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You can read the recommendations in the user guide, the technical guide or the installation guide for NEC LT245. You'll find the answers to all your questions on the NEC LT245 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual NEC LT245
User guide NEC LT245
Operating instructions NEC LT245
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Manual abstract:

@@@CAUTION TO PREVENT SHOCK, DO NOT OPEN THE CABINET. NO USER-SERVICEABLE PARTS INSIDE. @@Therefore, it is dangerous to make any kind of contact with any part inside of the unit. This symbol alerts the user that important information concerning the operation and maintenance of this unit has been provided. The information should be read carefully to avoid problems. **WARNING: TO PREVENT FIRE OR SHOCK, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE. DO NOT USE THIS UNIT'S PLUG WITH AN EXTENSION CORD OR IN AN OUTLET UNLESS ALL THE PRONGS CAN BE FULLY INSERTED. DO NOT OPEN THE CABINET. THERE ARE HIGH-VOLTAGE COMPONENTS INSIDE. ALL SERVICING MUST BE DONE BY QUALIFIED NEC SERVICE PERSONNEL.**

DOC Compliance Notice (for Canada only) This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations. Acoustic Noise Information Ordinance-3. GSGV (for Germany only): The sound pressure level is less than 70 dB (A) according to ISO 3744 or ISO 7779. CAUTION Do not look into the laser pointer while it is on and do not point the laser beam at a person. Serious injury could result.

This label is underneath the remote control. WARNING TO CALIFORNIA RESIDENTS: Handling the cables supplied with this product, will expose you to lead, a chemical known to the State of California to cause birth defects or other reproductive harm. Wash hands after handling. Copyright © NEC Viewtechnology, Ltd. 2004 i Important Information RF Interference (for USA only) WARNING The Federal Communications Commission does not allow any modifications or changes to the unit EXCEPT those specified by NEC Solutions (America), Inc.

in this manual. Failure to comply with this government regulation could void your right to operate this equipment. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio / TV technician for help.

For UK only: In UK, a BS approved power cable with moulded plug has a Black (five Amps) fuse installed for use with this equipment. If a power cable is not supplied with this equipment please contact your supplier. Important Safeguards These safety instructions are to ensure the long life of your projector and to prevent fire and shock. Please read them carefully and heed all warnings. Installation 1. For best results, use your projector in a darkened room. 2. Place the projector on a flat, level surface in a dry area away from dust and moisture. 3. Do not place your projector in direct sunlight, near heaters or heat radiating appliances.

Exposure to direct sunlight, smoke or steam can harm internal components. 4. To avoid premature lamp failure, do not tilt the front of the projector up or down by more than 7° from level. 5. Handle your projector carefully.

Dropping or jarring can damage internal components. 6. Do not place heavy objects on top of the projector. 7. If you wish to have the projector installed on the ceiling: a.

Do not attempt to install the projector yourself. b. The projector must be installed by qualified technicians in order to ensure proper operation and reduce the risk of bodily injury. c. In addition, the ceiling must be strong enough to support the projector and the installation must be in accordance with any local building codes. d. Please consult your dealer for more information. ii Important Information Fire and Shock Precautions 1. Ensure that there is sufficient ventilation and that vents are unobstructed to prevent the build-up of heat inside your projector. Allow at least 4 inches (10 cm) of space between your projector and a wall.

2. Prevent foreign objects such as paper clips and bits of paper from falling into your projector. Do not attempt to retrieve any objects that might fall into your projector. Do not insert any metal objects such as a wire or screwdriver into your projector. If something should fall into your projector, disconnect it immediately and have the object removed by a qualified NEC service personnel. 3. Do not place any liquids on top of your projector. 4. Do not look into the lens while the projector is on. Serious damage to your eyes could result.

5. Keep any items such as magnifying glass out of the light path of the projector. The light being projected from the lens is extensive, therefore any kind of abnormal objects that can redirect light coming out of the lens, can cause unpredictable outcome such as fire or injury to the eyes. 6. Do not cover the lens with the supplied lens cap or equivalent while the projector is on.

Doing so can lead to melting of the cap and possibly burning your hands due to the heat emitted from the light output. 7. The projector is designed to operate on a power supply of 100-240V AC 50/60 Hz. Ensure that your power supply fits this requirement before attempting to use your projector. 8.

Handle the power cable carefully and avoid excessive bending. A damaged cord can cause electric shock or fire. 9. If the projector is not to be used for an extended period of time, disconnect the plug from the power outlet. 10. Do not touch the power plug during a thunderstorm. Doing so can cause electrical shock or fire. 11. Do not handle the power plug with wet hands. 12.

When using a LAN cable: For safety, do not connect to the connector for peripheral device wiring that might have excessive voltage. CAUTION · Do not try to touch the ventilation outlet on the front side as it can become heated while the projector is turned on. · Do not use the tilt-foot for purposes other than originally intended. Misuses such as gripping the tilt-foot or hanging on the wall can cause damage to the projector. · Before putting the projector in the soft case, be sure to retract the feet. Failure to do so may cause the damage to the projector. · Do not send the projector in the soft case by parcel delivery service or cargo shipment. The projector inside the soft case could be damaged. · Select [High] in Fan mode if you continue to use the projector for consecutive days. (From the menu, select [Setup] [Options] [Fan Mode] [High].



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) · Do not unplug the power cable from the wall outlet under any one of the following circumstances. Doing so can cause damage to the projector: * While the projector's lamp lights. * While the cooling fans are running. (The cooling fans continue to work for 90 seconds after the projector is turned off). * While the PC CARD Access Indicator lights.

Doing so can damage your PC memory card. iii Important Information Lamp Replacement · To replace the lamp, follow all instructions provided on page 119. Be sure to replace the lamp when the message "The lamp has reached the end of its usable life. Please replace the lamp." appears.

If you continue to use the lamp after the lamp has reached the end of its usable life, the lamp bulb may shatter, and pieces of glass may be scattered in the lamp case. Do not touch them as the pieces of glass may cause injury. If this happens, contact your NEC dealer for lamp replacement. · Allow a minimum of 90 seconds to elapse after turning off the projector. Then turn off the main power switch, disconnect the power cable and allow 60 minutes to cool the projector before replacing the lamp. iv Table of Contents Important Information

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you to the LT265/LT245 Projector and describes key features and controls. Congratulations on Your Purchase of the LT265/LT245 Projector The LT265/LT245 is a sophisticated XGA projector that produces an enhanced display.

