Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for NEC LT260. You'll find the answers to all your questions on the NEC LT260 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual NEC LT260
User guide NEC LT260
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NEC

CD-ROM version

Portable Projector

LT260/LT240/LT220
User's Manual

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.

Manual abstract:

This may save you time later on. @@@@@@You can use the projector on a tabletop or cart, you can use the projector to project images from behind the screen, and the projector can be permanently mounted on a ceiling*1. The remote control can be used wirelessly. *1 Do not attempt to mount the projector on a ceiling yourself. The projector must be installed by qualified technicians in order to ensure proper operation and reduce the risk of bodily injury. In addition, the ceiling must be strong enough to support the projector and the installation must be in accordance with any local building codes. Please consult your dealer for more information. Features you'll enjoy: · The newly developed 3D Reform function allows you to correct trapezoidal distortion for both horizontally and vertically so that the image is square even when projector is positioned off center of the rooms screen. · The LT260/LT240/LT220 projector provides wired and wireless networking. When using as a wireless LAN projector, no physical signal cable connection to a PC is required.

*2 *2 A wireless LAN card is required. The NEC optional wireless LAN card is available. (SWL-2100N-N) E-2 INTRODUCTION Introduction to the Projector Safety protect by Passcode and Security functions Passcode and Security features prevent the projector from being used by unauthorized individuals. Passcode prevents unauthorized individuals from changing projector settings or adjustments Security offers complete protection by using your PC card as a protect key so that the projector will not project a signal without insertion of the registered PC card and unauthorized use can be discouraged. · The built-in Viewer allows you to start your presentation even when a PC is not available at the site.

· A high-bright 220 watt DC lamp. · The Standby mode reduces standby power consumption significantly. · The supplied wireless remote control that operates the projector from the front side or rear. · The image can be projected between 30 and 500 inches (measured diagonally). · The "Capture" enables you to capture the current projected image.

· An image can be projected from in front or behind a screen, and the projector can even be installed on the ceiling. · NEC's exclusive Advanced AccuBlend intelligent pixel blending technology - an extremely accurate image compression technology - offers a crisp image with UXGA (1600 1200) resolution*3. · Supports most IBM VGA, SVGA, XGA , SXGA/UXGA(with Advanced AccuBlend)*3, Macintosh, component signal (YCbCr/ YPbPr) or any other RGB signals within a horizontal frequency range of 24 to 100 kHz and a vertical frequency range of 50 to 120 Hz. This includes NTSC, PAL, PAL-N, PAL-M, PAL60, SECAM and NTSC4.43 standard video signals. *3 A UXGA (1600 1200) and SXGA image (1280 1024) are displayed with NEC's Advanced AccuBlend on LT260/LT240/LT220. An XGA image (1024 AccuBlend on LT220. 768) is displayed with NEC's Advanced E-3 INTRODUCTION Introduction to the Projector NOTE: Composite video standards are as follows: NTSC: U.S. TV standard for video in U.

S. and Canada. PAL: TV standard used in Western Europe. PAL-N: TV standard used in Argentine, Paraguay and Uruguay. PAL-M: TV standard used in Brazil. PAL60: TV standard used for NTSC playback on PAL TVs. SECAM: TV standard used in France and Eastern Europe. NTSC4.43: TV standard used in Middle East countries. E-4 INTRODUCTION Introduction to the Projector · The supplied remote control can be used without a cable, and you can even use the remote control to operate your PC's mouse wirelessly from across the room with the built-in remote mouse function.

· You can control the projector with a PC using the PC Control port. · USB port allows USB mouse operation*4. *4 The USB ports meet the USB1.1 specification. · The contemporary cabinet design is light, compact, easy to carry, and complements any office, boardroom or auditorium.

· Eight pointers are available for your presentation. E-5 INTRODUCTION Part Names of the Projector Part Names of the Projector Focus Ring (See page E-44) Remote Sensor (See page E-20) CANCEL Controls (See page E-8) ALIG NME NT SOUR CE EN SELECT TE Ventilation (outlet) Heated air is exhausted from here Adjustable Tilt Foot Lever (See page E-43) Adjustable Tilt Foot (See page E-43) Lens Lens Cap * This security slot suppor ts the MicroSaver ® Security System. MicroSaver® is a registered trademark of Kensington Microware Inc. The logo is trademarked and owned by Kensington Microware Inc. Attaching the lens cap To attach the lens cap to the bottom with the supplied string and rivet: 1.

Thread the string through the hole on the lens cap and then tie a knot in the string. 2. Use the rivet to attach the string to the bottom of the projector. E-6 PC-C ARD R ME N U ON STAN D BY AUTO ADJU ST LAM P STA TUS POW ER Ventilation (inlet) Built-in Security Slot ( )* Zoom Lever (See page E-44) Carrying Handle INTRODUCTION Part Names of the Projector PC Card Eject Button PC Card Slot Monaural Speaker (2W) Lamp cover (See page E-118) Remote Sensor (See page E-20) Lamp cover screw Rear Foot Rear Foot Rotate to make the projector level. (See page E-44) AC Input Connect the supplied power cable's three-pin plug here, and plug the other end into an active wall outlet. (See page E-36) 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 E-37) E-7 INTRODUCTION Part Names of the Projector Top Features 9 10 4 5 11 2 6 7 8 12 1 3 1.POWER Button (ON / STAND BY) 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 or off the projector, press and hold this button for a minimum of two seconds. 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 Control Panel Key Lock is enabled. See the Status Indicator section on page E-123 for more details. 3. POWER Indicator ( ) When this indicator is green, the projector is on; when this indicator is orange, it is in standby or idle mode. See the Power Indicator section on page E-123 for more details. E-8 INTRODUCTION Part Names of the Projector Top Features 4. SOURCE Button Use this button to select a video source such as a PC, VCR, DVD player, Viewer (PC card), or LAN. Press and release this button quickly to display the Source List. Each time this button is pressed for a minimum of TWO seconds, the input source will change as follows: RGB1 RGB2 Video S-Video Viewer RGB1 .

.. If no input signal is present, the input will be skipped. 5. AUTO ADJUST Button Use this button to adjust Position-H/V and Pixel Clock/Phase for an optimal picture.

