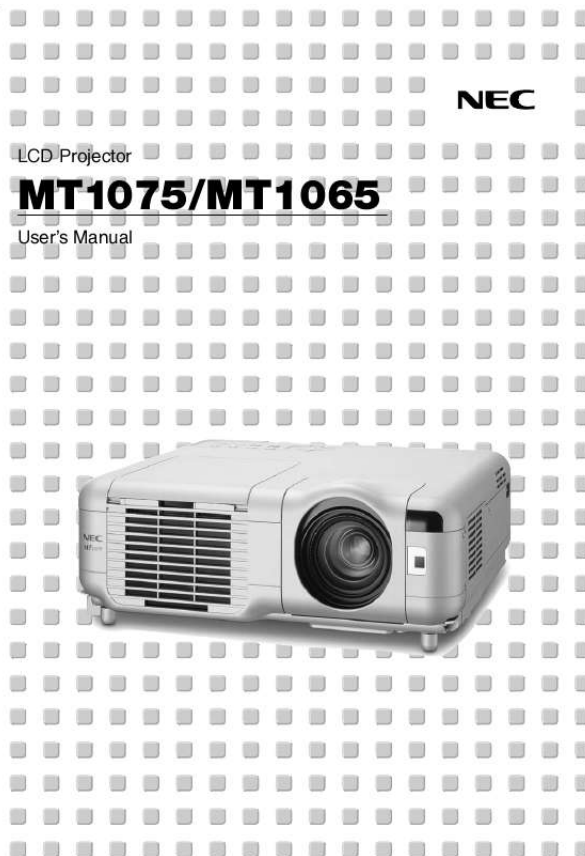




Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for NEC MT1065. You'll find the answers to all your questions on the NEC MT1065 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual NEC MT1065
User guide NEC MT1065
Operating instructions NEC MT1065
Instructions for use NEC MT1065
Instruction manual NEC MT1065



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Manual abstract:

@@2. Damage, deterioration or malfunction resulting from; a. @@b. Repair or attempted repair by non-authorized persons. c. Any shipment of product (claim must be presented to the carrier). d. Removal or installation of the product. e. Any other causes which do not relate to a product defect.

3. @@4. Removal or installation charges. 5. Cost of initial technical adjustments (set-up), including adjustment of user controls.

These costs are the responsibility of the dealer from whom the product was purchased. 6. Payment of shipping charges. 7. Consumption parts used in Projectors have a limited life.

* FOR U.S.A. AND CANADA, PLEASE REFER TO THE STANDARD LIMITED WARRANTY SHEET INCLUDED WITH YOUR PROJECTOR OR CONTACT NEC Solutions (America) Inc. at 800-836-0655 or send e-mail to vsd.tech-support@necsam.com. * FOR EUROPE, PLEASE REFER TO THE GUARANTEE POLICY INCLUDED WITH YOUR PROJECTOR OR CONTACT YOUR LOCAL SALES ORGANIZATION WITHIN EUROPE. * BENUTZER IN EUROPA VERWENDEN BITTE DIE IM LIEFERUMFANG DES PROJEKTORS ENTHALTENE GARANTIEBESTIMMUNG ODER WENDEN SICH AN IHRE ÖRTLICHE VERKAUFSORGANISATION INNERHALB EUROPAS. GARANZIA LIMITATA A parte la specificazione seguente, la garanzia che potrebbe essere fornita dal rivenditore copre tutti i difetti di materiali o nella lavorazione in questo prodotto.

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4. Carichi di rimozione o installazione. 5. Costi di aggiustamenti tecnici iniziali (set-up), includendo i comandi di regolazione. Il rivenditore dal quale avete acquistato il prodotto è responsabile di ciò.

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Les points suivants ne sont pas couverts par la garantie: 1. Les produits dont les numéro de série a été effacé, modifié ou retiré. 2. Dommages, dégâts ou dysfonctionnement suite à; a. Un accident, mauvaise utilisation, abus, négligences, incendies, dégâts dûs aux eaux, à la poussière, à la fumée, aux éclairs ou autres phénomènes naturels, à une modification non autorisée du produit, ou à la non-conformité aux instructions fournies avec le produit. b. Réparation ou tentative de réparation par des personnes non autorisées. c. Toute expédition du produit (les plaintes doivent être adressées à la société de frêt). d.