With the LT265/LT245 you will be able to project images up to 500" (measured diagonally). Enjoy crisp and sharp large screen display from your PC, workstation or Macintosh computer, DVD player, VCR, satellite hookup, HDTV source,) and images from your digital camera PC Card, compact flash memory or USB storage device. The LT265/LT245 provides for enhanced security options to help deter projector theft and provides for full projector control through the PC control port (mini DIN 8Pin) and LAN support. With input and output flexibility, long lamp life and a full function remote, the LT265/LT245 lets you enjoy larger than life viewing from a compact and easy to setup and use projector. Features you'll enjoy on the LT265/LT245:

Automatic vertical keystone correction for fast and easy application setup.

3D Reform™ enhanced image technology for increased projector placement versatility that provides for horizontal, vertical and diagonal keystone correction. Built-in Wall Color Correction presets provide for adaptive color correction when projecting onto non-white screen material (or a wall). USB memory or PC card interfaces provide for computer-free presentations. Enhanced smart security settings for password protection, cabinet control panel lock, menu lock and PC card protection key to help prevent unauthorized access, adjustments and theft deterrence. High resolution display - up to UXGA compatible, XGA native resolution.

Variable audio out control of external amplified speakers via the projector remote. Extensive user adjustable picture and color management settings. Display 16:9 or 4:3 aspect ratio sources and fill the screen. HDTV (1080i, 720p) and SDTV (480p/576p, 480i/576i) compatibility. Digital photo viewer to display larger than life images from your digital cameras PC card, compact flash card or USB storage device. Integrated RJ-45 connector for wired networking capability. Wireless networking capable. Present from anywhere in the room when using as a wireless LAN projector, no physical signal cable connection to a PC is required. *The NEC optional wireless LAN card is required (NWL-100* See page 99.).

. Supplied User Supportware 2 CD-ROM containing five software utilities allowing you to make the most of your NEC projector. The supplied wireless remote control and remote mouse receiver allows you to operate your PC mouse wireless from across the room. The remote mouse receiver supports most PCs with USB interface. Easy set up, use and operation. Eco-mode lamp technology for increased lamp life, reduced energy consumption and overall total cost of ownership savings. Built-in laser pointer on the supplied remote control allows you to draw your audience's attention in a presentation. 3 I.

Introduction - Free downloadable Software Geometric Correction Tool 2.0. Corrects the geometry of an image projected onto a cylindrical, spherical or corner screen via serial connection.



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For additional information visit: US : <http://www.necvisualsystems.com> Europe : <http://www.nec europe.com/> Global : <http://www.nec-pj.com/> About this user's manual The fastest way to get started is to take your time and do everything right the first time. Take a few minutes now to review the user's manual. This may save you time later on. At the beginning of each section of the manual you'll find an overview.

If the section doesn't apply, you can skip it. IBM is a trademark or registered trademark of International Business Machines Corporation. Mac, Macintosh and PowerBook are trademarks of Apple Computer, Inc., registered in the U.S. and other countries. Windows, Windows 98, Windows Me, Windows XP or Windows 2000 are trademarks or registered trademarks of Microsoft Corporation. Digital Light Processing, DLP, Digital Micromirror Device and DMD are trademarks of Texas Instruments. Ulead is a trademark and/or registered trademark of Ulead Systems, Inc. Other product and company names mentioned in this user's manual may be the trademarks or registered trademarks of their respective holders.

4 1. Introduction Part Names of the Projector Zoom Lever (See page 32) Focus Ring (See page 32) Remote Sensor (See page 12) Controls (See page 7) Built-in Security Slot () * Ventilation (outlet) Heated air is exhausted from here. Ventilation (inlet) Adjustable Tilt Foot Lever (See page 31) Adjustable Tilt Foot (See page 31) Carrying Handle Lens Lens Cap * This security slot supports the MicroSaver® Security System. MicroSaver® is a registered trademark of Kensington Microwave Inc. The logo is trademarked and owned by Kensington Microwave Inc. Carrying the Projector Always carry your projector by the handle. Ensure that the power cable and any other cables connecting to video sources are disconnected before moving the projector. When moving the projector or when it is not in use, cover the lens with the lens cap. 5 1. Introduction PC Card Eject Button PC Card Slot Monaural Speaker (2W) Lamp cover (See page 119) Ventilation (outlet) Remote Sensor (See page 12) Rear Foot Lamp cover screw AC Input Connect the supplied power cable's three-pin plug here, and plug the other end into an active wall outlet.

(See page 26) Rear Foot Rotate to make the projector level. (See page 31) Main Power Switch When you plug the supplied power cable into an active wall outlet and turn on the Main Power switch, the POWER indicator turns orange and the projector is in standby mode. (See page 28) 6 1. Introduction Top Features 9 10 MENU 4 5 11 SOURCE SELECT AUTO ADJUST LAMP STATUS EN 2 TE R EX IT 3D REFORM ON/STAND BY POWER PC CARD 6 1.

POWER Button (ON / STAND BY) 7 8 12 13 6.

PC CARD Access Indicator Lights while accessing a PC card. 7. ENTER Button Executes your menu selection and activates items selected from the menu. 8. EXIT Button Pressing this button will return to the previous menu with saving changes.

While you are in the main menu, pressing this button will close the menu. 9. SELECT (+) () / Volume Buttons Use this button to turn the power on and off when the main power is supplied and the projector is in standby mode. NOTE: To turn on the projector, press and hold this button for a minimum of two seconds. To turn off the projector, press this button twice. 2. STATUS Indicator If this light blinks red rapidly, it indicates that an error has occurred, the lamp cover is not attached properly or the projector has overheated. If this light remains orange, it indicates that you have pressed a cabinet key while the Cabinet Button Lock is enabled. See the Status Indicator section on page 123 for more details. 3.

POWER Indicator () : Use these buttons to select the menu of the item you wish to adjust. : Use these buttons to change the level of a selected menu item. When no menus appear, these buttons work as a volume control. When the pointer is displayed, these move the pointer. 10. MENU Button Displays the menu.

11. LAMP Indicator If this light blinks red rapidly, it's warning you that the projection lamp has exceeded 2000 hours (up to 4000 hours in Eco mode) of service. After this light appears, replace the lamp as soon as possible. (See page 119).

If this is lit green continually, it indicates that the lamp mode is set to Eco. See the Lamp Indicator section on page 123 for more details. 12. 3D REFORM Button Press this button to enter 3D Reform mode to correct the keystone (trapezoidal) distortion, and make the image square. buttons When this indicator is green, the projector is on; when this indicator is orange, it is in standby mode.

See the Power Indicator section on page 123 for more details. 4. SOURCE Button Use this button to select a video source such as a PC, VCR, DVD player or Viewer (PC card). Press and release this button quickly to display the Source List. Each time this button is pressed for a minimum of ONE second, the input source will change as follows: Computer1 Computer2 Video S-Video Viewer Computer1 .