Some signals may not be displayed correctly or take time to switch between sources. 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. CANCEL Button Press this button to exit "Menus". Press this button to return the adjustments to the last condition while you are in the adjustment or setting menu. 9. SELECT (+) () / Volume Buttons : Use these buttons to select the menu of the item you wish to adjust. When no menus appear, these buttons work as a volume control. E-9 INTRODUCTION Part Names of the Projector Top Features : Use these buttons to change the level of a selected menu item. A press of the button executes the selection. When the menus or the Viewer tool bar is not displayed, these buttons can be used to select a slide, or to move the cursor in Folder List or Slide List. When the pointer is displayed, these buttons 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 1500 hours (up to 2000 hours in Eco mode) of service. After this light appears, replace the lamp as soon as possible. (See page E-118). If this is lit green continually, it indicates that the lamp mode is set to Eco. See the Lamp Indicator section on page E-124 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.

E-10 INTRODUCTION Part Names of the Projector Terminal Panel Features Terminal Panel Features 13 12 9 10 11 3 5 8 7 6 1 2 4 1. RGB IN 1 / 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 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 E-29 for more details. 2. RGB IN 2 / Component Input Connector (Mini D-Sub 15 Pin) This connector has the same function as the RGB IN 1 connector. NOTE: The RGB IN 2 does not support SCART output signal and Plug & Play. 3.

RGB 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. RGB OUT Connector (Mini D-Sub 15 Pin) You can use this connector to loop your computer image to an external monitor from the RGB 1 or 2 input source. The RGB analog signal set on RGBOUT Terminal is output during idle mode. See pages E-32 and 100. E-11 INTRODUCTION Part Names of the Projector Terminal Panel Features 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. Note that there is no audio output from this jack during Standby and Idle. 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 to control your projector via a serial cable. This enables you to use your PC and serial communication protocol to control the projector. The NEC optional serial cable (CA03D) is required to use this port.

You can also control the projector by using Dynamic Image Utility 2.0 included on the supplied CD-ROM. To do so you must first have Dynamic Image Utility 2.0 installed on your PC. If you are writing your own program, typical PC control codes are on page E-133.

A cap is put on the port at the factory. Remove the cap when using the port. E-12 INTRODUCTION Part Names of the Projector Terminal Panel Features 10. USB Port (Type A) Connect a commercially available 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. USB Port (Type B) Connect this port to the USB port (type A) of your PC using the supplied USB cable. You can operate your computer's mo or any one of the POWER ON/OFF, MENU, ASPECT, 3D REFORM, HELP, POINTER, MAGNIFY, PICTURE, VIEWER, FOLDER LIST or SLIDE LIST buttons to switch to the Projector mode and the PJ button lights red. To switch back to the Computer mode, press the PJ button again. See page E-53. E-16 INTRODUCTION Part Names of the Remote Control 17. ASPECT Button Press this button to display the Aspect Ratio select screen. See page E-86. 18.

FREEZE Button This button will freeze a picture. Press again to resume motion. 19. 3D REFORM Button Press this button to enter 3D Reform to correct the keystone (trapezoidal) distortion, and make the image square. See page E-45. 20. HELP Button Provides the online help or the set information. 21. POINTER Button Press this button to display one of the eight pointers; press again to hide the pointer. You can move your pointer icon to the area you want on the screen using the Select button.

See page E-55. 22. VOLUME (+) () Button Press (+) to increase the volume and () to decrease it. 23. MAGNIFY (+) () Button Use this button to adjust the image size up to 400%.

When the pointer is displayed, the image is magnified about the center of the pointer. When the pointer is not displayed, the image is magnified about the center of the screen. When the image is magnified, the pointer is changed to the magnifying icon. See page E-56. 24.

PICTURE Button Press this button to display the Picture adjustement screen such as Brightness, Contrast, Color, Hue, and Sharpness. See page E-85. E-17 INTRODUCTION Part Names of the Remote Control 25. PICTURE MUTE Button This button turns off the image and sound for a short period of time. Press again to restore the image and sound. NOTE: When the menu is displayed, a press of this button mutes an image and sound without turning off the menu. 26. VIEWER Button Press this button to select the Viewer source. 27. SLIDE (+) () Button Press (+) to select the next folder or slide and () to select the previous folder or slide.

See page E-67. 28. FOLDER LIST Button Press this button to select Viewer source to display a list of folders included in a PC card. See page E-67. 29.

SLIDE LIST Button Press this button to select Viewer source to display a list of slides included in a PC card. See page E-67. NOTE: The default is the Computer mode, which allows you to use the SELECT, CANCEL, and ENTER buttons as your computer mouse. When the POWER ON/OFF, MENU, ASPECT, 3D REFORM, HELP, POINTER, MAGNIFY, PICTURE, VIEWER, FOLDER LIST, or SLIDE LIST button is pressed, the PJ button lights red to indicate that you are in the Projector mode. If no buttons are pressed within 60 seconds, the light goes out and the Projector mode is canceled.

E-18 INTRODUCTION Part Names of the Remote Control Battery Installation 1. Press firmly and slide the battery cover off. 2. Remove both old batteries and install new ones (AA). Ensure that you have the batteries' polarity (+/-) aligned correctly.

3. Slip the cover back over the batteries until it snaps into place. Do not mix different types of batteries or new and old batteries. Note on Remote Control Operation: If you press and hold the SELECT button while installing new batteries, the remote control may fail to work properly. Should this happen, remove the batteries and then install them again without touching the SELECT button.

E-19 INTRODUCTION Part Names of the Remote Control 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 Operating Range 7m/22 feet 7m/22 feet 30° 30° 30° 30° Remote sensor on the projector cabinet Remote control · 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. Weak batteries will also prevent the remote control from properly operating the projector. E-20 INSTALLATION AND CONNECTIONS This section describes how to set up your projector and how to connect video and audio sources. 1 2 3 To the wall outlet.

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 page E28. c Connect the supplied power cable. See page E-36. 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. E-21 INSTALLATION AND CONNECTIONS Setting Up the Screen and theProjector 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" (0.

8 m) measured diagonally when the projector is roughly 4 feet (1.3 m) from the wall or screen. The largest the image can be is 500" (12.7 m) when the projector is about 80.83 feet (24.

64 m) from the wall or screen. Use the drawing below as a guide. Scr een 40 6.4 size (Un (W it)X 30 : cm/ 4.8 inc 36 h) (H) 5.

