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You can read the recommendations in the user guide, the technical guide or the installation guide for HITACHI CP-S860. You'll find the answers to all your questions on the HITACHI CP-S860 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

- User manual HITACHI CP-S860**
- User guide HITACHI CP-S860**
- Operating instructions HITACHI CP-S860**
- Instructions for use HITACHI CP-S860**
- Instruction manual HITACHI CP-S860**

HITACHI

Liquid Crystal Projector

Model

CP-S860W/E

USER'S GUIDE

Thank you for purchasing the Hitachi liquid crystal projector. Please read this user's manual thoroughly to ensure correct usage through understanding. After reading, store this instruction manual in a safe place for future reference.



Outline

This liquid crystal projector is used to project various computer signals as well as NTSC/PAL/SECAM video signals onto a screen. Little space is required for installation and large images can easily be realized.

Features

- (1) **Outstanding brightness**
The UHB lamp and high-efficiency optical system assure a high level of brightness.
- (2) **Partial magnification function**
Interesting parts of images can be magnified for closer viewing.
- (3) **Distortion correction function**
Distortion-free images are quickly available.
- (4) **Power zoom and power focus.**
- (5) **P in P function**
- (6) **USB jack**

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Manual abstract:

(5) P in P function (6) USB jack 1 Before Use <Before Using> About the Symbols Various symbols are used in this instruction manual and on the product itself to ensure correct usage, to prevent danger to the user and others, and to prevent property damage. The meanings of these symbols are described below.

It is important that you read these descriptions thoroughly and fully understand the contents. Warning Caution Typical Symbols This symbol indicates information that, if ignored, could possibly result in personal injury or even death due to incorrect handling. This symbol indicates information that, if ignored, could result possibly in personal injury or physical damage due to incorrect handling. This symbol indicates an additional warning (including cautions). An illustration is provided to clarify the contents (the illustration to the left indicates danger of electrical shock). This symbol indicates a prohibited action. The contents will be clearly indicated in an illustration or nearby (the symbol to the left indicates that disassembly is prohibited). This symbol indicates a compulsory action.

The contents will be clearly indicated in an illustration or nearby (the symbol to the left indicates that the power plug should be disconnected from the power outlet). 3 [Safety Precaution] Warning s If a problem should occur. · If smoke or a strange odor arise, continued use could result in fire or electrical shock. In such case, immediately turn off the power switch and then disconnect the power plug from the power outlet. After making sure that the smoke or odor has stopped, contact your dealer for repairs.

Never attempt to make repairs yourself because this is dangerous. Do not use this projector if there is no image or sound, or if the sound is distorted. Continued use plug from the could result in fire or power outlet. electrical shock. In such case, immediately turn off the power switch, disconnect the power plug from the power outlet and contact your dealer.

If water should enter the inside of this projector, immediately turn off the power switch, disconnect the power plug from the power outlet and contact your dealer. s Do not insert foreign objects. through · Do not insert metal objects etc., of the ventilation openings, this projector or drop such objects inside because this could result in fire or electrical shock. If a foreign object should enter this projector, immediately turn off the power switch, disconnect the power plug from the power outlet and contact your dealer. Disconnect the Continued use could result in plug from the power outlet. fire or electrical shock. Use special caution in households where children are present. · · · s Do not look through the lens when the lamp is on. Never look through the lens when the lamp is on.

The powerful light could adversely affect vision. Use special caution in households where children are present. s Do not install on an unstable surface. on an · Do not install this projector wobbly unstable surface such as a s Avoid shock or impact on the projector. If the projector should fall, resulting in damage to the cabinet, immediately turn off the power switch, disconnect the power plug from the power outlet and contact your dealer. Continued use could result in fire or electrical shock. Do not use near water. stand or incline because this could result in the projector falling and causing injury. s Do not open the cabinet. open the cabinet.

· Never eis high voltage Ther Disconnect the plug from the power outlet. inside which can cause electrical shock. Do not Contact your dealer for disassemble. internal inspection, adjustment and repair. s Do not place this projector in a container containng liquid.

Do not place flower vases, flower pots, cups, cosmetics, liquids such as water, etc., on top of this projector. Spillage could result in fire or electrical shock. s Do not modify. Do not Do not modify this projector because disassemble.

this could result in fire or electrical shock. s Do not use in the bathroom. Do not use this projector in the bathroom because this could result in fire or electrical shock. Do not use near water. s Use only the indicated power supply. Use only the indicated power supply. The us eof any other power supply could result in fire or electrical shock. 4 Warning s Handle the power cord with care. damage, cut, · Do not twist the power process or strongly cord. Placing heavy objects on the power cord, heating or strongly pulling the power cord can result in damage as well as fire or electrical shock.

· Pulling on the power cord · Placing heavy objects on the power cord · Damaging the cord · Placing near heaters the power · Do not position projector. This can cord under the · · damage the power cord and cause fire or electrical shock. Also, do not place a spread, cover, etc., over the power cord because this could result in the inadvertent placing of heavy objects on the concealed power cord. If the power cord is damaged (exposed or broken core wires, etc.), contact your dealer for replacement; otherwise, fire or electrical shock could result. Make sure there is no dust, etc., on the power plug and insert a knife blade to make sure that there is no looseness. CAUTION LASER RADIATIONDO NOT STARE INTO BEAM WAVE LENGTH: 650nm MAX . OUTPUT: 1mW

CLASS 2 LASER PRODUCT RADIAZIONI LASER NON GUARDARE NEL RAGGIO LUCE APPARECCHIO LASER DI CLASSE 2 RAYONNEMENT LASER MANUFACTURED NE PAS REGARDER DANS LE FAISCEAU APPAREIL A LASER DE CLASSE 2 LASER-STRAHLUNG PLACE OF MANUFACTURER:A NICHT IN DEN STRAHL MADE IN JAPAN BLICKEN LASER KLASSE2 IEC60825-1:1993+A1:1997 s Do not allow the laser beam to enter the eyes.

This remote control is equipped with a laser pointer and a laser beam is emitted from the laser outlet. Do not look directly into the laser beam outlet or direct the laser beam at other people. Vision can be impaired if the laser beam enters the eyes. Use special caution in households where children are present. · Laser beam outlet AVOID EXPOSURELASER RADIATION IS EMITTED FROM THIS APERTURE 5 Caution s Do not sit or place heavy objects on this projector.

Do · Thisnot sit on thisinprojector. could result overturning, s Clean the projector interior once every two years. Request your dealer to clean the interior of the projector approximately every two years. Accumulations of dust inside the projector can result in fire or malfunction if not cleaned for an extended period. This cleaning is more effective if performed befor every humid periods such as rainy season, etc.

Ask your dealer for details about internal cleaning. · leading to damage or personal injury. Use special caution in households where children are present. Do not place heavy objects on this projector. Placing heavy objects on this projector could result in loss of balance or falling and cause personal injury.



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s Do not block the ventilation openings. Do not block the ventilation openings of this projector. Blocking ventilation could lead to internal overheating which could result in fire. Do not place this projector on its side during use or push it into a small, poorly ventilated location. Do not place this projector on a carpet or bedding or cover it with a table cloth, etc.

Also, when installing this projector, make sure the ventilation openings are at least 10cm from the wall. s Avoid installation in humid or dusty locations. not install this projector in a humid or dusty location. This could result in fire or electrical shock. Avoid installation near the kitchen, a humidifier or other locations where there is oily smoke or humidity. This could result in fire or electrical shock. s Use the caster brakes. When installing this projector on a stand with casters, use the caster brakes to prevent the stand moving or over turning and causing personal injury. s Care and maintenance. For safety purposes, disconnect the power plug from the power outlet before starting the care and maintenance of this projector.

Disconnect the plug from the power outlet. s Do not handle the power cord roughly. s Battery usage. away from the power cord could melt the heaters because the heat batteries. Use only the specified mix old with this projector. Do not and new batteries because this could result in fire or personal injury due to battery cracking or leakage.