.. If no input signal is present, the input will be skipped. 5. AUTO ADJUST Button Use this button to adjust an RGB source for an optimal picture (See page 35). 7 1. Introduction Terminal Panel Features 13 PC CARD R AUDIO IN L 12 11 10 LAN USB VIDEO IN 935 AUDIO OUT S-VIDEO IN PC CONTROL

COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT 8 7 6 1 2 4 1. COMPUTER 1 IN / Component Input Connector (Mini D-Sub 15 Pin)

Connect your computer or other analog RGB equipment such as IBM compatible or Macintosh computers. Use the supplied RGB/VGA signal cable to connect to your computer. This also serves as a component input connector that allows you to connect a component video output of component equipment such as a DVD player.

This connector also supports SCART output signal. See page 18 for more details. 2. COMPUTER 2 IN / Component Input Connector (Mini D-Sub 15 Pin) This connector has the same function as the COMPUTER 1 IN connector. NOTE: The COMPUTER 2 IN does not support SCART output signal and Plug & Play. 3. COMPUTER AUDIO IN Mini Jack (Stereo Mini) This is where you connect audio output from your computer or DVD player. A commercially available audio cable is required. 4. MONITOR OUT Connector (Mini D-Sub 15 Pin) You can use this connector to loop your computer image to an external

monitor from the COMPUTER 1 or 2 input source.

The RGB analog signal set on "OUT Terminal" is output during Standby mode. See pages 19 and 109. 5. AUDIO OUT Mini Jack (Stereo Mini) Connect an additional audio equipment here to listen to audio coming from your computer, Video or S- Video input. · Output sound level can be adjusted in accordance with the sound level of the internal speaker.

· When audio equipment is connected, the projector speaker is disabled. · This jack cannot be used as a headphone jack.



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6. **S-VIDEO IN Connector (Mini DIN 4 Pin)** Here is where you connect the S-Video input from an external source like a VCR. NOTE: S-Video provides more vivid color and higher resolution than the traditional composite video format.

7. **VIDEO IN Connector (RCA)** Connect a VCR, DVD player, laser disc player, or document camera here to project video. 8. **VIDEO AUDIO IN Jacks (RCA)** L: This is your left channel audio input for stereo sound coming from the VIDEO source. R: This is your right channel audio input for stereo sound from the VIDEO source. 9. **PC CONTROL Port (Mini DIN 8 Pin)** Use this port to connect your PC or control system to control your projector via a serial cable. This enables you to control the projector using serial communication protocol. The NEC optional serial cable (CA03D) is required to use this port. You can also control the projector by using PC Control Utility 3.0 contained on the supplied User Supportware 2 CD-ROM. To do so you must first have PC Control Utility 3.0 installed on your PC. If you are writing your own program, typical PC control codes are on page 131. 10. **USB Port (Type A)** Connect a commercially available USB memory device or mouse that supports USB. You can operate the menu or Viewer with the USB mouse via this port. Note that this port should not be connected to a computer and that there may be some brands of USB mouse that the projector does not support. 11. **LAN Port (RJ-45)** This port is typically used for UTP Ethernet/Fast Ethernet. Use this connector to control the projector on a LAN. See page 22. 8 1. Introduction Terminal Panel Features 13 PC CARD R AUDIO IN L 12 11 10 LAN USB VIDEO IN 935 AUDIO OUT S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT 8 12. **PC CARD Eject Button** Press to eject a PC card partially.

13. **PC CARD Slot 7 6 1 2 4** Insert a PC memory card or NEC optional wireless LAN card here. 9 1. Introduction ; Part Names of the Remote Control 1 2 4 5 7 9 11 13 15 16 18 21 22 24 23 OFF POWER MAGNIFY LASER PAGE UP POINTER DOWN ON 3 6 8 10 12 17 20 26 27 19 28 29 25 1. Infrared Transmitter/Laser Pointer Transmits an infrared signal when any button other than LASER is pressed. Direct the remote control toward the remote sensor on the projector cabinet. Beams a laser light when the Laser button is pressed. CAUTION: * Do not look into the laser pointer while it is on. * Do not point the laser beam at a person. 2. **LED Flashes** when any button is pressed. 3. **POWER ON Button** When the main power is on, you can use this button to turn your projector on. NOTE: To turn on the projector, press and hold the POWER ON button for a minimum of two seconds. 4. **POWER OFF Button** You can use this button to turn your projector off. NOTE: To turn off the projector, press the POWER OFF button twice. 5. **MAGNIFY (+)(-) Buttons** Use these buttons to adjust the image size. The image can be magnified about the center of the screen up to 400%. See page 40. 6. **LASER Button** Press and hold this button to activate the laser pointer. When lit, you can use the laser to draw your audience's attention to a red dot that you can place on any object. 7. **POINTER Button** Press this button to display the projector icon to the area you want on the screen using the Select button. See page 39. 8. **PAGE UP/DOWN Buttons** Use these buttons to operate your computer with the supplied remote mouse receiver. You can use these buttons to scroll the viewing area of the window or to move to the previous or next slide in PowerPoint on your computer. 9. **MENU Button** Displays the menu for various settings and adjustments. VIDEO COMPUTER LAN 1 S-VIDEO VIEWER 2 PIC-MUTE AUTO ADJ. SLIDE VOLUME HELP ASPECT PICTURE FREEZE 3D REFORM 14 10 1. Introduction 10. **Select Button** This button is used for projector's menu operation and moving the magnified image. This button also works as a computer mouse when the supplied remote mouse receiver is connected with your computer. See page 42. 11. **ENTER Button** Executes your menu selection and activates items selected from the menu. 12. **EXIT Button** Returns to the previous menu. While you are in the main menu, pressing this button will close the menu. 13. **R-CLICK Button** Works as the mouse right button when the supplied remote mouse receiver is connected with your computer. 14. **L-CLICK Button** Works as the mouse left button when the supplied remote mouse receiver is connected with your computer. 15. **VIDEO Button** Press this button to select a video source from a VCR, DVD player, laser disc player or document camera. 16. **S-VIDEO Button** Press this button to select an S-Video source from a VCR. 17. **COMPUTER 1 Button** Press this button to select COMPUTER 1 input. 18. **COMPUTER 2 Button** Press this button to select COMPUTER 2 input. 19. **AUTO ADJ. Button** Use this button to adjust an RGB source (COMPUTER 1 or 2) for an optimal picture. See page 35. 20. **LAN Button** Press this button to select the LAN (Local Area Network) connection. 21. **PIC-MUTE Button** This button turns off the image and sound for a short period of time. Press again to restore the image and sound. See page 39. 22. **VOLUME +/- Buttons** Press (+) to increase the volume and (-) to decrease it. See page 35. 23. **FREEZE Button** This button will freeze a picture. Press again to resume motion. See page 39. 24. **HELP Button** Provides the Information screen. See page 40. 25. **ASPECT Button** Press this button to display the Aspect Ratio select menu. See page 81. 26. **VIEWER Button** Press this button to select the Viewer source. See page 64. 27. **SLIDE +/- Buttons** Press (+) to select the next folder or slide and press (-) to select the previous folder or slide. 28. **PICTURE Button** Press to display the picture adjustment screen. Pressing this button sequentially selects "Brightness" "Contrast" "Color" "Hue" "Sharpness" "Wall Color". See pages 79 and 80. 29. **3D REFORM Button** Press this button to enter 3D Reform to correct the keystone (trapezoidal) distortion, and make the image square. See pages 33 and 43. 11 1. Introduction Battery Installation 1 Remove the battery cover. NOTE: Do not pull the battery cover by force. Doing so can result in it coming off. 2 2 Remove both old batteries and install new ones (AAA). Ensure that you have the batteries' polarity (+/-) aligned correctly. 3 Slip the cover back over the batteries until it snaps into place. NOTE: Do not mix different types of batteries or new and old batteries. 1 1 2 Operating Range for Wireless Remote Control 7m/22 feet 7m/22 feet 30° 30° 30° Remote control 30° Remote sensor on projector cabinet · The infrared signal operates by line-of-sight up to a distance of about 22 feet/7 m and within a 60-degree angle of the remote sensor on the projector cabinet. · The projector will not respond if there are objects between the remote control and the sensor, or if strong light falls on the sensor.