Démontage ou installation du produit. e. Toute autre cause ne se rapportant pas à un défaut du produit. 3. Les cartons, boîtes, piles, caissons externes, CDROM, ou tout autre accessoire utilisé avec ce produit.

4. Prix de démontage ou d'installation. 5. Coût des réglages techniques de base (mise au point), incluant les réglages des commandes utilisateurs. Ces coûts sont placés sous la responsabilité du revendeur auprès duquel le produit a été acheté.

6. Paiement des frais de transport. 7. Les consommables utilisés dans les projecteurs ont une durée de vie limitée. · POUR LES U.S.A. ET LE CANADA, VEUILLEZ VOUS REFERER A LA FICHE DE GARANTIE LIMITEE STANDARD INCLUSE AVEC VOTRE PROJECTEUR OU CONTACTEZ NEC Solutions (America) Inc. au 800-836-0655 ou envoyez un courriel à vsd.techsupport@necsam.

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c. Cualquier envío del producto (el reclamo debe presentarse al transportador). d. Remoción o instalación del producto. e.

Cualquier otra causa que no este relacionada con un defecto del producto. 3. Cartones, estuches de transporte, pilas, gabinetes externos, CDROM, o cualquier accesorio utilizado en conexión con el producto. 4. Costos por instalación o remoción.

5. Costo de los ajustes técnicos iniciales (configuración), incluyendo el ajuste de los controles de usuario. Estos costos son responsabilidad del distribuidor donde se adquirió el producto. 6. Pago de los costos de envío. 7. Las piezas de consumo utilizadas en los proyectores tienen una duración limitada. * PARA LOS EE.UU. Y CANADÁ, CONSULTE POR FAVOR LA HOJA DE GARANTÍA LIMITADA ESTÁNDAR INCLUIDA CON SU PROYECTOR O PÓNGASE EN CONTACTO CON NEC Solutions (América) Inc.

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b. Reparatur oder der Versuch einer Reparatur durch nicht autorisierte Personen. c. Jeglicher Transport des Produktes (die Haftung liegt in diesem Fall bei der den Transport durchführenden Person). d.

Entfernung oder Installation des Produktes. e. Jegliche andere Ursachen, die nicht mit einem Defekt dieses Produktes zusammenhängen. 3. Verwendung von Kartons, Transportkisten, Batterien, Außengehäusen, CD-ROMs oder anderem Zubehör zusammen mit diesem Produkt.

4. Entfernungs- oder Installationsforderungen und kosten. 5. Kosten der technischen Anfangseinstellungen (Setup), einschließlich der Einstellungen der Benutzersteuerungen. Diese Kosten sind vom Händler zu tragen, von dem das Produkt erworben wurde. 6. Bezahlung von Transportkosten. 7. Die Verbrauchsteile, die in Projektoren verwendet werden, haben eine nur begrenzte Lebensdauer. * BENUTZER IN DEN USA UND KANADA VERWENDEN BITTE DAS STANDARDBLATT MIT DER EINGESCHRÄNKTEN GARANTIE, DAS SICH IM LIEFERUMFANG DES PROJEKTORS BEFINDET, ODER WENDEN SICH AN NEC Solutions (Amerika) Inc.

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2. Whenever warranty service is required, the original dated invoice (or a copy) must be presented as proof of warranty coverage. In order to obtain warranty service, you may be required to describe and demonstrate the problem to your dealer or to NEC Solutions. 3. All products returned to NEC Solutions for service MUST have prior approval.

To receive approval or for the name of the nearest NEC Solutions authorized service center, call NEC Solutions at 800-836-0655. 4. It shall be your obligation and expense to ship the product, freight prepaid, or to deliver it to a NEC Solutions authorized service center, in either the original package or a similar package affording an equal degree of protection. 5. In the event a product is returned to NEC Solutions for warranty service, and it is determined that there is no product defect or that the product condition is not covered by this limited warranty, a diagnostic service fee may be charged to the customer.