Make sure the plus and minus terminals are correctly aligned when loading the batteries. Incorrect loading could result in personal injury or contamination of the surroundings due to battery cracking or leakage. . . . power cord and cause fire or electrical shock. Do not touch the power plug with wet hands because this could result in electrical shock. When disconnecting the power plug, do not pull on the power cord.

This could damage the power cord and cause fire or electrical shock. Always grip the plug when disconnecting. 6 Caution s When the projector is not to be used for an extended period. For safety purposes when the projector is not to be used for an extended period because of travel, the etc., always disconnect the power. Disconnect the plug from the power outlet. Also power outlet. close the lens cover to prevent the lens surface being scratched. s Moving the projector. the projector, be sure . When moving lens cover, disconnect to close the the power plug from the power outlet and disconnect all external. Disconnect the plug from the connections. Failure to do this power outlet.

could damage the power cord and cause fire or electrical shock. Avoid any impact or shock to the projector because this could result in malfunction. When moving this projector outdoors, protect it from wetting due to rain, etc. If the projector should become wet, dry it thoroughly before further use. Continued use while wet could result in fire or electrical shock. . [General Cautions] s Avoid excessively hot locations. Do not place this projector in direct sunlight or near a hot object such as a stove, etc., because the heat could have adverse influence on the cabinet and other parts. s Cabinet care. of plastic and discoloration . The cabinet is made occur if wiped with a solvent or paint peeling can s Sound volume.

Set the volume at a suitable level to avoid bothering other people. It is also better to keep the volume level low and close the windows at night to protect the neighborhood environment. . . . s Lens care Use commercially available lens tissue to clean the lens (used to clean cameras, eyeglasses, etc.). Be careful not to scratch the lens with hard objects.

such as benzine, thinner, etc. Before using chemical wipes, be sure to read and observe the instructions. Do not spray volatile substances such as insect repellent on the cabinet. Also, do not allow long-term close contact with rubber or vinyl products because this could result in discoloration, peeling paint, etc. Use a soft cloth to clean the cabinet and operation panel.

*When excessively soiled, dilute a neutral detergent in water, wet and wring out the cloth and afterward wipe with a dry cloth. Do not apply undiluted detergent directly to the projector. s Extended usage. When using this projector for an extended period, stop periodically downward and to the left and right. RESET RESET MOUSE / RIGHT button (1) Operates as the RESET button when the menu is displayed. Press this button to return to the initial settings. (2) Used to click the right mouse button when the menu is not displayed (refer to page 25,26). *1 (3) Pressing this button after scrolling the screen with POSITION returns the screen to the original position. MENU FREEZE MAGNIFY OFF VOLUME MENU button Used to turn the menu screen display on and off. (refer to page 17-21).*

*P in P MUTE FREEZE button Used to turn the freeze (still) image display on and off. BLANK AUTO TIMER MAGNIFY button Used to magnify the displayed image. FOCUS ZOOM VOLUME button Adjusts the volume of the sound. Press [] to increase the volume and () to decrease the volume. P in P button *2 Used to turn P in P (Picture In Picture: displays sub video signal images in the RGB signal) on and off. Each time this button is pressed, operation will change in the following sequence: (1) Reduce sub screen (2) Magnify sub screen (3) Off. (1) (3) MUTE button Mutes the sound when pressed and restores the sound when pressed again. TIMER button Turns the time display of the timer displayed on the menu screen on and off. The timer is not displayed during blanking. Refer to page 20, 21 concerning the method used to set the timer.*

*BLANK button Used to turn blanking on and off. (Refer to page 20.) FOCUS button Used to adjust the focus of the image on the screen. (Refer to page 13.) ZOOM button Used to adjust the size of the image. (Refer to page 13.) AUTO button Used to execute auto-adjust. *3 *1 POSITION icon When the POSITION button is pressed, the remote control buttons will light and the moving display icon will appear at the bottom right of the screen. *3 Auto adjustment function The projector automatically adjusts 4 items (V. POSIT, H. POSIT, H. SIZE).*

When you choose AUTO (move the cursor to the right from the manual operation position), the AUTO confirmation menu shown below is indicated. . Auto adjust requires several tens of seconds. . Auto adjust may not operate correctly in some cases, depending on the computer connected and the signal. . Auto adjust may not operate correctly in some cases, depending on the type of image. . Execute auto adjust with the display of the application being run by the computer at maximum. . After auto adjust, the image may be slightly dark in some cases due to automatic adjustment of the signal level. . Auto adjust cannot execute when the initial display is "NO INPUT IS DETECTED" or "SYNC IS OUT OF RANGE" during FREEZE or MAGNIFY.



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Caution *2 With the P in P function, signals are input to both RGB and VIDEO. This function operates only when the RGB signal has been selected. There is no display in the case of the no signal and when the RGB signal is outside the sync range. When P in P is used, audio is automatically switched to video. In P in P, audio input can be switched by pressing the VOL and VOL keys of the remote control, displaying the audio bar and moving Disk Pad left and right during the display. RGB/VIDEO 10 Names and functions of each part (continued) Loading the batteries Loading AA batteries into the remote control. 1 Remove the battery cover. Press the battery cover and slide it in the direction of the arrow. 2 Loading the batteries. Make sure the plus and minus poles are correctly oriented.

3 Close the battery cover. · Caution Battery usage cautions Use only the specified batteries with this projector. Also, do not mix new and old batteries. This could cause in battery cracking or leakage, which could result in fire or personal injury. When loading the batteries, make sure the plus and minus poles are correctly oriented as indicated in the projector.

Incorrect orientation could cause battery cracking or leakage, which could result in personal injury or pollution of the surrounding environment. · · · · · Caution Remote control usage cautions Do not drop the remote control or apply impact. Do not wet the remote control or place it on any wet object. Such actions could result in malfunction. When not to be used for an extended period, remove the batteries from the remote control.

Replace the batteries when remote control operation becomes difficult. Do not place the remote control close to the cooling fan of the projector. Do not disassemble the remote control in case of malfunction. please bring it to the service station. Warning The laser pointer of the remote control is used in place of a finger or rod. Never look directly into the laser beam outlet or point the laser beam at other people. The laser beam can cause vision problems.

CAUTION LASER RADIATION DO NOT STARE INTO BEAM WAVE LENGTH: 650nm MAX . OUTPUT: 1mW CLASS 2 LASER PRODUCT RADIAZIONI LASER NON GUARDARE NEL RAGGIO LUCE APPARECCHIO LASER DI CLASSE 2 RAYONNEMENT LASER MANUFACTURED NE PAS REGARDER DANS LE FAISCEAU APPAREIL A LASER DE CLASSE 2 LASER-STRAHLUNG PLACE OF MANUFACTURER:A NICHT IN DEN STRAHL MADE IN JAPAN BLICKEN LASER KLASSE2 IEC60825-1:1993+A1:1997 AVOID EXPOSURE LASER RADIATION IS EMITTED FROM THIS APERTURE 11

Installation Typical LCD Projector and Screen Installation Use the diagram below as reference to determine the screen size and projection distance. Top view Screen Side view Lens center b a a (inches) Screen size (inches) Minimum 40 60 80 100 120 150 200 55 85 114 144 176 220 291 Maximum 73 114 151 191 231 282 386 1 2 2 3 3 4 6 b (inches) a.

Distance from the LCD projector to the screen b. Distance from the lens center to the bottom of the screen (a,b : +/-10%). Caution The LCD projector should normally be used level (the legs can point upward). Positioning the projector sideways, or with the lens pointing upward or downward can cause the internal temperature to rise, which could result in a malfunction. The projection distances shown in the diagram to the left are for full size (800 x 600 dots). Using the adjusters Use the adjusters on the bottom to adjust the projection angle. Front view Side view Adjuster Variable within the range of approximately 0° - 9° 1. Lift up the projector and release the adjuster lock. 2. After adjusting the projection angle, firmly lock the adjusters.

3. Rotate the adjusters for fine adjustment. Caution · Do not release the locks unless the projector is being held; otherwise, the projector could overturn or the fingers could get caught and cause personal injury. · Do not force the adjusters to rotate. This could damage the adjusters or cause the lock to fail.