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Weak batteries will also prevent the remote control from properly operating the projector. Remote Control Precautions Handle the remote control carefully. If the remote control gets wet, wipe it dry immediately. Avoid excessive heat and humidity.

If you will not be using the remote control for a long time, remove the batteries. Do not place the batteries upside down. Do not use new and old batteries together, or use different types of batteries together. Dispose of used batteries according to your local regulations.

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... 26 13 2. Installation and Connections This section describes how to set up your projector and how to connect PCs, video and audio sources. Your projector is simple to set up and use. But before you get started, you must first: z Set up a screen and the projector. x Connect your computer or video equipment to the projector. See pages 17 25. c Connect the supplied power cable.

See page 26. 1 2 3 NOTE: Ensure that the power cable and any other cables are disconnected before moving the projector. When moving the projector or when it is not in use, cover the lens with the lens cap. To the wall outlet. Setting Up the Screen and the Projector Selecting a Location The further your projector is from the screen or wall, the larger the image. The minimum size the image can be is approximately 30 inches (0.8 m) measured diagonally when the projector is roughly 51.2 inches (1.3 m) from the wall or screen. The largest the image can be is 500 inches (12.

7 m) when the projector is about 970 inches (24.6 m) from the wall or screen. Use the drawing below as a guide. Screen size (Unit: cm/inch) 609.6 (W) 457.2 (H) / 240 (W) 180 (H) 30 0" Screen size 487.7 (W) 365.8 (H) / 192 (W) 144 (H) 24 406.4 (W) 365.8 (W) 304. 8 (H) / 160 (W) 120 (H) 0" 274.3 (H) / 144 (W) 108 (H) 20 18 0" 0" 304.8 (W) 228.6 (H) / 120 (W) 90 (H) 15 12 0" 0" 243.8 (W) 203. 2 (W) 162.6 (W) 121.9 (W) 81.3 (W) 61.0 (W) 182. 9 (H) / 96 (W) 72 (H) 121.9 (H) / 64 (W) 91.4 (H) / 48 (W) 48 (H) 61.0 (H) / 32 (W) 45.7 (H) / 24 (W) 24 (H) 18 (H) 60 30 0" " " 4 1 (1 .3 .0 /50 / 1 39 .8 (1 .7 .5 .

4 /6) /5 8. 3. 5 3) 3. 2 5 / (2 .6 / 1 13 .1 / 0 4. 9. 80. 3.8 4 2 9) Lens center / 1 (2 74 . 8 . / 1 5. 5 (08. 3 / 3. 6) 20 5 / 9. 13 9 6. (2 6. 4.2) 7 / 1 26 6 2. 3. 8 9) (8. 5.2 0 / 2 31 05 5 .2 8. 9) 9 / (6 35 .3 1. / 24 36 D (7.7 is ta 10 .0 / 2) nc .

7 / 74. e 422 3) .0 (8 .4 / 3 36 (H) " NOTE: · Values in parentheses for LT245. · The screen sizes above are intermediate values between tele (minimum display area) and wide (maximum display area). Image size can be adjusted with the zoom adjustment up to a maximum of 10%. · To avoid premature lamp failure, do not tilt the front of the projector up or down by more than 7° from level. 14 2 13 9.5 .4) / 5 28 .

0 80 Unit: m/inch (1 0. 5 / 4 10 0" 12 . 4) 152.4 (H) / 80 (W) 60 (H) 2. Installation and Connections Throw Distance and Screen Size The following shows the proper relative positions of the projector and screen.

Refer to the table to determine the position of installation. Screen Width Screen Diagonal Screen Height Screen center Distance Chart B = Vertical distance between lens center and screen center C = Throw distance D = Vertical distance between lens center and bottom of screen (top of screen for ceiling application) = Throw angle (B) Screen Bottom (D) Lens Center NOTE: Distances may vary +/-5%. Throw Angle () Throw Distance (C) LT265 Diagonal inch 30 40 60 67 72 80 84 90 100 120 150 180 200 210 240 261 270 300 350 400 450 500 Screen Size Width inch 24 32 48 54 58 64 67 72 80 96 120 144 160 168 192 209 216 240 280 320 360 400 B Height inch 18 24 36 40 43 48 50 54 60 72 90 108 120 126 144 157 162 180 210 240 270 300 inch 12.6 16.8 25. 2 28.1 30.2 33.6 35.3 37.8 42.0 50.4 63.0 75.6 84.