8 (W)X 27 4.3 (H) 4.8 (W)X 22 Screen size 30 8.6 (H) 200 " 180 " 24 20 3.8 (W)X 18 3.2 2.9 (W (H))X 15 16 2.4 2.6 (H) 150 " 120 " 100 " 80" 60" (W)X 12 12 81 61 .0(1.

9 1.9 (W (H))X 91 .3(.4(W) H) X6 1.0 W) (H) X4 5.7 (H) Len sc ent er 40" 30" 1 (1 .3/4 .0/ .3 3. 1 3) (1 .
7/5 .3 .6 /4 .3) 2. (2 6/8 .
0 .5 /6 .6 3) (2 .5/1 .7 1.
/8 5 .9 4) (3 .4/1 .4 4 /1 .4 1. 2 5) (4 .3/1 .1 7 /1 .4 3. 5) 6.

6/ (5 2 .2 1 /1 .7 7. 1) 7. (6 9/ .2 25 /2 .9 0. 3 8. 4) (6 8/2 .9 8 /2 .

9 2. 6) NOTE: Values in parentheses for LT240. E-22 D is ta nc e (U ni t: m /fe et) INSTALLATION AND CONNECTIONS Setting Up the Screen and theProjector 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. Distance Chart Screen Width Screen Diagonal Screen Height Screen center (B) Screen Bottom (D) Lens Center Throw Angle ( ) Throw Distance (C) B = Vertical distance between lens center and screen center C = Throw distance D = Vertical distance between lens center and bottom of screen = Throw angle E-23 INSTALLATION AND CONNECTIONS <LT260> Setting Up the Screen and theProjector B = Vertical distance between lens center and screen center C = Throw distance D = Vertical distance between lens center and bottom of screen = Throw angle NOTE: Distances may vary +/-5%.

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 Height inch inch 18 24 24 32 36 48 40 54 43 58 48 64 50 67 54 72 60 80 72 96 90 120 108 144 120 160 126 168 144 192 157 209 162 216 180 240 210 280 240 320 270 360 300 400 Screen Size Width Height mm mm 457 610 610 813 914 1219 1021 1361 1097 1463 1219 1626 1280 1707 1372 1829 1524 2032 1829 2438 2286 3048 2743 3658 3048 4064 3200 4267 3658 4877 3978 5304 4115 5486 4572 6096 5334 7112 6096 8128 6858 9144 7620 10160 B inch 12.6 16.8 25.3 28.2 30.
3 33.7 35.4 37.9 42.1 50.5 63.2 75.8 84.2 88.4 101.

1 109.9 113.7 126.3 147.4 168.5 189.5 210.6 B mm 321 428 642 716 770 855 898 962 1069 1283 1604 1925 2139 2246 2567 2792 2888 3209 3744 4279 4814 5349 C Wide Tele inch 46.4 57.0 62.
4 76.4 94.5 115.3 105.8 128.
9 113.8 138.6 126.6 154.1 133.
0 161.9 142.7 173.6 158.7 193.0 190.8 231.8 239.0 290.1 287.

1 348.4 319.2 387.2 335.3 406.7 383.4 464.9 417.1 505.7 431.
6 523.2 479.7 581.5 560.0 678.
6 640.2 775.7 720.5 872.9 800.
7 970.0 C Wide Tele mm 1178 - 1448 1586 - 1942 2401 - 2928 2686 - 3274 2890 - 3520 3216 - 3915 3379 - 4113 3624 - 4409 4032 - 4902 4847 - 5889 6070 - 7369 7293 - 8849 8108 - 9836 8516 -10329 9739 -11810 10595 -12846 10962 -13290 12185 -14770 14223 -17237 16261 -19704 18299 -22171 20338 -24638 D inch 3.6 4.8 7.3 8.1 8.7 9.7 10.2 10.9 12.

1 14.5 18.2 21.8 24.2 25.4 29.1 31.6 32.7 36.3 42.
4 48.5 54.5 60.6 D mm 92 123 184 206 221 246 258 277 307 369 461 554 615 646 738 803 831 923 1077 1231 1385 1539 Wide Tele degree 15.2 - 12.
5 15.1 - 12.4 15.0 - 12.4 14.
9 - 12.3 14.9 - 12.3 14.9 - 12.3 14.9 - 12.3 14.9 - 12.3 14.

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8 - 12.3 14.8 - 12.3 14.8 - 12.
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7 - 12.3 14.7 - 12.3 14.7 - 12.2 14.7 - 12.2 Wide Tele degree 15.2 - 12.5 15.

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7 - 12.2 Diagonal mm 762 1016 1524 1702 1829 2032 2134 2286 2540 3048 3810 4572 5080 5334 6096 6629 6858 7620 8890 10160 11430 12700 E-24 INSTALLATION AND CONNECTIONS <LT240> Setting Up the Screen and theProjector B = Vertical distance between lens center and screen center C = Throw distance D = Vertical distance between lens center and bottom of screen = Throw angle NOTE: Distances may vary +/-5%. 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 Height inch inch 18 24 24 32 36 48 40 54 43 58 48 64 50 67 54 72 60 80 72 96 90 120 108 144 120 160 126 168 144 192 157 209 162 216 180 240 210 280 240 320 270 360 300 400 Screen Size Width Height mm mm 457 610 610 813 914 1219 1021 1361 1097 1463 1219 1626 1280 1707 1372 1829 1524 2032 1829 2438 2286 3048 2743 3658 3048 4064 3200 4267 3658 4877 3978 5304 4115 5486 4572 6096 5334 7112 6096 8128 6858 9144 7620 10160 B inch 12.6 16.8 25.

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8 42.0 50.4 63.0 75.6 84.0 88.2 100.8 109.7 113.4 126.

1 147.1 168.1 189.1 210.1 B mm 320 426 640 715 768 853 896 960 1067 1280 1601 1921 2134 2241 2561 2785 2881 3202 3735 4269 4803 5336 C Wide Tele inch 35.7 - 43.4 48.2 - 58.4 73.2 - 88.

5 81.9 - 99.0 88.1 - 106.5 98.

1 - 118.6 103.1 - 124.6 110.6 - 133.

6 123.1 - 148.6 148.1 - 178.7 185.5 - 223.8 223.0 - 268.9 248.0 - 298.

