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You can read the recommendations in the user guide, the technical guide or the installation guide for EPSON EMP-5100. You'll find the answers to all your questions on the EPSON EMP-5100 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual EPSON EMP-5100

User guide EPSON EMP-5100

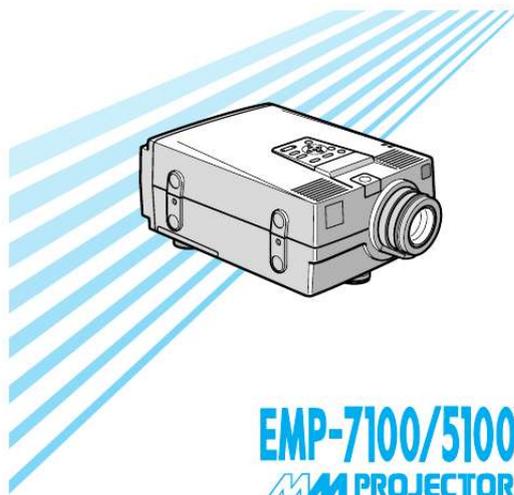
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EPSON®

Owner's Manual



EMP-7100/5100™
MULTI EDH PROJECTOR



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Manual abstract:

@@@@Refer all servicing to qualified service personnel. Warning: Keep the plastic bags for the projector, accessories and optional parts out of the reach of children. Children covering their heads with bags may result in death by suffocation. Be particularly careful around small children. Caution: When you replace the lamp, never touch the new bulb with your bare hands. The invisible residue left by the oil on your hands may be shorten the bulb life.

@@Displays or closes the menu. Switches from computer to video. @@@@Adjusts the volume level. Cuts off audio.

Synchronizes the graphic signal being sent from a computer. Use these buttons to make adjustments whenever the overall image is fuzzy or streaked. These buttons are also used during menu operations to select menu items. Auto Resize Volume \pm Mute <Up>/<Down>(Sync+/Sync) Operation Panel <Left>/<Right>(tracking/tracking+) Matches the projector's internal clock to various computer graphic signals (tracking adjustment). Use these buttons to make adjustments whenever there are vertical fuzzy lines in the image.

These buttons are also used during menu operations to change numeric settings. (Enter) key Registers a menu selection. EMP-7100/5100 QUICK START Remote Control Button/controller Function Menu Auto Video Computer Effects 1 ~ 5 Displays or closes the menu. @@Switches from computer to video.

@@Function buttons for add-on functions which can be assigned using the ELP Link II software that comes with the projector.

Moves the computer's pointer when the projector is connected to the computer with all cables that came with the ELP Communication Kit II. Emulates clicking of the right mouse button. During menu selection, emulates the (Enter) operation panel button. Switches to black display or user logo display. Switches the display dot mode and resize mode (EMP-7100 : for VGA, SVGA and SXGA input EMP-5100 : for VGA and XGA input). Button for the custom function assigned using the ELP Link II software that comes with the projector. Switches to the display freeze state. Cuts off audio. Adjusts the volume level. Turns power on and off.

Emulates clicking of the left mouse button. During menu selection, emulates the (Enter) operation panel button. Pointer Click 1 Blank Resize Custom Remote control Freeze Mute Volume \pm Power Click 2 Connecting to a PC laptop computer Com port Computer In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R Mouse port Audio port Monitor port PS/2 mouse cable Audio In 1 S-Video Video In Remote 1-Mouse/ Com-2 Serial port Serial mouse cable PS/2 mouse cable PC serial cable Monitor cable Audio cable Main cable Connecting to a Macintosh PowerBook ADB port Audio port Monitor port Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R Video cable adapter Printer port or modem port MAC mouse cable MAC serial cable MAC desktop adapter S-Video Video In Remote 1-Mouse/ Com-2 MAC monitor adapter Monitor cable Computer cable Audio cable Main cable (Figure is EMP-7100) D ATA / V I D E O PROJECTOR Owner's Manual All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photo copied, recorded, or otherwise, without the prior written permission of Seiko Epson Corporation. No patent liability is assumed with respect to the use of the information contained herein. Neither is any liability assumed for damages resulting from the use of the information contained herein. Neither Seiko Epson Corporation nor its affiliates shall be liable to the purchaser of this product or third parties for damages, losses, costs or expenses incurred by purchaser or third parties as a result of: accident, misuse or abuse of this product or unauthorized modifications, repairs, or alterations to this product, or (excluding the U.S.) failure to strictly comply with Seiko Epson Corporation's operating and maintenance instructions. Seiko Epson Corporation shall not be liable against any damages or problems arising from the use of any options or any consumable products other than those designated as Original EPSON Products or EPSON Approved Products by Seiko Epson Corporation.

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The projector can connect simultaneously to three image sources: two PC or Apple® Macintosh® computer image sources plus one video source such as a video tape deck, camcorder, or digital camera. Audio can also be connected for each image source. Images are displayed in XGA (EMP-7100) and SVGA (EMP-5100) compatible full color (16,670,000 colors) at a resolution of 1024 x 768 (EMP-7100), 800 x 600 (EMP-5100) pixels. The projector produces bright images that can be easily seen in rooms with enough light to take notes. Audio can be produced from the projector's 2W+2W speakers, which employ a built-in Spatializer® for output that is rich and powerful.

An external speaker can also be connected when further amplification is required. A totally new AVTSSTM (Automatic Video Tracking and Synchronization Sensing, patent pending) provides automatic set-up of image from a computer with a touch of the AUTO button for quick and easy projection of beautiful images every time. The projector can be controlled using a hand-held remote control unit, with menus being provided for image source switching and image adjustment. The remote control can also be used as a wireless mouse to control mouse operations on the computer screen during presentations. The ELP LINK IITM software that comes with the projector provides a number of add-on features that are designed to make presentations more effective. The projector also features a new patented AIrRTM (Advanced Image real-time Resizer) chip which supports XGA (EMP-7100), VGA~XGA (EMP-5100) computer output, as well as VGA and SXGA output. Whichever type of computer output is used, the result is a full-size video image of outstanding clarity. The EMP-7100/5100 Projector supports IBM-compatible PCs and laptops, as well as Apple® Macintosh®, Power Macintosh and PowerBook computers. The video source can be NTSC, PAL or SECAM in composite video, S-Video format.

vii Getting the Most Out of Your Projector The projector comes with a full set of features that allow you to control the settings for the image display, video and audio.