0 88.2 100.8 109.7 113.5 126.1 147.1 168.1 189.1 210.1 C Wide Tele inch 45. 6 56.0 61.5 75.4 93.5 114. 1 104.7 127.7 112.7 137.4 125. 5 152.9 131.9 160.6 141.5 172.2 157.4 191.6 189.4 230.3 237. 3 288.4 285.3 346.6 317.2 385.3 333.2 404.7 381.2 462.8 414. 7 503.4 429.1 520.9 477.0 579. 0 557.0 675.8 636.9 772.7 716. 8 869.5 796.7 966.4 D inch 3.6 4.8 7.2 8.0 8.6 9.6 10. 1 10.8 12.0 14.4 18.0 21.6 24.0 25.2 28.8 31.4 32. 5 36.1 42.1 48.1 54.1 60. 1 Wide Tele degree 15.4 12.7 15.3 12.6 15. 1 12.5 15.0 12.4 15.0 12.4 15.0 12.4 15.0 12.4 15. 0 12.4 14.9 12.4 14.9 12.3 14.9 12.3 14.8 12.3 14. 8 12.3 14.8 12.3 14.8 12. 3 14.8 12.3 14.8 12.3 14.

8 12.3 14.8 12.3 14.8 12.3 14.8 12.3 14.8 12.3 Screen Size Diagonal Width inch mm mm 762 610 30 813 40 1016 60 1524 1219 1702 1361 67 1463 72 1829 80 2032 1626 2134 1707 84 1829 90 2286 100 2540 2032 3048 2438 120 3048 150 3810 180 4572 3658 5080 4064 200 4267 210 5334 240 6096 4877 6629 5304 261 5486 270 6858 300 7620 6096 8890 7112 350 8128 400 10160 450 11430 9144 500 12700 10160 B Height mm 457 610 914 1021 1097 1219 1280 1372 1524 1829 2286 2743 3048 3200 3658 3978 4115 4572 5334 6096 6858 7620 mm 320 427 640 714 768 853 896 960 1067 1280 1601 1921 2134 2241 2562 2786 2882 3202 3736 4270 4804 5337 C Wide Tele mm 1,157 1,423 1,563 1,915 2,375 2,899 2,659 3,243 2,862 3,489 3,187 3,883 3,349 4,080 3,593 4,375 3,999 4,867 4,811 5,851 6,028 7,327 7,246 8,802 8,058 9,786 8,464 10,278 9,682 11,754 10,534 12,787 10,899 13,230 12,117 14,706 14,147 17,166 16,176 19,626 18,206 22,086 20,235 24,545 D mm 91 122 183 204 219 244 256 274 305 366 458 549 610 641 733 797 824 916 1069 1222 1375 1527 Wide Tele degree 15.

4 12.7 15.3 12.6 15.1 12.5 15.0 12.4 15.0 12.4 15.

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4 14.9 12.4 14.9 12.3 14.
9 12.3 14.8 12.3 14.8 12.3 14.8 12.3 14.8 12.3 14.

8 12.3 14.8 12.3 14.8 12.3 14.8 12.3 14.8 12.3 14.

8 12.3 14.8 12.3 LT245 Diagonal inch 30 40 60 67 72 80 84 90 100 120 150 180 200 210 240 261 270 300 350 400 450 500 Screen Size Width inch 24 32 48
54 58 64 67 72 80 96 120 144 160 168 192 209 216 240 280 320 360 400 B Height inch 18 24 36 40 43 48 50 54 60 72 90 108 120 126 144 157 162 180 210
240 270 300 inch 12.



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5 16.

7 25.1 28.1 30.2 33.5 35.

2 37.7 41.9 50.3 62.9 75.5 83.9 88.1 100.7 109.5 113.

3 125.9 146.9 167.9 188.9 209.9 C Wide Tele inch 35.7 43.3 48.2 58.4 73.

3 88.5 82.1 99.1 88.4 106.

6 98.5 118.7 103.5 124.7 111.

0 133.7 123.6 148.8 148.7 178.9 186.3 224.1 224.0 269.3 249.

1 299.5 261.7 314.5 299.3 359.7 325.7 391.4 337.0 405.0 374.

6 450.2 437.4 525.5 500.2 600.

8 563.0 676.2 625.7 751.5 D inch 3.

5 4.7 7.1 8.0 8.6 9.5 10.0 10.7 11.9 14.3 17.

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9 59.9 Wide Tele degree 19.4 16.2 19.1 16.

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6 15.6 18.5 15.6 18.5 15.6 Screen Size Diagonal Width inch mm mm 762 610 30 813 40 1016 60 1524 1219 1702 1361 67 1463 72 1829 80 2032 1626 2134 1707 84 1829 90 2286 100 2540 2032 3048 2438 120 3048 150 3810 4572 3658 180 5080 4064 200 4267 210 5334 6096 4877 240 6629 5304 261 5486 270 6858 7620 6096 300 8890 7112 350 8128 400 10160 9144 450 11430 500 12700 10160 B Height mm 457 610 914 1021 1097 1219 1280 1372 1524 1829 2286 2743 3048 3200 3658 3978 4115 4572 5334 6096 6858 7620 mm 319 425 639 713 766 852 894 958 1065 1278 1598 1918 2132 2238 2558 2782 2878 3198 3731 4264 4798 5331 C Wide Tele mm 906 1,100 1,225 1,483 1,863 2,248 2,086 2,516 2,246 2,707 2,501 3,014 2,628 3,167 2,820 3,396 3,139 3,779 3,776 4,545 4,733 5,693 5,689 6,841 6,327 7,607 6,646 7,989 7,603 9,137 8,272 9,941 8,559 10,286 9,516 11,434 11,110 13,348 12,705 15,261 14,299 17,175 15,893 19,089 D mm 90 120 181 203 218 242 254 273 303 364 455 547 608 638 729 793 821 912 1064 1216 1369 1521 Wide Tele degree 19.4 16.2 19.1 16.0 18.

9 15.9 18.9 15.8 18.8 15.8 18.8 15.8 18.8 15.8 18.

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6 15.6 18.6 15.6 18.6 15.6 18.5 15.6 18.5 15.6 15 2.

*Installation and Connections WARNING * Installing your projector on the ceiling must be done by a qualified technician. Contact your NEC dealer for more information. * Do not attempt to install the projector yourself. · Only use your projector on a solid, level surface. If the projector falls to the ground, you can be injured and the projector severely damaged.*

· Do not use the projector where temperatures vary greatly. The projector must be used at temperatures between 41°F (5°C) and 95°F (35°C). · Do not expose the projector to moisture, dust, or smoke. This will harm the screen image. · Ensure that you have adequate ventilation around your projector so heat can dissipate.