9 260.5 - 314.0 297.9 - 359.1 324.1 - 390.6 335.4 - 404.1 372.8 - 449.

2 435.3 - 524.4 497.7 - 599.6 560.

1 - 674.7 622.5 - 749.9 C Wide Tele mm 907 - 1102 1224 - 1484 1858 - 2248 2080 - 2515 2239 - 2706 2493 - 3011 2620 - 3164 2810 - 3393 3127 - 3775 3761 - 4538 4713 - 5684 5664 - 6829 6298 - 7593 6615 - 7975 7567 - 9120 8233 - 9922 8518 -10265 9470 -11411 11055 -13320 12641 -15229 14227 -17138 15813 -19046 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 32.4 36.1 42.1 48.1 54.1 60.

1 D mm 91 122 183 204 219 244 256 274 305 366 458 549 610 641 732 797 824 916 1068 1221 1374 1526 Wide Tele degree 19.4 - 16.2 19.2 - 16.0 19.

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7 36.4 39.0 43.4 52.1 65.

1 78.1 86.8 91.1 104.1 113.2 117.1 130.1 151.8 173.5 195.

2 216.9 B mm 331 441 661 738 793 882 926 992 1102 1322 1653 1983 2203 2314 2644 2875 2975 3305 3856 4407 4958 5508 C Wide Tele inch 48.0 - 59.0 64.5 - 79.0 97.6 - 119.0 109.1 - 133.0 117.

4 - 143.0 130.6 - 159.0 137.2 - 167.

0 147.1 - 179.0 163.7 - 199.0 196.

7 - 239.0 246.3 - 299.0 295.9 - 359.0 328.9 - 399.0 345.4 - 419.0 395.

0 - 479.0 429.7 - 521.0 444.6 - 539.0 494.2 - 599.0 576.8 - 699.0 659.

4 - 799.0 742.0 - 899.0 824.7 - 999.

0 C Wide Tele mm 1219 - 1498 1639 - 2006 2478 - 3022 2772 - 3378 2982 - 3632 3318 - 4038 3485 - 4242 3737 - 4546 4157 - 5054 4996 - 6070 6256 - 7595 7515 - 9119 8354 -10135 8774 -10643 10033 -12167 10915 -13234 11292 -13691 12552 -15215 14650 -17755 16749 -20295 18848 -22835 20946 -25375 D inch 4.0 5.4 8.0 9.0 9.

6 10.7 11.2 12.0 13.4 16.1 20.1 24.1 26.8 28.1 32.

1 34.9 36.1 40.1 46.8 53.5 60.2 66.9 D mm 102 136 204 228 245 272 286 306 340 408 510 612 679 713 815 887 917 1019 1189 1359 1529 1698 Wide Tele degree 15.2 - 12.4 15.

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7 - 12.2 Wide Tele degree 15.2 - 12.4 15.1 - 12.4 14.9 - 12.3 14.9 - 12.3 14.

9 - 12.3 14.9 - 12.3 14.9 - 12.3 14.9 - 12.3 14.8 - 12.3 14.
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8 - 12.3 14.8 - 12.3 14.8 - 12.3 14.8 - 12.3 14.7 - 12.3 14.

*7 - 12.3 14.7 - 12.2 14.7 - 12.2 Diagonal mm 762 1016 1524 1702 1829 2032 2134 2286 2540 3048 3810 4572 5080 5334 6096 6629 6858 7620 8890 10160 11430 12700 E-26 INSTALLATION AND CONNECTIONS Setting Up the Screen and theProjector 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. If you're using a mirror and your image is inverted, use the MENU and SELECT buttons on your projector cabinet or buttons on your remote control to correct the orientation. (See page E-95.

) E-27 INSTALLATION AND CONNECTIONS Making Connections Wiring Diagram Document Camera VCR, DVD Player or LaserDisc Player Monitor To video, S-video, and audio inputs on the projector. RGB 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 cable. Optional 15-pin-to-RCA (female) 3 cable (ADP-CV1) DVD Player Macintosh (Desktop type or notebook type) IBM VGA or Compatibles (Desktop type or notebook type) (with component output) 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. * If you accidentally hit the POWER button on the remote control, wait 90 seconds and then press the POWER button again to resume. E-28 INSTALLATION AND CONNECTIONS Making Connections To connect SCART output (RGB) Before connections: An exclusive SCART adapter (ADP-SC1) and a commercially available SCART cable are required for this connection. NOTE: · Audio signal is not available for this connection. · The RGB IN 2 connector does not support SCART signal and Plug & Play.

Video equipment such as DVD player Projector R To RGB IN 1 Commercially available SCART cable Female ADP-SC1 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 RGB 1 input of your projector and a SCART output (RGB) of your video equipment. 3. Turn on the power to the projector and your video equipment. 4. Use the RGB 1 button on the remote control to select the RGB 1 input. 5. Press the MENU button on the remote control to display the menu.

6. From the Advanced menu, select [Projector Options] [Setup] [Page 3] [Signal Select RGB1] [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. E-29 EN TE PC-CARD CANCEL SELEC T ME N ALIGNME U NT SOURCE AUTO ADJUST ON STAND BY LAMP STATUS POWER INSTALLATION AND CONNECTIONS Making Connections Connecting Your PC or Macintosh Computer RGB IN1 AUDIO IN RGB IN2 RGB 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. Audio cable (not supplied) PHONE PHONE IBM VGA or Compatibles (Desktop type) or Macintosh (Desktop type) IBM VGA or Compatibles (Notebook type) or Macintosh (Notebook type) NOTE: For older Macintosh, use a commercially available pin adapter (not supplied) to connect to your Mac's video port. E-30 INSTALLATION AND CONNECTIONS Making Connections 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 signal cable to connect your PC or Macintosh to the projector. 3. Turn on the projector and the computer. 4. 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. NOTE: The LT260/LT240/LT220 is not compatible with video decoded outputs of NEC ISS-6020 and ISS-6010. E-31 INSTALLATION AND CONNECTIONS Making Connections Connecting an External Monitor RGB OUT 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 a 15-pin cable to connect your monitor to the RGB OUT (Mini D-Sub 15 pin) connector on your projector. 3. Turn on the projector, monitor and the computer. NOTE: The RGB OUT connector outputs RGB signal during idle mode (See page E-100). When the projector goes into idle mode, the image on an external monitor disappears for a moment. Note that the RGB OUT connector will not output RGB signal during Stanby mode. · Daisy chain connection is not possible.