To get the most out of your projector read this section for a quick summary of the important features. Remote control The buttons on the remote control allow you to turn the projector on and off, and provide direct access to auto set-up, blank, freeze, volume, mute and image source switching. Remote control buttons can also be used for custom functions and to access the projector's menu system. The remote control can even be used instead of your computer's mouse to control your computer. · To use the remote control as a wireless mouse, connect the projector to your computer with the main cable and mouse cable (connect to computer's mouse port). · To use additional functions with images from a computer, connect the projector to your computer with the main cable and a serial cable (connect to computer's serial port). Note: Connect the projector to your computer with all the cables that came with the ELP Link II cable set so that you can use the remote control as a cordless mouse. Sleep mode The sleep mode conserves electricity by automatically turning off the lamp if the projector does not receive video input signal for specified period (default is 30 minutes). In the sleep mode, the projector remains on but the lamp is turned off, conserving electricity, cooling the projector and extending the life of the lamp. Use the Power button to turn the projector on and off.

viii Introduction Optional Accessories To enhance your use of the projector, EPSON provides the following accessories: · Carrying cases designed especially for the projector and its cables. Both a soft and a hard case are available. · An ELP Link II cable set, a computer cable and a MAC adapter set etc. to connect to another computer. · A remote control receiver which may be used when the projector cannot be controlled directly with the remote control.

· Replacement lamps. You can purchase these accessories from your EMP-7100/5100 dealer. Optional Accessories ix Safety Instructions These graphics are used throughout the manual. The projector contains many glass parts and precision parts. To prevent shock damages while transporting, handle as follows: q when transport to a maker due to troubleshooting · Use the original packing.

· If you don't have the original packaging, use the equivalent, put cushioning around the projector. q when frequently transport for business use · First, put the projector in a hard carrying case (ELPKS06), then pack it in a firm box, using cushioning. · EPSON shall not be liable against any damages aches (61x46cm) 23 inches (47x35cm) 10.0 m (393.7 inches) 6.7 m (263.8 inches) 3.3 m (129.9 inches) 2.7 m (106.

3 inches) 2.0 m (78.7 inches) 1.3 m (51.2 inches) 1.0 m (39.4 inches) ~ ~ ~ ~ ~ 8.7 m (342.5 inches) 4.3 m (169.

3 inches) 3.5 m (137.8 inches) 2.6 m (102.4 inches) 1.

7 m (66.9 inches) 1.3 m (51.2 inches) 1.0 m (39.

4 inches) 3. Turn the projector so that the lens is at right angles to the screen. If the projector is not angled correctly the screen image will be crooked. Setting Up the Projector 5 4. Connect one end of the power cable to the projector's power connector. Connect the other end to an earthed electrical socket. The projector should be in sleep mode, indicated by an orange power indicator. x Warning: Never look into the lens when the projector is on. There is a risk that the projector might come on suddenly even though it is not in use. The light from the lamp can damage your eyes.

It is especially important that children should not be allowed to look into the lens. 5. To insert the batteries in the remote control device, slide off the battery compartment cover as shown below. 6. Insert the two AA batteries included with the projector. Make sure the polarity of the batteries is correct. 7. Replace the battery compartment cover. 6 1 · Installation When replacing batteries, take the following precautions: · Do not mix old and new batteries. · Do not recharge used batteries or expose batteries to fire or water.

· Replace batteries as soon as they run out. If the batteries leak, wipe away the fluid with a soft cloth. If battery fluid gets onto your hands wash them immediately. · Remove the batteries if you will not be using the projector for a long period. Connecting to a Computer You can connect the projector to a computer capable of SVGA, VGA, SXGA and XGA (EMP-7100), SVGA, VGA and XGA (EMP-5100) output.

Resizing is supported for VGA, SVGA and SXGA (EMP-7100), VGA and XGA (EMP-5100) output. Below a list may be found of the types of computers supported by this projector. · IBM desktop PC or compatible · IBM laptop or compatible · Apple Macintosh desktop computer, including Macintosh Quadra®, Macintosh Centris®, and Power Macintosh · Any Apple PowerBook with video-out capability, including all 160, 165, 180 and 500 series PowerBooks Connecting to a Computer 7 Connecting to a PC desktop computer Before beginning, make sure that the projector and computer are both turned off.



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1. Connect either end of the computer cable to the projector's Computer In 1 port.

The Computer In 2 port is used when connecting a second computer. 2. Disconnect the computer's monitor cable from the computer's monitor port and connect the other end of the computer cable to this port. 3. If necessary, connect the monitor cable of the computer monitor to the projector's Monitor port. 4. Connect the small end of the main cable to the projector's Mouse/Com 1 port. The Mouse/Com 2 port is used when you are connecting a second computer. 5.

Connect the PS/2 mouse cable (9-pin) to the mouse terminal on the large end of the main cable.

6. Disconnect the computer's mouse cable from the mouse port on the back of your computer and connect the mouse connector (6-pin) of the PS/2 mouse cable to the mouse port. 7. If you are planning to use the ELP Link II software, connect either end of a PC serial cable to the PC SERIAL terminal on the large end of the main cable. 8. Connect the other end of the PC serial cable to the serial port on the back of your computer. 9. Tighten all connector screws to ensure secure connections. · Note that you will not be able to use the ELP Link II software if your system does not have two serial ports. 8 1 · Installation · If your system uses a serial mouse, perform steps 6 and 7 using the serial mouse cable instead of the PS/2 mouse cable.

Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In Com port Audio port 1-Mouse/ Com-2 Remote Monitor port Serial port Mouse port Serial mouse cable PS/2 mouse cable Monitor cable PC serial cable Main cable Computer cable Audio cable PS/2 mouse cable Connecting to a PC laptop computer Before beginning, make sure that the projector and computer are both turned off. 1. Connect either end of the computer cable to the projectors Computer In 1 port. The Computer In 2 port is used when connecting a second computer. 2.