· Lock the adjusters firmly. If the lock is difficult to operate, change the angle slightly and try again. 12 Basic operations To project VIDEO LASER RGB 2 5742 STANDBY/ON POSITION 7 RESET MENU FREEZE MAGNIFY OFF VOLUME P in P MUTE 5 1 3 BLANK AUTO TIMER 4 FOCUS ZOOM 1 2 3 4 5 6 7 Turn on the main power switch of the projector [1: ON]. · The ON indicator will light orange. Press the STANDBY / ON button.

· The ON indicator will blink green and then light green. · The green blinking indicates warmup. · After the power is turned on, the lamp will be cooled for approximately 1 min. and the power cannot be turned on even by pressing the STANDBY/ON button. Remove the lens cap. Use the ZOOM button to adjust the screen size. Use the FOCUS button to adjust the focus. (1) The display shown to the right will appear when the FOCUS button is pressed. (2) Use the FOCUS button to adjust the focus until the image is sharp. (3) The message "Focus" will disappear if any other button is pressed.

+++FOCUS+++ Turn on the power to the connected equipment. Refer to page 31 concerning the connection of other equipment. Press either the INPUT button of the projector or the VIDEO/RGB button of the remote control to select the signal to be projected on the screen. The selected signal input channel will be displayed in the lower right part of the screen. Example on-screen display RGB 1 13 Basic operations (continued) Turning off the power 1 1 VIDEO LASER STANDBY/ON RGB POSITION RESET MENU 2 3 FREEZE MAGNIFY OFF VOLUME P in P MUTE BLANK AUTO TIMER 1 Press the STANDBY/ON button for approximately 1 sec. · The ON indicator will blink orange, then the lamp will turn off. Approximately 1 sec. after that, the lamp will light orange. · After the power is turned off, the lamp will be cooled for approximately 1 min. and the power cannot be turned off even by pressing the STANDBY/ON button.

· The standby status will not be entered if the time which the STANDBY/ON button is pressed is too short. 2 3 Turn off the main power switch of the projector [Attach the lens cap. : OFF]. Caution The fan will continue running for approximately 1 min. after the STANDBY/ON button is pressed.

Do not turn off the main power switch while the lamp is on because this will shorten the service life of the lamp. Plug & Play This projector is VESA DDC 1/2B compatible. Plug & play is possible by connecting to a computer that is VESA DDC (Display Data Channel) compatible. (Plug & play is a system configured with peripheral equipment including a computer and display, and an operating system. Caution Use the RGB cable included with this projector when using plug & play.

With other cables, pins (12) - (15) are sometimes not connected (effective only for RGB).



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14 Basic operations (continued) Freeze function This function is used to freeze the image being displayed. This function can be used together with the MAGNIFY function (refer to page 10). VIDEO LASER STANDBY/ON POSITION RGB RESET MENU FREEZE MAGNIFY VOLUME OFF 1 P in P BLANK MUTE AUTO TIMER 1 Press the FREEZE button. · The image being displayed will freeze. · The [] mark will be displayed for approximately 3 sec. when the FREEZE function is on. Cancelling the FREEZE function 1 Press the FREEZE button. · The FREEZE function will be cancelled. · The [] mark will be displayed for approximately 3 sec.

when the FREEZE function is cancelled. Caution · Pressing the FREEZE button alternately turns the freeze function on and off. · The FREEZE function will be cancelled when the input select button is pressed or the display mode of the PC being used for display is changed. · The POSITION icon is not displayed while the FREEZE function is being used. The screen cannot be moved with DISK PAD. · When a still image signal is input when the FREEZE function is on, make sure not to forget to cancel the FREEZE function. · Cancelled when the menu display is turned on during freeze operation. 15 Basic operations (continued) Magnify function VIDEO LASER RGB Part of an image can be displayed magnified. This function can be used together with the FREEZE function (refer to page 10). STANDBY/ON POSITION 4 5 RESET 1,2 3 MENU FREEZE 6 VOLUME MUTE MAGNIFY OFF P in P BLANK AUTO TIMER 1 2 3 4 5 6 Press the MAGNIFY + button.

· The center part of the image will be displayed magnified approximately two times. Changing the magnification ratio Press the MAGNIFY + button. · When this button is pressed, the image will be displayed even larger. Press the MAGNIFY button. · When this button is pressed, the image will be displayed even smaller.

Moving the display area Press the POSITION button. Press the DISK PAD up, down, left and right buttons. · The magnified area will move in accordance with the button pressed. Returning to normal display Press the MAGNIFY OFF button. Caution · The magnify function will be cancelled when the input select button is pressed or the display mode of the PC being used for display is changed.

· Cancelled when the magnified display or menu display is on. 16 Adjustments and functions VIDEO RGB LASER STANDBY/ON POSITION 1, 2, 3 2, 3 RESET MENU FREEZE MAGNIFY VOLUME OFF MENU P in P MUTE 3 1 1, 3 BLANK AUTO TIMER FOCUS ZOOM 1 2 3 Press the MENU () buttons of the projector or the MENU button of the remote control. · The Menu screen will appear. (refer to page 18-21 for details.) Press the MENU () buttons of the projector or the DISK PAD button of the remote control to select the menu item to be adjusted. · The selected menu item will be displayed in green. Press the MENU () buttons of the projector or the DISK PAD button of the remote control to select the menu item to be adjusted. · The selected menu item will be displayed in green. The menu will disappear after 5 - 10 sec. Returning to the initial settings · Select the adjustment item to be returned to the initial settings.

· Press the RESET button. 17 Adjustments and functions (continued) SET UP Images and display positions can be adjusted from the SETUP menu. RGB signal input SETUP INPUT IMAGE OPT. Video signal input SETUP INPUT IMAGE OPT. VOLUME BRIGHT CONTRAST V POSIT H POSIT H PHASE H SIZE COLOR BAL R COLOR BAL B 100 100 800 VOLUME BRIGHT CONTRAST SHARPNESS COLOR TINT COLOR BAL R COLOR BAL B Adjustment item VOLUME BRIGHT (BRIGHTNESS) CONTRAST SHARPNESS COLOR TINT V. POSIT (V. POSITION) H. POSIT (H. POSITION) H. PHASE H. SIZE COLOR BAL R (COLOR BALANCE Red) COLOR BAL B (COLOR BALANCE Blue) Adjustment description Volume decreases Darker Lower contrast Softer image Weaker colors Redder Volume increases Brighter Stronger contrast Sharper image Darker colors Greener Moves the image up and down. Moves the image left and right. Eliminates blanking. Adjusts the horizontal size of the image. Red Lighter Blue Lighter Darker Darker Using the SETUP Menu Move the cursor to the item to be adjusted and move the MENU button of the projector or the DISK PAD button of the remote control to change the length of the bar display.

Caution · Menu setting is not possible while the initial screen ("No input is detected" or Sync is out of range") is being displayed. · Tint cannot be adjusted with PAL or SECAM video signal input. · Tint, color and sharpness cannot be adjusted with RGB signal input. · V. POSIT, H. POSIT, H. PHASE and H. SIZE cannot be adjusted with video signal input. · Menu operation is not possible during magnify or freeze operations. · Displaying the menu cancels magnify and freeze operations. 18 Adjustments and functions (continued) INPUT The INPUT menu is used to select RGB signal sync signal frequency of the monitor and the VIDEO signal. SETUP RGB VIDEO INPUT IMAGE fH:38kHz fV:60Hz OPT. SETUP RGB VIDEO INPUT IMAGE OPT. AUTO NTSC PAL SECAM NTSC4.43 M-PAL N-PAL Adjustment item RGB VIDEO Adjustment description Displays the following RGB inputs fH: horizontal sync frequency fV: vertical sync frequency Sets the video signal system.