E-32 INSTALLATION AND CONNECTIONS Making Connections Connecting Your Video Equipment Connecting Your DVD Player RGB IN1 or IN2 Optional 15-pin-to-RCA (female) 3 cable (ADP-CV1) Audio Equipment Component video RCA 3 cable (not supplied) DVD player AUDIO OUT R L AUDIO IN L R COMPONENT 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 the 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 RGB IN1 or IN2 connector on the projector.

For a DVD player without component video (Y,Cb,Cr) output, use common RCA cables (not provided) to connect a composite VIDEO output of the DVD player to the Video Input of the projector. 3. Turn on the projector and DVD player. NOTE: Refer to your DVD player's owner's manual for more information about your DVD player's video output requirements, E-33 INSTALLATION AND CONNECTIONS Making Connections Connecting Your VCR or Laser Disc Player VIDEO IN S-VIDEO IN Video cable (not supplied) S-video cable (not supplied) Audio equipment AUDIO IN L R VCR/ Laser disc player AUDIO OUT R L S-VIDEO OUT VIDEO OUT Audio cable (not supplied) Use common RCA cables (not provided) to connect 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 your RCA cable to the video output connector on the back of your VCR or laser disc player, connect the other end to the Video input on your projector. Use an audio cable (not supplied) to connect the audio from your VCR or laser disc player to your audio equipment (if your VCR or laser disc player has this capability). Be careful to keep your right and left channel connections correct for stereo sound. E-34 INSTALLATION AND CONNECTIONS Making Connections 3. 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. E-35 INSTALLATION AND CONNECTIONS Making 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. E-36 PROJECTING AN IMAGE (BASIC OPERATION) This section describes how to turn on the projector and to project a picture onto the screen. Turning on the Projector NOTE: · When plugging in or unplugging the supplied power cable, make sure that the main power switch is pushed to the off[O] position. Failure to do so may cause damage to the projector.

· The projector has two power switches: main power switch and POWER button (POWER ON and OFF on the remote control) · The projector has a feature to prevent itself from being used by unauthorized individuals. To use this feature, register your PC card as a protect key. See "Security" in "Projector Options" on page E-111 for more details. To turn on the main power to the projector, press the Main Power switch to the ON position (I). Before you turn on your projector, ensure that the computer or video source is turned on and that your lens cap is removed. Only after you press the ON/STAND BY button on the projector cabinet or POWER ON button on the remote control for a minimum of 2 seconds will the power indicator turn to green and the projector become ready to use.

E-37 PROJECTING AN IMAGE Turning on the Projector Note on Startup screen (Menu Language Select screen) When you first turn on the projector, you will get the Startup screen. This screen gives you the opportunity to select one of the seven menu languages: English, German, French, Italian, Spanish, Swedish and Japanese. To select a menu language, follow these steps: 1. Use the SELECT the menu. or button to select one of the seven languages for MENU SELECT NT ER CA NC 2.

Press the ENTER button to execute the selection. MENU SELECT NT ER CA NC L L E E E E E-38 PROJECTING AN IMAGE Turning on the Projector 3. The Basic menu will be displayed in the language you have selected. MENU SELECT NT ER CA NC To close the menu, press the CANCEL button. After this has been done, you can proceed to the advanced menu operation.

If you want, you can select the menu language later. See "Language" on page E-93. NOTE: To turn the projector on by plugging in the power cable, first turn on the Main Power switch to ON and use the menu and enable the "Auto Start" feature. (See page E-99.) 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. * 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. L E E E-39 PROJECTING AN IMAGE Selecting a Source Selecting the computer or video source Using the Remote Control OFF POWER VIDEO S-VIDEO RGB1 RGB2 ON AUTO ADJ. LASER Press any one of the RGB1, RGB2, VIDEO, S-VIDEO or VIEWER buttons. ASPECT FREEZE 3D REFORM HELP POINTER VIEWER SLIDE VOLUME MAGNIFY PICTURE FOLDER SLIDE PIC-MUTE LIST NOTE: If no input signal is available, the projector will display a blue background (factory preset). Selecting from Source List 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: "Video" (VCR, document camera, or laser disc player), S-Video", "RGB1" or "RGB2" (computer or DVD with component output) , "Viewer" (slides on a PC card), or "LAN" (wired or wireless signal aired from a PC).

To display the selected source, press the SOURCE button a few times to select the signal you wish to project. E-40 PROJECTING AN IMAGE Selecting a Source Detecting the Signal Automatically Press and hold the SOURCE button for a minimum of 2 seconds, the projector will search for the next available input source. Each time you press and hold the SOURCE button, the input source will change as follows: RGB1 RGB2 Video S-Video Viewer If no input signal is present, the input will be skipped. When the input source you wish to project is displayed, release the button. E-41 PROJECTING AN IMAGE 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. Move the projector left to center the image horizontally on the screen. Use the 3D REFORM feature for proper adjustment. See page E-45. E-42 PROJECTING AN IMAGE Adjusting the Picture Size and Position Adjust the Tilt Foot q Lift the front edge of the projector.

ALIGNM ENT ON STAND BY AUTO STATU S POWE R T LAMP R Adjustable Tilt Foot Lever Adjustable Tilt Foot w Push up the Adjustable Tilt Foot Lever on the front of the projector to extend the adjustable tilt foot (maximum height). e Push down the Adjustable Tilt Foot Lever. R EN CANCEL TE r Lower the front of the projector to the desired height and release the Adjustable Tilt Foot Lever to lock the Adjustable tilt foot. There is approximately 7 degrees of up and down adjustment for the front of the projector. E-43 EN SELE CT ME N TE U PC-CAR D PC-CAR D CANCEL SELE CT ALIGNM ME N ENT U SOURC ON STAND E SOURC BY AUTO E ADJUS LAMP STATU S POWE R T ADJUS PROJECTING AN IMAGE Adjusting the Picture Size and Position 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" (25 mm) to make the projector horizontal on the flat surface. Up Down Up Down * If the projected image does not appear square to the screen then use the 3D Reform feature for proper adjustment. See page E-45. 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.