HOW LONG IS THE WARRANTY NEC Solutions' MT1075 and MT1065 projectors are covered by a two (2) year limited parts and labor patible with many systems, the specific functional implementation by the customers of the product may vary. Therefore, the suitability of a product for a specific purpose or application must be determined by the customer and is not warranted by NEC Solutions. Printed in Japan 7N8P4471 Printed on recycled paper DECLARATION OF CONFORMITY This device complies with Part 15 of FCC Rules. Operation is subject to the following two conditions. (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

U.S. Responsible Party: Address: Tel. No.: Type of Product: Equipment Classification: Models: NEC Solutions (America), Inc.

1250 N. Arlington Heights Road Itasca, Illinois 60143 (630) 467-5000 LCD Projector Class B Peripheral MT1075 and MT1065 We hereby declare that the equipment specified above conforms to the technical standards as specified in the FCC Rules. Portable Projector MT1075/MT1065 English User's Manual Deutsch Français Italiano Español Svenska Important Information Safety Cautions Precautions Please read this manual carefully before using your NEC MT1075/ MT1065 Projector and keep the manual handy for future reference. Your serial number is located on the right side of your projector. Record it here:

CAUTION To turn off main power, be sure to remove the plug from power outlet. The power outlet socket should be installed as near to the equipment as possible, and should be easily accessible. CAUTION TO PREVENT SHOCK, DO NOT OPEN THE CABINET. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED NEC SERVICE PERSONNEL. This symbol warns the user that uninsulated voltage within the unit may be sufficient to cause electrical shock.

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.



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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. 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. **RF Interference WARNING TO PREVENT FIRE OR SHOCK, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE. DO NOT USE THIS UNIT'S GROUNDED 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. 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. To avoid premature lamp failure, do not tilt the front of the projector up or down by more than 75° from level. Tilting the front of the projector up or down from 15° to 75° might reduce lamp life by up to 25%. 3. Do not place your projector in direct sunlight, near heaters or heat radiating appliances. 4. Exposure to direct sunlight, smoke or steam can harm internal components. 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: DOC Compliance Notice This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations. Acoustic Noise Information Ordinance-3. GSGV: The sound pressure level is less than 70 dB (A) according to ISO 3744 or ISO 7779. This label is on the side of the remote control. 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. 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. **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. E-2 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 100-240 V 50/60 Hz AC. 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. · 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. What's in the Box? Make sure your box contains everything listed. If any pieces are missing, contact your dealer. Please save the original box and packing materials if you ever need to ship your MT1075/MT1065 Projector.

Lens cap Projector FF O O DE VI Remote Control Cable (7N520019) TO AU J. AD ER B W RG PO ER EW VI R SE LA N O T C LE E S PJ AS PE CT HE LP PO INT ER MA GN IFY SL FO CU S FO LDER SLI DE LIS T FR EE ZE VO LU ME 3D PIC -MU TE IDE RE FO RM ZO OM Remote control (7N900363) Batteries String (24C05051) and rivet (24C04531) CAUTION 1. Do not try to touch the ventilation outlet on the front as it can become heated while the projector is turned on. 2. 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. 3. Enable High-Speed Fan mode if you continue to use the projector for consecutive days. (From the Advanced menu, select [Projector Options] [Setup] [Page 4] [High Speed Fan Mode].) 4. Do not unplug the power cable from the wall outlet under any one of the following circumstances.



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Doing so can cause damage to the projector: Power cable (US: 7N080204) (EU: 7N080008) USB cable (7N520013) RGB signal cable (7N520032) k ic t Qu
nec ne Co id Gu 's er al Us anu M y C ilit e NE e Ut Guid ar n ftw tio So tal a Ins * * * 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). For North America only Registration card Limited warranty For Europe only Guarantee policy CD-ROM
Projector User Supportware (7N950432) MT1065 only USB mouse (7N960151) 5. Do not eject the PC card or LAN card while its data is being accessed.
Doing so can damage your PC card or LAN card data.