When the screen is unstable (no color) or rolls, select the mode that matches the input signal. 19 Adjustments and functions (continued) IMAGE Projection image inversion, etc., can be selected from the IMAGE menu. SETUP INPUT IMAGE OPT. SETUP INPUT IMAGE OPT. SETUP INPUT IMAGE OPT. KEYSTONE MIRROR BLANK START UP P. IN P. KEYSTONE MIRROR BLANK START UP P. IN P. KEYSTONE MIRROR BLANK START UP P. IN P. NORMAL H : INVERT V : INVERT H&V : INVERT SETUP INPUT IMAGE OPT. SETUP INPUT IMAGE OPT. KEYSTONE MIRROR BLANK START UP P. IN P. WHITE BLUE BLACK KEYSTONE MIRROR BLANK START UP P. IN P. TURN ON TURN OFF SETUP INPUT IMAGE OPT. KEYSTONE MIRROR BLANK START UP P.

IN P. Adjustment item KEYSTONE Adjustment description Reduces keystone distortion at the bottom Reduces keystone distortion at the top MIRROR Sets vertical or horizontal inversion of the projected image. H: horizontal inversion only V: vertical inversion only H&V: both horizontal and vertical inversion. Sets the color to be used for blanking with BLANK ON or when there is no signal. Blanking is turned on when there is no signal for approximately 5 min. Opens and closes the initial settings screen during signal input at start up. Selects the P in P sub screen display position. BLANK START UP P in P 20

Adjustments and functions (continued) OPT Communication functions, etc.



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, can be set from the OPT menu. SETUP INPUT IMAGE 1200bps 2400bps 4800bps 9600bps 19200bps OPT.

SETUP INPUT IMAGE OPT. SETUP INPUT IMAGE OPT. COM. SPEED COM. BITS TIMER LANGUAGE AUTO OFF SYNC ON G COM. SPEED COM. BITS TIMER LANGUAGE AUTO OFF SYNC ON G COM. SPEED COM. BITS TIMER LANGUAGE AUTO OFF SYNC ON G 7N1 8N1 SETUP INPUT IMAGE OPT. SETUP INPUT IMAGE OPT.

COM. SPEED COM. BITS TIMER LANGUAGE AUTO OFF SYNC ON G 10 min. COM. SPEED COM.

BITS TIMER LANGUAGE AUTO OFF SYNC ON G ENGLISH FRANÇAIS DEUTSCH ESPAÑOL ITALIANO NORSK NEDERLANDS JAPANESE SETUP INPUT IMAGE OPT. SETUP INPUT IMAGE OPT. COM. SPEED COM. BITS TIMER LANGUAGE AUTO OFF SYNC ON G 10 min.

COM. SPEED COM. BITS TIMER LANGUAGE AUTO OFF SYNC ON G TURN ON TURN OFF Adjustment item COM. SPEED COM. BITS Adjustment description Sets the communication speed (5 steps). Sets the bit configuration for the communication data. 7N1...7 data bits, No parity, 1 stop bit.

8N1...8 data bits, No parity, 1 stop bit. Sets the timer display time (0 - 99) min. Selects the menu screen language (English, French, German, Spanish, Italian, Norwegian, Dutch, Japanese). Sets the time after which the power will be turned off (standby status) when there is no input signal. The settings are 1 - 99 min, 0 and None. Sets the SYNC ON G feature on/off. TIMER LANGUAGE AUTO OFF SYNC ON G 21 Connection to the video signal terminals 1.

Input signals S-VIDEO signal VIDEO signal Input Audio signal Output Brightness signal Color signal 1.0V p-p, 75 terminator 0.286V p-p (burst signal), 75 terminator 1.0V p-p, 75 terminator 200mV rms, 20k or less (max. 3.

0V p-p) 0200mVrms, 1k 2. Signal input jacks Color signal Brightness signal Ground Ground S-VIDEO input (mini DIN 4-pin) Caution The priority sequence of the video input jacks is as follows. (1) S-VIDEO input jack (2) RCA jack input jack When video signals are being projected, the audio input by the video is output to the audio output jack (RGB/VIDEO). Connection to the RGB signal terminal 1. Input signals Video signal Horizontal sync signal Vertical sync signal Compound sync signal Input Audio signal Output Analog, 0.

7V p-p, 75 terminator (positive polarity) TTL level (positive/negative polarity) TTL level (positive/negative polarity) TTL level 200mV rms, 20k or less (max. 3.0V p-p) 0~200mVrms, 1k 2. Signal input jacks 1 2 3 4 5 6 7 8 Video input (red) Video input (green) Video input (blue) N.C N.C Ground (red) Ground (green) Ground (blue) 9 10 11 12 13 14 15 N.C Ground N.C DDC jack (Display Data Channel) Horizontal sync signal/compound sync signal Vertical sync signal DDC jack (Display Data Channel) D-sub 15-pin shrink jack 22 Connection to the RGB signal terminal (continued) 3. Example of computer signal Resolution H×V 640 × 400 640 × 350 640 × 400 720 × 400 640 × 480 640 × 480 640 × 480 640 × 480 800 × 600 800 × 600 800 × 600 800 × 600 800 × 600 832 × 624 1024 × 768 1024 × 768 1024 × 768 fH (kHz) 24.8 37.

9 37.9 37.9 31.5 35.0 37.9 37.5 43.3 35.2 37.9 48.

1 46.9 53.7 49.7 48.4 56.

5 60.0 fV (Hz) 56.4 85.1 85.1 85.

0 59.9 66.7 72.8 75.0 85.0 56.3 60.3 72.2 75.0 85.

1 74.5 60.0 70.1 75.0 VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA VESA Rating Signal mode NEC PC9800 VGA-1 VGA-2 TEXT VGA-3 Mac13"mode VGA-3(72Hz) VGA-3(75Hz) VGA-3(85Hz) SVGA(56Hz) SVGA(60Hz) SVGA(72Hz) SVGA(75Hz) SVGA(85Hz) Mac16"mode XGA(60Hz) XGA(70Hz) XGA(75Hz) Partial Zoom out Zoom out Zoom out SW 2 ON SW 4 ON Display mode Zoom in Zoom in Zoom in Zoom in Zoom in Zoom in Zoom in Zoom in Zoom in SW 1 ON SW 2 ON Note 1 Note 1: Mac adapter is necessary to the resolution mode. Projector is compatible with 13 inch mode and 16 inch mode. Mac 13" mode=switch 1 and switch 2 are ON. Mac 16" mode=switch 2 and switch 4 are ON. ON 12 OFF 3 4 5 6 (Example 16 inch mode) Caution ·Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.

·Be sure to check jack type, signal level, timing and resolution before connecting this projector to a computer. ·Depending on the input signal, full-size display may not be possible in some cases. Refer to the number of display pixels above. 23 Connection to the RGB signal terminal (continued) 4. Initial set signals The following signals are used for the initial settings.

The signal timing of some computer models may be different. In such case, refer to pages 17 and 18 and adjust the V.POSIT and H.POSIT of the menu. Back porch bb Display c interval c Front porch d d DATA HSYNC Syncaa Computer/Signal VGA-1(85Hz) VGA-2(85Hz) PC-9800 TEXT VGA-3 Mac 13"mode VGA-3(72Hz) VGA-3(75Hz) VGA-3(85Hz) SVGA(56Hz) SVGA(60Hz) Horizontal signal timing (μs) a 2.

0 2.0 3.0 2.0 3.8 2.1 1.3 2.0 1.6 2.0 3.

2 b 3.0 3.0 3.8 3.0 1.9 3.2 3.8 3.8 2.2 3.

6 2.2 c 20.3 20.3 30.4 20.

3 25.4 21.2 20.3 20.3 17.

8 22.2 20.0 d 1.0 1.0 3.0 1.0 0.6 2.1 1.0 0.

5 1.6 0.7 1.0 Computer/Signal SVGA (72Hz) SVGA (75Hz) SVGA (85Hz) Mac 16"mode XGA (60Hz) XGA (70Hz) XGA (75Hz) Horizontal signal timing (μs) a 2.4 1.6 1.1 1.1 2.1 1.8 1.

2 b 1.3 3.2 2.7 3.9 2.

5 1.9 2.2 c 16.0 16.2 14.

2 14.5 15.8 13.7 13.0 d 1.1 0.3 0.6 0.6 0.4 0.