Zoom Use the Zoom lever to fine adjust the image size on the screen Focus Use the Focus ring to obtain the best focus. E-44 PROJECTING AN IMAGE Correcting the Horizontal and Vertical Keystone Distortion (3D Reform) Use the 3D Reform feature to correct keystone (trapezoidal) distortion to make the top or bottom and the left or right side of the screen longer or shorter so that the projected image is rectangular. You can also use a mouse to correct the Cornerstone distortion. To do so with your mouse, pick and left-click on one corner of the image you want to correct. Do this for the remaining 3 corners. Right-click to display the confirmation screen. 1. Project an image so that the screen is smaller than the area of the raster. 2. Pick up any one of the corners and align the corner of the screen with the one of the image.

Projected image Screen (The drawing shows the upper right corner.) 3. Press the 3D REFORM button on the remote control. The CORNERSTONE adjustment screen is displayed. NOTE: Press the 3D REFORM button to toggle between "Cornerstone" and "Keystone."

" E-45 PROJECTING AN IMAGE 4. Use the SELECT button to select one icon which points in the direction you wish to move the projected image frame. Screen 5. Press the ENTER button. 6.

Use the SELECT shown on the example. 7. Press the ENTER button. button to move the projected image frame as Screen 8. Use the SELECT the direction. button to select another icon which points in On the Cornerstone adjustment screen, select "Exit" and then "OK", or press the CANCEL button on the remote control. Screen The confirmation screen is displayed. E-46 PROJECTING AN IMAGE 9. Press the SELECT ENTER button. or button to highlight the [OK] and press the This completes the keystone correction.

Selecting "Cancel" will return to the adjustment screen without saving changes (Step 3). Selecting "Reset" will return to the factory default. Selecting "Undo" will exit without saving changes. NOTE: To return the 3D Reform correction setting values to the factory default, press and hold the 3D REFORM button for a minimum of 2 seconds. NOTE: During 3D Reform adjustment, "Aspect Ratio" and "Screen" may not be available. Should this happen, first reset the 3D Reform data and then do each setting. Second repeat the 3D Reform adjustment. Changing Aspect Ratio and/or Screen setting can limit 3D Reform in its adjustable range. The adjustable ranges for 3D Reform are as follows: Horizontal ..

.....

.....

. Max ±30° approx. (Max ±25° approx. on LT240) Vertical ....

....

*Max ±40° approx. * The following are conditions at the above maximum angle when all of the following are met · Image is projected in Wide (Zoom) · Resolution is XGA Higher resolution than XGA limits 3D Reform in its adjustable range. · Menu items should be set as follows: Aspect Ratio ...*

.....

... 4:3 Screen Type ....

.... 4:3 Screen Position ......

0 · Horizontal and Vertical are adjusted separately. A combination of both adjustments limits 3D Reform in its adjustable range. E-47 PROJECTING AN IMAGE Optimizing RGB Picture Automatically Adjusting the Image Using Auto Adjust Optimizing RGB image automatically Press the Auto Adjust button to optimize an RGB image automatically. [Poor picture] AUTO ADJ. [Normal picture] Press the Auto Adjust button to fine-tune the computer image or to remove any vertical banding that might appear and to reduce video noise, dot interference or cross talk (this is evident when part of your image appears to be shimmering).

@@This function also adjusts the clock phase to reduce video noise, dot interference or cross talk. (This is evident when part of your image appears to be shimmering.) @@NOTE: · Some signals may not be displayed correctly or take time. · The Auto Adjust function does not work for component and video signal. · If the Auto Adjust operation cannot optimize the RGB signal, try to adjust Clock and Phase manually.

See page E-88. E-48 PROJECTING AN IMAGE Turning Up or Down Volume Sound level from the speaker and the AUDIO OUT mini jack on the projector can be adjusted. VOLUME Volume bar increase volume decrease volume Using the Laser Pointer You can use the laser to draw your audience's attention to a red dot that you can place on any object. Press and hold the LASER button to activate the laser pointer. OF F VID EO S-V AU TO AD J. PO WE IDE O RG B1 RG B2 LA SE R R ON SEL ECT PJ LA ASP HEL P ECT FREE ZE SE 3D R VOL UME POIN TER REF ORM MAG NIFY VIEW ER SLID E PICT PIC-M UTE URE FOLD ER SLID E LIST CAUTION: · Do not look into the laser pointer while it is on. · Do not point the laser beam at a person. E-49 PROJECTING AN IMAGE Setting the function switch There are two switches on the bottom of the battery case: an applicable projector selector switch (1) and laser enable/disable switch (2). Check the projector being used and decide whether to enable or disable laser, then set these switches as necessary using the tip of a thin ballpoint pen. On this model, an applicable projector selector switch (1) is not used.

OFF ON Switch (2) On: Enabled (the laser lights when the LASER button is pressed) [Factory default] Off: Disabled (the laser does not light even when the LASER button is pressed) Disable the laser when using in an environment in which the unit is accessible to children. E-50 PROJECTING AN IMAGE Turning off the Projector To turn off the projector: First press the POWER (ON/STAND BY) button on the projector cabinet or the POWER OFF button on the remote control for a minimum of two seconds. The power indicator will glow orange. After the projector turns off, the cooling fans keep operating for 90 seconds (Coolingoff time). Second, turn off the Main Power switch. The power indicator will go out. Last unplug the power cable. CAUTION Do not unplug the power cable from the wall outlet or do not turn off the main power under any one of the following circumstances. Doing so can cause damage to the projector: · While the Hour Glass icon appears. · While the message "Please wait a moment.

" appears. This message will be displayed after the projector is turned off. · While the cooling fans are running. (The cooling fans continue to work for 90 seconds after the projector is turned off). · While accessing a PC card.

(The PC Card Access indicator lights.) OFF POWER VIDEO S-VIDEO RGB1 RGB2 ON AUTO ADJ. LASER ASPECT FREEZE 3D REFORM HELP POINTER VIEWER SLIDE VOLUME MAGNIFY PICTURE FOLDER SLIDE PIC-MUTE LIST E-51 CONVENIENT FEATURES Using the Remote Mouse Function The built-in remote mouse function enables you to operate your computer's mouse functions from the remote control (Computer mode). It is a great convenience for clicking through your computer-generated presentations. To return to the projector operation mode (Projector mode), press the PJ button (lit red).