Connect the other end of the computer cable to the laptop's video (monitor) port. 3. If you wish to view or check images on the computer's monitor, connect the cable that came with the monitor to the projector's monitor port. 4. Connect the small end of the main cable to the projector's Mouse/Com 1 port. The Mouse/Com 2 port is used when you are connecting a second computer. 5. Connect the PS/2 mouse cable (9-pin) to the mouse terminal on the large end of the main cable. Connecting to a Computer 9 6. Disconnect the computer's mouse cable from the mouse port on the back of the computer and connect the mouse connector of the PS/2 mouse cable (6-pin) to the mouse port on the back of your laptop. · If your system uses a serial mouse, perform steps 6 and 7 using the serial mouse cable instead of the PS/2 mouse cable. 7. If you are planning to use the ELP Link II software, connect either end of a PC serial cable to the PC SERIAL terminal on the large end of the main cable. 8. Connect the other end of the PC serial cable to the serial port on the back of your laptop.

9. Tighten all connector screws to ensure secure connections. · Note that you will not be able to use the ELP Link II software if your system does not have two serial ports. Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In Com port Audio port 1-Mouse/ Com-2 Remote Monitor port Serial port Mouse port Serial mouse cable PS/2 mouse cable Monitor cable PC serial cable PS/2 mouse cable Audio cable Main cable 10 1 · Installation Connecting to a Macintosh desktop computer Before beginning, make sure that the projector and computer are both turned off. 1. Set the DIP switches of the MAC desktop adapter in accordance with the resolutions you want to use (i.e. 16" mode). 2. Disconnect the monitor cable from the computer and connect it to the large terminal (D-sub 15 pin) of the desktop adapter.

3. Tighten fixed screws for the desktop adapter. 4. Connect either end of the computer cable to the small terminal of the desktop adapter. 5. Connect either end of the computer cable to the projector's Computer In 1 port. The Computer In 2 port is used when connecting a second computer. 6. If necessary, attach the MAC monitor adapter to the monitor cable and connect the cable with the adapter to the projector's Monitor port. 7. Connect the small end of the main cable to the projector's Mouse/Com 1 port. The Mouse/Com 2 port is used when you are connecting a second computer. 8. Connect the MAC mouse cable (9-pin) to the mouse terminal on the other end of the main cable. 9. Disconnect the mouse cable from the MAC port of the Macintosh and connect the mouse connector of the MAC mouse cable to the computer's MAC port. 10. If you are planning to use the ELP Link II software, connect either end of a MAC serial cable to the MAC SERIAL terminal at the large end of the main cable. Connecting to a Computer 11 11. Connect the other end of the MAC serial cable to the printer port or modem port on the back of your Macintosh.

12. Tighten all connector screws to ensure secure connections. Audio port ADB port Monitor port Video cable adapter MAC desktop adapter Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In Remote 1-Mouse/ Com-2 Printer port or modem port MAC monitor adapter Monitor cable MAC serial cable Computer cable Main cable Audio cable MAC mouse cable Connecting to a Macintosh PowerBook Remember that you can only use a PowerBook model that have video-out capability. See page 7 for more information. Before beginning, make sure that the projector and PowerBook are both turned off. 1. Set the DIP switches of the MAC desktop adapter in accordance with the resolutions you want to use (i.e. 16" mode). 2. Connect an adapter (which came with the computer or your own) such as a converter for a D-Sub 15 terminal to the video output port of your PowerBook. 12 1 · Installation 3. Connect the big connector (D-Sub15) of the MAC desktop adapter to the video output port converted in step 2. 4. Tighten the fixed screws for the MAC desktop adapter and the converter.

5. Connect either end of the computer cable to the small connector (D-Sub 15 Mini) of the MAC desktop adapter which you connected in the previous steps. 6. Connect the other end of the computer cable to the projector's Computer In1 port. The Computer In2 port is used when connecting a second computer.

7. If you wish to view or check images on the computer's monitor, attach the big connector (D-Sub 15) of the Macintosh desktop adapter which you connected in the previous steps to the MAC monitor cable and connect it to the projector's Monitor port. *1 8. Connect the small end of the main cable to the projector's Mouse/Com 1 port. The Mouse/Com 2 port is used when connecting a second computer. 9. Connect the MAC mouse cable (9-pin) to the MOUSE terminal on the large end of the main cable.



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10. Disconnect the mouse from the computer port, and connect the MAC mouse cable (4-pin) to this port. 11.

If you are planning to use the ELP Link II software, connect either end of a MAC serial cable to the MAC SERIAL terminal on the large end of the main cable. 12. Connect the other end of the MAC serial cable to the Printer port or Modem port on the back of your PowerBook. *1. You may need your own adapter or one which came with your computer. This depends on the model of the computer or monitor you connect. Connecting to a Computer 13 Audio port ADB port Monitor port Video cable adapter MAC desktop adapter Printer port or Modem port Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In Remote 1-Mouse/ Com-2 MAC monitor adapter Monitor cable Computer cable MAC serial cable Audio cable Main cable MAC mouse cable Connecting to a Video Source You can use this connection procedure to connect a video tape deck, a camcorder, a laser disc player or any other compatible video image source to the projector. The projector can receive composite video or S-Video signals. If your video source has a one-pin RCA video jack you have composite video. If your video source has a four-pin video jack you have S-Video.

x Note: The projector is not compatible with a cable TV-style F connector. You can connect to both an S-Video and a composite video source at the same time. However, the projector automatically selects the S-Video source. To display composite video you must disconnect the S-Video source. 14 1 · Installation The projector supports NTSC, PAL and SECAM video formats.

By default, it automatically detects and identifies the video format. However, you can set it to detect a single broadcast format. (See "Video menu" in Chapter 3.) Note that the projector will then be able to detect only one type of video signal. The type of cable you need to connect the video source to the projector depends on whether you have composite video or S-Video.

For composite video, use the video/audio cable supplied with the projector. For S-Video, use the S-Video cable and audio cable supplied with your video device or obtain one from your computer dealer. 1. Switch off the projector and video source if they are on. 2. If your composite video uses an RCA-type composite video connector, you will need the audio/video cable supplied with the EMP-7100/5100. If your video uses a large S-Video connector, you will need to provide YOUR OWN S-Video cable or use the SVideo cable that came with your video source. 3. For composite video, connect the yellow RCA plug at one end of the video/audio cable to the projector's Video In jack. Connect the other yellow RCA plug to the video-out jack on the video source.