6. Do not hold the lens part with your fingers. Doing so could pinch fingers or hands causing injury. Lamp Replacement · · To replace the lamp, follow all
instructions provided on page E-55. 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.

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· 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 48 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 (1280 1024) image are displayed with NEC's Advanced AccuBlend.

Congratulations on Your Purchase of The MT1075/ MT1065 Projector The MT1075/MT1065 is one of the very best projectors available today. The MT1075/MT1065 enables you to project precise images up to 500 inches across (measured diagonally) from your PC or Macintosh computer (desktop or notebook), VCR, DVD player, document camera, a laser disc player or Viewer. 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. 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. · 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.

· Nine pointers are available for your presentation. Features you'll enjoy: · 3D Reform enhanced keystone correction that allows not only horizontal and vertical access but diagonal adjustments. · Wireless*2 or wired networking access provides easy and effective presentation delivery. *2 A wireless LAN card is required. The NEC optional wireless LAN card is available.

(SWL-2100N) · Safety protect by Password and Security functions Password and Security features prevent the projector from being used by unauthorized individuals. Password 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. · Picture Management enables users to adjust individual color settings to their preferences. · Eco-mode extends lamp life and reduces total cost of ownership. Standard lamp and optional longer life lamp · Power zoom and power focus standard lens provide easy adjustment. · Automatic lens focus provides extreme ease of use · Automatic Wall Color Correction allows for quick adaptive color correction on textured or painted walls and in applications where the display is other than screen material. With the built-in image sensor, the projector adjusts the colors for screen sizes between 40" and 150" diagonally. · Variable audio out control via projector · The built-in Viewer allows you to start your presentation even when a PC is not available at the site. · A high-bright 300 watt DC lamp (240W Eco mode).

(MT1075) A high-bright 275 watt DC lamp (220W Eco mode). (MT1065) · The Standby mode reduces standby power consumption significantly. · The supplied wireless remote control that operates the projector from any angle. · The image can be projected between 25 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. 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. E-5 Part Names of the Projector Remote Sensor (See page E-11 and -48) Controls (See page E-7) Remote Sensor (See page E-11 and -48) Image Sensor For Auto Focus and Auto Wall Color Correction. (See page E-49) Built-in Security Slot () * Lens Ventilation (inlet) Carrying Handle Adjustable Tilt Foot Lever (See page E-19) Adjustable Tilt Foot (See page E-19) Ventilation (outlet) Heated air is exhausted from here Adjustable Tilt Foot (See page E-19) Lens Cap Adjustable Tilt Foot Lever (See page E-19) * This security slot supports the MicroSaver® Security System. MicroSaver® is a registered trademark of Kensington Microware Inc. The logo is trademarked and owned by Kensington Microware Inc. Lamp Cover (See page E-55) PC Card Slot 1 PC Card Slot 2 Remote Sensor (See page E-11 and -48) Filter Cover (inlet) 1 2 REMO TE PC CONT OUSE /HUB) ROL PC Card Eject Button AC IN R L/MON AUDIO O USB(M AUDIO H V AUDIO OUT Remote Sensor (See page E-11 and -48) DVI IN G/Y AUDIO B/Cb RGB OUT RGB2 RGB1 IN IN L/MON R AUDIO VIDEO AUDIO S-VIDEO IN IN O AUDIO R AUDIO O L/MON Stereo Speaker (5W) 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-18) AC Input Connect the supplied power cable's threepin plug here, and plug the other end into an active wall outlet. (See page E-17) Attaching the lens cap To attach the lens cap to the bottom with the supplied string and rivet: 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.

1. Thread the string through the hole on the lens cap and then tie a knot in the string.



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2. Use the rivet to attach the string to the bottom of the projector. E-6 Top Features 11 10 9 8 5 6 4 3 2 11. 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. : 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. 12. ENTER Button Executes your menu selection and activates items selected from the menu. 12 13 14 7 1 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. 13. 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. 14. PC CARD Access Indicator 1/2 Lights while accessing a PC card.