Connecting to your computer for the remote mouse fuction If you wish to use the remote mouse function, use the supplied USB cable to connect the USB port (type B) of the projector and the USB port (type A) of your computer. NOTE: Depending on the type of connection or OS installed on your computer, you may have to restart your computer or change you computer settings. When using the USB Port For PC, the mouse receiver function can only be used with a Windows 98, Windows ME, Windows XP or Windows 2000 operating system. Type B Type A NOTE: Wait at least 5 seconds after disconnecting the USB cable before reconnecting it and vice versa. The computer may not identify the built-in mouse receiver if it is repeatedly connected and disconnected in rapid intervals.

E-52 CONVENIENT FEATURES Using the Remote Mouse Function Switching operation mode between computer and projector The three shaded buttons shown on the drawing work as a computer mouse in the Computer mode. In the Computer mode the PJ button is not lit. Works as a mouse for your computer. Works as the Select button on the projector. OFF POWER VIDEO S-VIDEO RGB1 ON OFF POWER ON RGB2 VIDEO S-VIDEO RGB1 RGB2 AUTO ADJ.

LASER AUTO ADJ. LASER MENU MENU SELECT EN TE R PJ CA E NC Works as a rightclick button for your computer. SELECT EN TE R CA N CE Works as the Cancel button on the projector. L PJ Not lit FOCUS ZOOM SHIFT FOCUS ZOOM SHIFT HELP POINTER PC CARD SLIDE HELP POINTER PC CARD SLIDE L Lit red KEYSTONE MAGNIFY KEYSTONE MAGNIFY FREEZE VOLUME FOLDER SLIDE FREEZE VOLUME FOLDER SLIDE PIC-MUTE PIC-MUTE LIST LIST Works as a left-click button for your computer. Works as the Enter button on the projector. E-53 CONVENIENT FEATURES Using the Remote Mouse Function · When the MENU button is pressed, the PJ button lights red to indicate that you are in the Projector mode, which allows the projector menu operation using the three buttons. · When the POINTER button is pressed, the PJ button lights red to indicate that you are in the Projector mode and that the SELECT button works as a moving button for the POINTER or magnified image. · If no buttons are pressed within 60 seconds, the PJ button's light goes out to indicate that you are in the Computer mode. To enable the projector menu operation again, press the PJ button to light red. To move the pointer or a magnified image again, turn off the pointer and then turn on the pointer (press the POINTER button two times). · When the PJ button is lit, if you want to use the mouse function immediately, press the PJ button to return to the Computer mode (not lit). During Computer mode: In Computer mode, by pressing the ENTER button for 2 seconds or more then releasing, the drag mode is set and the drag operation can be performed simply by pressing the SELECT (mouse) button. To cancel the drag mode, press the ENTER (left click) button again or press the CANCEL (right click) button. E-54 CONVENIENT FEATURES Turning Off the Image and Sound Press the Picture Mute button to turn off the image and sound for a short period of time. Press again to restore the image and sound.

PIC-MUTE Freezing a Picture Press the Freeze button to freeze a picture. Press again to resume motion. FREEZE Using the Pointer You can use one of eight pointers to draw your audience's attention to the portion of a projected image you want. POINTER Press the Pointer button to display the pointer. Press the Pointer button to display the pointer.

SELECT Use the Select button to move the pointer. Use the Select button to move the pointer. E-55 CONVENIENT FEATURES Enlarging and Moving a Picture You can enlarge the area you want up to 400 percent. To do so: 1. Press the Pointer button to display the pointer. POINTER 2. Move the pointer to the area you want to enlarge. SELECT 3. Enlarge the selected area. When the Magnify (+) button is pressed, the pointer is changed to a magnifying glass.

To move the magnifying glass, use the SELECT button. MAGNIFY 4. Return the image to the original size. MAGNIFY E-56 CONVENIENT FEATURES Getting the On-line Help You get the contents about Help. HELP SELECT Display Help Exit Help E-57 CONVENIENT FEATURES Using a USB Mouse Using a USB mouse gives you a smooth operation. A commercially available USB mouse is required. USB Type A NOTE: There may be some brands of USB mouse that the projector does not support. Operate the Menus using the USB mouse Mouse Cursor When connecting a USB mouse to the projector, you get a mouse cursor on the screen. Unless you use your USB mouse within 10 seconds, the mouse cursor disappears. Menu Display Clicking with a mouse button displays the menu.

Clicking displays the pull-down menu. To close the menu, click anywhere in the background. Adjusting and Setting Display You can select a menu item and click with a mouse button to make adjustments and setting. E-58 CONVENIENT FEATURES Examples Click (or press and hold) the mouse button or to adjust the brightness. Or click and drag the mouse button on the slide bar horizontally to adjust it.

To save the adjustments, click . The display is closed. If you click anywhere in the background while displaying adjustment and setting menu or dialog box, you will get the main menu at the clicking point. Changing Background Logo You can change the default background logo using the PC Card Files feature. NOTE: File size must be 256KB or less.

Other file formats than JPEG and BMP are not available. 1. From the menu, select [Tools] [PC Card Files] to display a list of all the files stored in the PC card so that you can select a file you want to use as a background logo. 2. The Logo button allows you to select a background logo from graphic files on a PC card and change to it as the background logo. 3. Use the SELECT background logo. or button to select a JPEG or BMP file for your E-59 CONVENIENT FEATURES Changing Background Logo and then button to select "Logo". 4. Use the SELECT 5.

Press the ENTER on the remote control or the cabinet. You will get the confirmation dialog box. 6. Select "OK" and press the ENTER button. This completes changing a logo for the background. * Once you have changed the background from the NEC logo to another, you cannot return the logo to background even by using Factory Default. To do so, repeat the above steps. The NEC logo file is included on the supplied CD-ROM NEC Projector User Supportware (/Logo/nec_b_x.jpg). (LT220 : /Logo/nec_b_s2.

jpg) E-60 CONVENIENT FEATURES Making Freehand Drawings on a Projected Image (ChalkBoard) The ChalkBoard feature allows you to write and draw messages on a projected image. NOTE: The ChalkBoard feature is available only when a USB mouse is used. From the menu, select [Tools] [ChalkBoard] to display the ChalkBoard tool bar that cotains the following icons. Pen Drag Color Capture Clear Eraser Hide Exit Drag ..

