibration before setup lens shift memory.
- Performing a lens calibration will clear the saved lens records.
- When the lens calibration is not completed, the lens shift memory will be unavailable.

Lens Calibration

Calibrate the lens position to return it to the center.

Lens Lock

Lock the lens to prevent the lens motors from moving, which disables all lens functions.

Note: When Lens Lock is turned on, the Focus, Zoom, Lens Shift, Lens Shift Memory, and Lens Calibration will be unavailable.

<u>Reset</u>

Reset the lens settings to factory default values.

Schedule

Schedule the projector functions to operate automatically at the set time.

Date and Time

Display the date and time for the projector.

Schedule Mode

Enable or disable the schedule function. If the projector is controlled via external devices or software, the Schedule Mode displays AP Mode, and the projector's schedule functions are grayed out.

<u>View Today</u>

.

View the event list scheduled for today.

Monday to Sunday

Set up the schedule for days of a week. On the Schedule menu page, select a day and configure the schedule settings.

- Schedule Enable: Enable or disable the schedule function for the selected day.
- Event 01-08: Select an event record number, and set up the schedule details.
 - **Time:** Set the time for the event.
 - **Event:** Select a function for the event, which operates automatically at the set time. The available functions are Power Settings, Input Source, Light Source Mode, and Shutter.
 - Reset: Reset the event settings.
- **More Events / Previous Events (Event 01-16):** Display more event records, and select one to set up the schedule details.
- Copy Events To: Copy the events setup for the day to another day.
- **Reset the Day:** Reset the schedule settings for the day.

Reset Schedule

Reset all of the schedule settings.

Date and Time

Set the date and time of the projector.

Clock Mode

Set the clock mode to NTP Server or Manual.

Note: To use NTP Server, make sure the projector is connected to the Internet.

<u>Date</u>

Set a date for the projector. The date format is in Year/Month/Date.

<u>Time</u>

Set the time for the projector.

Daylight Saving Time

Enable or disable the daylight savings function.

NTP Server

Select a NTP Server for the network clock mode.

<u>Time Zone</u>

Set a time zone for the network clock mode.

Update Interval

Set the date and time update interval.

<u>Apply</u>

Apply date and time modifications.

Note:

- When Use NTP Server of Clock Mode is selected, the Date and Time will be unavailable.
- When Manual of Clock Mode is selected, the Daylight Saving Time, NTP Server, Time Zone, and Update Interval will be unavailable.

Power Settings

Configure the projector's power settings.

Power Mode (Standby)

Setup the projector's standby mode.

- Eco: Minimum power consumption (0.5 Watt) which does not allow network control.
- Active: Low power consumption (< 2 Watt) which allows the LAN module to enter sleep mode and supports to be woken by Wake on LAN (WoL). When the LAN module is woken by WoL, the projector is ready to receive commands over the network.
- **Communication:** More power consumption that allows controlling the projector over the network.

Signal Power On

Turn on this function to have the projector automatically turning on when connected to HDMI input sources. It only applies to the standby projector set to Communication mode.

Auto Power Off

Set an interval timer for the projector to automatically turn off if no signal is detected within the specified time period. Press the \blacktriangleleft and \blacktriangleright buttons to add or reduce time, 1 minutes for each press.

Sleep Timer

Set an interval timer for the projector to automatically turn off after operating for the specified amount of time.

12V Trigger

Use this function to enable or disable the trigger. Note: 3.5mm TS type mini jack that outputs 12V 200mA (max.) for relay system control.



<u>Reset</u>

Reset the power settings to factory default values.

Light Source Settings

Set up the light source to control the projector brightness.

Light Source Mode

Select a light source mode depending on the installation requirements. The available options are Normal, Eco Mode, and Custom Power.

Custom Brightness

When the Light Source Mode is set to Custom Mode, set up the custom brightness level. Set up the Constant Brightness to maintain the image brightness at a specified level. A special algorithm is designed to compensate for the natural decay of brightness so that the image can be maintained at a fixed brightness level.

- Brightness Level: Adjust the brightness level from 30% to 100%.
- **Constant Brightness:** Enable to maintain the image brightness at the set brightness level. A special algorithm is designed to compensate for the natural decay of brightness so that the image can be maintained at a fixed brightness level.

Note: When Dynamic Black or Extreme Black is turned on, only Normal of Light Source Mode is supported.

Shutter

Set up the shutter behavior.

Fade-In

This function allows the fading-in effect when turning off the shutter. The length of the fading effect can be adjusted from 0.5s to 5s.

Fade-Out

This function allows the fading-out effect when turning on the shutter. The length of the fading effect can be adjusted from 0.5s to 5s.

<u>Startup</u>

Select the shutter behavior when turning on the projector.

- Shutter Off: Projector projects images normally after being powered on.
- Shutter On: Projector automatically turns on shutter after being powered on.

Audio

Set up the projector audio.

<u>Mute</u>

Turn off or turn on the projector sound.

<u>Volume</u>

Adjust the projector audio volume level.

Security

Set up security verification to protect the projector.

Security

Select On to protect the projector with a password. If the user enters incorrect password three times, a message will pop up warning that the projector shuts down in 10 seconds.

Security Timer

Specify the length of time the projector can be used without the password. Once the timer counts to 0, the user must enter a password to use the projector. The timer restarts every time the projector is turned on.

Change Password

Change the projector password.

Note: In the last minute before reaching a specified timer, including Auto Power Off, Sleep Timer, and Security Timer, an on-screen message will pop up warning that the projector shuts down in 60 seconds. Press any button on the remote control or projector keypad to reset the timer and the projector remains on.

On Screen Display

Set up the on screen display menus.

Menu Location

Select the menu location from Top Left, Top Right, Center, Bottom Left, and Bottom Right.

Menu Transparency

Set the menu transparency level.

<u>Menu Timer</u>

Set the length of time the menu displays on the screen.

Information Hide

Enable or disable the corner information messages, such as input source, IP address, and so on.

Background

Set a background color to display when no input signal is detected. The available options are Blue, Black, White, and Logo.

Logo Setup

Set up the logo for the startup screen.

Change Logo

Change the logo for the startup screen. Apart from the Default logo, user can select from Default, Neutral, User Logo, and Captured Logo.

- **Default:** The projector default logo.
- **Neutral:** The logo is not displayed on the startup screen.
- User Logo: The user logo uploaded from the web control panel.
- **Captured Logo:** The logo saved via the Logo Capture function.

Note: The supported logo format is PNG and size is 1920 x 1200 pixels.

Logo Capture

Capture part of the projected image and save it as a customized logo.

Delete Logo

Delete the saved customized logo, including the Captured Logo and Use Logo.

High Altitude

Select On to increase the fan speed. To ensure the image quality and prevent damage to the projector, enable High Altitude mode in high temperature, high humidity, or high altitude environment.

User Data

User can save the projector settings as user data and reload the settings later.

- **Save all settings:** Save all of the projector settings as user data. User can save up to 5 records.
- Load all settings: Load the previously saved user data.

System Update

Update the system automatically or manually.

- Auto: System checks for new updates automatically every time it is connected to the Internet.
- **Auto Download**: When both "Auto" and "Auto Download" are On, new updates will be downloaded automatically when the projector is restarted.

Note:

- 1. When new updates are downloaded automatically, there will be no prompts.
- 2. When the Power Off button is pressed, if the download is complete, a prompt to update will pop up.
- 3. Select the Update option to start the update.
- **Update**: Manually update the system firmware.

Reset

Reset the settings to factory default values.

- Reset OSD: Reset OSD settings to default values.
- Reset to Default: Reset all projector settings to default values.
- **Reset Selective:** Reset the settings of one of the main menus. User can choose from Image, Display, Input, Communication, and Setup.

Communication menu

Communication menu is used to configure the settings that allow the projector to communicate with other projectors or control devices.

Submenus

- Projector ID
- Remote Setup
- Network Setup
- Email Notification
- Control
- Baud Rate

Projector ID

Assign an ID code for the projector from 00 to 99. Use this code as the projector ID when controlling the projector by RS232, Telnet or other control methods.

Remote Setup

Configure the settings of the Infra-Red (IR) remote control.

Remote Code

Press and hold the remote control **ID** key. When all the key lights turn on, press the number key 00-99 to assign a number. When all key lights flash rapidly twice, the remote control code has been changed. At this time, release the remote control **ID** key.

Quick Switch Code

The IR receiving function of the projector can be temporarily deactivated by hot key(0~9) to avoid the IR interference between projectors. The remote ID needs to be set to All.

Note: When hotkey is on, the default function (Direct Source, Zoom/Focus, 3D) are inactive temporarily.

IR Function

Set the remote receiver for the projector to control the communication between the projector and the IR remote.

- **Front:** Enable or disable the front remote receiver.
- **Top:** Enable or disable the top remote receiver.
- **HDBaseT:** Select On to set the HDBaseT terminal as the remote receiver.

User 1 / User 2

Assign a function to the User 1 and User 2 buttons on the remote control. It allows you to use the function easily without going through the OSD menus. The available functions are Freeze Screen [User 1 deafult], Blank Screen, PIP/PBP [User 2 default], Aspect Ratio, Information Hide, Network setup, Projector ID, Color Matching, Reset Selective, Quick Switch Code, Audio Mute, and Audio Volume.

Network Setup

Configure the projector's network settings.

LAN Interface

To avoid clash, specify the LAN interface to RJ-45 or HDBaseT.

MAC Address

Display the MAC address. (Read only)

Network Status

Display the network connection status. (Read only)

DHCP

Turn on DHCP to automatically acquire IP address, subnet mask, gateway, and DNS.

IP Address

Assign the projector's IP address.

Subnet Mask

Assign the projector's subnet mask.

<u>Gateway</u>

Assign the projector's gateway.

<u>DNS</u>

Assign the projector's DNS.

Apply

Apply the wired network settings.

Network Reset

Reset the network settings to default factory values.

Note: When DHCP is turned on, the IP Address, Subnet Mask, Gateway, and DNS will be unavailable.

Email Notification

Set up the email notification for the projector.

Fan Error / Power On/Off / Video Loss / Laser

When a Fan Error, Power On/Off, Video Loss, or Laser occurs on the projector, an email notification will be sent to the user

Control

This projector can be controlled remotely by a computer or other external devices through wired network connection. It allows the user to control one or more projectors from a remote control center, such as powering the projector on or off, and adjusting the image brightness or contrast.

Use the Control submenu to select a control device for the projector.

Crestron

Control the projector with Crestron controller and related software (Port: 41794).

For more information, please visit http://www.crestron.com.

• **Crestron Setup:** Setup the Crestron IP Address, IPID, and Port. Then select Crestron Setup Apply to save the modifications.

<u>PJ Link</u>

Control the projector with PJLink v1.0 commands (Port: 4352).

For more information, please visit http://pjlink.jbmia.or.jp/english.

• **PJ Link Service:** Setup the address for the PJ Link Authentication, Password, Service, and select PJ Link Setup Apply to save the modifications.

<u>Extron</u>

Control the projector with Extron devices (Port: 2023). For more information, please visit http://www.extron.com.

<u>AMX</u>

Control the projector with AMX devices. (Port: 9131) For more information, please visit http://www.amx.com.

<u>Telnet</u>

Control the projector using RS232 commands though Telnet connection. (Port: 23) For more information, refer to "Using RS232 command by Telnet" on page 66.

<u>HTTP</u>

Control the projector with web browser. (Port: 80) For more information, refer to "Using the web control panel" on page 64.

<u>Reset</u>

Reset the control functions to default factory values.



Note:

- Crestron is a registered trademark of Crestron Electronics, Inc. of the United States.
- Extron is a registered trademark of Extron Electronics, Inc. of the United States.
- AMX is a registered trademark of AMX LLC of the United States.
- PJLink applied for trademark and logo registration in Japan, the United States of America, and other countries by JBMIA.
- For more information about the various types of external devices which can be connected to the LAN / RJ45 port and remotely control the projector, as well as the supported commands for these external devices, please contact the Support-Service directly.
- Support OMSC and OMSL. For more information, please contact the Support-Service directly.

Baud Rate

Set the baud rate for Serial Port In and Serial Port Out. The available options are 1200, 2400, 4800, 9600, 19200, 38400, 57600, and 115200 (default).