NOTE: To turn on or off the projector, press and hold this button for a minimum of two seconds. 2. 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-57 for more details. 3.

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-57 for more details. 4. LAMP Indicator If this light blinks red rapidly, it's warning you that the lamp has reached the end of its usable life. After this light appears, replace the lamp as soon as possible (See page E-55). If this is lit green continually, it indicates that the lamp mode is set to Eco. See the Lamp Indicator section on page E-57 for more details. 5. 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 ONE second, the input source will change as follows: RGB1 RGB2 Video S-Video DVI (DIGITAL) Viewer RGB1 ... If no input signal is present, the input will be skipped.

6. AUTO ADJUST Button Use this button to adjust Position-H/V and Pixel Clock/Phase for an optimal picture (See page E-22). Also press and hold this button for a minimum of 2 seconds to enable the Auto Focus or Auto Wall Color Correction function (See page E-49). 7. 3D REFORM Button Press this button to enter 3D Reform mode to correct the keystone (trapezoidal) distortion, and make the image square. 8. ZOOM Button (+/-) Zoom the lens in and out. 9. FOCUS Button (+/-) Adjust the lens focus. 10.

MENU Button Displays the menu. E-7 Terminal Panel Features 8 3 2 1 5 9 10 13 12 5. 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. S-VIDEO AUDIO Input Jacks R/L (RCA) These are your left and right channel audio inputs for stereo sound from an S-Video source.

4 6 7 11 6. VIDEO IN Connector (RCA) Connect a VCR, DVD player, laser disc player, or document camera here to project video. VIDEO AUDIO Input Jacks R/L (RCA) These are your left and right channel audio inputs for stereo sound from a Video source. 7. AUDIO OUT Jacks R/L (RCA) You can use this connector to output sound from the currently selected input source (RGB 1, RGB 2, DVI (DIGITAL), Video or S-Video).

Output sound level can be adjusted in accordance with the sound level of the internal speaker. 8. USB Port (MOUSE/HUB) [Type A] Connect a USB mouse. You can operate the menu or Viewer with the USB mouse via this port. A USB-supported scanner or PC peripheral can be connected to this port. (USB Hub Function) 9. USB Port (PC) [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 mouse functions from the remote control. This port also serves as a PC Control port by using Dynamic Image Utility 2.0 included on the supplied CDROM.

10. REMOTE (Mini Jack) Connect your remote control cable here for wired operation. 11. PC CONTROL Port (D-Sub 9 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. A commercially available RS232C cross cable 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-64. 12. PC CARD Slot 1/2 Insert a PC card, commercially available LAN card or NEC optional wireless LAN card here. There are two slots: Slot 1 and Slot 2. 1.

RGB1 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 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-15 for more details.

RGB1 AUDIO Input Mini Jack (Stereo Mini) This is where you connect the audio output from your computer or DVD player when connected to the RGB1 input. A commercially available audio cable is required. 2. RGB2 IN / Component Input Connectors (BNC) Connect R,G,B,H (Horizontal sync) and V (Vertical sync) outputs of external equipment. If using a component with a combined sync (SYNC) output, connect it to the H/V terminal. When using luminance and color-difference signals of HDTV and DVD, connect Pr/Cr to the R,Y to the G and Pb/Cb to the B input of the projector. NOTE: The RGB IN 2 does not support Plug & Play. RGB2 AUDIO IN Mini Jack (Stereo Mini) This is where you connect audio output from your computer or DVD player connected to the RGB2 input. A commercially available audio cable is required. 3.

DVI IN Connector (24 pin) This connector can be used to accept a digital signal output from a computer or other sources with a DVI connector. DVI AUDIO Input Mini Jack (Stereo Mini) This is where you connect the audio output from your computer when connected to the DVI input. 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.