(The red and white plugs carry audio signals. For information about audio, see page 17.) Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In yellow 1-Mouse/ Com-2 Remote yellow A/V cable Connecting to a Video Source 15 For S-Video, insert one end of the S-Video cable into the projector's S-Video jack. Insert the other end in the video-out jack on your S-Video source. Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In Remote 1-Mouse/ Com-2 S-Video cable Connecting to an Audio Source The projector has three types of inputs for audio: two single-jack inputs for a computer and one two-jack input for video audio. The video audio source input has an L jack which controls the left speaker and an R jack which controls the right speaker. If you are connected to a video audio source with only one plug, connect it to the L Audio In jack. Connection of an audio cable from a computer source; 1. Switch off the projector and computer source if they are on. 2.

Connect one end of the audio cable to the Computer Audio In jack on the projector. 3. Connect the other end of the audio cable to the audio output jack on the computer audio source. Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In Remote 1-Mouse/ Com-2 audio cable 16 1 · Installation Connection of an audio cable from a video audio source; 1. Switch off the projector and video source if they are on.

2. Connect one end of the video/audio cable to the Audio In jacks on the projector. Insert the white plug into the L Audio In jack and the red plug into the R Audio In jack. 3. Connect the other end of the video/audio cable to the audio output jacks on the video audio source.

Connect the white plug to the left channel and the red plug to the right channel. Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In white Remote 1-Mouse/ Com-2 red white red A/V cable Connecting to an Audio Source 17 Connecting to an External Speaker or PA System Though the projector's internal speakers are enough for most smallsize or medium-size rooms, an external speaker can be connected to achieve the best results for large room presentations. A commercially available RCA-to-3.5 mm stereo mini audio cable or 3.5 mm stereo mini audio cable is required to connect the projector's 3.5 mm stereo mini jack to an external speaker or a PA system. These items can be obtained from your computer dealer. 1. Check to ensure that both the projector and all sources are turned off. 2.

Connect the cable's 3.5 mm stereo mini-plug to the projector's Audio Out jack. 3. Connect the other end of the cable to the external speaker or PA system. · Ensure you to connect the red RCA plug to the right channel and the white RCA plug to the left channel. · The Spatializer function is only available for the internal speakers. It has no effect on the audio output of external speakers. Computer In 1 Audio In 1 Computer In 2 Audio In 2 Monitor Audio Out Audio In L R S-Video Video In L (white) 1-Mouse/ Com-2 Remote 3.5 mm mini-plug R (red) RCA/3.5 mm cable 18 1 · Installation 2 Using the Projector This chapter provides the following information about using your projector: · Turning equipment on and off · Adjusting the screen image · Controlling the projector · Checking the status of the projector 19 Turning the Equipment On and Off Always turn on the projector and its attached equipment in the following order. 1. Video source 2. Audio source (if different than computer or video source) 3. Projector 4. External speaker or PA system 5.

Computer Remove the projector's lens cap before turning on projector. The operation indicator will flash for a while and then light up to indicate that power is on. If a computer or video equipment is attached to the projector, the video signal or computer signal from the attached equipment will be projected. It will take at least 30 seconds after turning the power on before a normal image appears.



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x Warning: Never look into the lens when the lamp is on.

This can damage your eyes. It is especially important that children are not allowed to look into the lens. Note: Remove the projector's lens cap when you project. The light from the projector may cause the lens cap to warp. Reverse the order shown above to turn off the projector and other equipment. After you press the Power button to turn off the projector, the fan will remain on and the operation indicator will flash orange for about one minute as the projector cools. The indicator stops blinking (and remains lit in orange) when the cooling operation is complete. x 20 2 · Using the Projector x Note: The projector is designed so that it cannot be turned back on while the power indicator is flashing green. Before pressing the Power button again, wait until the lamp has cooled and the power indicator is orange. projection lamp indicator operation indicator remote control receiver zoom ring focus ring operation panel speaker (Figure is EMP-7100) foot adjustment button front foot Adjusting the Screen Image Focus and zoom After an image appears on the screen, check to see if it is in focus and whether it fits properly on the screen.

To adjust the focus of the image, rotate the focus ring, which is the outer ring on the projector's lens. To adjust the size of the image, rotate the inner zoom ring. Rotate the zoom ring clockwise to make the image larger, and counterclockwise to make it smaller. Adjusting the Screen Image 21 Screen Image Position If you need to raise or lower the image on the screen, extend or retract the front foot on the bottom of the projector. 1. While standing behind the projector and supporting the front of it by holding the handle located below the lens, press down on the foot release button. This unlocks the front foot, allowing it to move up and down freely. Take care that the projector does not suddenly drop down at this time. 2. While pressing the foot release button, raise and lower the projector until the screen image is positioned the way you want it. 3. Release the foot release button to lock the front foot in its present position. 4. Rotate the left foot at the back of the projector to fine-tune the position of the projected image. x Note: This foot is locked.

You will need to unlock it before it can be rotated. 22 2 · Using the Projector AUTO Button If you are using image input from a computer, you can press the AUTO button after fitting the image to the screen. Pressing AUTO automatically adjusts the computer input signal to the current projector settings. * * Press the AUTO button while the image fills the entire screen of your computer, like a Windows screen. Certain computer input signals may not be totally compatible with AUTO button settings.

In such cases, use the menus to make additional adjustments. Resize Button The Resize button allows you to select the projection screen mode for certain types of image input signals from a computer. With computer images up to XGA (1,024 x 768 pixels) size for EMP7100 and SVGA (800 x 600 pixels) size for EMP-5100, and with video images as well, you can either select to display the area in the centre of the projected image (Window display) or to display of the entire projected image (Resize display). With images larger than XGA (1,024 x 768 pixels) size for EMP7100 and SVGA (800 x 600 pixels) size for EMP-5100, you can either select to display a portion of the projected image (Window display) or to display the entire projected image (Resize display). The Resize button cannot be used with XGA (1,024 x 768 pixels) for EMP-7100 and SVGA (800 x 600 pixels) for EMP-5100. AUTO Button 23 Controlling the Projector Normally you control the projector using the remote control. The buttons on the remote control allow you to do the following: · Switch power on and off. · Auto-set-up of the computer image screen. · Switch between input images (Computer 1, Computer 2, videocomputer). · Access menu for adjustment of image, audio, video, and display settings.

· Control resizing. · Control display freeze. · Control display blanking. · Adjust and mute audio output. · Control custom functions. · Move the pointer. When using the remote control, always point it towards the remote control receivers located at the front and at the back of the projector. 24 2 · Using the Projector The functions of the remote control buttons are summarized on page 27. To be able to use the remote control as a cordless mouse connect the projector to your computer with the cables came with the ELP Communication Kit II . To use the remote control, always point it towards the remote control receivers located at the front of the projector.