3 0.2 Back porch b b Display interval c c Front porch d d DATA VSYNC Syncaa Computer/Signal VGA-1 (85Hz) VGA-2 (85Hz) PC-9800 TEXT VGA-3 Mac 13"mode VGA-3 (72Hz) VGA-3 (75Hz) VGA-3 (85Hz) SVGA (56Hz) SVGA (60Hz) Vertical signal timing (lines) a 3 3 8 3 2 3 3 3 2 4 b 60 41 25 42 33 39 28 16 25 22 23 c 350 400 400 480 480 480 480 480 480 600 600 d 32 1 7 1 10 3 9 1 1 1 1 Vertical signal timing (lines) Computer/Signal SVGA (72Hz) SVGA (75Hz) SVGA (85Hz) Mac 16"mode XGA (60Hz) XGA (70Hz) XGA (75Hz) a 6 3 3 3 6 6 3 b 23 21 27 39 29 29 28 c 600 600 600 624 768 768 768 d 37 1 1 1 3 3 1 24 Connecting the USB 1. Connect the projector and computer with a suitable commercially available cable. 2. Press the INPUT button of the projector or the RGB 1/2 button of the remote control and select the input where the computer is to be connected. 3. Start the mouse function. 4. Refer to page 10, 26 concerning the remote control of mouse operations. 5.

Varying the force with which the DISK PAD button is pressed varies the speed of mouse operation. USB jack (B type) 2 1 Projector Computer USB jack (A type) +5V 1 DATA 2 1 +5V +DATA 1 2 3 4 2 DATA 3 +DATA 3 3 4 GND 4 4 GND USB cable Caution ·Before making connections, read the instruction manual of the equipment to be connected. ·Use the optional USB cable to connect. ·Effective with USB only when the mouse is used. ·Do not use with any

device other than a personal computer.

· When using with Windows 95, it is necessary to set so that USB can be used with version OSR 2.



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1 or higher. Depending on the version of the host controller, operation may not be possible in some cases. · In the case of notebook type computers with a built-in pointing device such as a track ball, in some cases the built-in pointing device will have priority even if a mouse is connected and the mouse may not be selected. In such case, disable the built-in pointing device and change the BIOS setting (system setup) so that an external mouse can be selected.

After changing the BIOS setting, perform the operations described in 1 - 3 above. Refer to the computer hardware manual concerning the BIOS setting. Also, some computers may not have a utility program to operate a mouse. Refer to the computer hardware manual. 25 Connection to the control signal terminal 1. Mouse functions (1) Turn off the main power switches of the projector and computer and connect the two units with the cable provided or an optional suitable commercially available cable. Disconnect the USB cable from the projector. (2) Turn on the main switch of the projector (the ON indicator lamp will light green). (3) Press the INPUT button of the projector or the RGB button of the remote control and select the input where the computer is to be connected. (4)

Turn on the computer power supply.

(5) Start the mouse function. If the mouse has not been started, reboot the computer (soft reboot or reboot buttons). (6) Refer to page 10 concerning remote control operation. (7) Varying the force with which the DISK PAD button is pressed varies the speed of mouse operation. PS/2 Mouse Projector 1 CLK 2 DATA 3 Computer 1 2 3 4 5 6 DATA GND +5V CLK Mouse jack Mini DIN 6-pin control jack D-sub 15-pin shrink jack 4 5 SEL0 6 RTS 7 8 +5V 9 GND 10 11 12 13 14 15 6 4 2 5 3 1 Mouse cable (PS/2) Use the mouse cable provided or a PS/2 mouse cable (for IBM and compatibles). Cables for ADB mouse (Apple), bus mouse (NEC) and serial mouse are available as options. Mouse cable ADB mouse Bus mouse Serial mouse Product name COE-MAC (ADB)-2 COE-PC98 (BUS)-2 COE-SERIAL-2 Model SC-MA201XC SC-MN201XC SC-MS201XC Caution · Before making connections, read the instruction manual of the equipment to be connected. · Turn off the projector and computer power supplies before connecting. Connecting the mouse cable with the computer power on can result in a malfunction. Use the mouse cable provided or an optional mouse cable to make the connection.

· In the case of notebook type computers with a built-in pointing device such as a track ball, in some cases the built-in pointing device will have priority even if a mouse is connected and the mouse may not be selected. In such case, disable the built-in pointing device and change the BIOS setting (system setup) so that an external mouse can be selected. After changing the BIOS setting, perform the operations described in (1) - (3) above. Refer to the computer hardware manual concerning the BIOS setting. Also, some computers may not have a utility program to operate a mouse.

Refer to the computer hardware manual. 26 Connection to the control signal terminal (continued) CONTROL signal jack Mouse Pin no. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 RD TD TD SW-R GND +5V GND +5V GND GND SELO RTS SELO RTS RTS SELO RTS CLK DATA DATA XA XB SELO RTS YA +5V GND SW-L SEL-1 RS-232C PS/2 ADB Serial BUS YB Projector 1 2 DATA 3 4 5 6 RTS 7 8 +5V 9 GND 10 11 12 13 14 15 Computer 1 2 3 4 ADB (POWER ON) +5V GND 2 ADB (Mac) mouse Mouse jack Mini DIN 4-pin 4 3 1 Mouse cable (ADB) (option) Serial mouse Projector 1 2 3 4 5 SEL0 6 RTS 7 8 9 GND 10 11 12 13 TD 14 15 Computer 1 2 3 4 5 6 7 8 9 CD RD TD DTR GND DSR RTS CTS RI Mouse jack D-sub 9-pin 1 6 2 7 3 8 4 9 5 Mouse cable (serial) (option) 27 Connection to the control signal terminal (continued) 2. RS232C communication (1) Turn off the projector and computer power supplies and connect with the RS232C cable. (2) Turn on the computer power supply and, after the computer has started up, turn on the projector power supply.

(3) Refer to page 20, 21 and set the communication speed and the number of communication bits. (4) Start RS232C communication. Projector 1 2 3 4 5 SEL0 6 RTS 7 8 9 GND 10 11 12 RD 13 TD 14 15 Projector/computer Response code Command MOUSE COMMUNICATE POWER ZOOM FOCUS MIRROR INPUT (VIDEO)SYSTEM VOLUME MUTE BRIGHT CONTRAST COLOR TINT SHARPNESS H.PHASE H.POSIT H.SIZE V.POSIT COLOR BALANCE R COLOR BALANCE B AUTO ADJUST BLANK MAGNIFY FREEZE 1st 2nd data 11h 05h +1 11h 06h +1 11h 11h +1 11h 12h +1 11h 13h +1 11h 14h +1 11h 21h +1 12h 22h +2 11h 23h +1 11h 24h +1 13h 31h +3 13h 32h +3 13h 33h +3 13h 34h +3 13h 35h +3 13h 37h +3 14h 38h +4 14h 36h +4 14h 3Ah +4 13h 3Bh +3 13h 3Dh +3 11h 3Ch +1 11h 41h +1 11h 15h +1 11h 16h +1 Inquiry code 1st 2nd 20h 05h 20h 06h 20h 11h 20h 14h 20h 21h 20h 22h 20h 23h 20h 24h 20h 31h 20h 32h 20h 33h 20h 34h 20h 35h 20h 37h 20h 3Bh 20h 3Dh 20h 3Ch 20h 41h 20h 15h 20h 16h Computer 1 2 3 4 5 6 7 8 9 CD RD TD DTR GND DSR RTS DTS RI RS232C jack D-sub 9-pin 1 6 2 7 3 8 4 9 5 Control jack D-sub 15-pin shrink RS232C cable Computer/projector Setting code 1st 2nd data 31h 05h +1 31h 06h +1 31h 11h +1 31h 12h +1 31h 13h +1 31h 14h +1 31h 21h +1 32h 22h +2 31h 23h +1 31h 24h +1 33h 31h +3 33h 32h +3 33h 33h +3 33h 34h +3 33h 35h +3 33h 37h +3 34h 38h +4 34h 36h +4 34h 3Ah +4 33h 3Bh +3 33h 3Dh +3 31h 3Ch +1 31h 41h +1 31h 15h +1 31h 16h +1 Default setting code 1st 2nd 40h 05h 40h 06h 40h 14h 40h 21h 40h 22h 40h 23h 40h 24h 40h 31h 40h 32h 40h 33h 40h 34h 40h 35h 40h 37h 40h 38h 40h 36h 40h 3Ah 40h 3Bh 40h 3Dh 40h 3Ch 40h 41h 40h 15h 40h 1Dh 28 Connection to the control signal terminal (continued) Command data chart Item MOUSE COMMUNICATE POWER ZOOM FOCUS MIRROR INPUT SYSTEM (VIDEO) VOLUME MUTE BRIGHT CONTRAST COLOR TINT SHARPNESS H.PHASE H.POSIT H.SIZE V.