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See pages E-15 and -46. RGB AUDIO OUT Mini Jack (Stereo Mini) Connect an additional audio equipment here to listen to audio coming from your computer connected to RGB1, RGB2 or DVI input. Note that there is no audio output from this jack during Standby and Idle. NOTE: A dummy card is inserted into each slot at the time of shipment.

First remove the dummy cards before use. 13. PC CARD Eject Button 1/2 Press to eject a PC card partially. Each slot has its own eject button: 1 and 2. E-8 Part Names of the Remote Control NOTE: If you are using a Macintosh computer, you can click either the right-click or left-click button to activate the mouse.

1. Infrared Transmitter Direct the remote control toward the remote sensor on the projector cabinet. WE R 9. VIEWER Button Press this button to select the Viewer source. 10.

AUTO ADJ Button Use this button to adjust an RGB source for an optimal picture. Also press and hold this button for a minimum of 2 seconds to enable the Auto Focus or Auto Wall Color Correction function. See page E-20 or -22. 11. 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. 12. MENU Button Displays the menu for various settings and adjustments. 13. SELECT (Mouse) Button When you are in the Computer mode, these buttons work as a computer mouse.

When you are in the Projector mode, which is indicated by lighting the PJ button. See page E-24. : 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. A press of the button executes the selection. When the pointer is displayed, these buttons move the pointer. When the pointer is not displayed, these buttons are for adjusting the image. 14. ENTER (Left Click) Button When you are in the Computer mode, this button works as the mouse left button. When this button is pressed and held for a minimum of 2 seconds, the drag mode is set.

When you are in the Projector mode, which is indicated by lighting the PJ button: Use this button to enter your menu selection. It works the same way as the ENTER button on the cabinet. See page E-7. 15. CANCEL (Right Click) Button When you are in the Computer mode, this button works as the mouse right button.

When you are in the Projector mode, which is indicated by lighting the PJ button: Press this button to exit the Menus. It works the same way as the CANCEL button on the cabinet. See page E-7. 16. PJ Button Press this button to switch the SELECT, CANCEL, and ENTER buttons between the Projector mode (lit red) and the Computer mode.

Press this button or any one of the POWER ON/OFF, MENU, ASPECT, 3D REFORM, HELP POINTER, MAGNIFY, 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-24.

17. ASPECT Button Press this button to display the Aspect Ratio select screen. See page E-40. 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-20. 20.

HELP Button Provides the online help or the set information. 21. POINTER Button Press this button to display one of the nine 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-27. 3D RM FO RE 3. Remote Jack Connect your remote control cable here for wired operation.

3 2 1 4 6 7 10 12 SELECT OFF POWER VIDEO RGB VIEWER ON AUTO ADJ. LASER MENU 5 8 9 11 13 14 21 EN TE R PJ CAN CE L 15 16 18 19 22 27 ASPECT FREEZE 3D REFORM 17 20 23 24 25 26 HELP POINTER PIC-MUTE SLIDE VOLUME MAGNIFY ZOOM FOCUS FOLDER SLIDE LIST 28 29

4. LED Flashes when any button is pressed. 5. 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. 6. POWER OFF Button You can use this button to turn your projector off. NOTE: To turn off the projector, press and hold the POWER OFF button for a minimum of two seconds. 7.

VIDEO Button Press this button to toggle between Video and S-Video inputs. 8. RGB Button Press this button to select RGB 1, RGB 2 or DVI (DIGITAL) inputs. Each time this button is pressed, the input source will change as follows: RGB 1 RGB 2 DVI (DIGITAL) RGB 1 ... AU TO AD J. VID EO OF F PO WE R R G B VIE ON 2. LASER Pointer Beams a laser light when the LASER button is pressed. J P ZE EE FR E-9 PIC TE U -M E SE LE CT LAS ER 4 6 7 10 12 SELECT OFF POWER VIDEO RGB VIEWER ON AUTO ADJ.