Reset

Reset all network settings to default factory values.

Using the web control panel

The web control panel allows the user to configure various projector settings using a web browser from any personal computer or mobile devices.

System Requirements

To use the web control panel, make sure your devices and software meet the minimum system requirements.

- RJ45 cable (CAT-5e) or wireless dongle
- PC, laptop, mobile phone, or tablet installed with a web browser
- Compatible web browsers:
 - Microsoft Edge 40 or higher version
 - Firefox 57 or higher version
 - Chrome 63 or higher version

Overview of the web control panel

Configure the projector settings using web browser.

Optoma Experience more		
HOME Ø Main	Main	
IMAGE	Direct Key	Color Settings
Other	Power	Color
DISPLAY	On	58
Geometric Correction	Shutter On	Tint
🗲 Other		50
INPUT SETTINGS	General	Color Temperature
🗲 Other	Projector ID	Standard 👻
DEVICE SETUP	0	White Enhancement
O Administrator	Remote Code	Color Space
¢	0 Picture Mode	Auto •

Menu	Description
HOME	View the projector information and firmware version details.
IMAGE	To configure image settings.
DISPLAY	To configure the settings to properly project images according to your installation circumstances.
INPUT SETTINGS	To configure the projector input settings.
DEVICE SETUP	To configure the system settings for the projector.
COMMUNICATION	Communication menu is used to configure the settings that allow the projector to communicate with other projectors or control devices.
INFORMATION	View the projector information about its status and settings. The projector information is read only.

Accessing the web control panel

When network is available, connect the projector and the computer to the same network. Use the projector address as the web URL to open the web control panel in a browser.

- 1. Check the projector address using the OSD menu.
 - On a wired network, select Communication > Network Setup > IP Address.
 Note: Make sure DHCP is enabled.
- 2. Open a web browser and type the projector address in the address bar.
- 3. The web page redirects to the web control panel.
- 4. In the Username field, type the username: admin (default) In the Password field, type the password.: Device serial number (default). Path: Menu -> Information -> Device -> Serial Number.

Note: It is needed to change the username and password once you have logged in. It is also advised to use a strong password.

When network is not available, refer to "Directly connect the projector to a computer" section.

Directly connect the projector to a computer

When network is not available, connect the projector to the computer directly using a RJ-45 cable, and configure the network settings manually.



- 1. Assign IP address to the projector
 - From the OSD menu, select Network Setup > DHCP.
 - Turn off DHCP, and manually set the projector's IP Address, Subnet Mask, and Gateway.
 - Press **Enter** to confirm the settings.
- 2. Assign IP address to the computer
 - Set the Default Gateway and Subnet Mask of the computer to match the projector.
 - Set the IP address of the computer to match the first three numbers of the projector. For example, if the projector IP address is 192.168.000.100, set the computer IP address to 192.168.000.xxx, where xxx is not 100.
- 3. Open a web browser and type the projector address in the address bar.
- 4. The web page redirects to the web control panel.

Using RS232 command by Telnet

This projector supports using RS232 commands through Telnet connection.

- 1. Set up a direct connection between the projector and computer. Refer to *Directly connect the projector to a computer* on page 65.
- 2. Disable the firewall on the computer.
- Open the command dialogue on the computer. For Windows 7 operating system, select Start > All Programs > Accessories > Command Prompt.
- Input the command "telnet ttt.xxx.yyy.zzz 23".
 Replace "ttt.xxx.yyy.zzz" with the projector IP address.
- 5. Press **Enter** on the computer keyboard.

Specification for RS232 by Telnet

- Telnet: TCP
- Telnet port: 23 (contact service team for more details)
- Telnet utility: Windows "TELNET.exe" (console mode).
- Disconnection for RS232-by-Telnet control normally: Close
- Below are the limitations for using Windows Telnet utility directly after TELNET connection is ready:
 - There is less than 50 bytes for successive network payload for Telnet-Control application.
 - There is less than 26 bytes for one complete RS232 command for Telnet-Control.
 - Minimum delay for next RS232 command must be more than 200 (ms). Information menu.

Info menu

View the projector information about its status and settings. The projector information is read only.

Submenus

- Device
- System Status
- Communication
- Signal
- Firmware Version

Compatible Resolutions

Digital

	HDMI 2.0	
Established Timing	Standard Timing	Detail Timing
640 x 480 @ 60Hz	800 x 600 @ 120Hz	640 x 480 @ 60Hz
640 x 480 @ 67Hz	1280 x 768 @ 120Hz	720 x 480 @ 60Hz
640 x 480 @ 72Hz	1280 x 800 @ 75Hz	720 x 576 @ 50Hz
640 x 480 @ 75Hz	1280 x 1024 @ 60Hz	720 x 480i @ 60Hz
720 x 400 @ 70Hz	1360 x 765 @ 60Hz	720 x 576i @ 50Hz
720 x 400 @ 88Hz	1400 x 1050 @ 60Hz	1280 x 720 @ 50Hz
800 x 600 @ 56Hz	1600 x 1200 @ 60Hz	1280 x 720 @ 60Hz
800 x 600 @ 60Hz	1680 x 1050 @ 60Hz	1280 x 720 @ 120Hz
800 x 600 @ 72Hz		1440 x 480 @ 60Hz
800 x 600 @ 75Hz		1920 x 1080 @ 24Hz
832 x 624 @ 75Hz		1920 x 1080 @ 25Hz
1024 x 768 @ 60Hz		1920 x 1080 @ 50Hz
1024 x 768 @ 70Hz		1920 x 1080 @ 60Hz
1024 x 768 @ 75Hz		1920 x 1080 @ 120Hz
1152 x 870 @ 75Hz		1920 x 1080i @ 50Hz
1280 x 1024 @ 75Hz		1920 x 1080i @ 60Hz
		1920 x 1200 @ 59Hz
		3840 x 2160 @ 24Hz
		3840 x 2160 @ 25Hz
		3840 x 2160 @ 30Hz
		3840 x 2160 @ 50Hz
		3840 x 2160 @ 60Hz
		4096 x 2160 @ 24Hz
		4096 x 2160 @ 25Hz
		4096 x 2160 @ 30Hz
		4096 x 2160 @ 50Hz
		4096 x 2160 @ 60Hz

	HDMI 1.4								
Established Timing	Standard Timing	Detail Timing							
640 x 480 @ 60Hz	800 x 600 @ 120Hz	640 x 480 @ 60Hz							
640 x 480 @ 67Hz	1280 x 768 @ 120Hz	720 x 480 @ 60Hz							
640 x 480 @ 72Hz	1280 x 800 @ 75Hz	720 x 576 @ 50Hz							
640 x 480 @ 75Hz	1280 x 1024 @ 60Hz	720 x 480i @ 60Hz							
720 x 400 @ 70Hz	1360 x 765 @ 60Hz	720 x 576i @ 50Hz							
720 x 400 @ 88Hz	1400 x 1050 @ 60Hz	1280 x 720 @ 50Hz							
800 x 600 @ 56Hz	1600 x 1200 @ 60Hz	1280 x 720 @ 60Hz							
800 x 600 @ 60Hz	1680 x 1050 @ 60Hz	1440 x 480 @ 60Hz							
800 x 600 @ 72Hz		1920 x 1080 @ 24Hz							
800 x 600 @ 75Hz		1920 x 1080 @ 25Hz							
832 x 624 @ 75Hz		1920 x 1080 @ 50Hz							
1024 x 768 @ 60Hz		1920 x 1080 @ 60Hz							
1024 x 768 @ 70Hz		1920 x 1080i @ 50Hz							
1024 x 768 @ 75Hz		1920 x 1080i @ 60Hz							
1152 x 870 @ 75Hz		1920 x 1200 @ 59Hz							
1280 x 1024 @ 75Hz									

Analog

	Analog	
Established Timing	Standard Timing	Detail Timing
640 x 480 @ 60Hz	1280 x 800 @ 75Hz	1920 x 1080 @ 60Hz
640 x 480 @ 67Hz	1280 x 1024 @ 60Hz	1920 x 1200 @ 59Hz
640 x 480 @ 72Hz	1360 x 765 @ 60Hz	
640 x 480 @ 75Hz	1400 x 1050 @ 60Hz	
720 x 400 @ 70Hz	1440 x 900 @ 60Hz	
720 x 400 @ 88Hz	1440 x 900 @ 75Hz	
800 x 600 @ 56Hz	1600 x 1200 @ 60Hz	
800 x 600 @ 60Hz	1680 x 1050 @ 60Hz	
800 x 600 @ 72Hz		
800 x 600 @ 75Hz		
832 x 624 @ 75Hz		
1024 x 768 @ 60Hz		
1024 x 768 @ 70Hz		
1024 x 768 @ 75Hz		
1152 x 870 @ 75Hz		
1280 x 1024 @ 75Hz		

True 3D video compatibility

		Input timing	
		1280 x 720P @ 50Hz	Top and Bottom
		1280 x 720P @ 60Hz	Top and Bottom
		1280 x 720P @ 50Hz	Frame Packing
		1280 x 720P @ 60Hz	Frame Packing
		1920 x 1080P @ 24Hz	Top and Bottom
	HDMI 1.4a 3D Input	1920 x 1080P @ 24Hz	Frame Packing
		1920 x 1080i @ 50Hz	Side by Side
Input Resolutions		1920 x 1080i @ 60Hz	Side by Side
		1024 x 768 @ 120Hz	Frame Sequential
		1280 x 720 @ 120Hz	Frame Sequential
		1280 x 800 @ 120Hz	Frame Sequential
		1920 x 1080P @ 60Hz	Frame Sequential
		1920 x 1080P @ 120Hz	Frame Sequential
		1920 x 1200 @ 60Hz	Frame Sequential
		800 x 600 @ 120Hz	Frame Sequential

Note: If 3D input is 1080p@24Hz, the DMD should replay with integral multiple with 3D mode.

RS232 Port Setting and Signals Connection

RS232 Port Setting

Items	Method
Communication Method	Asynchronous Communication
Baud Rate	115200
Data Bits	8 bits
Parity	None
Stop Bits	1
Flow Control	None

RS232 Signals Connection



Note: RS232 shell is grounded.

Image Size and Projection Distance

1.6x lens model

Screen Size 16:10 (Wx H)						Projector	Distance		
	Length of age	Wi	dth	Hei	ight	Wide Tel		ele	
inch	m	inch	m	inch	m	inch	m	inch	m
50	1.27	42.4	1.08	26.5	0.67	52.3	1.33	84.0	2.13
60	1.52	50.9	1.29	31.8	0.81	63.1	1.60	101.2	2.57
70	1.78	59.4	1.51	37.1	0.94	74.0	1.88	118.4	3.01
80	2.03	67.8	1.72	42.4	1.08	84.8	2.15	135.6	3.44
90	2.29	76.3	1.94	47.7	1.21	95.7	2.43	152.8	3.88
100	2.54	84.8	2.15	53.0	1.35	106.5	2.71	170.0	4.32
120	3.05	101.8	2.58	63.6	1.62	128.3	3.26	204.4	5.19
150	3.81	127.2	3.23	79.5	2.02	160.8	4.09	256.0	6.50
180	4.57	152.6	3.88	95.4	2.42	193.4	4.91	307.6	7.81
200	5.08	169.6	4.31	106.0	2.69	215.1	5.46	342.0	8.69
250	6.35	212.0	5.38	132.5	3.37	269.4	6.84	428.0	10.87
300	7.62	254.4	6.46	159.0	4.04	323.7	8.22	514.0	13.06

The size of pojected images is $50 \sim 300$ inches $(1.27 \sim 7.62 \text{ m})$

1.15x lens model

The size of pojected images is 50 ~ 1000 inches (1.27 ~ 25.4 m)