You can use the remote control up to 10 metres (33 feet) from the projector. In addition to the remote control, you can also control the projector by using the buttons on the projector's operation panel located on top of the projector. Controlling the Projector 25 Pointer Click 2 Click 1 Remote control Operation Panel 26 2 · Using the Projector Remote Control Button/controller Menu Auto Video Computer Effects 1 ~ 5 Function Displays or closes the menu. @@Switches from computer to video. @@Function buttons for add-on functions which can be assigned using the ELP Link II software that comes with the projector.

Moves the computer's pointer when the projector is connected to the computer with all cables that came with the ELP Communication Kit II. Emulates clicking of the right mouse button. During menu selection, emulates the (Enter) operation panel button. Switches to black display or user logo display. Switches the display dot mode and resize mode (EMP-7100 : for VGA, SVGA and SXGA input EMP-5100 : for VGA and XGA input). Button for the custom function assigned using the ELP Link II software that comes with the projector. Switches to the display freeze state. Cuts off audio. Adjusts the volume level. Turns power on and off. Emulates clicking of the left mouse button. During menu selection, emulates the (Enter) operation panel button. Pointer Click 1 Blank Resize Custom Freeze Mute Volume ± Power Click 2 Controlling the Projector 27 Operation Panel Button/controller Power Menu Video Computer Auto Resize Function Turns power on and off. Displays or closes the menu. Switches from computer to video.

@@@Switches the display dot mode and resize mode (EMP-7100 : for VGA, SVGA and SXGA input EMP-5100 : for VGA and XGA input). Adjusts the volume level. Cuts off audio. Volume ± Mute <Up>/<Down>(Sync+ / Sync) Synchronizes the graphic signal being sent from a computer. Use these buttons to make adjustments whenever the overall image is fuzzy or streaked. These buttons are also used during menu operations to select menu items. <Left>/<Right>(tracking/tracking+) Matches the projector's internal clock to various computer graphic signals (tracking adjustment).



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Use these buttons to make adjustments whenever there are vertical fuzzy lines in the image. These buttons are also used during menu operations to change numeric settings. (Enter) key Registers a menu selection.

28 2 · Using the Projector Checking the Status of the Projector The projector is equipped with an operation indicator and a projection lamp indicator. These indicate the current status of the projector at a glance. Note that a red indicator is warning you of a serious problem. See page 82 for details on what action is required when a red indicator lights up or flashes. operation indicator projection lamp indicator Operation Indicator Colour Orange Green Orange Red Red Status Lit Lit Flashing Flashing Lit Meaning Sleep mode Projection lamp is lit and projector is projecting.

The projector is hot. Internal projector problem The projector is too hot and turned off. Checking the Status of the Projector 29 Projection Lamp Indicator Colour Status Off Green Green Orange and Red Orange Red Lit Flashing Flashing alternately Flashing Lit Meaning Projection lamp is off. Projection lamp is lit. The projector is warming up.

Projection lamp is reaching the end of its life and should be replaced with a new one. The projector is cooling. Projection lamp has reached the end of its life and will no longer project images. Replace the projection lamp with a new one. Projection lamp or lamp power supply problem. Red Flashing 30 2 · Using the Projector 3 Using the Menus The projector menus allow you to do the following: · Adjust the brightness, contrast, synchronization, tracking, vertical and horizontal alignment, and color balance of the computer screen, and mouse/serial locking (Computer Menu) · Adjust the brightness, contrast, color saturation, tint, and signal system of the video screen (Video Menu) · Adjust the volume level, tone setting, and Spatializer (Audio Menu) · Select color temperature, rear projection, ceiling mount, screen blanking, screen switching effect and menu language (Option Menu) · Assign functions to the remote control's Custom button (Custom Menu) · Return all settings to their factory defaults (Reset All Menu) 31 Accessing the Menus Press the Menu button to display the main menu on the screen. Press the Menu button again to close the menu. The currently selected menu item is highlighted on the screen. 32 3 · Using the Menus Changing Menu Settings Use the remote control's pointing button to select the menu you want and then press the Click 1 or Click 2 button to display the submenu. You can also select a menu using the operation panel's the <Up> and <Down> buttons and then pressing the <Enter> button to display the submenu.

You cannot select video submenus when the input source is a computer, or computer submenus when the input source is video. Changing Menu Settings 33 When a submenu is displayed on the screen, use the pointing button or the <Up> and <Down> button to select the menu item you want. Next, use the pointing button or the <Left> and <Right> buttons to make adjustments to the settings of the item. To return to the main menu from the submenu, select the Return item in the submenu and then press a Click button or the <Enter> button. You may also close the menu by pressing the Menu button. The following describes the items you may set in the submenus. 34 3 · Using the Menus Video Menu (Computer) With the Computer Menu allows you to may adjust settings related to computer video signals and the wireless mouse. POSITION Select this item and then press a Click button or the <Enter> button to enter the screen position adjustment mode. While in the screen position adjustment mode, use the pointing button or the <Up>, <Down>, <Left> and <Right> buttons to move the screen position in the corresponding direction. After you are finished, press a Click button or the <Enter> button to return to the Computer Menu. TRACKING Matches the projector's internal clock to various computer graphic signals. Adjust this setting to remove vertical fuzzy lines from the image. SYNC Synchronizes with the tracking signal sent from the computer. Adjust this setting whenever the overall image is fuzzy or to remove streaks from the image. BRIGHTNESS Lightens or darkens the overall image.

@@ Increase contrast to make light areas lighter and dark areas darker, or decrease it to lessen the difference between the light areas and dark areas of the image. Changing Menu Settings 35 COLOR Adjusts the color balance of the input source. Select this item and then press a Click button or the <Enter> button to enter the color adjustment mode. While in the color adjustment mode, use the pointing button or the <Up> and <Down> button to select a color. Next, use the pointing button or <Left> and <Right> buttons to adjust the selected color.