POSIT COLOR BALANCE R COLOR BALANCE B AUTO ADJUST BLANK MAGNIFY Data code 00h=disable mouse function, 01 7Fh=start mouse function 0Xh=8N1, 1Xh=7N1 X0h=1200bps, X1h=2400bps, X2h=4800bps, X3h=9600bps, X4h=19200bps 3Eh=power off (standby status), 3Fh=power on 01 3Fh=Zoom+, 41 7Fh=Zoom-, 01, 04 (zoom out) 3F, 7F (zoom in) 01 3Fh=Focus+, 41 7Fh=Focus-, 01, 04 (short) 3F, 7F (long) 00h=Normal, 01h=H : Invert, 02h=V : Invert, 03h=H & V : Invert 11h=VIDEO, 21h=RGB1, 22h=RGB2 00h 00h=Auto, 00h 01h=NTSC, 00h 04h=NTSC4. 43 00h 02h=PAL, 00h 03h=SECAM, 00h 05h=M-PAL, 00h 06h=N-PAL 00h (low volume) 24h (high volume) 00h=mute off, 01h=mute on 00h 00h 00h (dark) 00h 00h 24h (bright) 00h 00h 00h (low) 00h 00h 24h (strong) 00h 00h 00h (pale) 00h 00h 24h (dense) 00h 00h 00h (reddish) 00h 00h 24h (greenish) 00h 00h 00h (soft) 00h 00h 24h (sharp) 00h 00h 00h 00h 00h 24h 00h 00h 00h 01h (Right) moves one step 00h 00h 00h 7Fh (Left) moves one step 00h 00h 00h 01h (Large) moves two step 00h 00h 00h 7Fh (Small) moves two step 00h 00h 00h 01h (Up) moves one step 00h 00h 00h 7Fh (Down) moves one step 00h 00h 00h (Light red) 00h 00h 24h (Dark red) 00h 00h 00h (Light blue) 00h 00h 24h (Dark blue) 00h (AUTO ADJUST (Play)), 07h (AUTO ADJUST (stop)) 0Xh=blinking off, 1Xh=blinking on X=8 Black, X=9 Blue, X=F White (1) Inquiry code, response code in case of having sent default setting code (data length=1 byte) 00h=normal display, 01h=magnified display (2) In case of setting magnification rate of the setting code (data length=6 bytes) 1st, 2nd data byte: starting position for horizontal magnification (left end) 00h 00h (left) ~ 30h 05h (right) 3rd, 4th data byte: starting position for vertical magnification (upper end) 00h 00h (up) ~ 00h 04h (down) 5th, 6th data byte: data for number of dots for horizontal magnification 64h 00h (large) ~ 20h 06h (small) FREEZE 00h=normal display, 01h=still image display The command code configuration consists of a 2-byte command and the following data.



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The first byte of a command indicates the command type with 3 bits on the MSB side and the data length with 4 bits on the LSB side. Projector - computer
Computer - projector 0xH' : Error code 2xH' : inquiry code 1xH' : response code 3xH' : setting code 70H' : frame error code 4xH' : default setting code
x' indicates the data length (example: x=2 means a 2-byte command). The second byte of a command indicates the command contents. 29 Connection to the
control signal terminal (continued) Requesting projector status (1) Send the request code 20H' + yyH' from the computer to the projector. (2) The projector
returns the response code 1xH' + yyH' +data to the computer. Changing the projector settings (1) Send the setting code 3xH' + yyH' +data from the
computer to the projector. (2) The projector changes the setting based on the above setting code. (3) The projector returns the response code 1xH' + yyH'
+data to the computer.

Caution The response data in (3) above need not match the setting data in (1). For example, when the projector cannot set the setting data in (1), the
projector may set the closest value. That value will be used as the response data in (3). Or else the projector will return the error code 0xH' + yyH' +data.

Using the projector default settings (1) The computer sends the default setting code 40H' + yyH' to the projector.

(2) The projector changes the specified setting to the default value. (3) The projector returns the default value with the response code 1xH' + yyH' =data.

When a command sent by the projector cannot be understood by the computer (1) The computer sends the command code 3xH', 4xH' or 4xH' + yyH'
+data to the projector. (2) When the command sent by the projector cannot be understood, the error command 00H' + yyH' is returned by the computer.

When data sent by the projector cannot be understood (1) The computer sends the command code 3xH', 4xH' or 4xH' + yyH' +data to the projector.

(2) When the command sent by the projector cannot be understood, the error code 0xH' + yyH' +data is returned. When the data length is greater than
indicated by the data length code, the projector will ignore the excess data code. Conversely, when the data length is shorter than indicated by the data length
code, an error code will be returned to the projector. When a frame error occurs Repeats 10 times per second until there is some sort of response to the error
code 70H' + 70H'. When the interval between bytes in one command is 500ms or greater When a command or data is not sent within 500ms after the command
code 2xH', 3xH' or 4xH' is sent by the computer, the error command 70H' + 70H' will be returned as soon as the 500ms elapses. After this, if there is no
response within 1 sec., a frame error will occur. Caution Operation cannot be guaranteed when the projector receives an undefined command or data.

Provide an interval of at least 40ms between the response code and any other code. 30 Example of system setup Computer (notebook type) 1 AC input RGB IN
2 S-VIDEO IN VIDEO IN CONTROL RGB OUT AUDIO IN L MONO R AUDIO IN 1 2 AUDIO OUT USB Computer (desktop type) Video tape recorder with
S jack Video tape recorder Speaker (with built-in amp) Display monitor Caution Turn power off to all devices before connecting.

Refer to the instruction manual of each device before connecting. Cleaning the Air filter Clean the air filter about every 100 hours . 1 2 Turn off the MAIN
POWER switch of the projector and pull out the power cord. Remove the front air filter. Filter Air Filter Model MU00831 31 Cleaning the Air filter
(continued) 3 4 Cleaning the air filter with a vacuum cleaner Installing the air filter When the air filter becomes clogged with dust, etc., the projector power
may turn off to prevent the internal heat level rising. Do not operate the projector with the air filter removed. Caution Lamp The light source lamp has a
service life. When used for an extended time, the images may become darker and the colors may deteriorate. A malfunction could occur if the projector is used
in this condition, so replace the lamp with a new one.

The following indicator or a message which appears when the power is turned on will indicate when the lamp should be replaced. At such time, it is necessary
to replace the lamp with a new one. For lamp replacement, please contact your dealer or service company. Caution The indicator lamp will also light red
when the lamp unit overheats. In such case, turn off the main power switch, wait for a while (approx.

20 min.) and then turn the power on again. If the indicator lamp lights red again when the power is turned on, contact your dealer or service company.
Message table Screen displays The following messages are displayed on the screen. CHANGE THE LAMP"CALL A MAINTENANCE PERSON" "CHANGE
THE LAMP" "CALL A MAINTENANCE PERSON" "THE POWER WILL TURN OFF AFTER * Hr.