Screen Size 16:10 (Wx H)							Projector	Distance	
Diagonal Length of Image		Wie	dth	Hei	Height		ide	Tele	
inch	m	inch	m	inch	m	inch	m	inch	m
50	1.27	42.4	1.08	26.5	0.67	27.0	0.69	31.3	0.79
60	1.52	50.9	1.29	31.8	0.81	32.7	0.83	37.8	0.96
70	1.78	59.4	1.51	37.1	0.94	38.4	0.98	44.4	1.13
80	2.03	67.8	1.72	42.4	1.08	44.1	1.12	50.9	1.29
90	2.29	76.3	1.94	47.7	1.21	49.8	1.27	57.5	1.46
100	2.54	84.8	2.15	53.0	1.35	55.5	1.41	64.1	1.63
120	3.05	101.8	2.58	63.6	1.62	66.9	1.70	77.2	1.96
150	3.81	127.2	3.23	79.5	2.02	84.0	2.13	96.9	2.46
180	4.57	152.6	3.88	95.4	2.42	101.2	2.57	116.6	2.96
200	5.08	169.6	4.31	106.0	2.69	112.6	2.86	129.7	3.29
250	6.35	212.0	5.38	132.5	3.37	141.1	3.58	162.5	4.13
300	7.62	254.4	6.46	159.0	4.04	169.6	4.31	195.3	4.96
350	8.89	296.8	7.54	185.5	4.71	198.2	5.03	228.1	5.79
400	10.16	339.2	8.62	212.0	5.38	226.7	5.76	260.9	6.63
500	12.7	424.0	10.77	265.0	6.73	283.7	7.21	326.5	8.29
600	15.24	508.8	12.92	318.0	8.08	340.8	8.66	392.1	9.96
700	17.78	593.6	15.08	371.0	9.42	397.9	10.11	457.8	11.63

Screen Size 16:10 (Wx H)							Projector	Distance	
	Length of age	Width		Width Height		Wide		Tele	
inch	m	inch	m	inch	m	inch	m	inch	m
800	20.32	678.4	17.23	424.0	10.77	454.9	11.55	523.4	13.30
900	22.86	763.2	19.39	477.0	12.12	512.0	13.00	589.0	14.96
1000	25.4	848.0	21.54	530.0	13.46	569.0	14.45	654.6	16.63

1.26x lens model

The size of pojected images is $50 \sim 300$ inches $(1.05 \sim 7.62 \text{ m})$

Screen Size 16:10 (Wx H)							Projector	Distance	
Diagonal Length of Image		Width		Height		Wi	ide	Tele	
inch	m	inch	m	inch	m	inch	m	inch	m
50	1.27	42.4	1.08	26.5	0.67	31.9	0.81	40.4	1.03
60	1.52	50.9	1.29	31.8	0.81	38.1	0.97	48.2	1.23
70	1.78	59.4	1.51	37.1	0.94	44.6	1.13	56.5	1.43
80	2.03	67.8	1.72	42.4	1.08	50.8	1.29	64.3	1.63
90	2.29	76.3	1.94	47.7	1.21	57.3	1.46	72.6	1.84
100	2.54	84.8	2.15	53.0	1.35	63.5	1.61	80.4	2.04
120	3.05	101.8	2.58	63.6	1.62	76.5	1.94	96.9	2.46
150	3.81	127.2	3.23	79.5	2.02	95.4	2.42	120.8	3.07
180	4.57	152.6	3.88	95.4	2.42	114.6	2.91	145.1	3.69
200	5.08	169.6	4.31	106.0	2.69	127.3	3.23	161.2	4.09
250	6.35	212.0	5.38	132.5	3.37	158.9	4.04	201.2	5.11
300	7.62	254.4	6.46	159.0	4.04	190.7	4.85	241.6	6.14
Ceiling Mount Installation

- 1. To prevent damage to your projector, please use the Optoma ceiling mount.
- 2. If you wish to use a third party ceiling mount kit, please ensure the screws used to attach a mount to the projector meet the following specifications:
- Screw type: M4*4
- Minimum screw length: 8 mm



Note:

- 1. Mounting holes for ceiling mount.
- 2. Please note that damage resulting from incorrect installation will void the warranty.

IR remote codes



	Key	Repeat	Add	ress	Da	ata	
Key Legend	Position	Format	Byte 1	Byte 2	Byte 3	Byte 4	Description
ON (1)	1	F1	32	CD	2	FD	Press to turn on the projector.
OFF (🕐)	2	F1	32	CD	2E	D1	Press to turn off the projector.
1	3	F1	32	CD	72	8D	Use as numeric keypad number "1".
2	4	F1	32	CD	73	8C	Use as numeric keypad number "2".
3	5	F1	32	CD	74	8B	Use as numeric keypad number "3".
4	6	F1	32	CD	75	8A	Use as numeric keypad number "4".
5	7	F1	32	CD	77	88	Use as numeric keypad number "5".
6	8	F1	32	CD	78	87	Use as numeric keypad number "6".

	Key	Repeat	Add	ress	Da	ata	
Key Legend	Position	Format	Byte 1	Byte 2	Byte 3	Byte 4	Description
7	9	F1	32	CD	79	86	Use as numeric keypad number "7".
8	10	F1	32	CD	80	7F	Use as numeric keypad number "8".
9	11	F1	32	CD	81	7E	Use as numeric keypad number "9".
Info (🚺)	12	F1	32	CD	82	7D	Press to display source image information.
0	13	F1	32	CD	25	DA	Use as numeric keypad number "0".
ID	14	F1	32	CD	A7	58	Press to set remote ID.
Auto	15	F1	32	CD	4	FB	Press to automatically synchronize the projector to the input source.
Input	16	F1	32	CD	18	E7	Press to select an input signal.
UP (▲)	17	F1	32	CD	0F	F0	Press to select items or make adjustments to our selection.
LEFT (◀)	18	F1	32	CD	11	EE	Press to select items or make adjustments to our selection.
Enter	19	F1	32	CD	14	EB	Press to confirm your item selection.
RIGHT (►)	20	F1	32	CD	10	EF	Press to select items or make adjustments to our selection.
DOWN (♥)	21	F1	32	CD	12	ED	Press to select items or make adjustments to our selection.
Menu	22	F1	32	CD	0E	F1	Press to display the on-screen display menus for projector.
Exit	23	F1	32	CD	2A	D5	Press to return to previous level or exit menus if at top level.
Mode	24	F1	32	CD	5	FA	Press to select the preset display mode.
Bright.	25	F1	32	CD	28	D7	Press to adjust amount of light in the image.
Contr.	26	F1	32	CD	29	D6	Press to adjust difference between dark and light.
Pattern	27	F1	32	CD	58	A7	Press to display a test pattern.
Lens Shift◀	28	F1	32	CD	41	BE	Press to adjust the position of the image horizontally.
Lens Shift ►	29	F1	32	CD	42	BD	
Focus 🛦	30	F1	32	CD	86	79	Press to adjust focus to improve image clarity as desired.
Lens Shift 🔺	31	F1	32	CD	34	CB	Press to adjust the position of the image vertically.
Lens Shift ▼	32	F1	32	CD	32	CD	Press to adjust the position of the image vertically.
Focus ▼	33	F1	32	CD	26	D9	Press to adjust focus to improve image clarity as desired.
Keystone 🗖	34	F1	32	CD	87	78	Press to adjust the horizontal keystone.
Keystone 🗅	35	F1	32	CD	51	AE	Press to adjust the horizontal keystone.
Zoom ਦ	36	F1	32	CD	52	AD	Press to adjust zoom to achieve a desired image size.
Keystone 🗖	37	F1	32	CD	53	AC	Press to adjust the vertical keystone.
Keystone 🗖	38	F1	32	CD	54	AB	Press to adjust the vertical keystone.
Zoom 🝳	39	F1	32	CD	55	AA	Press to adjust zoom to achieve a desired image size.
Shutter (AV Mute)	40	F1	32	CD	56	A9	Press to hide/unhide the screen picture.
User 1	41	F1	32	CD	57	A8	Press to assign user functions. Please refer to "Remote Setup" on page 23.
User 2	42	F1	32	CD	27	D8	Press to assign user functions. Please refer to "Remote Setup" on page 23.

Troubleshooting

If you experience a problem with your projector, please refer to the following information. If a problem persists, please contact your local reseller or service center.

Image problems

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- No image appears on-screen
 - Ensure all the cables and power connections are correctly and securely connected as described in the *Setup and Installation* section.
 - Ensure the pins of connectors are not crooked or broken.
 - Ensure that the Shutter (AV Mute) feature is not turned on.
- Image is out of focus
 - Press the **Focus** ▲ or **Focus** ▼ button on the remote control or projector keypad to adjust the focus until the image is sharp and legible.
 - Make sure the projection screen is between the required distance from the projector. (Please refer to *Image size and projection distance* page 71).
- The image is stretched when displaying 16:10 DVD title
 - When you play anamorphic DVD or 16:10 DVD, the projector will show the best image in 16:10 format on projector side.
 - If you play 4:3 format DVD title, please change the format as 4:3 in projector OSD.
 - Please setup the display format as 16:10 (wide) aspect ratio type on your DVD player.
- Image is too small or too large
 - Press the **Zoom** ⊕ or **Zoom** ⊖ button on the remote control or projector keypad to adjust the projected image size.
 - Move the projector closer to or further from the screen.
 - From the OSD menu, select **Display > Aspect Ratio** to change the aspect ratio.
- Image has slanted sides:
 - If possible, reposition the projector so that it is centered on the screen and below the bottom of the screen.
 - Press the **Keystone** $\Box / \Box / \Box / \Box$ buttons on the remote control to adjust the screen shape.

Image is reversed

From the OSD menu, select **Device Setup > Projection > Rear** to reverse the image so you can project from behind a translucent screen.

Other problems

- The projector stops responding to all controls
 - If possible, turn off the projector, then unplug the power cord and wait at least 20 seconds before reconnecting power.

Remote control problems

- If the remote control does not work
 - Check that the operating angle of the remote control is pointed within ±30° to the IR receivers on the projector.
 - Make sure there are not any obstructions between the remote control and the projector. Move to within 20 meters (65.6 feet) of the projector.
 - Make sure batteries are inserted correctly.
 - Replace batteries if they are exhausted.

LED Indicators and Lightning Messages

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No.	Item
1.	Light LED
2.	Power LED
3.	Temp LED

Status	Light LED	Powe	er LED	Temp LED
Status	Red	Red	Green	Red
Standby	N/A	Steady light	N/A	N/A
Power On	N/A	N/A	Steady light	N/A
Warning Up Start	N/A	Flashing (1 sec off / 1 sec on)	N/A	N/A
Cooling Down Start	N/A	N/A	Flashing (0.5 sec off / 0.5 sec on)	N/A
AV Mute	Flashing (1 sec off / 1 sec on)	N/A	Steady light	N/A
Error (Power Failure)	Steady light	N/A	N/A	Steady light
Error (Fan Failure)	N/A	N/A	N/A	Flashing (3 sec on / 3 sec off)
Error (Color Wheel Breakdown)	N/A	N/A	N/A	Flashing (0.5 sec off / 0.5 sec on)
Error (Over Temp)	N/A	N/A	N/A	Steady light
Error (LD Over Temp)	N/A	N/A	N/A	Steady light
Error (LD Voltage Failure)	Steady light	N/A	N/A	N/A
Error (Temp Sensor Disconnect)	Flashing (0.5 sec off / 0.5 sec on)	Flashing (0.5 sec off / 0.5 sec on)	N/A	N/A
Error (LD Failure)	Steady light	N/A	Steady light	N/A
Upgrade Process	Flashing (3 sec off / 3 sec on)			

Note: The light off for 10min when projector into upgrade process and All LED Flashing (3 sec off/ 3 sec on)

Specifications

Optical	Description							
Lens type	1.6x	1.15x	1.26x					
Throw ratio	1.25~2.0	0.65~0.75	0.75~0.95					
Maximum resolution	WUXGA	WUXGA	WUXGA					
Zoom & focus adjustment	Power	Power	Power					
Image size (diagonal)	50"~300"	50"~1000"	50"~300"					

Electrical	Description
Inputs	 HDMI 1 v2.0/4K HDMI 2 v2.0/v1.4a VGA-IN 3D SYNC IN USB Type-A x1 AUDIO-IN 3.5mm
Outputs	 HDMI OUT 3D SYNC OUT AUDIO-OUT 3.5mm 12V OUT Trigger
Control	 Wired IR HDBaseT RJ-45 (support web control) RS232
Color reproduction	1073.4 Million color
Scan rate	 Horizontal scan rate: 15.38 ~ 91.15 KHz Vertical scan rate: 24 ~ 85 Hz (120 Hz for 3D feature)
Built-in speaker	2x 10W speakers
Power requirement	100 - 240V ±10%, AC 50/60Hz
Power Consumption	 Normal mode: 520W ± 15% @ 110Vac / 505W ± 15% @ 220Vac ECO mode: 265W ± 15% @ 110Vac / 260W ± 15% @ 220Vac
Input current	6.5A
Installation orientation	Front, Rear, Ceiling-top, and Rear-top
Dimensions (W x D x H)	 1.6x lens model: 486 x 432.5 x 176.0 mm (w/o feet) 486 x 432.5 x 185.5 mm (with feet) 1.15x lens model: 486 x 427.5 x 176.0 mm (w/o feet) 486 x 427.5 x 185.5 mm (with feet) 1.26x lens model: 486 x 394.5 x 176.0 mm (w/o feet) 486 x 394.5 x 185.5 mm (with feet)
Weight	14 ± 0.5 Kg
Environmental conditions	

Note: All specifications are subject to change without notice.