*Do not cover the vents on the side or the front of the projector. Reflecting the Image Using a mirror to reflect your projector's image enables you to enjoy a much larger image. Contact your NEC dealer if you need a mirror system. If you're using a mirror system and your image is inverted, use the MENU and SELECT buttons on your projector cabinet or your remote control to correct the orientation. See page 98. 16 2. Installation and Connections Making Connections NOTE: When using with a notebook PC, be sure to connect between the projector and the notebook PC before turning on the power to the notebook PC. In most cases signal cannot be output from RGB output unless the notebook PC is turned on after connecting with the projector. * If the screen goes blank while using your remote control, it may be the result of the computer's screen-saver or power management software. Enabling the computer's external display Displaying an image on the notebook PC's screen does not necessarily mean it outputs a signal to the projector.*

When using a PC compatible laptop, a combination of function keys will enable/disable the external display. Usually, the combination of the Fn" key along with one of the 12 function keys gets the external display to come on or off. For example, NEC laptops use Fn + F3, while Dell laptops use Fn + F8 key combinations to toggle through external display selections. Connecting Your PC or Macintosh Computer COMPUTER 1 IN PC CARD R AUDIO IN L VIDEO IN LAN USB AUDIO IN AUDIO OUT COMPUTER 2 IN MONITOR OUT S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN NOTE: The COMPUTER 1 IN connector supports Plug & Play (DDC2). AC IN COMPUTER 2 IN NOTE: For older Macintosh, use a commercially available pin adapter (not supplied) to connect to your Mac's video port. RGB/VGA signal cable (supplied) To mini D-Sub 15-pin connector on the projector. It is recommended that you use a commercially available distribution amplifier if connecting a signal cable longer than the supplied one. PHONE Audio cable (not supplied) PHONE IBM PC or Compatibles (Desktop type) or Macintosh (Desktop type) IBM VGA or Compatibles (Notebook type) or Macintosh (Notebook type) Connecting your PC or Macintosh computer to your projector will enable you to project your computer's screen image for an impressive presentation. To connect to a PC or Macintosh, simply: 1. Turn off the power to your projector and computer.

2. Use the supplied RGB/VGA signal cable to connect your PC or Macintosh to the projector. 3. Connect the supplied power cable. See page 26.

4. Turn on the projector and the computer. 5. If the projector goes blank after a period of inactivity, it may be caused by a screen saver installed on the computer you've connected to the projector. 17 2.

*Installation and Connections NOTE: The LT265/LT245 is not compatible with video decoded outputs of either the NEC ISS-6020 and ISS-6010 switchers. NOTE: An image may not be displayed correctly when a Video or S-Video source is played back via a commercially available scan converter. This is because the projector will process a video signal as a computer signal at the default setting. In that case, do the following. * When an image is displayed with the*

*lower and upper black portion of the screen or a dark image is not displayed correctly: Project an image to fill the screen and then press the AUTO ADJ button on the remote control or the AUTO ADJUST button on the projector cabinet. * When noise appears on the sides of the screen: Use the Overscan feature to display the image correctly. Be sure to change the Overscan to 0% before pressing the AUTO ADJ or AUTO ADJUST button, otherwise an image may be displayed with its sides cut off. To connect SCART output (RGB) Projector COMPUTER 1 IN AUDIO OUT PC CARD R AUDIO IN L VIDEO IN LAN USB S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT Video equipment such as DVD player Female AC IN ADP-SC1 Commercially available SCART cable Before connections: An exclusive SCART adapter (ADP-SC1) and a commercially available SCART cable are required for this connection.*



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NOTE: Audio signal is not available for this connection. 1.

Turn off the power to the projector and your video equipment. 2. Use the NEC ADP-SC1 SCART adapter and a commercially available SCART cable to connect the COMPUTER 1 IN connector of your projector and a SCART output (RGB) of your video equipment. 3. Connect the supplied power cable. See page 26. 4. Turn on the power to the projector and your video equipment. 5. Use the COMPUTER 1 button on the remote control to select the COMPUTER 1 IN connector.

6. Press the MENU button on the remote control to display the menu. 7. From the menu, select [Setup] [Options] [Signal Select] [Computer 1] [Scart].

SCART is a standard European audio-visual connector for TVs, VCRs and DVD players.

It is also referred to as Euro-connector. NOTE: The ADP-SC1 SCART adapter is obtainable from your NEC dealer in Europe. Contact your NEC dealer in Europe for more information. 18 2. Installation and Connections Connecting an External Monitor Audio cable (not supplied) AUDIO OUT AUDIO OUT PC CARD R AUDIO IN L VIDEO IN LAN USB S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT AC IN MONITOR OUT RGB/VGA signal cable (supplied) AUDIO IN Audio cable (not supplied) RGB/VGA signal cable (not supplied) You can connect a separate, external monitor to your projector to simultaneously view on a monitor the RGB analog image you're projecting.

To do so: 1. Turn off the power to your projector, monitor and computer. 2. Use an RGB/VGA signal cable to connect your monitor to the MONITOR OUT (Mini D-Sub 15 pin) connector on your projector. 3. Connect the supplied power cable. See page 26. 4. Turn on the projector, monitor and the computer.

NOTE: The MONITOR OUT connector outputs an RGB signal during Standby mode.

· When the projector is in the standby mode, the image may not be correctly displayed while the cooling fans are running immediately after turning on or off the power. · Output sound level can be adjusted in accordance with the sound level. · When audio equipment is connected, the projector speaker is disabled. · Daisy chain connection is not possible. 19 2. Installation and Connections Connecting Your DVD Player with Component Output COMPUTER 1 IN AUDIO OUT PC CARD R AUDIO IN L VIDEO IN LAN USB S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT AC IN MONITOR OUT Optional 15-pin - to - RCA (female) 3 cable (ADP-CV1) Audio Equipment Component video RCA 3 cable (not supplied) AUDIO IN L R DVD player Y Cb Cr L R Component AUDIO OUT Audio cable (not supplied) You can connect your projector to a DVD player with component output or Video output. To do so, simply: 1. Turn off the power to your projector and DVD player. 2. If your DVD player has a component video (Y,Cb,Cr) output, use a commercially available component video cable (RCA 3) and the optional 15-pin-to-RCA (female) 3 cable to connect your DVD player to the COMPUTER IN connector on the projector.

For a DVD player without component video (Y,Cb,Cr) output, use an S-Video cable (not provided) to connect an S-Video output of the DVD player to the Video Input of the projector. 3. Connect the supplied power cable. See page 26. 4.

Turn on the projector and DVD player. A component signal will be automatically displayed. If not, from the menu, select [Setup] [Options] [Signal Select] [Computer 1 (or 2)] [Component]. NOTE: Refer to your DVD player's owner's manual for more information about your DVD player's video output requirements. 20 2.