"Blinking of "CHANGE THE LAMP" NO INPUT IS DETECTED SYNC IS OUT OF RANGE The total lamp usage time is nearing the service life of the lamp.
Replace with a new lamp. The lamp will turn off automatically when the lamp replacement time has been exceeded. *1 The total lamp time is nearing the
lamp replacement time. After (*) hours, the lamp will turn off. Quickly replace with a new lamp. *1 *Indicates the number of hours until the lamp turns off
automatically. The total lamp time has exceeded the replacement time. The lamp will blink for approximately 10 min. and then turn off automatically.

Replace with a new lamp. There is no signal input (refer to pages 22, 23). The current horizontal or vertical frequency cannot be used by this projector (refer
to pages 23, 24). *1 This display will disappear after 3min. but will reappear when the power is turned on again. 32 Message table (continued) Indicators The
ON indicator, LAMP indicator and TEMP indicator light or blink in the following cases. ON indicator Lights orange Flashes green Lights green Flashes
orange LAMP indicator Turns off Turns off Turns off Turns off TEMP indicator Turns off Turns off Turns off Turns off Message Standby status Warming up
Operation status *1 Cool down Wait some time (approx. 20 min.) before turning the power on again. If the The lamp does not light.

*2 indicator still lights, the lamp may have failed and. Replace with a new lamp. A lamp has not been inserted Firmly insert the lamp as far as possible or the
lamp cover is missing. and screw the lamp cover in place. The cooling fan is not operating.

Contact your dealer. The total lamp time has Contact your dealer. exceeded the replacement time. Processing Lights red Lights red Turns off Lights red
Lights red Flashes red Flashes red Turns off Flashes red Turns off Flashes red Turns off When the LAMP or TEMP indicator lights or flashes, turn off the
MAIN POWER switch before proceeding.



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If the problem still persists, contact your dealer or service company.

*1: When the cooling fan is stopped and the interior becomes overheated, the power will turn off automatically to allow cooling (the indicator will turn off). In such cases, turn off the projector power, allow the set to cool and then turn the projector power on again. The lamp will then light. If the lamp does not light, contact your dealer or service company. *2: In some cases, when the air holes become blocked and the interior temperature rises, the lamp will be turned off for protection and the LAMP indicator will flash red. In such cases, turn off the MAIN POWER switch, allow the set to cool (for approx. 20 min.) and then turn the power on again. When you think something wrong Before requesting repair, check in accordance with the following chart. If the situation cannot be corrected, then contact your dealer.

Symptom The power is not turned on. No video or audio. Possible cause ·The main power switch is not turned on. ·The power cord is disconnected. ·The input is not correctly set. ·No signal input. Video is present but no audio. ·The projector is not correctly connected. ·The volume is set to minimum. ·Mute is turned on.

Audio is present but no video. ·The projector is not correctly connected. ·The brightness adjustment knob is rotated fully clockwise. ·The lens cap is still on. Color density and color matching are not correctly adjusted.

·Brightness and contrast are not correctly adjusted. ·The lamp is nearing the end of its service life. Focus or H PHASE is out of adjustment. Lamp failure. Internal overheating.

Remedy ·Turn on the main power switch. ·Plug the power cord into an AC power outlet. ·Use the projector or remote control to set. ·Connect correctly. ·Connect correctly. ·Press VOLUME + on the remote control or display the menu screen and adjust the volume. ·Press the MUTE button. ·Connect correctly. ·Select BRIGHT with the MENU button and then press the () key. ·Remove the lens cap.

Adjust the video. ·Adjust the video. ·Replace with a new lamp. Adjust the focus or H PHASE. Wait approximately 20 min. and then turn the power on again. ·Make sure the ventilation openings are not blocked. ·Clean the air filter. ·Lower the ambient temperature to 35 degrees C or less. Page P.

13 P.9 P.8,10, 13,19 P.9,31 P.9,31 P.

10,18 P.8,10 P.9,31 P.17 P.13 P.

18 P.18 P.32 P.13,18 P.33 P.31,32 Colors are pale and color matching is poor. Images are dark. Video is blurred. The LAMP indicator lights red. The TEMP indicator lights red.

A bright dot may be seen in the picture. This is a phenomenon peculiar to the liquid crystal and is not a problem. 33 Specifications Product name Model Display method Liquid crystal panel Panel size Drive system · These specifications are subject to change without notice. · This liquid crystal projector is designed for use in Japan and cannot be used in any other country. Liquid crystal projector CP-S860W/E Three liquid crystal panels, three primary color system. 3.3 cm (1.3 type) TFT active matrix Number of pixels 480,000 pixels (600 horizontal × 800 vertical) Lens Lamp Speaker Power supply Power consumption Operating temperature range Size Weight (mass) VIDEO signal input jacks RGB signal input/output jacks CONTROL signal jack Zoom lens

F=1.7~2.3 f=49~64mm 190w UHB 1.

2W+ 1.2W (Stereo) AC100 ~ 120V, 3.7A / AC220 ~ 240V, 1.5A. 320W 0~35°C 289 (W) × 124 (H) × 345 (D) 13 lbs S VIDEO: mini DIN 4-pin jack VIDEO: RCA jack AUDIO: RCA jack RGB signals: D-sub 15-pin shrink jack Audio: stereo mini-jack D-sub 15-pin shrink jack Dimensional Diagram Unit: mm 345 289 31 34 68 124 About the warranty and after-service About the warranty A warranty is provided for this product.

Fill in the necessary items and store in a safe place. About after-service When a problem occurs, please check first using the Troubleshooting Chart provided in this instruction manual. If the problem still persists, contact your dealer or service company. About repairs during the warranty period Repairs will be made as described in the warranty. For details, please read the warranty.

Repairs after the warranty period has elapsed paid repairs will be made if desired in the event that the function can be restored by such repairs. Parts will be made available for a minimum period of 8 years. 35 QR41821 Printed in Japan KY-K (S) Flüssigkristall-Projektor Modell CP-S860W/E

BEDIENUNGSANLEITUNG Herzlichen Glückwunsch zum Kauf dieses Flüssigkristall-Projektors von Hitachi. Bitte lesen Sie diese Bedienungsanleitung zugunsten der korrekten Bedienung aufmerksam. Bewahren Sie die Anleitung anschließend für späteres Nachschlagen an einem sicheren Platz auf.

Kurzbeschreibung Dieser Flüssigkristallprojektor dient zum Projizieren von Computergrafiken und NTSC/PAL/SECAM Videobildern auf eine Leinwand.

Großflächige Projektion ist problemlos möglich, und das Gerät benötigt zur Aufstellung nur wenig Platz. Inhalt Vor der Inbetriebnahme Überprüfung des Lieferumfangs Bezeichnung und Funktion der Teile Aufstellung Grundlegende Bedienung Einstellungen und Funktionen Anschluß an die Video-

Eingangsbuchsen Anschluß an die RGB-Buchse Anschluß der USB-Maus Anschluß an die Steuersignalebene Systemübersicht (Beispiel) Reinigen des

Luftfilters Lampe Meldungstabelle Abhilfe bei Problemen Technische Daten Garantie und Kundendienst Seite 3 8 8 12 13 17 22 22 25 26 31 31 32 32 33 34

35 Merkmale (1) Hervorragende Helligkeit Die UHB-Lampe und die Hochleistungsoptik des Geräts sorgen zusammen für optimale Bildhelligkeit. (2)

Partielle Vergrößerungsfunktion Interessante Bildteile können für nähere Betrachtung vergrößert werden. (3) Verzerrungskorrekturfunktion Verzerrungsfreie Bilder sind schnell verfügbar.

(4) Motorzoom und Powerfokus. (5) Bild-in-Bild Funktion (6) USB-Buchse 1 Vor der Inbetriebnahme <Vor dem Betrieb> Bedeutung der Symbole Zugunsten der korrekten Bedienung des Geräts befinden sich in dieser Anleitung sowie auf dem Projektor selbst bestimmte Symbole, die auf Sicherheitsrisiken und entsprechende Vorsichtsmaßnahmen hinweisen, um Körperverletzungen und Sachschäden zu vermeiden. Die Bedeutung dieser Symbole ist nachfolgend erklärt.