Manual Warp Control Instruction

- 1. The Warp/Blend control option needs to be switched to the OSD option. Steps: Menu -> Display -> Geometric Correction -> Warp Control -> Advanced.
- Changing the grid color can help to distinguish between grid color lines on each projector when completing the warping adjustment. The Warp/Blend grid color options include: Green (default), Magenta, Red, and Cyan. Steps: Menu -> Display -> Geometric Correction -> Advanced Warp -> Grid Color.



- Set Blend overlap size. Steps: Menu -> Display -> Geometric Correction -> Advanced Warp -> Blend Setting -> Blend Width. The options and effective range of overlap size as follows:
 - (a) Left: 0 (0%) / 192 (10%) ~ 960 (50%)
 - (b) Right: 0 (0%) / 192 (10%) ~ 960 (50%)
 - (c) Top: 0 (0%) / 120 (10%) ~ 600 (50%)
 - (d) Bottom: 0 (0%) / 120 (10%) ~ 600 (50%)
- 3.1 Setup projectors and then set the overlap size according to the actual projection overlap.
 - A. Make sure the overlap size for is smaller than the overlap size of actual projection.
 - B. Turning on the blend width screen for all the projectors helps determine the effective overlap range.

See below for settings for a 1x2 layout as an example, and follow the steps below:



- 3.2 Adjust the overlap size of right boundary of left projector first.
 - A. The left side of the overlap area will shift along with the values of the blend setting. Overlap area is shown by a square with light color.
 - B. Adjust overlap size until the left side of overlap area of left projector does not exceed the left boundary of right projector.



- 3.3 Adjust the overlap size of left boundary of right projector.
 - A. The right side of overlap area will shift along with the values of blend setting. Overlap area is shown by a square with light color.
 - B. Adjust the value of the blend setting to the same as the overlap size of the right boundary of left projector.
 - C. Make sure the right side of overlap area does not exceed the right boundary of left projector.
 - D. If not, reduce the value of blend setting until the result matches the condition of step C.
 - E. If the value of the blend setting of the right projector is less than left projector, adjust the value of left projector to the same as right projector.



- 4. Use grid points and warp inner to complete the warping calibration.
 - A. Grid points options include: 2x2 (default), 3x3, 5x5, 9x9, and 17x17.

Note:

- 1. Use \clubsuit , \clubsuit , \clubsuit or \clubsuit buttons to select the grid point.
- 2. Press Enter button to select the point.
- 3. Then press \clubsuit , \clubsuit , \clubsuit or \clubsuit buttons to shift the selected point location.
- 4. Press \frown to return to the previous page.
- B. Warp inner: Turn On/Off inner control.

Note: Warp inner does not support 2x2 grid point.

- C. The overlap area is divided into four parts equally in warping pattern.
- D. Use the warp adjustment to align the grid lines of the overlap with the two projectors to finish manual blending. Follow the steps below:



- (1) Select grid point 2x2 and align boundary of projectors with the side of overlap areas.
- (2) Depending on the installation situation select grid points 3x3, 5x5, 9x9, or 17x17 to adjust the grid line.
- (3) Turn on warp inner to adjust the inner grid.
- (4) All the grid lines are aligned. Press "**Exit**" button to exit grid pattern and then manual blending setting is finished.
- 5. When the grid lines are warped from straight to curve, the grid lines may become distorted or jagged. To avoid this users can adjust the warp sharpness to blur or sharpen the edge of the images.

RS232 protocol function list

Baud Rate : 115200

Data Bits: 8

Parity: None

Stop Bits: 1

Flow Control : None

UART16550 FIFO: Disable

~	х	х	х	х	х		n	CR
Lead Code	Projec	ctor ID		Command		space	variable	carriage retur
Prefix	00^ (Defau			000~999			0~9999	suffix
	-	I						
ass:	Р							
ail:	F	I						
an.	F							
Read Command								
~	х	х	х	х	х		n	CR
~ Lead Code	X Projec		X	X Command	X	space	n variable	
Lead Code		ctor ID	x	Command	x	space		
	Projec	ctor ID ~99	x		X	space	variable	carriage return
Lead Code	Projec 00^	ctor ID ~99	X	Command	X	space	variable	carriage retur
Lead Code Prefix	Projec 00^	ctor ID ~99	X	Command	X	space	variable	carriage retur
Lead Code Prefix	Projec 00^	ctor ID ~99	n	Command	X F	space	variable	carriage retur
Lead Code Prefix Response Format	Projec 00^ (Defau	ctor ID ~99 ılt: 00)		Command 000~999		space	variable	carriage retur
Lead Code Prefix esponse Format	Projec 00^ (Defau	ctor ID ~99 ılt: 00)	n	Command 000~999		space	variable	carriage retur
Lead Code Prefix esponse Format	Projec 00^ (Defau	ctor ID ~99 ılt: 00)	n	Command 000~999		space	variable	carriage retur
Lead Code Prefix esponse Format Pass:	Projec 00^ (Defau O	ctor ID ~99 ılt: 00)	n	Command 000~999		space	variable	carriage retur
Lead Code Prefix Response Format	Projec 00^ (Defau O	ctor ID ~99 ılt: 00)	n	Command 000~999		space	variable	carriage retur

Note: There is a <CR> after all ASCII commands. 0D is the HEX code for <CR> in ASCII code.

							v	Vrite Command	Con	nmand	Read Command
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	Set Para.	R R	CMD Value	Pass
Level 1	Level 2		Level 4	Level 5	Level 6	n value		2	Ŭ		
		[None] Presentation					~10(20	1	~XX123 ~XX123	1	0 k 0 0 k 1
		Bright					~10(20	2	~XX123	1	0 k 2
		Cinema					~30(20	3	-10(123	1	0 k 3
		HDR					~10(20	21	~XX123	1	0 k 21
	Picture Mode	sRGB					~10(20	4	~XX123	1	0 k 4
		DICOM SIM.					~10(20	13	~XX123	1	0 k 10
		Blending					~10(20	19	~XX123	1	0 k 19
		3D					~10(20	9	~XX123	1	O k 9
		2D High Speed					~10(20	18	~XX123	1	0 k 18
		User					~10(20	6,26,30~37	~10(123	1	0 k 6,26,30~37
		HDR	Off Auto				~10(565 ~10(565	0		_	
			Auto Bright				~10(566	1		-	
	Dynamic Range		Standard					1		-	
		HDR Picture Mode	5 im and a second s				-10(566	2		-	
			Detail				~10(566	3			
							~30(46	1			
1	Brightness	0~100					~30(21	0~100	~XX125	1	0 k 0~100
1		*					~30(46	2			
1		-					~30(47	1			
1	Contrast	0~100					~10(22	0~100	~XX126	1	0 k 0~100
1	-	+					~30(47	2			
1	Sharpness	1~15				<u> </u>		1~15			
1	1	Film				<u> </u>	~10(35	1			
1	1	Graphics				L	~20(35	3 4			
1	1	Standard(2.2) Vivid				L	~10(35	4 21			
1	1	Vivid 3D				<u> </u>	~10(35	21			
	Gamma	Blackboard						10		-	
		DICOM SIM.					-10(35	10			
		1.8						5			
		2.0					~10(35	6			
		2.4					~10(35	12			
		2.6					~10(35	8			
		Dynamic Black	Off				~30(191	0			
			On					1			
		Speed	1~15				~10(253	1~15			
		Strength	0~3				~30(254	0~3			
	Dynamic Contrast	Level	50% ~ 100%					50~100			
		Extreme Black	Off On				~30(218	0		_	
		AV Mute Timer					~30(218	1		-	
		AV Mute Timer Black Signal Level	0s ~ 10s 0 ~ 5				~10(256	0~20 0~5		-	
		Color	0~100					0~100		-	
		Tint	0~100				~30(44	0~100			
			Warm				~)0(36	4	~XX128	1	0 k 3
		Color Temperature	Standard				~10(36	1	~XX128	1	0 k 0
			Cool				~30(36	2	~XX128	1	0 k 1
		Color Wheel Speed	2X				~30(547	1			
		Color wheel speed	3X				~10(547	2			
1	1		Red Gain	0~100			~30(24	0~100			
1	1		Green Gain	0~100				0~100			
1	1	White Balance	Blue Gain	0~100		<u> </u>	~30(26	0~100		-	
1	1		Red Offset Green Offset	0 ~ 100 0 ~ 100		L	~30(27	0~100 0~100			
1	1		Green Offset Blue Offset	0 ~ 100 0 ~ 100		<u> </u>	~10(28 ~10(29	0~100 0~100			
1	1	White Enhancement	0~10		1		~10(34	0~100		-	
1	1		Auto	1	1	<u> </u>	-10(37	1			
	1		RGB (0-255)					2			
	1	Color Space	RGB (16-235)				~10(37	4			
Image	1		REC709				~20(37	5			
1	1		REC601				~10(37	6			
1	1		Auto Test Pattern	Off			~30(411	0			
1	1			On			~30(411	1			
1	Color Settings		1.	Hue		0~254	~30(327	0~254			
1	1		Red	Saturation		0~254	~10(333	0*254			
1	1			Gain Hue		0~254 0~254	~30(339	0*254			
1	1		Green	Hue Saturation		0~254	~10(328	0~254			
1	1		1	Gain	1	0~254		0*254		1	
1	1			Hue		0~254	~XX329	0*254			
1	1		Blue	Saturation	1	0~254		0*254			
1	1			Gain		0~254		0*254			
	1			Hue		0~254	~XX330	0~254			
1	1	Color Matching	Cyan	Saturation		0~254		0~254			
1	1			Gain		0~254		0~254		1	
		1	1	Hue		0~254	~XX331	0~254			
			Yellow	Hue Saturation		0~254		0~254			
			Yellow	Saturation Gain Hue		0~254 0~254 0~254	~XX343	0~254 0~254 0~254			