@@@@@@@@@@@@@@@@@@@@@ Normally this signal system setting should be left at AUTO for automatic detection of the video signal system. If automatic selection is not possible for some reason, use this menu to manually specify NTSC, PAL or SECAM . Changing Menu Settings 37 VIDEO RESET Returns all Video Menu items to their factory defaults. @@@@ @@@@ Off: Normal sound for stereo input. Normal: Expansive sound for stereo input. @@@@@@@@@@@@@@@@@@@@@@ You can select either a black screen or a user logo. @@ OFF: No visual effects, simply cut to new source. @@@@@@@@@@ When this happens, replace the projector lamp with a new one as soon as possible. Changing Menu Settings 41 Using Custom Functions You can use the Custom Menu to assign the Zoom, Preview or Strobe function to the remote control's Custom button. You can assign the following functions: 1.

Zoom Zooms in or out on the center of the displayed image. 2. Preview Displays the projection images currently being entered by each of the input sources. The screen is divided into four quadrants. 3. Strobe Displays images on the screen in sequence. You can preset the number of images to be displayed and the amount of time each image is displayed. To customize the functions: 1. Press the [Menu] button on the projector or remote control. 2.

The main menu appears. 3. Select [Custom] by using the Sync+/- buttons on the projector or the Pointer on the remote control. 4. Press [(Enter)] or the Left/Right Click buttons on the remote control to call the Custom menu.

5. The Custom menu appears. 6. Select the function you want to assign to the [Custom] button on the remote control. 7.

Press [(Enter)] or the Left/Right Click buttons on the remote control to enter your selection. 42 3 · Using the Menus 8. [Presently Selected] will appear right next to the function you want to customize instead of [Select]. (If the function has been selected already, [Presently Selected] appears.



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) 9. You are now finished. *If you want to change the function you customized, perform the above steps 1 to 8 again. Using the functions: * The [Volume], [Mute] and [Freeze] buttons are always available, even when you have customized the above functions. However, if you press any other button, its function has priority over the other buttons and the customized function is cancelled. * If "No Signal" appears on the screen or no supported signal is being entered, no function will work.

Zoom 1. Press the [Custom] button on the remote control. (Switches to zoom display mode.) 2. Enlarges the displayed image +1.25 times each time the [Left Click] button on the remote control is pressed. (An image can be enlarged up to four times.) 3. Reduces it +0.75 times each time the [Right Click] button on the remote control is pressed.

(An image can be reduced up to one time.) 4. If an enlarged image falls partly outside of the display area, it can be moved horizontally or vertically to adjust its position by using the [Pointer] on the remote control. 5. The Zoom function is cancelled by pressing the [Custom] button on the remote control.

(The image returns to previous size.) Preview 1. Press the [Custom] button on the remote control. 2. The screen turns to black.

(This lasts approx. 4 seconds.) Changing Menu Settings 43 3. The screen is divided into four quadrants, each of which shows the projection images currently being entered by each of the input sources. 4. The projection image is switched each time the [Right Click] button on the remote control is pressed. (Each input source name flashes on the screen.) 5. The Preview function is closed by pressing the [Left Click] button on the remote control. @@6.

@@@Press the [Custom] button on the remote control. 2. @@Press the [Left click] button on the remote control once. 4. The Strobe display is started.

@@@6. @@@@Press the [Right click] button on the remote control once. 2. The Strobe setting menu appears. 3.

@@4. Press the [Right click] button on the remote control again. 5. @@@@Press the remote control's Click 2 button again to clear the setting screen.

RESET ALL Executing this command resets the settings in all menus to their factory defaults.

@@Next, select Yes and then press a Click button or the <Enter> button to reset all menu items. If you change your mind, select No and then press a Click button or the <Enter> button to clear the confirmation screen without changing any settings. 46 3 · Using the Menus 4 Using ELP Link II 47 Introduction To use the ELP Link II software, you need one of the following operational environments. Windows Ver. 3.

1 (English) Windows 95 (English) MacOS System (from ver. 7) This instruction manual tells you how to use ELP Link II. The application ELP Link II supports two functions related to the projector. One is the projector control function which enables you to control the projector (screen display, sound, etc.) from a computer and to manipulate the settings (user logo setting, etc.) which the projector cannot control. The other function is the presentation support function which enables you to control the presentation application (PowerPoint, etc.) through a remote control and to perform the real-time presentation effectively (adding lines, underlining or a stamp, etc. on the slide screen during your presentation). 48 4 · Using ELP Link II How to connect · For IBM PCs and IBM compatible PCs (Windows) Please refer to the section "Connecting to a computer" in this manual (pages 7~14).

· For Macintosh Please refer to the section "Connecting to a computer" in this manual (pages 7~14). How to connect 49 How to install For IBM PCs and IBM compatible PCs (Windows) Start Windows. Insert the floppy disk with the ELP Link II software into floppy disk drive [A]. (It is assumed your floppy disk drive is drive A.) The ELP Link II software to be installed depends on the computer you are installing it on. Select the Run command from the File menu in the Program Manager. The Run dialog box appears on the screen. Type [A: SETUP.EXE] in the [Command Line] box and click the [OK] button. The drive letter [A] must designate the proper drive (the floppy disk drive into which you inserted the disk with the ELP Link II software).

The ELP Link II set-up window will be displayed after a while. Follow the instructions on the screen to complete the installation. When the termination screen appears, click the [OK] button to finish the installation. · If you use the software often, place it in the Startup program group. This is very convenient.

· Please refer to your Windows Instruction Manual. 50 4 · Using ELP Link II For Macintosh Insert the floppy disk with the ELP Link II software into the floppy disk drive. The ELP Link II folder appears on the screen. Doubleclick the folder, then an ELP Link II icon will appear. Copy the icon to a local hard disk with a drag-and-drop action.

To be able to use ELP Link II, restart the system. · When you install the ELP Link II software, make a new folder and designate the disk drive to be used. · Please refer to your Macintosh Instruction Manual. How to install 51 Starting and exiting ELP Link II · To start ELP Link II Double-click the ELP Link II icon to start the application. First an opening screen appears, then the main ELP Link II window will appear with a reduced size. · For Windows 3.1 Double-click the minimized ELP Link II window. · For Windows 95 Click the ELP Link II button on the taskbar. · For Macintosh Open the local hard disk that you copied the ELP Link II. When double-click the ELP Link II folder, ELP Link II icon appears on the screen.

Double-click the icon, then the main ELP Link II window will appear. If the ELP Link II window is hidden behind another window, select ELP Link II from the application menu. This will bring the ELP Link II window to the front. · To exit ELP Link II Click the close button or select [End] from the Menu to exit the application. If the projector's setting screen is open, you cannot exit ELP Link II. First close the setting screen, then exit ELP Link II. 52 4 · Using ELP Link II Screen Names and Glossary ELP Link II Screen Main menu: It consists of File, Option and Help. ELP Link II Screen *Screen names and glossary described here are used for Windows. Some may be different on the Macintosh screen. [File] Menu [Exit] : Terminates the application.