LASER MENU 5 8 9 11 13 14 21 EN TE R PJ CAN CE L 15 16 18 19 22 27 ASPECT FREEZE 3D REFORM 17 20 23 24 25 26 HELP POINTER PIC-MUTE SLIDE VOLUME MAGNIFY ZOOM FOCUS FOLDER SLIDE LIST 28 29 22. 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. 23. VOLUME (+)(-) Button Press (+) to increase the volume and (-) to decrease it. 24. 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 image is magnified, the pointer is changed to the magnifying icon.

When the pointer is not displayed, the image is magnified about the center of the screen. See page E-27. 25. ZOOM (+)(-) Button Zoom the lens in and out. 26. FOCUS (+)(-) Button Adjust the lens focus. 27. SLIDE (+)(-) Button Press (+) to select the next folder or slide and (-) to select the previous folder or slide. See page E-31. 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-31. 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-31. 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, 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-10 Battery Installation 1. Press firmly and slide the battery cover off.

Remote Control Precautions · Handle the remote control carefully. · If the remote control gets wet, wipe it dry immediately. · Avoid excessive heat and humidity.



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· 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. 2. Remove both old batteries and install new ones (AA). Ensure that you have the batteries' polarity (+/-) aligned correctly. Operating Range for Wireless Remote Control Remote sensor on the projector cabinet 7m/22 feet 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. 7m/22 feet Remote control Remote sensor on the projector cabinet 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. · 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. Using the Remote Control in Wired Operation Connect one end of the supplied remote cable to the REMOTE mini jack and the other end to the remote jack on the remote control. REMOTE OFF POWER VIDEO RGB ON VIEWER AUTO ADJ. LASER ASPECT FREEZE 3D REFORM HELP POINTER PIC-MUTE SLIDE VOLUME MAGNIFY ZOOM FOCUS FOLDER SLIDE LIST E-11 INSTALLATION AND CONNECTIONS This section describes how to set up your projector and how to connect video and audio sources. 1 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 E-14 17. c Connect the supplied power cable. See page E-17. 2 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. 3 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 25" (0.

64 m) measured diagonally when the projector is roughly 39.4 inches (1.0 m) from the wall or screen. The largest the image can be is 500" (12.7 m) when the projector is about 614.2 inches (15.6 m) from the wall or screen. Use the drawing below as a guide. Scr 609 een s .6(W iz)X4 e (Un 57.

2 i (H) t: cm 487 /24 0(W /inch) .7(W)X1)X3 80(65.8 H) 406 (H) .4(W /19 2(W)X3)X1 04.8 44((H) 365 H) /16 . 8(W 300 0(W)X2)X1 " 74.3 20(H) (H) /14 4(W 240 304)X1 " .8(W 08(H))X2 28.6 200 (H) " /12 0(W 243)X9 180 0(H .8(W) ")X1 82. 9 (H) 203 /96 .2(W (W) X72)X1 150 (H) 52.4 " (H) /80 162 (W) .6(W X60)X1 (H) 21.9 (H) 120 /64 121 " (W) .9(W X48)X9 (H) 1.4(100 H)/4 81.3 " 8(W (W))X3 X61 6(H .0(H) 61.0 80")/32 (W) (W) X45 X24 .

7(H TEL (H) E: 5)/24 60" 0.8((W) W)X X18 38.1 (H) (H) /20(W 40")X1 30 Len 5(H) sc 25" " ent er 1. 0 1. 1 1. 4 2. 1 8 Screen Size 2. 3. 5 4. 3 6. 4 7. 1 3 5. 5 8. E-12 D is ta nc e (U ni t: m) 10 .6 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 Diagonal inch 25 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 20 24 32 48 54 58 64 67 72 80 96 120 144 160 168 192 209 216 240 280 320 360 400 Screen Size Width mm 508 610 813 1219 1361 1463 1626 1707 1829 2032 2438 3048 3658 4064 4267 4877 5304 5486 6096 7112 8128 9144 10160 B Height inch 15 18 24 36 40 43 48 50 54 60 72 90 108 120 126 144 157 162 180 210 240 270 300 inch 8.0 9.0 12.0 18. 0 20.0 22.0 24.0 25.0 27.0 30.0 36.0 45.0 54.0 60.