							W	rite Command			Read Com	mand		
		-	-		-		СМД	Command Set	Comi	mand CMD Value			Pass	
evel 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	ĝ Para.	CMD	CND value				
			Magenta	Saturation		0~254		0~254						
				Gain		0~254	~XXI344	0~254				_		
			White	Red Green		0 ~ 254 0 ~ 254	~XX345	0~254 0~254				_		
			white	Blue		0~254		0*254				-		
			Reset				~20(215	1						
		Off					~10(506	0						
		BlackBoard Light Yellow					~XXIS06	1				_		
	Wall Color	Light Yellow Light Green					~XXISD6	7 3	-			_		
	War Color	Light Blue					*XX506	4						
		Pink					~XXIS06	5						
		Gray					~XXX506	6						
		3D Mode	Off Active 3D				~XX230 ~XX230	4				_		
		-	Active 3D Auto				-XX230	0				_		
			Frame Packing				~10(405	7				-		
		3D Format	Side by Side				~100405	1						
			Top and Bottom				~300405	2						
			Frame Sequential					3						
	1	3D Tech	DLP-Link				-)0(230	1						
	3D Setup		3D Sync 3D				~10(230	3						
		3D-2D	1	+	1	1	~10(400	1						_
	1		R			1	-10(400	2						_
		3D Sync Out	To Emitter				~10(232	0						
		su sync Out	To Next Projector				~10(232	1						
		3D Invert	Off				~10(231	0						
		Frame Delay	On 1-200				~10(231	1 1~500				_		
		Reset	1 200				~20(234	1 500						
	Save to User	inclusion in the second s					101.JA					-		
		User-Presentation					~30(20	31	~XX123	1		O k	31	
		User-Bright					~30(20	32	~XX123	1		0 k		
		User-Cinema						33	~XX123	1		O k		
		User-HDR					~20(20	26	-XX123	1				
	Apply to User	User-sRGB User-DICOM SIM.					~30(20 ~30(20	34 35	~XX123 ~XX123	1		0 k 0 k		
		User-Blending					-30(20	35	~XX123	1		O k		
		User-3D					~30(20	6	~XX123	1		0 k	6	
		User-2D High Speed					~30(20	37	~XX123	1		O k	37	
	Reset													
		Auto						7	~XX127	1				
		4:3 16:9					~10(60 ~10(60	1 2	~XX127 ~XX127	1		0 k 0 k		
	Aspect Ratio	16:10					~20060	3	-XX127	1		O k		
		LBX					~10(60	5	-XX127	1		0 k	5	
		Native					~10(60	6	~XX127	1		0 k		
		Proportional	Off				~30(364	0						
			On					1						
	Digital Zoom	Horizontal Vertical	50% ~ 400% 50% ~ 400%		1		~30(504 ~30(505	50~400 50~400				_		
	Digital 20011	Vertical Horizontal Shift	50% ~ 400% 0 ~ 100	+	1	1	~20(365	0~100						
		Vertical Shift	0~100		İ		~10(366	0~100						
	L	Reset					~10(364	9						
		H. Position	0~100				~10(63	0~100				_		
	Image Shift	V. Position Reset	0~100		1		~30(64	0~100						
		MEMES	Basic	+	l	+	~30(172	1			_			
		Warp Control	Advanced		1			5						
	1		AP				~30(142	2						
	1		Keystone	Horizontal	0~40		~10(65	0~40	~XX543	4		0 k	0~40	
				Vertical	0~40		~20(66	0~40	~XX543	3				
	1	1	Pincushion	Horizontal Vertical	0~100 0~100	+	~30(300 ~30(301	0~100 0~100	~XX543 ~XX543	6	H-	0 k 0 k	0~100	
				verucai			~30(301	0~100	48543	5			0 100	_
					right +1 left +1									
				Top left	left +1 up + 1		~10(59 ~10(59	2 3						
				Top left	left +1 up + 1 down +1		~10(59 ~10(59 ~10(59	2 3 4						
				Top left	left +1 up + 1 down +1 right +1		~20(59 ~20(59 ~20(59 ~20(59	2 3 4 5						
		Basic Warp		Top left Top right	left +1 up + 1 down +1 right +1 left +1		10059 10059 10059 10059 10059	2 3 4 5 6						
		Basic Warp			left +1 up + 1 down +1 right +1 left +1 up + 1		10059 10059 10059 10059 10059 10059	2 3 4 5 6 7						
		Basic Warp	Four Corner		left +1 up + 1 down +1 right +1 left +1 up + 1 down +1		*20059 *20059 *20059 *20059 *20059 *20059 *20059	2 3 4 5 6						
		Basic Warp	Four Corner	Top right	left +1 up + 1 down +1 right +1 left +1 up + 1		*30059 *30059 *30059 *30059 *30059 *30059 *30059 *30059 *30059	2 3 4 5 6 7 8 9 10						
		Basic Warp	Four Corner		left +1 up +1 down +1 right +1 left +1 up +1 down +1 right +1 left +1 up +1 left +1 up +1		*20059 *20059 *20059 *20059 *20059 *20059 *20059 *20059 *20059 *20059 *20059	2 3 4 5 6 7 8 9 10 11						
		Basic Warp	Four Corner	Top right	left + 1 up - 1 down + 1 luft + 1 up + 1 down + 1 right + 1 luft + 1 up + 1 down + 1		-20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059	2 3 4 5 6 7 8 9 10 10 11 12						
		Basic Warp	Four Corner	Top right	left +1 down +1 fught +1 left +1 up + 1 down +1 up +1		-20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059	2 3 4 5 6 7 8 9 10 11 12 13						
		Basic Warp	Four Corner	Top right	left + 1 up - 1 down + 1 luft + 1 up + 1 down + 1 right + 1 luft + 1 up + 1 down + 1		-20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059 -20059	2 3 4 5 6 7 8 9 10 10 11 12						

							v	Vrite Command			Read Com	mand	
	r	т	T	r	T			Command Set	Comm	570			
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	9 Para.	CMD	CMD Value			
				Green			~20(143	1 2					
			Grid Color	Magenta Red			~20143	2					
				Cyan			-20(143	4					
			Grid Background	Black			~XX145	1					
			una alexiloana	Transparent			~200145	2					
					2x2 3x3		~20(144	1 2					
				Grid Points	5x5		~20(144	3					
			Warp Setting		9x9		*10(144	4					
			warp secong		17x17		~200144	5					
				Warp Inner	Off		~XX146 ~XX146	0			_		
	Geometric Correction			Warp Sharpness	0~9		~20148	0~9	-				
				Blend Width	0 5		00170	0.5					
					4		~XX(169	1					
					6		~XX169	2					
				Overlap Grid Number	8		~XX169 ~XX169	3	-				
					10		~XX169	4					
	1	1	Blend Setting	i i	1.8		~30(170	1					
1	1	1	1		1.9		~XX170	2					
1	1	Advanced Warp	1	L	2.0		~XX170	3					
1	1	1	1	Gamma	2.1		~XX170 ~XX170	4					
1	1	1	1		2.2	<u> </u>	~XX170 ~XX170	5		-			
L .	1	1	1		2.3		~10(170	7					
Display	1	1		Area	Bottom								
1	1	1	1		Тор								
				Enable	Off On		~XX166 ~XX166	4/6					
				Edit Area	UN		-XX166	3/5					
				Add Point									
				Remove Point									
					Brightness		~XX263	1/2/3/4					
			Black Level		Red	0~255	~100281~100285	nnn	~XX272~XX273	1		O k nn	1
				Brightness	Green Blue	0 ~ 255 0 ~ 255	~XX282~XX285 ~XX283~XX287	nnn	~XX272~XX273 ~XX272~XX273	2		0 k nn 0 k nn	
					Exit	0 255	10283 10287	nun	XX2/2 XX2/3	3		U K IIII	1
				Red	0~255								
				Green	0~255								
				Blue	0~255								
				Reset	Bottom Top		-XX167 -XX167	3	-				
				Neser	all		-XX167	1	-				
			Save Memory	Memory 1 ~ Memory 5			-XX141	1~5					
		Memory	Apply Memory	Memory 1 ~ Memory 5			~XX147	1~5	~XX137	1		0 k 1~	i
		Reset	Clear Memory				-30(174	1					
	Edge Mask	Reset 0 ~ 10					-XX561 -XX651	1 0~10	-				
1		Unfreeze	1	l	1	<u> </u>		0-10		-			
1	Freeze Screen	Freeze	1	1	1		~XX004	1					
1		Off					-XX195	0					
1	1	Green Grid			1		-XX195	3					
1	1	Magenta Grid White Grid				<u> </u>	-XX195 -XX195	4					
		White					~XX195	2					
1	1	Black	İ	İ	1		-XX195	11					
1													
1		Red					~XX195	5					
	Test Pattern	Green					-XX195 -XX195	6					
	Test Pattern	Green Blue					~XX195 ~XX195 ~XX195	6 7					
	Test Pattern	Green Blue Yellow					-XX195 -XX195 -XX195 -XX195	6 7 8					
	Test Pattern	Green Blue Yellow Magenta Cyan					-XX195 -XX195 -XX195 -XX195 -XX195 -XX195 -XX195	6 7 8 9 10					
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4					-xx195 -xx195 -xx195 -xx195 -xx195 -xx195 -xx195	6 7 8 9 10 14					
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4 Color bar					*XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195	6 7 8 9 10 14 13					
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4					*XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195	6 7 8 9 10 14 13 15					
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4 Color bar Full screen	Off PIP				200195 200195 200195 200195 200195 200195 200195 200195 200195 200195 200195	6 7 8 9 10 14 13 15 0					
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4 Color bar	PIP PBP				*XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195 *XX195	6 7 8 9 10 14 13 15					
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4 Color bar Full screen	PIP PBP (no Signal)				*20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20192 *201302 *201302 *201302	6 7 8 10 14 13 15 0 1 2	~XX121	1		0 k 0	
	Test Pattern	Green Blue Velow Adgenta Cylo Contrast 4v4 ANS Contrast 4v4 Color bar Full screen Screen	PIP PBP [no Signal] VGA				*20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20195 *20192 *20302 *20302	6 7 8 9 10 13 13 15 0 1 2 2	~XX121	1		0 k 0 0 k 2	
	Test Pattern	Green Blue Yellow Magenta Cyan ANSI Contrast 4x4 Color bar Full screen	PIP PBP [no Signal] VGA HDMI1				20195 20195 20195 20195 20195 20195 20195 20195 20195 20195 20195 20195 20192 20192 20192 20192 20192 20192 20192 20192 20192 20195 20	6 7 9 10 14 13 15 0 1 1 2 5 1	~XX121 ~XX121	1		0 k 0 0 k 2 0 k 7	
	Tex Pattern	Green Blue Velow Adgenta Cylo Contrast 4v4 ANS Contrast 4v4 Color bar Full screen Screen	PIP PBP (no Signal] VGA HDMI1 HDMI2				201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201392 201302 201302 20132 20132 20132 20132 20132 20132 20132 20132 20132	6 7 8 9 10 13 15 0 1 2 2 5 1 15	~XX121 ~XX121 ~XX121	1 1		0 k 0 0 k 2 0 k 7 0 k 7	
	Test Pattern	Green Blue Velow Adgenta Cylo Contrast 4v4 ANS Contrast 4v4 Color bar Full screen Screen	PIP PBP [no Signal] VGA HDMI1 HDMI2 HDBsseT				201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201392 201392 201392 20132 20132 20132 20132 20132 20132 20132	6 7 8 9 10 13 15 0 1 2 2 5 1 15	-xx121 -xx121 -xx121 -xx121	1 1 1 1 1		0 k 0 0 k 2 0 k 7 0 k 16	
	Test Pattern	oreen Bui Bui Velow Velow Augenia Can Oracise 64 Audiotase PIP PBP (no Signal) VGA HDMI1 HDMI2 HDBaseT (no Signal) VGA				201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201392 201302 20132 20132 20132 20132 20132 20132 20132	6 7 8 9 10 11 13 13 10 1 1 2 2 2 2	-xx121 -xx121 -xx121 -xx121 -xx121 -xx131 -xx131	1 1 1 1 1 1		0 k 0 0 k 2 0 k 7 0 k 8 0 k 16 0 k 16 0 k 0 0 k 2		
	Test Pattern	Green Blue Velow Adgenta Cylo Contrast 4v4 ANS Contrast 4v4 Color bar Full screen Screen	PIP PEP [no Signal] VGA HDMI1 HDMI2 HDBaseT [no Signal] VGA HDMI1				XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX195 XXX105 XXX102 XXX102 XXX102 XXX102 XXX12	6 7 8 9 10 14 13 15 0 1 2 5 5 5 21 25 21 2 1 1	-xx121 -xx121 -xx121 -xx121 -xx121 -xx131 -xx131 -xx131	1 1 1 1 1 1 1		0 k 0 0 k 2 0 k 3 0 k 3 0 k 4 0 k 4 0 k 4 0 k 2 0 k 2 0 k 2 0 k 2	
		oreen Bui Bui Velow Velow Augenia Can Oracise 64 Audiotase P P PB (no Signal) VGA HDM21 HDM22 HDBaseT (no Signal) VGA HDM1 HDM1 HDM2				201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201302 201302 201302 201302 201302 201302 201302 201302 201305 201305 201305	6 7 8 9 10 11 15 15 1 1 2 1 2 1 2 1 2 1 2 1 2 1 2	*XX121 *XX121 *XX121 *XX121 *XX131 *XX131 *XX131 *XX131	1 1 1 1 1 1 1 1		0 k 0 0 k 2 0 k 2 0 k 3 0 k 16 0 k 3 0 k 2 0 k 4 0 k 3 0 k 3 0 k 3		
	Test Pattern 	oreen Bui Bui Velow Velow Augenia Can Oracise 64 Audiotase PIP PEP [no Signal] VGA HDMI1 HDMI2 HDBaseT [no Signal] VGA HDMI1				201395 201395 201395 201395 201395 201395 201395 201395 201395 201395 201302 20135 20135 20155 2015 20155 20155 20155 20155 20155 20155 20155 20155 20155 20155 20	6 7 8 9 10 14 13 15 0 1 2 5 5 5 21 25 21 2 1 1	-xx121 -xx121 -xx121 -xx121 -xx121 -xx131 -xx131 -xx131	1 1 1 1 1 1 1		0 k 0 0 k 2 0 k 3 0 k 3 0 k 4 0 k 4 0 k 4 0 k 2 0 k 2 0 k 2 0 k 2		