... Drags to move the tool bar by clicking on the blue part. (for USB mouse operation only) Pen .

...... Left-click and drag to draw. Left-click [ ] or right-click the pen icon to display the pen palette containing four lines of different thickness from which you can select a line you prefer by leftclicking. Color ..

... Selects a color. Left-click to display the color palette from which you can select a color you prefer by left-clicking. Capture Left click to capture and save freehand drawings in the PC card. Eraser ... Left-click and drag to erase part of a drawing.

Left-click [ ] or right-click the eraser icon to display the eraser palette containing four eraser of different thickness from which you can select an eraser you prefer by left-clicking.

Clear ....

. Left-click to clear the drawing completely from the ChalkBoard screen. Hide ...

... Hides the tool bar by left-clicking. Right-clicking anywhere on the screen displays the ChalkBoard tool bar again. Exit .....

.. Clears the complete drawing and exits the ChalkBoard. NOTE: · The menu is not available while you display the ChalkBoard screen. · Switching slides clears a drawing completely. E-61 USING THE VIEWER NOTE: To use the Viewer, first you need to create presentation materials on your PC using the Dynamic Image Utility 2.0 contained on the supplied NEC Projector User Supportware CD-ROM. For installation, see the printed Application Guide. For creating presentation materials, see the Slide show function on the on-line manual of the Dynamic Image Utility 2.0.

*Making the Most out of the Viewer Function Features You can view presentation data, capture, and play images on the projector. A PC card is used to view presentation data prepared on the computer and to capture and play images projected with the projector. The Viewer feature allows you to view slides stored on a PC memory card (referred to as PC card in this manual) on the projector. Even if no computer is available, presentations can be conducted simply with the projector. This feature is convenient for holding presentations at meetings and in offices, as well as for playing images taken on digital cameras. Easy to use · Presentations can be started immediately simply by inserting a PC card (not supplied) · Easy slide switching · Remote control operation · Jumping to list of slides or any specific slide High quality images · High resolution up to 1024 x 768 dots (800 x 600 on LT220) · 24-bit full color playback · Viewing of digital camera images E-62 USING THE VIEWER Simple utility software (for computer) · Dynamic Image Utility 2.0 operable on Windows 95/98/Me/XP/ NT4.0(SP3 or later)/2000 · Slides can be created by capturing the currently displayed image · Control screen for displaying lists of slides and editing * Microsoft, Windows and PowerPoint are registered trademarks of Microsoft Corporation. Inserting and Removing a PC Card Inserting the PC Card · Hold the PC card horizontally and insert it slowly into 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. NOTE: Do not try to force the PC card into the slot. PC card (not supplied) E-63 USING THE VIEWER Removing the PC Card Press the eject button. The PC card pops out a little. Grasp the edges of the PC card and pull it out. NOTE: Do not eject the PC card while its data is being accessed. Eject button 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.*

*PC Card Type The PC Card slot accepts PCMCIA Type II only. E-64 USING THE VIEWER Operating the Viewer Function from the Projector (playback) This section describes the operation for showing slides of presentation documents created using the Viewer function with the projector. It is also possible to make slides directly from the images projected with the projector. Projecting slides (Viewer) 1. Insert a PC card into the PC card slot. Insert the PC card with the side with the insertion direction arrow on the top. * Press the eject button to eject the card. 2. Select the "Viewer" from the Source Select menu. 3. Project slides. Checking "Show Folder List", means that selecting Viewer input displays a list of the folders in the PC card and if "Auto Play" is checked the projector automatically starts to play slides at the first slide of the folder you have selected. A tool bar will appear when you press the MENU button on the remote control or the projector cabinet or clicking with the right button of a mouse. Prev Drag Next Stop Select Delete Play Jump Setup View The tool bar includes the following buttons: Drag ..*

.....

.... Drags to move the tool bar. This is available for USB mouse operation only. Prev ....

.... Returns to the previous slide or folder. Or this lets you play slides back in reverse.

Next .....

.....

.. Advances to the next slide or folder. Or this lets you play slides back. E-65 USING THE VIEWER Play ......

...... Plays back automatically or manually depending on the setting on Viewer Options of the menu. This allows you to move on to the next slide when "Manual Play" is selected. Stop ..

.....

.....

This allows you to stop Auto Play while you are playing back and to resume playing from the selected slide or folder when "Auto Play" is selected. Jump

....

. Displays a list of slides while you are playing back. Select ....

. Displays a list of folders while you are playing back. Setup ...

.....

.. Displays the Viewer Options dialog box on Page 2 of the Setup dialog box. Delete ....

.. Deletes a captured slide(s) or all the captured slides in the Capture - specific folder. View ....

.... Hides the tool bar while you are playing back.

Pressing the MENU button or clicking with the right button of a mouse shows it again. NOTE: If no memory card is inserted in the PC CARD slot, there is no signal, and a black, blue or logo background is displayed, depending on the setting. Playback is stopped when SLIDE +/- button on the remote control or button on the cabinet is pressed in Auto Play mode. Up to 12 indexes can be displayed on the list of folders. The folder in the right bottom is always a folder exclusively for captured images, but is only displayed when images have been captured.

E-66 USING THE VIEWER When the tool bar is not displayed: Press the FOLDER LIST button or the SLIDE LIST button on the remote control to display folders or from a PC card in the projector's PC Card slot. Multi cursor (blue marks) Folder Folder Folder Folder FOLDER Folder Current folder number 02 : 0001 / 0008 Current slide number Number of all slides in folder Use the SLIDE +/- button to advance to the next folder or return to the previous folder. SLIDE Folder Use the SLIDE +/- button to advance to the next slide or return to the previous slide. Slide(Table) cursor (green marks) Slide Slide Slide Slide Slide Slide Slide Slide 02 : 0004 / 0008 E-67 USING THE VIEWER NOTE: You can also use the and button on the remote control to select folders or slides. If you use the and button on the remote control for Viewer operation, press the PJ button to switch to the Projector mode and the PJ button lights red. SELECT Works as the Select button on the projector. CA EN TE R PJ NC L E Lit red Auto Play Mode If the "Auto Play" option is selected in "Viewer Options" of the menu, any given slide will start to play automatically.