[Option] Menu [Execute] : [Projector Control] : [COM Port] : Activates the effect function. Adjusts the projector image and sound etc., and sets the test pattern or the user logo. Selects the serial port connected to the projector. Select one of ports from COM1 to COM4.

[Help] menu [Contents]: [About ELP Link II]: Displays all functions and terminology. Displays the version information for applications. Function List: The following function is available. Line: Draws straight lines.



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Ellipse: Draws ellipses.

Square: Draws squares. Bar: Draws horizontal bar and vertical bar. Stamp: Stamps various pictures. Cursor Change: Changes the cursor shape to the various pictures. Screen Clear: Delete all drawings. Key Macro: Executes the key set. Screen Names and Glossary 53 Function Registration: Customizes the function to the effect buttons, saves the state and writes etc. Setting: Sets to the state currently registered. Registration:Registers the current state. Delete:Deletes the current state.

Effect Button Customize Display: Displays the function customized to 1 to 5 buttons. Detail Setting:Sets the property for each function. Effect ButtonPosition Display: Displays the button currently selected with different colors. Customize:Customizes the function to the effect buttons. Delete:Deletes the function customized to the effect buttons. Execute:Activates the effect buttons. Exit:Terminates the application. Help:Explains function and the terminology. Detail Setting Screen Tab: Switches the effect buttons from 1 to 5. Property: It depends on the function.

[Test]: [OK]: [Cancel]: [Help]: Tests the function customized to the effect button with current setting. Activates the property set. Cancels the property set. Explains properties and terminology. Projector Set Screen Main Menu [File] [Open]: [Save]: Reads the projector setting.

Saves the current projector setting. 54 4 · Using ELP Link II [Save As]: [Exit]: [Help]: [Contents]: Saves the current projector setting in a file. Terminates the projector setting. Explains function and the terminology. Displays all functions and terminology.

[About ELP Link II]: Displays the version information for applications. Tool bar [Video Input Switch]: Switches from computer source to video source.

[Computer Input Switch]: Switches from video source to computer source. [Auto]: [Resize]: [Blank]: [Custom]: [Freeze]: [Brightness ±]: [Contrast ±]: [Volume ±]: [Mute]: [Power]: Projector control Adjusts the projector function. Test pattern Sets the test screen for the image ajust. User's logo Makes and edits the data for the blank screen. Color property Adjust the colors for images, and displays the pattern currently selected. The other button [Quit]: [All Reset]: [Help]: Terminates the projector control. Resets all settings to the default setting. Explains functions and the terminology.

Sets automatically. Switches to the resize. Switches blank states for the screen. Activates the custom function. Pauses the screen. Adjusts the screen brightness. Adjusts the screen contrast. Adjusts the volume. Mutes the sound. Starts up and terminates the projector.

Screen Names and Glossary 55 [Projector Control]: Controls the projector function [Computer] [Brightness]: [Contrast]: [Sync]: [Tracking]: [Position]: [Color]: [Reset]: [Pattern Display]: [Close]: [Help]: [Video] [Brightness]: [Contrast]: [Saturation]: [Tint]: [Mode]: [Reset]: [Pattern Display]: [Close]: [Help]: [Sound] [Volume]: [Tone]: [Spatializer]: [Reset]: [Pattern Display]: [Close]: Adjusts the volume. Adjusts tone. Adjusts sound effects. Resets all settings to their default values. Displays the test pattern you select.

Exits the Projector Control screen. Adjusts the screen brightness. Adjusts the screen contrast. Adjusts the color density. Adjusts the color tint (NTSC only). Selects the video signal system. Resets all settings to their default values. Displays the test pattern you select. Exits the Projector Control screen. Explains functions and terminology. Adjusts the screen brightness. Adjusts the screen contrast. Adjusts image flickering. Adjusts any vertical lines in the displayed images. Adjusts screen horizontal/vertical position.

Adjusts the color density for each color(Red, Green, Blue). Resets all settings to their default values. Displays the test pattern you select. Exits the Projector Control screen. Explains functions and terminology. 56 4 · Using ELP Link II [Help]: [Option] [Blank To]: [Black]: [User's Logo]: [Source Prompt]: Explains functions and terminology. Selects blank states for the screen. A black screen appears. A logo screen appears. Temporarily displays a prompt on the projector screen to identify which source (computer or video) is providing the image.

Selects the type of installing. Select when you want to project the image from back of the screen. Flips the image right and left. Select when you want to hang the projector from the ceiling. Flips the horizontal axis of the image, so the projector can be turned upside down.

Selects the method how to switch the screen. Turns the settings off. The projected image disappears from left top to right bottom, and the switched image appears from the left top to right bottom. The projected image moves to right direction, and the switched image appears from left. The projected image disappears from the edger of the screen, and the switched image appears from the edge.

*Displays the lamp life. Resets all settings to the default values. Displays the test pattern currently selected. Closes the projector control screen. Explains functions and the terminology. [Install]: [Rear proj]: [Ceilling Mount]: [View Change]: [Off]: [Diagonally]: [Left to Right]: [Fade In]: [Lamp Hours]: [Reset]: [Pattern Display]: [Close]: [Help]: [Custom] [Customize Function]: Assigns functions, such as Zoom, to the effect buttons of the remote control. [Zoom]: [Preview]: Zooms (reduces/enlarges) images. Displays all images being output by the external sources which are connected to the projector. Screen Names and Glossary 57 [Strobe]: [Frame Counts]: [Frame Times]: [Reset]: [Pattern]: [Pattern Display]: [Close]: [Help]: [Test Pattern Setting] [Pattern]: [Color Image]: [Gray Scale]: [Focus Pattern]: *[User File (bmp)] : [Filename]: [Refer]: [Pattern Display]: [Close]: [Help]: *[Macintosh: Displays images by the number of frames and the amount of time you specified. Sets the number of frames.*

Sets the time interval. Resets all settings to their default values. Selects the test pattern you want to display. Displays the test pattern you select. Exits the Projector Control screen. Explains functions and terminology. Selects the test pattern you want to display. Test pattern for color images. Test pattern for grayscale images, with 16 shades of gray. Test pattern for adjusting the focus.