tend 1	Level 3 See See See See See See See See See Se	Grand 4 Onall Model PRP Man Fig PRP Man Start PRP PRP Man Start PRP PRP PRP PRP PRP PR PR	Level 5	Level 6	n value	*XX304 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303	6 7 8 4	Comi Q U	CMD Value	Pass
Reset Auto Source Auto Source Auto Source Active inputs Upput Setup VGA Reset	See See Off Of On Of On Of On Of On Of On Of On Of On Of On On On On On On On On On On On On On	Small Meduum Large PBP, Main Left PBP, Main Top PBP, Main Right PBP, Main Right PIP, Bottom Right PIP, Bottom Left PIP, Bottom Left	terel 5	Level 6	n value	*XX304 *XX304 *XX304 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303	Para. 3 2 1 5 6 7 8 4 3 1		CMD Value	
Auto Source Quick Resprc Urgut Setup Irgut	Lecation Off Off Off Off Off Off Off Of	Medium Large PBP, Main Left PBP, Main Right PBP, Main Right PBP, Main Bottom PIP, Bottom Right PIP, Bottom Left PIP, Bottom Left				*XX304 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303 *XX303	2 1 5 6 7 8 4 3 1			
Auto Source Quick Resprc Urgut Setup Irgut	Lecation Off Off Off Off Off Off Off Of	Large PBP, Main Left PBP, Main Top PBP, Main Right PBP, Main Bottom PIP, Bottom Right PIP, Bottom Left PIP, Top Left				20304 20303 20303 20303 20303 20303 20303 20303 20303 20303 20303 20303	1 5 6 7 8 4 3 1			
Addo Source Quick Respon: Vegual Setup Vegua	Off Off Off Off Off Off Off Off Off Off	PBP, Main Left PBP, Main Top PBP, Main Right PBP, Main Bottom PIP, Bottom Right PIP, Bottom Left PIP, Top Left				10303 10303 10303 10303 10303 10303 10303 10303 10303	5 6 7 8 4 3 1			
Addo Source Quick Respon: Vegual Setup Vegua	Off Off Off Off Off Off Off Off Off Off	PBP, Main Top PBP, Main Right PBP, Main Bottom PIP, Bottom Right PIP, Bottom Left PIP, Top Left				*00303 *00303 *00303 *00303 *00303 *00303 *00303 *00303				
Addo Source Quick Respon: Vegual Setup Vegua	Off Off Off Off Off Off Off Off Off Off	PBP, Main Right PBP, Main Bottom PIP, Bottom Right PIP, Bottom Left PIP, Top Left				10303 10303 10303 10303 10303 10303 10303	7 8 4 3 1			
Addo Source Quick Respon: Vegual Setup Vegua	Off Off Off Off Off Off Off Off Off Off	PBP, Main Bottom PIP, Bottom Right PIP, Bottom Left PIP, Top Left				10303 10303 10303 10303 10303	8 4 3 1			
Ado Source Quick Respric Active InputS Input Setup Input Setup Interver Adjustment ViCa Reset Interver Adjustment Interver Adjustment Interver Adjustment ViCa Reset Interver Adjustment I	Off Off Off Off Off Off Off Off Off Off	PIP, Bottom Right PIP, Bottom Left PIP, Top Left				~20(303 ~20(303 ~20(303 ~20(303 ~20(303	4 3 1			
Ado Source Quick Respric Active InputS Input Setup Input Setup Interver Adjustment ViCa Reset Interver Adjustment Interver Adjustment Interver Adjustment ViCa Reset Interver Adjustment I	Off Off Off Off Off Off Off Off Off Off	PIP, Bottom Left PIP, Top Left				*10(303 *10(303 *10(303	3			
Ado Source Quick Respric Active InputS Input Setup Input Setup Interver Adjustment ViCa Reset Interver Adjustment Interver Adjustment Interver Adjustment ViCa Reset Interver Adjustment I	0n 0ff 0ff 10M11 10M12 10M2 10	PIP, Top Left				~10(303 ~10(303	1			
Addo Source Quick Respon: Vegual Setup Vegua	0n 0ff 0ff 10M11 10M12 10M2 10	PP, Top Left PIP. Top Night				~20(303				
Addo Source Quick Respon: Vegual Setup Vegua	0n 0ff 0ff 10M11 10M12 10M2 10	PIP, Top Right					2			
Addo Source Quick Respon: Vegual Setup Vegua	0n 0ff 0ff 10M11 10M12 10M2 10									
Active inputs provide setup	0n 0ff 0ff 10M11 10M12 10M2 10						1			
Curk Respic	Off On VGA HOM1 HOM2 HOBsoT Normal ZO Utra Phase Resolution Output						0			
Active inputs Latercy Adjustment VGA HDMI Reset Language Ingection	0n VGA HOMI1 HOMI2 HOBSeT Normal 20 Ultra Phase Recolution Recolution					~10(563	1			
Active inputs Latercy Adjustment VGA HDMI Reset Language Ingection	0n VGA HOMI1 HOMI2 HOBSeT Normal 20 Ultra Phase Recolution Recolution					~30(101	2			
Input Setup Latency Adjustment VGA HeXMI Revet Language Propertion	VGA HDMI1 HDMI2 HDBi2eT HDBi2eT HDBi2eT Normal 2D Ultra Phase Resolution Output					~30(101	3			
Input Selup Latency Adjustment VGA HeAdi Revet Language Projection	HDMI2 HDB3xeT Normal 2D Ultra Phase Resolution Output					~306408	5			
Input Setup Latency Adjustment VGA HeXMI Revet Language Propertion	HDBaseT Normal 20 Ultra Phase Resolution Output					~306408	1			
VGA VGA HGNAI Reset Language Projection	HDBaseT Normal 20 Ultra Phase Resolution Output					~10(408	15			
VGA VGA HGNAI Reset Language Projection	Normal 20 Ultra Phase Resolution Output					~10(408	21			
VGA VGA HGNAI Reset Language Projection	2D Ultra Phase Resolution Output	1			1	~10(220		~XX133	1	0 k 0
VGA NEMI Reset Language Projection	Phase Resolution Output				1	~10(220	1	~XX133	1	0 k 1
HEMI Reset Language Projection	Resolution Output	0~100	1	1			0~100			
Reset Language Projection	Output	(read only)		1			0 100			
Reset Language Projection		HDMI 1	1	1	<u> </u>	~10(309	5			
Reset Language Projection		HDMI 2	1	1		~20(309	6		1	
Reset		1.4	+	1			1			
Language Projection	HDMI 1 EDID	2	+	1		~30(236				
Language Projection		2	+		<u> </u>		2			
Language Projection	HDMI 2 EDID	1.4					2			
Language Projection		2								
Projection							1			
Projection	English									
Projection	Deutsch						2			
Projection	Français					~10(70	3			
Projection	Italiano					~30(70				
Projection	Español						5			
Projection	Português					~10(70	6			
Projection	Polski					~30(70	7			
Projection	Nederlands						8			
	Norsk					~30(70	10			
	繁體中文						13			
	简体中文						14			
	日本語					~30(70	15			
	한국어					~30(70				
	Русский					~30(70	17			
	Magyar					~30(70	18			
	ໃຫຍ					~30(70	21			
		Auto					3			
	Ceiling	On				~10(523	2			
	-	Off					1			
Loss Settings	-	Off	1	1		~30(524				
Lens Settings	Rear	On	1	1		~30(524	1			
Lens Settings		+					1			
Lens Settings	Focus						2			
Lens Settings		+	1	1		~30(307	1			
Lons Settings	Zoom			1			2		1	
Lens Settings	1	Up		1			3		1	
Lens Settings		Down				~30(84	4		1	
Lens Settings	Lens Shift	Left	1	1	<u> </u>		5			
com actings	1	Right	1	1		~XX84	6		1	
		Save Memory	Memory 1 ~ Memory 5	1		~XX84 ~XX360	ь 1~5			
	Lana Fhifth Manager		Memory 1 Memory 5	1	<u> </u>					
	Lens Shift Memory	Apply Memory Clear Memory	Memory 1 ~ Memory 5		<u> </u>	~XX359 ~XX361	1~5			
	Lens Calibration	clear Memory	+		<u> </u>	~XX361	1			
		Last	+		<u> </u>			www.r.er	4	
	Lens Lock	Lock		1		~XX349	1	~XX545 ~XX545		0 k 0 0 k 1
	Reset	Unlock	+			~XX349	2	-xX545	4	0 k 1
1			+	1						
	Date and Time	(Depend on System Time)	+							
	I see a	Off	+			~XX284		~XX244	1	0 k 0
	Schedule Mode	On Monday	+			~XX284	1	-xx244	1	0 k 1
	Schedule Mode		1	1				1	1	1=Monday
1	Schedule Mode	Tuesday Wednesday	1	1	1			1	1	2=Tuesday
	Schedule Mode	Wednesday Thursday	1	1				1	1	3=Wednesday
		Friday	1	1	1			~XX243	2	O k 4=Thursday
	Schedule Mode	Saturday	1	1	1			1	1	5=Friday
		Saturday Sunday	1	1	1			1	1	6=Saturday
		Sunday (Depend on System Time)	1	1				1	1	7=Sunday
			Off	1		-xxi284	0~n		-	
		Schedule Enable	On	1	<u> </u>		1~n			
			Time	00:00 ~ 23:59	· ·:- · (If event is off)		dhhmmnnaabb			
							dhhmmnaabb		1	