Es ist wichtig, daß Sie die folgenden Sicherheitshinweise aufmerksam durchlesen und verstehen. Dieses Symbol weist auf Vorsichtsmaßnahmen hin, deren Mißachtung bei falscher Bedienung zu körperlichen Verletzungen mit möglicher Todesfolge führen können. Dieses Symbol weist auf Vorsichtsmaßnahmen hin, deren Mißachtung bei falscher Bedienung zu Personenverletzungen oder Sachschäden führen können.



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WARNUNG VORSICHT Typische Symbole Dieses Symbol weist auf eine zusätzliche Warnung (einschließlich Vorsichtsmaßnahmen) hin, wobei eine Abbildung den Textinhalt verdeutlicht. (Das linksstehende Symbol deutet auf Gefahr durch elektrische Schläge hin.) Dieses Symbol weist auf eine unzulässige Handlung hin, wobei eine Abbildung den Textinhalt verdeutlicht. (Das linksstehende Symbol bedeutet, daß das Gerät oder eine bestimmte Baugruppe nicht zerlegt werden darf.

) Dieses Symbol weist auf eine Pflichtenhandlung hin, wobei eine Abbildung den Textinhalt verdeutlicht. (Das linksstehende Symbol bedeutet, daß der Netzstecker aus der Steckdose zu ziehen ist.) 3 [Sicherheitshinweise] Warnung s Bei Auftreten von Betriebsstörungen s Niemals im Badezimmer verwenden. Verwenden Sie den Projektor niemals im Badezimmer, da hierbei die Gefahr elektrischer Schläge besteht. · Bei fremden Gerüchen oder Rauchentwicklung kann eine Fortsetzung des Betriebs zu Bränden oder · elektrischen Schlägen führen.

Schalten Sie das Gerät Nicht in der Nähe von in diesem Fall sofort aus, und ziehen den Wasser verwenden. Netzstecker aus der Steckdose. Wenden Sie sich anschließend zwecks Reparatur an Ihren s Keine Fremdkörper ins Gehäuse stecken. @@Versuchen Sie die Belüftungsöffnungen usw. @@@@verwendet werden.

@@@@@@Ihren Fachhändler. sich zwecks Reparatur an Ihren Fachhändler. @@@@ von Wasser elektrische Schläge verwenden. verursachen können. @@Eine ziehen. @@@@Aus dem Fernbedienungsteil geht ein Laserstrahl aus. @@@@ Nicht am Netzkabel ziehen.

· Keine schweren Gegenstände auf das Kabel stellen. · Das Kabel vor Beschädigung schützen. @@OUTPUT: 1mW CLASS 2 LASER PRODUCT
RADIAZIONI LASER NON GUARDARE NEL RAGGIO LUCE APPARECCHIO LASER DI CLASSE 2 RAYONNEMENT LASER MANUFACTURED NE PAS
REGARDER DANS LE FAISCEAU APPAREIL A LASER DE CLASSE 2 LASER-STRAHLUNG PLACE OF MANUFACTURER:A NICHT IN DEN STRAHL
MADE IN JAPAN BLICKEN LASER KLASSE2 IEC60825-1:1993+A1:1997 dem · Das Netzkabel nicht unterkönnen Projektor verlegen.

Hierdurch Brände oder elektrischen Schläge verursacht werden. Ebenso sollte das Kabel nicht durch einen Teppich oder dergleichen verdeckt werden, da versehentlich schwere Gegenstände auf das verdeckte Kabel gestellt werden könnten. Wenden Sie sich an Ihren Fachhändler, falls das Netzkabel beschädigt ist (freiliegende oder gebrochene Kabeladern usw.), da eine Weiterverwendung zu Bränden oder elektrischen Schlägen führen kann. Darauf achten, daß der

Netzstecker nicht verstaubt ist und durch Einschieben einer Messerklinge auf Lockerung überprüfen. Laserstrahlfenster · · AVOID EXPOSURE LASER RADIATION IS EMITTED FROM THIS APERTURE 5 Vorsicht s Nicht auf den Projektor setzen und keine schweren Gegenstände darauf ablegen. setzen. · Nicht auf den Projektor hierdurch Der Projektor kann zu Verletzungen oder zur Verschmutzung der Umgebung durch giftige Batteriesäure führen. umfallen und Verletzungen verursachen. Besondere Vorsicht ist in Haushalten mit Kindern geboten.

Durch Auflegen schwerer Gegenstände kann der Projektor umfallen und Verletzungen verursachen. s Den Projektor alle zwei Jahre innen säubern lassen.

Lassen Sie den Projektor etwa alle zwei Jahre von einem Fachhändler innen säubern. Im Projektor angesammelter Staub kann zu Bränden oder Betriebsstörungen führen, falls der Projektor längere Zeit nicht gesäubert wurde. Durch Säubern des Projektors vor Beginn einer luftfeuchten Jahreszeit (Regenzeit o.

dergl.) lassen sich besonders gute Ergebnisse erzielen. Auskünfte hierzu erteilt der Fachhandel. · Wenn schwere Gegenstände auf den Projektor gestellt werden, besteht die Gefahr des Umkippen oder Herunterfallens, wodurch Unfälle mit Verletzungen verursacht werden können. s Die Belüftungsöffnungen nicht blockieren.

Die Belüftungsöffnungen des Projektors freihalten. Ein Blockieren dieser Öffnungen kann zu Brandentwicklung durch Überhitzen führen. Den Projektor nicht auf die Seite stellen und nicht in enge, schlecht belüftete Nischen schieben. Weiterhin sollte der Projektor nicht auf Teppichen abgestellt oder mit Tischdecken o. dergl. verdeckt werden. Bei der Aufstellung des Projektors darauf achten, daß die Belüftungsöffnungen mindestens 10 cm von der Wand entfernt sind. s

Nicht an luftfeuchten oder staubigen Plätzen aufstellen. · Den Projektor nicht an luftfeuchten oder staubigen · Plätzen aufstellen, da hierdurch Brände oder elektrische Schläge verursacht werden können. Aufstellplätze in der Nähe einer Kochstelle oder eines Luftbefeuchters vermeiden sowie Plätze, an denen öliger Rauch oder hohen Luftfeuchtigkeit vorhanden ist.

Derartige Umgebungen können Brände oder elektrische Schläge verursachen. s Wartung und Pflege Vor der Wartung und Pflege des Projektors aus Sicherheitsgründen das Netzkabel von der Steckdose trennen. s Batteriebetrieb s Die Fußrollenbremse verwenden. Den Netzstecker aus der Steckdose ziehen. · Den Projektor ausschließlich Batterien des vorgeschriebenen mit Bei der Aufstellung des Projektors auf einem Stand mit Fußrollen ist die Fußrollenbremse zu verwenden, um ein Umfallen oder Wegrutschen des Stands und mögliche Personenverletzungen zu vermeiden. · Typs betreiben. Niemals neue zusammen mit alten Batterien einlegen, da Batterien hierdurch platzen und Brände auslösen oder Verletzungen durch auslaufende Batteriesäure verursachen können. Beim Einlegen der Batterien auf die korrekte Ausrichtung der Plus- und Minuspole achten. Falsches Einlegen der Batterien kann s Vorsicht beim Umgang mit dem Netzkabel. · Das Netzkabel von Heizkörpern entfernt halten.

Andernfalls kann die · Kabelisolierung schmelzen und Brände oder elektrische Schläge die Folge sein. Den Netzstecker nicht mit nassen Händen berühren, um elektrische Schläge zu vermeiden. 6 Vorsicht Netzstecker niemals durch Ziehen · DenKabel von der Steckdose trennen. am Brände oder elektrische Schläge ausgelöst werden. Den Netzstecker deshalb stets am Stecker haltend aus der Steckdose ziehen.

s Transport des Projektors Projektors den · Bei einem Transport desden Netzstecker Objektivdeckel ansetzen, aus der Steckdose ziehen und alle externen Anschlüsse trennen. Eine Den Netzstecker Mißachtung dieser Vorsichtsmaßnahmen aus der Steckdose ziehen. kann zur Beschädigung des Netzkabels führen und Brände oder elektrische Schläge verursachen.



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