Specifies the bitmap file created with a graphical application. Specifies the name of the bitmap file. You may refer files. Displays the test pattern you select. Exits the Projector Control screen.

Explains functions and terminology. [User Setting File (pict)]: Specifies the Pict type file created with a graphical application. [User's Logo Setting] [Image Display]: [Logo Data]: [Edit User Logo]: Displays the logo you created as an image projected on the screen. Creates and edits the logo data for blank screens. Opens the User Logo Editing Screen.

[Save User Logo]: Saves the present user logo image in the logo file. [Download]: [Zoom]: Writes the present user logo image to the projector.



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Sets the zoom rate for the logo you created. 58 4 · Using ELP Link II [Close]: [Help]: Exits the Projector Control screen. Explains functions and terminology. [Edit User Logo Screen] [File]: [Edit] [Area Specify]: [BackColor]: [OK]: [Cancel]: Selects the data you want to display by dragging the mouse. Selects the background color for the screen by clicking the mouse. Exits the User Logo Editing Screen and returns to the User Logo Setting screen. Cancels the editing you have carried out on the screen and returns to the User Logo Setting screen. Explains functions and terminology.

Reads the bitmap file or existing user logo data. [Help]: [Color Property Setting] [Color Temp.]: H: M: L: User: Adjusts the color temperature. Enhances the blue component of the projected image (white becomes cold white). Gives a natural color to the projected image (white becomes standard white). Enhances the red component of the projected image (white becomes warm white). Adjusts the color balance of Red, Green and Blue. Red: Adjusts the red component of images. Blue: Adjusts the blue component of images. [Gamma]: Gamma 1: Gamma 2: Gamma 3: [Pattern Display]: [Close]: [Help]: Sets the image property gamma.

Yields normal images. Yields natural images. Yields dynamic images. Displays the test pattern you selected. Exits the projector setting screen. Explains functions and terminology. Operating the projector control function 59 Operating the projector control function Customizing functions Method 1: Select the function from the function list and drag and drop it to the effect button you want to customize. Click the function from the function list and click the effect button number you want to customize. Then click the [Customize] button. Method 2: Executing and exiting functions A function is executed by pressing the effect button to which you assigned the function.

To cancel or exit the function, press the [Esc] key or the effect button or click the right mouse button (double-click for Macintosh). Registering functions Registering a function saves the effect button currently customized and the content of the details setting. When you press the [Register] button, the registration screen appears. Enter a name for the settings and press the [OK] button. When you start the application again, it starts with the previous settings. Press the [Delete] button if you want to delete the current settings. The delete screen will appear. Select [Yes] to delete the current settings. The name for the settings will be deleted from the function setting box. 60 4 · Using ELP Link II Details of Each Function Line Description Execution Draws straight lines on the screen.

Clicking left button once = Determines the starting position. Clicking left button twice = Determines the end position. (After the starting position is set, a tracker appears from the starting position to the current mouse position when you move the mouse.) Properties Color (8 colors:Light blue, Red, Green, Yellow, Black, Navy blue, Magenta, White) Line width (1 ~ 32 point) Grid width (1~100) Transparent / Not transparent (opaque) Operating the projector control function 61 Ellipse Description Execution Draws ellipses on the screen. Clicking left button once = Determines the starting position. Clicking left button twice = Determines the end position. (After the start position was settled, a tracker appears from the start position until the mouse position when moving the mouse.) Note: The ellipse via position from the start to end. Properties Color (8 colors:Light blue, Red, Green, Yellow, Black, Navy blue, Magenta, White) Line width (1 ~ 32 point) Transparent / Not transparent (opaque) Painting the inside of ellipse / No painting 62 4 · Using ELP Link II Square Description Execution Draws squares on the screen. Clicking left button once = Determines the starting position.

Clicking left button twice = Determines the end position. (After the start position was settled, a tracker appears from the start position until the mouse position when moving the mouse.) Properties Color (8 colors:Light blue, Red, Green, Yellow, Black, Navy blue, Magenta, White) Line width (1 ~ 32 point) Transparent / Not transparent (opaque) Painting the inside of square / No painting Make oval shape / Not make Bar (Horizontal / Vertical Cross-lines) Description Execution Draws lines horizontally and vertically. The line is moved up/down (horizontal bar) and right/left (vertical bar) by moving the mouse. The position of the bar is fixed by clicking the left mouse button.

Colors (Light blue, Red, Green, Yellow, Black, Navy blue, Magenta, White) Line width (1 ~ 300 point) Horizontal / Vertical Transparent / No transparent Properties Operating the projector control function 63 Stamp Description Execution Properties Marks the drawing currently set on the screen. The mouse cursor is changed to the stamp picture set. Stamp's variety provided by application. Change Cursor (Changing the mouse cursor shape) Description Execution Changes the cursor to shape set. When the effect button assigned is pressed, the cursor changes immediately to the mouse cursor set. Cursor variety provided by application. Properties Clear Screen Description Execution Properties Key Macro Description Execution Properties Clears all functions previously executed. Executes by pressing the effect button assigned. None Executes the key sequence currently set. Executes by pressing the effect button assigned. Key sequence 64 4 · Using ELP Link II Setting and operating the function [Key] When you press a key on the keyboard while the screen is active, the key pressed is displayed in the Edit Box. Keys are displayed in the order they are pressed. You may also set multikey sequences such as [Ctrl+A]. Pressing the [Clear] button deletes the key sequence currently set. When you press the [Backspace] or [Delete] keys, they are added as any other key in the Edit Box.

(The key sequence in the Edit Box cannot be edited.) The maximum number of keys in the sequence is 16. Operating the projector control function Projector Control When you click the projector control button, the main dialog appears on the screen. This dialog consists of five tabs: Computer, Video, Sound, Option and Custom. [Computer] · Brightness / Contrast / Sync / Tracking You can change the settings by using the scrollbar next to the each item. The changes are immediately carried out on the projector. The present value is displayed to the left of the scrollbar. Moving to the left decreases the value, scrolling to the right increases it. · Horizontal / Vertical You can change the settings by using the scrollbar next to each item. The position of the screen moves in the direction of the arrow.

Operating the projector control function 65 · You can adjust the saturation of Red / Green / Blue. The present value is displayed to the left of the scrollbar. Moving to the left decreases the value, scrolling to the right increases it.



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