							W	rite Command			Read Command
								Command	Com	mand	
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	set Para.	CMD	CMD Value	Pass
					Power Settings		-30471				
				Function	Input Source		~10(471	dhhmmnnaabb			
					Light Source Mode		~206471	dhhmmnnaabb			
				Event	Shutter		~XX471 ~XX471	dhhmmnnaabb dhhmmnnaabb			
				L.M.I.N.	Power On		~00471	dhhmmnnaabb			
	Schedule			(Function = Power Settings)	Eco			dhhmmnnaabb			
		Monday	Event 01-08		Active Communication		~XX471 ~XX471	dhhmmnnaabb dhhmmnnaabb			
		Tuesday	Event 09-16		VGA		~20(471	dhhmmnaabb			
		Wednesday		(Function = Input Source)	HDMI1		~XX471	dhhmmnnaabb			
		Thursday Friday			HDMI2 HDBaseT		~XX471 ~XX471	dhhmmnnaabb dhhmmnnaabb			
		Saturday			Normal Mode		~20(471	dhhmmnaabb			
		Sunday		(Function = Light Source Mode)	Eco Mode		~XX471				
					Custom Brightness		~XX471 ~XX471	dhhmmnnaabb dhhmmnnaabb			
				(Function = Shutter)	Shutter On Shutter Off			dhhmmnaabb			
				Reset			~10(472	n~nn			
				Monday			~XX473				
				Tuesday Wednesday			~XX473 ~XX473	2~n 3~n			
	1		Copy Events To	Thursday			-30473	3"n 4"n			
	1		1	Friday			~10(473	5~n			
	1		1	Saturday			-10(473				
	1		Reset the Day	Sunday			~XX473 ~XX471	7~n 9~n			
	1	Reset Schedule	Inclusion of the long				-30471				
		Clock Mode	Use NTP Server				~30(474	1			
		CIOCK MODE	Manual				~30(474	3			
		Date	2000 ~ 2037 (Year) 01 ~ 12 (Month)				~30(475 ~30(476	0000			
		Date	01 ~ 31 (Day)				-30(477	00			
			00~23 (Hour)				~30(478	nn			
		Time	00~59 (Minute)				~xx479	nn			
		Daylight Saving Time	Off On				~10(480 ~10(480	0			
			time.google.com				~10(481	1			
		NTP Server	asia.pool.ntp.org				~10(481				
			europe.pool.ntp.org north-america.pool.ntp.org				~30(481 ~30(481	3 4			
			UTC+14:00				-30(482	1			
			UTC+13:00				~306482	2			
			UTC+12:45				~30(482	3			
			UTC+12:00 UTC+11:00				~30(482 ~30(482	4			
			UTC+10:30				~306482	6			
			UTC+10:00				~10(482	7			
			UTC+09:30				~10(482	0			
			UTC+09:00 UTC+08:45				~30(482 ~30(482	9			
Device Setup	1		UTC+08:00			1	~XX482	11			
1	1		UTC+07:00				~XX482	12			
			UTC+06:30 UTC+06:00				~XX482 ~XX482	13 14			
	Date and Time		UTC+05:45	l	L	+	~XX482				
1	1		UTC+05:30			1	~XX482	16			
	1		UTC+05:00				~XX482	17			
	1		UTC+04:30				~XX482	18			
	1	Time Zone	UTC+04:00 UTC+03:30				~XX482 ~XX482	19 20			
1	1		UTC+03:00	1	1		~XX482	21			
	1		UTC+02:00				~XX482	22			
	1		UTC+01:00				~XX482 ~XX482	23			
	1		UTC+00:00 UTC-01:00			+	~XX482 ~XX482				
1	1		UTC-02:00	1	1	1	~XX482	26			
	1		UTC-03:00					27			
	1		UTC-03:30 UTC-04:00				~XX482 ~XX482	28 29			
	1		UTC-04:00 UTC-05:00			+	~XX482 ~XX482	29			
	1		UTC-06:00	İ	1		~XX482	31			
	1		UTC-07:00	1			~XX482	32			
	1		UTC-08:00				~XX482	33 34			
	1		UTC-09:00	l	l	+	~XX482 ~XX482				
	1	1	UTC-10:00	1	1	1	~XX482	35			
			UTC-11:00				~XX482 ~XX482 ~XX482	30			

							W	Vrite Command	Read Command			
								y Set	Con	mano	·	
evel 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	y Set 9 Para.	CMD	CMD Value		
			Hourly				-201483	1				
		Update Interval	Daily				~XX483	3				
		Apply										
			Eco				~200114	0	~XX150	16	0	
		Power Mode(Standby)	Active				-200114	1	~xx150	16	0	k 1
			Communication				~200114	3	~XX150	16	0	k 3
		Signal Power On	On				200113	1		-		
	Power Settings	Auto Power Off	0~180 m				-XX106	0~180				
		Sleep Timer	0~16 h				~XX107	0~960				
		12V Trigger	Off				~XX192	0				
			On				~30(192	1				
		Reset					-30(177	1				
		Light Source Mode	Normal Eco Mode				-30(110	1 2		_		
		Light Source Mode	Custom Power				-30(110	9				
	Light Source Settings		Brightness Level	30% ~ 100%			~10(326	30~100				
		Custom Brightness		Off			~10(522	0	~XX242	1	0	k 0
			Constant Brightness	On			~30(522	1	~XX242	1	0	
		Fade-In	0.5 ~ 5s				~10(267	1~10				
	Shutter	Fade-Out	0.5 ~ 5s	1			~10(268	1~10				
		Startup	Shutter Off				~)0(269	0				
			Shutter On Off	1			~10(269 ~10(80	1	~XX356	1	H	k 0
	Audio	Mute	Off On				~10(80	0	~XX356 ~XX356	1	0	
	Paulo	Volume	0~10	1	L		~30(8)	1 0~10	~^330	1	0	
			Off	1	1		-10(78	0°nnnn				
		Security	On	i i			~10(78	1~nnnn				
			Month	0~35			~10(537	00~35	~XX544	1	0	k 00~35
	Security	Security Timer	Day	0~29			~10(538	00~29	~XX544	2	0	k 00~29
			Hour	0~23				00~23	~XXIS44	3	0	
							~10(77 ~10(405	~MMDDHH				
		Change Password	Top Left				~10(405	nnnn~nnnn 1				
			Top Left Top Right				~10(72	2		-		
		Menu Location	Center				-10(72	3				
			Bottom Left				~10(72	4				
			Bottom Right				~10(72	5				
		Menu Transparency	0~9				~30(526	0~9				
			Off				~20(515	0				
		Menu Timer	5s				~30(515	1				
	On Screen Display		10s				~20(515	3				
			15s 30s				~30(515	4 5				
			3US 60s				~30(515	5		-		
			Off				~30(102	0				
		Information Hide	On				~10(102	1				
			Blue				~30(104	1				
		Background	Black				~30(104	0				
		dateiground	White				~XX104	5				
			Logo				~)0(104	7				
		1	Default Logo Neutral	1			~XX82 ~XX82	1				
		Change Logo	Neutral User Logo				~3082	3				
	Logo Setup	1	Captured Logo	1	1		~XX82	2				
		Logo Capture		1			~XX83	1				
		Delete Logo	Captured Logo	1	1		~XX407	1				
			User Logo	<u> </u>			~XX407	2				
	High Altitude	Off					~XX101	0	~XX150	22	0	
		On					~XX101	1	~XX150	22	0	k 1
	User Data	Save all settings	Memory 1 ~ Memory 5				~XX258	1~5				
		Load all settings	Memory 1 ~ Memory 5		1		-xx259 -xx168	1~5 0				
		Auto	On	1			~XX168	1				
	System Update		On .	1	L		~XX168	3		-		
		Auto Download	off				~XX168	4				
		Update	1	1	1		~XX168	9				
		Reset OSD		i i			~XX546	1				
		Reset to default					~XX112	1				
			Image				~XX509	1				
	Reset	L	Display	1			~900173	1				
		Reset Selective	Input	1			~XX178	1				
		1	Communication	1			~XX176 ~XX179	1				
	Projector ID	0~99	Jerop	1	1		~XX179 ~XX79	1 00~99	~XX558	1		k 00~99
	requirements	0 - 99 Remote Code	0~99	1	1			00~99	~XX558 ~XX138	1		k 00~99
			Off	1				00 99	-20(138	3		k 0
		Quick Switch Code	1~9	1	1		~XX314	0~9	~XX138	3	0	k 0~9
			Front	on			~20011	4	~XX542	1	0	k 0
									TXX542	1 1		K 11
		IR Function	Тор	Off			2001	6	~XX542 ~XX542	2	000	k 0

								rite Command	_		Read Command
								Command	Com	mand	
								\$ Set	٥		1
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	Para.	8	CMD Value	Pass
			HDBaseT	Off			-20011	10	-XX542	3	
		IR Function	Freeze Screen	On			-20011 -200117	9	~XX542	3	
			Blank Screen					2			
			PIP/PBP				-20(117	3			
			Aspect Ratio				~20(117	4			
			Information Hide				~20(117	5			
			Network setup				~30(117	6			
		User 1	Projector ID				~30(117	7			
			Color Matching				~30(117	8			
	Remote Setup		Reset Selective				~30(117	9			
			Quick Switch Code				~30(117	10			1
			Audio Mute				~30(117	11			1
			Audio Volume				~30(117	12			
			Freeze Screen					1			
			Blank Screen					2			
	1		PIP/PBP				~10(118	3			
	1		Aspect Ratio				~10(118	4			
	1		Information Hide				~10(118	5			
	1	User 2	Network setup				M118	6			
		User 2	Projector ID				~30(118	7			1
			Color Matching				~30(118	8			
			Reset Selective				~)0(118	9			
			Quick Switch Code				~30(118	10			
			Audio Mute				~30(118	11			
			Audio Volume				~30(118	12			
		LAN Interface	RJ-45				~30(460	1			
			HDBaseT				~30(460	2			
		MAC Address	(read only)						~XX555	1	O k nn:nn:nn:nn:nn
		Network Status	(read only) Connected						~XX87	1	0 k 1
		Network status	(read only) Disconnected						~XX87	1	0 k 0
		DHCP	Off				~30(461	0	~XX150	17	0 k 0
	Network Setup		On				~30(461	1	~XX150	17	0 k 1
		IP Address							~XX87	3	O k nn:nn:nn:nn:nn
		Subnet Mask									
		Gateway									
ommunication		DNS									
		Apply									
		Network Reset					~10(462	1			
		Email									
	1	Email 1 Email 2	(read only)						~XX443 ~XX443	2	0 k n@nnnn.nnnn.nnnn
	1		(read only)						*XX443	2	U K N@0000.0000
	Email Notification	Event Fan Error					~200463	2/1			
	Crimer redomication	Fan Error Power On/Off						2/1 4/3			
	1	Power On/Off Video Loss					~30(463	4/3 6/5			
	1	Video Loss Laser	1	1			~30(463	8/7			
	1	Läser Reset	1	1			~30(464	8/7			
			Off	1			~20(454	0			1
	1	Crestron	On On				~XX454	1			
	1	IP Address						1~000.000.000			
	1	IPID					~XX466	1~nnn			
	1	Port					~30(467	1~nnnn			
	1	Crestron Setup Apply									
	1		off				~XX456	0			
	1	PJ Link	9n	1			~XX456	1			
			Off				~XX468	0			
		Authentication									
		Authentication									
		Authentication	On				~XX468 ~XX470	1 nnn (20 charactors)	~XX440		