Installation and Connections Connecting Your VCR or Laser Disc Player VIDEO IN S-VIDEO IN AUDIO OUT PC CARD R AUDIO IN L VIDEO IN LAN USB S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT AC IN S-Video cable (not supplied) Video cable (not supplied) Audio equipment VCR/Laser disc player AUDIO IN L R VIDEO S-VIDEO L R VIDEO OUT AUDIO OUT Audio cable (not supplied) Use an RCA or S-Video cable (not provided) to connect the video and use RCA cables (not provided) to connect the audio from your VCR, laser disc player or document camera to your projector. To make these connections, simply: 1. Turn off the power to the projector and VCR, laser disc player or document camera. 2. Connect one end of an RCA cable to the video output (or one end of an S-Video cable to the S-Video output connector) on the back of your VCR or laser disc player, connect the other end to the appropriate video input on your projector. Connect one end of a pair RCA cables (not supplied) to the audio output on the back of your VCR or laser disc player, connect the other end to your audio equipment or to the appropriate audio input on the projector. 3. Connect the supplied power cable. See page 26. 4.

Turn on the projector and the VCR or laser disc player. NOTE: Refer to your VCR or laser disc player owner's manual for more information about your equipment's video output requirements. NOTE: An image may not be displayed correctly when a Video or S-Video source is played back in fast-forward or fast-rewind via a scan converter. 21 2. Installation and Connections Connecting to a Network The LT265/LT245 comes standard with a LAN port (RJ-45) which provides a LAN connection using a LAN cable. Placing the optional wireless LAN card (NWL-100*) in the PC card slot of the projector also provides a wireless LAN connection. To use a LAN connection, you are required to assign an IP address to the projector. For setting the LAN mode, see page 99 (From the menu, select [Setup] [Installation] [LAN Mode]) With the LAN connection, two features are available: Projector control and Picture transmission. Projector control feature With the wired or wireless LAN connection, you can control (power on/off, input select, etc.) and receive information from the projector over the network using a computer.

The following two methods are available: * Using the HTTP Server feature on the projector. See page 54. * Using PC Control Utility 3.0 from the supplied User Supportware 2 CD-ROM. Picture transmission feature With the wired or wireless LAN connection, you can send images and slides from a personal computer to the projector which then can be projected on the screen.

The following two methods are available: * Using Image Express Utility 2.0 from the supplied User Supportware 2 CD-ROM. * Using Ulead Photo Explore 8.0 from the supplied User Supportware 2 CD-ROM. With the USB mouse connected to the projector, you can also operate the desktop screen on your Windows PC connected to the LAN or the wireless LAN.

* Using Desktop Control Utility 1.0 from the supplied User Supportware 2 CD-ROM. NOTE: For information about the five software utilities (Image Express Utility 2.0, Desktop Control Utility 1.0, Ulead Photo Explorer 8.0, Viewer PPT Converter and PC Control Utility 3.0) contained on the supplied Projector User Supportware 2.0 CDROM, see the supplied "NEC Software Utility Installation Guide".



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See also each online help of the software utilities for information about their functions and operations. Example of LAN connection (A) Example of wired LAN connection Server Hub LAN cable (not supplied) LAN AUDIO OUT PC CARD R AUDIO IN L VIDEO IN LAN USB S-VIDEO IN PC CONTROL COMPUTER 1 IN AUDIO IN COMPUTER 2 IN MONITOR OUT AC IN 22 2.

Installation and Connections (B) Example of wireless LAN connection (Network Type Mode: Infrastructure) Access Point Wired LAN To make connection with a wired LAN via an access point, you need to select the Infrastructure mode. From the menu, select [Setup] [Installation] [LAN Mode] [PC Card] [Advanced] [Network Type] [Infrastructure]. (C) Example of wireless LAN connection (Network Type Mode: 802.11 Ad Hoc) To enable direct communication (i.e., peer-to-peer) between personal computers and projectors, you need to select the 802.11 Ad Hoc mode. From the menu, select [Setup] [Installation] [LAN Mode] [PC Card] [Advanced] [Network Type] [802.11 Ad Hoc]. The 802.

11 Ad hoc mode complies with IEEE802.11 standard. When in Ad Hoc mode, only 802.11b is available for communication method. Data transmission speed in Ad Hoc mode is limited up to 11Mbps.

23 2. Installation and Connections Inserting and Removing a PC Card To insert the NEC optional wireless LAN card or a PC memory card (also referred to as PC card in this manual), follow the steps below. CAUTION: * Direction for Inserting the PC Card The PC card has a top and bottom and must be inserted into the PC card slot in a specific direction. It cannot be inserted backwards or upside-down. Attempting to force it into the slot in the wrong direction may break the internal pin and damage the card slot.

Refer to the PC card's operating instructions for the proper direction of insertion. * Back up your PC card's data in case it will need to be restored. * To prevent electrostatic discharge damage to the wireless LAN card, wear an anti-static wrist strap. If no wrist strap is available, ground yourself by touching metal such as a door knob. Inserting the PC Card 1. Turn off the main power switch before inserting the PC card. (This step is needed only when the wireless LAN card being inserted into the projector's PC CARD slot) 2. Hold the PC card horizontally and insert it slowly into the PC card slot with its top facing up. The eject button pops out once the PC card is fully inserted. Check that the PC card is fully inserted.

PC card (not supplied) NOTE: Do not try to force the PC card into the slot or you may bend the pins inside the slot. Removing the PC Card 1. Make sure that the PC CARD access indicator is not lit. (This step is needed only when the PC memory card being inserted into the projector's PC CARD slot.) NOTE: The PC CARD access indicator lights while its data is being accessed. Eject button 2. To remove the wireless LAN card, turn off the main power. (This step is needed only when the wireless LAN card being inserted into the projector's PC CARD slot) 3. Press the eject button. The PC card pops out a little.

Grasp the edges of the PC card and pull it out. 24 2. Installation and Connections PC Card Type The PC Card slot accepts PCMCIA Type II only. NOTE: The projector does not support NTFS formatted flash memory card or USB memory device. Be sure to use a flash memory card or USB memory device formatted with the FAT32, FAT16 or FAT file system.

To format your flash memory card or USB memory device in your computer, refer to the document or help file that comes with your Windows operating systems. 25 2. Installation and Connections Connecting the Supplied Power Cable Connect the supplied power cable to the projector. First connect the supplied power cable's three-pin plug to the AC IN of the projector, and then connect the other plug of the supplied power cable in the wall outlet. To wall outlet Make sure that the prongs are fully inserted into both the AC IN and the wall outlet.

CAUTION: Do not unplug the power cable from the wall outlet under any one of the following circumstances. Doing so can cause damage to the projector or PC card: · While the projector's lamp is lighted. · While the cooling fans are running. The cooling fans continue to work for 90 seconds after the projector is turned off. · While the PC CARD Access Indicator lights. Doing so can damage your PC memory card. 26 3 Projecting an Image (Basic Operation) · Selecting a Source

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... 30 » Adjusting the Picture Size and Position ..

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..... 31 ¿ Correcting Keystone Distortion .

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... 33 ˆ Optimizing an RGB Image Automatically ..

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35 ² Turning Up or Down Volume

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..... 35 ¶ Using the Laser Pointer ..

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Use the **SELECT** or button to select one of the 21 languages for the menu. **MENU OFF POWER MAGNIFY SOURCE AUTO ADJUST LAMP STATUS ON LASER PAGE UP SELECT POINTER DOWN EN T ER IT EX 3D REFORM ON/STAND BY POWER MENU PC CARD ENTER EXIT R-CLICK MENU 2.** Press the **ENTER** button to execute the selection. **SOURCE SELECT LAMP STATUS EN T OFF POWER MAGNIFY AUTO ADJUST ON LASER PAGE UP POINTER DOWN ER IT EX 3D REFORM ON/STAND BY POWER MENU PC CARD ENTER EXIT R-CLICK 3.** To close the menu, press the **EXIT** button. **NOTE:** Immediately after turning on the projector and displaying an image, you cannot turn off the projector for 60 seconds. **EN T ER MENU OFF POWER SOURCE SELECT LAMP STATUS AUTO ADJUST ON LASER MAGNIFY PAGE UP POINTER DOWN IT EX 3D REFORM ON/STAND BY POWER** After this has been done, you can proceed to the menu operation.

If you want, you can select the menu language later. See "Language" on page 91. **MENU PC CARD ENTER EXIT R-CLICK NOTE:** Immediately after turning on the projector, screen flicker may occur. This is not a fault. Wait 3 to 5 minutes until the lamp lighting is stabilized. When the Lamp mode is set to Eco, the Lamp indicator will light green. If one of the following things happens, the projector will not turn on. · If the internal temperature of the projector is too high, the projector detects abnormal high temperature. In this condition the projector will not turn on to protect the internal system. If this happens, wait for the projector's internal components to cool down.

· When the lamp reaches its end of usable life, the projector will not turn on. If this happens, replace the lamp. See page 119. · If the lamp fails to light, and if the **STATUS** indicator flashes on and off in a cycle of six times, wait a full minute and then turn on the power. 29 3.

Projecting an Image (Basic Operation) Selecting a Source Selecting the computer or video source Using the Remote Control Press any one of the **COMPUTER 1/2, VIDEO, S-VIDEO, VIEWER** or **LAN** buttons. **R-CLICK VIDEO COMPUTER LAN 1 S-VIDEO VIEWER 2 PIC-MUTE AUTO ADJ. SLIDE VOLUME HELP ASPECT PICTURE FREEZE 3D REFORM** Selecting from Source List Press and quickly release the **SOURCE** button on the projector cabinet to display the Source list. Each time the **SOURCE** button is pressed, the input source will change as follows: "Computer 1/2", "Video" (VCR or laser disc player), "S-Video", "Viewer" (slides on a PC card) or "LAN" (LAN port [RJ-45] or wireless LAN card). To display the selected source, press the **ENTER** button.

MENU SOURCE SELECT AUTO ADJUST LAMP STATUS EN T ER IT EX 3D REFORM ON/STAND BY POWER PC CARD Detecting the Signal Automatically Press and hold the **SOURCE** button for a minimum of 1 second, the projector will search for the next available input source. Each time you press and hold the **SOURCE** button for a minimum of 1 second, the input source will change as follows: Computer1 Computer2 Video S-Video Viewer Computer1 ... If no input signal is present, the input will be skipped. When the input source you wish to project is displayed, release the button. **MENU SOURCE SELECT LAMP STATUS AUTO ADJUST EN T ER IT EX 3D REFORM ON/STAND BY POWER PC CARD 30 3.** **Projecting an Image (Basic Operation) Adjusting the Picture Size and Position** Place your projector on a flat level surface and ensure that the projector is square to the screen. Lift the front edge of the projector to center the image vertically. If the projected image does not appear square to the screen, use the Keystone feature for proper adjustment.

See pages 33 and 43. Rotate the front of the projector right or left (to the right in this example) to center the image horizontally on the screen. Adjust the Tilt Foot 1. Lift the front edge of the projector. 2. Push up and hold the Adjustable Tilt Foot Button on the front of the projector to extend the adjustable tilt feet. 1 Adjustable Tilt Foot Button 3. Lower the front of the projector to the desired height. 4. Release the Adjustable Tilt Foot Button to lock the Adjustable tilt foot. There is approximately 7 degrees of up and down adjustment for the front of the projector. Adjusting the height of a projected image or changing projection angle will run the Auto Keystone correction function to quickly correct the vertical distortion. The "Keystone" screen will be displayed. For operating the "Keystone" screen, see "Correcting Keystone Distortion" on page 33. **NOTE:** Your "Keystone" correction data can be reset by pressing and holding the **3D REFORM** button for a minimum of 2 seconds.

The rear foot height can be changed. Rotate the rear foot to the desired height, but the vertical distance from the bottom to the desk or floor should be 1" (25mm) to make the projector horizontal on the flat surface. **CAUTION** Do not use the tilt-foot for purposes other than originally intended. Misuses such as gripping the tilt-foot or hanging on the wall can cause damage to the projector. 2 Adjustable Tilt Foot 3 4 Up Down Up Down 31 3. **Projecting an Image (Basic Operation) Zoom** Use the **ZOOM** lever to finely adjust the image size on the screen. **Focus** Use the **FOCUS** ring to obtain the best focus. 32 3. **Projecting an Image (Basic Operation) Correcting Keystone Distortion Auto Keystone Correction** The Auto Keystone correction feature will correct vertical distortion of a projected image on the screen. No special operation required. Just put the projector on a flat surface. **Manual Keystone Correction** You can also correct keystone distortion manually. To do so: 1. Extend the Adjustable Tilt Foot to adjust the height of a projected image. See page 31.

The Keystone screen will be displayed on the screen. · If the Keystone screen disappears, press the **3D REFORM** button once to display the Keystone screen again. Projected area 2. Align the left (or right) side of the screen with the left (or right) side of the projected image. · Use the shorter side of the projected image as the base. · In the right example, use the left side as the base. **NOTE:** When "Manual" is selected in "Keystone" from the menu, project an image adjusting projector position so that the screen is smaller than the area of the projected image. See page 90 for selecting "Manual" in "Keystone". Screen frame Align left side 3. Use the **SELECT** or button to adjust "Horizontal".

Perform the keystone correction. 4. If the right and left sides of the projected image are not parallel to each other, use the **SELECT** button to select "Vertical" and use button. the **SELECT** Fine adjust so that both sides are parallel to each other. 33 3.

Projecting an Image (Basic Operation) 5.



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