							v	Vrite Command			Read Command	
		T	1	T		,	CMD	Command g Set	Comi	mand CMD Value		Pass
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value		ð Set S Para.	6	-entervalde		
		Service PJ Link Setup Apply		+	+	<u> </u>	~XX469	1~nnn.nnn.nnn				
		Extron	Off				~XX455	0				
			On Off				*XX455 *XX457	1 0				
		AMX	On Dff		-		~XX457	1				
		Telnet	Ott On				-100458 -100458	0	-			
		HTTP	Off On				~XX459 ~XX459	0				
		Reset					20(181	1			0	
			1200 2400						~XX153 ~XX153	1	0	k 1200 k 2400
			4800 9600						~XX153 ~XX153	1	0	k 4800
	Baud Rate	Serial Port In	19200						~XX153	1	0	k 19200
			38400 57600						~XX153 ~XX153	1		k 38400 k 57600
	Reset		115200				~20(176	1	~XX153	1	0	k 115200
		Regulatory							~XX151	3	0	k nonnonnon k nonnonnonnonnon
	Device	Serial Number Projection Hours							~XX353 ~XX150	1 21	0	k nnnnn (nnnn= hour digits)
		Standby Mode Light Source Mode						-	-			
		Light Source Hours							~XX108 ~XX108	1	0	k nnnnn (nnnn= hour digits) k nnnnn (nnnn= hour digits) k nnnnn (nnnn= hour digits)
	System Status	Total Hours Normal							~XX108	3	0	k nnnnn (nnnn= hour digits)
		Eco Mode Custom Power						-	~XX108 ~XX108	4 7		
		Ambient Temp Temperature							~XX150	18		k nnnnn (nnnn= hour digits)
		Projector ID					~10(79	00~99	~XX558	1	0	k nnnnn (e.g. Ok48) k 00~99
		Remote Code Network					~XX350	00~99	~XX138	1	0	k 00~99
		LAN Interface MAC Address										
		Network Status										
		DHCP IP Address		1								
	Communication	Subnet Mask Gateway		+								
		DNS		1	1							
		Control Crestron	L	l								
		Extron PJ Link										
Information		AMX										
		Telnet HTTP		<u> </u>								
		Input Signal Resolution										
		Signal Format							-			
		Pixel Clock Horz Refresh										
		Vert Refresh Color Space							-			
	Signal	Picture Mode							-			
		Second Signal Resolution							-			
		Signal Format Pixel Clock							-			
		Horz Refresh							-			
		Vert Refresh Color Space										
		Main Version I-SCALER Version							~XX122	1	0	k nnnnnn (FW)+
		F-MCU Version										
								Vrite Command	Comi	mand	Read Command	
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	Vrite Command Command Set Para.	Comi	nand CMD Value		Pass
Level 1		M-MCU Version	Level 4	Level 5	Level 6	n value		Command	Comi Q C	mand		
Level 1	Level Z Firmware Version	M-MCU Version A-MCU Version LAN Version	Level 4	Level 5	Level 6	n value		Command	Comi Q V	mand		Pass
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Other Items Power Off Power On with password Restart Respine	Firmware Version	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Level 4	Lovel 5		A value	CMD 	Connaud	-xx124 -xx124 -xx355	CMD Value CMD Value		Pass
Other Items Power Off Power On with password Restart Respect AV Mute	Firmware Version	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Level 4	Level 5	Level 6	n value	CMD 	Command	-xx124 -xx124	CMD Value CMD Value		Pass
Other Items Four Of Four On Power On the Samore Restart Restart Respect AV Made	Firmware Version	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Level 4	Level 5	Load 6	A value		Command Set Para Para 0 1 1 0 1 1 0 1 0 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1	-xx124 -xx124 -xx355	CMD Value CMD Value		Pass
Other Items Power Of Power Of	Firmware Version	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Gevel 4	Lord 5		A value		Conned 94 924 924 924 924 924 924 924	-xx124 -xx124 -xx355	CMD Value CMD Value		Pass
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Other Items Power Of Power Of	Firmware Version Firmware Version Gef Gef Gef Firetea To Entiter To Entiter To Entiter To Deather State Stat	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Level 4	Level 5	Level 6			Conned 94 924 924 924 924 924 924 924		CMD Value		Pass Pass Pass
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Other Items Powr Off Tower Co with pastowerd Restart Re Sync AV Mute Treeze 20 Sync Ont 20 Frome Delay Output ID state	Firmware Version Firmware Version Firmware Version Firmware Version Off Firmware Off Firmware	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Level 4	Level 5	Level 6	A value		Conned 94 924 924 924 924 924 924 924	*XX124 *XX124 *XX355 *XX355 *XX130	CMD Value CMD Value 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Pass Pass
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Other Items Powr Off Tower Co with pastowerd Restart Re Sync AV Mute Treeze 20 Sync Ont 20 Frome Delay Output ID state	Firmware Version Firmware Version Firmware Version Firmware Version Ordenez Firmear Fi	M-MCU Version A-MCU Version LAN Version Formatter Version HDBaseT Version	Level 4	Lord 5	Levet 6	A value		Conned 94 924 924 924 924 924 924 924	*XX124 *XX124 *XX355 *XX355 *XX355	CMD Value CMD Value 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Pass Image: I
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Other Items Prever Of Person Conserved Prever Conserved Retart Different Delay Output 10 state System Auto Send System Temperature Fastbalt.Level	Firmware Version Firmware Version Off Firms Off Off Off Off Off Off Off O	M MCU Version ANCU Version Earnet version Comment Version Earnet v	Level 4	Lovel 5 - </td <td>Level 6</td> <td>n solar </td> <td></td> <td>Conned 94 924 924 924 924 924 924 924</td> <td>*X014 7X014 7X014 7X015 7X015 7X015 7X015 7X010 7X00 7X0</td> <td>CADD Value</td> <td></td> <td>Pass Pass Pass</td>	Level 6	n solar		Conned 94 924 924 924 924 924 924 924	*X014 7X014 7X014 7X015 7X015 7X015 7X015 7X010 7X00 7X0	CADD Value		Pass Pass
Other Items Freer OF Freer Or Fear Or Freer Or Restart Directed Data Directed Data Directed Data System Auto Send System Temperature Fastas Level Directed Trap	Firmware Version Firmware Version Firmware Version Off Off Firms F	M MCU Version ANCU Version Earnet version Comment Version Earnet v	Level 4	Loval 5	Looti 6 - </td <td>h subset </td> <td></td> <td>Connect 920 922 923 923 923 923 923 923 923</td> <td>-XG124 -XG124 -XG124 -XG124 -XG155 -XG130 -X</td> <td>CMD Value</td> <td></td> <td>Pass Pass Pass</td>	h subset		Connect 920 922 923 923 923 923 923 923 923	-XG124 -XG124 -XG124 -XG124 -XG155 -XG130 -X	CMD Value		Pass Pass
Other Items From CG From From From From From From From From	Firmware Version Firmware Version Gef Gef Gef Gef Gef Gef Gef Gef Gef Ge	M MCU Version ANCU Version Earnet version Comment Version Earnet v	Level 4 - </td <td>Lord S</td> <td>Levet 6</td> <td>A value </td> <td></td> <td>Conned 94 924 924 924 924 924 924 924</td> <td>*XX124 *XX124 *XX154 *XX155 *XX155 *XX155 *XX110 *XX110</td> <td>CADD Value CADD Value Image: Canadian state</td> <td></td> <td>Pass Pass Pass</td>	Lord S	Levet 6	A value		Conned 94 924 924 924 924 924 924 924	*XX124 *XX124 *XX154 *XX155 *XX155 *XX155 *XX110	CADD Value CADD Value Image: Canadian state		Pass Pass

							W	ite Command			Read Command
								Command	Comn	nand	
		r	1	1	1		смр	Set	ę	CMD Value	Pass
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	5	Para.	8		DAZUKNZT
									~XX151	4	DAZUKNZTST
Regulatory Model									-XX151	4	DAZUBNZT
Software Version									~XX122	1	DAZUBNZTST O k nnnnnn (Software Version)
Software version	Fan 1 Speed	0000-9999							~XX351	1	0 k 0000-9999
	Fan 2 Speed	0000-9999							~XX351	2	0 k 0000-9999
		0000~9999							~XX351	3	0 k 0000~9999
	Fan 4 Speed	0000~9999							~XX351	4	O k 0000~9999
	Fan 5 Speed	0000~9999							~XX351	5	O k 0000~9999
	Fan 6 Speed	0000~9999							~XX351	6	0 k 0000~9999
Fan Speed	Fan 7 Speed	0000~9999							~XX351	7	0 k 0000~9999
	Fan 8 Speed Fan 9 Speed	0000~9999 0000~9999							~XX351 ~XX351	8 9	0 k 0000~9999 0 k 0000~9999
	Fan 9 Speed Fan 10 Speed	0000-9999							~XX351 ~XX351	9	0 k 0000°9999
	Fan 11 Speed	0000 9999							~XX351	10	0 k 0000-9999
	Fan 12 Speed	0000-9999							~XX351	12	0 k 0000~9999
	Fan 13 Speed	0000~9999							~XX351	13	O k 0000~9999
	Fan 14 Speed	0000~9999							~XX351	10	0 k 0000~9999
System Temperature									~XX352	1	0 k 0000~9999
I	Info String								~XX150	1	0 k abbbbbccddddee
1	Native Resolution								~XX150	2	0 k nnnnn (e.g. 0k1920x1080)
	Main Source					<u> </u>			~XX150	3	O k nnnnn (e.g. OkHDMI)
1	- Resolution					<u> </u>			~XX150 ~XX150	4 5	0 k nnnnn (e.g.Ok1920x1080) 0 k nnnnn
1	- Signal Format					<u> </u>					0 k nnnnn
	- Pixel Clock - Horz Refresh								~XX150 ~XX150	6	0 k nnnnn 0 k nnnnn
	- Horz Refresh - Vert Refresh					<u> </u>			~XX150 ~XX150	7	O k nnnnn O k nnnnn
	- Vert Kerresh Sub Source								~XX150	9	
	- Resolution								~XX150	10	0 k nnnnn (e.g. 0k1920x1080)
	- Signal Format								~XX150	11	O k nnnnn (e.g. OkHDMI)
Information	- Pixel Clock								~XX150	12	Q k nnnnn
	- Horz Refresh								~XX150	13	0 k nnnnn 0 k nnnnn
	- Vert Refresh								~XX150	14	O k nnnnn
	Light Source Mode								~XX150	15	O k nnnnn
		Active							~XX150	16	0 k 1
	Standby Power Mode	Eco.							~XX150	16	0 k 0
		Communication							~XX150	16	0 k 3
	DHCP	Off							~XX150	17	0 k 0
	-	On							~XX150	17	0 k 1
	System Temperature Refresh rate								~XX150 ~XX150	18	0 k nnnnn (e.g. Ok48) 0 k nnnnn (e.g. Ok60Hz)
-	Kerresh rate On						-xx100	0	-XX150	19	O x nnnnn (e.g. Okb0Hz)
Source Lock	off						-XX100	1			
Display message on the OSD	011						-XX210				
Filter Wheel Index							-10(528	0000~9999	~XX530	1	0 k 0000~9999
Phosphor Wheel Index							~XX529		~XX531	1	0 k 0000~9999
Light Sensor Calibration							-10(552	1			
Remote Control Si	mulation										
Power							~XX140	1			
Power Off							~XX140	2			
Up							~XX140				
Left								11			
Enter (for projection MENU) Right							~XX140 ~XX140				
Down		1					~XX140				
V Keystone +							~XX(140	15			
V Keystone -							~XX(140	16			
Brightness							~XX140	19			
Menu VGA-1						<u> </u>	-XX140 -XX140	20 23			
VGA-1 AV Mute							~XX140 ~XX140	23			
Contrast							~XX140	28			
Zoom +							~XX140	32			
Zoom -							~XX140	33			
Focus + Focus -							~XX140 ~XX140				
Focus - Mode						<u> </u>	~XX140 ~XX140	35 36			
Info	1						*XX140	36			
Re-sync							~XX(140	41			
HDMI 1							~XX140	42			
HDMI 2							~XX140				
Source						<u> </u>	~20(140				
1						<u> </u>	~XX140 ~XX140	51 52			
4	1	+	1	1	1		~XX140 ~XX140	52			
4							~XX(140	54			
S							~XX(140	55			
6							~XX(140	56			
7							~XX140				
8	1	+	1	1	1		~XX140 ~XX140	58 59			
0							*XX140	59			
E.											

							W	/rite Command			Read Comman	nd
								Command	Comr	nand		
								8 Set	•			
Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	n value	CMD	g Para.	W.	CMD Value		Pass
Gamma							~XX140	61				
PIP							~XX140	63				
Lens H(left)							~XX140	64				
Lens H(Right)							~XX140	65				
Lens V(left)							~XX140	66				
Lens V(Right)							~XX140	67				
H Keystone +							~XX140	68				
H Keystone -							~XX140	69				
Hot Key (user1)(F1)							~XX140	70				
Hot Key (user2)(F2)							~XX140	71				
Pattern							~XX(140	73				
Exit							~XX140	74				
Mute							~XX140	77				
Return							~XX140	82				

Note *1	Power		Ligh	nt Source	e Life		Input	Source	Fi	mware	e Versi	on	Display Mode				
~xx150	а	b b b b					С	с	d	d	d	d	e	e			
	a=0 Power Off	Light Source Life = nnnn c					cc=00 None		#	#	#	#	ee=00 None				
	a=1 Power On	Calucal	te by ea	ich mod	e formu	la	cc=01 DVI			ee=01 Presentation (Old: Cinema)							
							cc=02 VGA1						ee=02 Bright				
							cc=03 VGA2						ee=03 Cinema (Old: Movie/Photo)				
							cc=04 S-Video						ee=04 sRGB\Refere	nce\Standard			
							cc=05 Video						ee=05 User(1)				
							cc=06 BNC						ee=06 User2				
							cc=07 HDMI1						ee=07 Blackboard				
							cc=08 HDMI2						ee=08 Classroom				
							cc=09 Wireless	cc=09 Wireless						ee=09 3D			
							cc=10 Compnent					ee=10 DICOM SIM.					
							cc=11 Flash drive					ee=11 Film					
							cc=12 Network Display(Presenter)						ee=12 Game				
							cc=13 USB Display					ee=13 Cinema					
							cc=14 HDMI3						ee=14 Vivid				
							cc=15 DisplayPort						ee=15 ISF Day				
			cc=16 HDBaseT								ee=16 ISF Night						
							cc=17 Multimedia		ee=17 ISF 3D								
													ee=18 2D high spee				
													ee=19 Blending Mo	de			
													ee=20 Sport				
													ee=21 HDR				
													ee=22 HDR SIM.				
													ee=23 Super Bright				
							1						ee=24 (Alexa auto c	heck 2D/3D User)			

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