0 63.0 72.0 78.0 81.0 90.0 105.0 120.0 135.0 150.0 B Height mm 381 457 610 914 1021 1097 1219 1280 1372 1524 1829 2286 2743 3048 3200 3658 3978 4115 4572 5334 6096 6858 7620 mm 191 229 305 457 511 549 610 640 686 762 914 1143 1372 1524 1600 1829 1989 2057 2286 2667 3048 3429 3810 C

Wide Tele inch - 39. 6 35.1 - 47.8 47.4 - 64.4 72. 1 - 97.6 80.7 - 109.2 86.9 - 117. 5 96.8 - 130.8 101.7 - 137.4 109.1 - 147.4 121.4 - 164.0 146.1 - 197. 2 183.1 - 246.9 220.1 - 296.7 244.8 - 329.9 257.1 - 346.5 294.1 - 396. 3 320.0 - 431.1 331.1 - 446.0 368. 1 - 495.8 429.8 - 578.7 491.5 - 553. 2 - 614.8 - C Wide Tele mm - 1005 891 - 1215 1204 - 1636 1831 - 2479 2050 - 2774 2207 - 2985 2458 - 3322 2583 - 3490 2771 - 3743 3084 - 4165 3711 - 5007 4651 - 6272 5591 - 7536 6217 - 8379 6531 - 8800 7471 - 10064 8129 - 10949 8410 - 11328 9350 - 12593 10917 - 14700 12484 - 14050 - 15617 - Screen Diagonal Screen Height Screen center (B) Screen Bottom Lens Center Throw Angle () Throw Distance (C) Wide Tele degree - 10.7 14.4 - 10.7 14.2 - 10.5 14.0 - 10.4 14.0 - 10.

4 14.0 - 10.4 13.9 - 10.4 13.9 - 10.4 13.9 - 10.4 13.9 - 10. 4 13.8 - 10.3 13.8 - 10.3 13. 8 - 10.3 13.8 - 10.3 13.8 - 10. 3 13.8 - 10.3 13.7 - 10.3 13.7 - 10.3 13.7 - 10.3 13.7 - 10.

3 13.7 - 13.7 - 13.7 - Wide Tele degree - 10.7 14.4 - 10.7 14.2 - 10.5 14.0 - 10. 4 14.0 - 10.4 14.0 - 10.4 13. 9 - 10.4 13.9 - 10.4 13.9 - 10. 4 13.9 - 10.4 13.8 - 10.3 13.8 - 10.3 13.8 - 10.3 13.8 - 10.3 13.8 - 10.

3 13.8 - 10.3 13.8 - 10.3 13.7 - 10.3 13.7 - 10.3 13.7 - 10. 3 13.7 - 10.3 13.7 - 13.7 - 13.

7 - B = Vertical distance between lens center and screen center C = Throw distance = Throw angle NOTE: Distances may vary +/-5%. Diagonal mm 635 762 1016 1524 1702 1829 2032 2134 2286 2540 3048 3810 4572 5080 5334 6096 6629 6858 7620 8890 10160 11430 12700 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. · To avoid premature lamp failure, do not tilt the front of the projector up or down by more than 75° from level.

Tilting the front of the projector up or down from 15° to 75° might reduce lamp life by up to 25%. · 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 32°F (0°C) and 95°F (35°C). · Do not expose the projector to moisture, dust, or smoke. This will harm the screen image.



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· 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-46.) E-13 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. * If you accidentally hit the POWER button on the remote control, wait 90 seconds and then press the POWER button again to resume. When Viewing a DVI Digital Signal: To project a DVI digital signal, be sure to connect the PC and the projector using a DVI-D signal cable (not supplied) before turning on your PC or projector. Turn on the projector first and select DVI (DIGITAL) from the source menu before turning on your PC. Failure to do so may not activate the digital output of the graphics card resulting in no picture being displayed.

Should this happen, restart your PC. Do not disconnect the DVI-D signal cable while the projector is running. If the signal cable has been disconnected and then re-connected, an image may not be correctly displayed. Should this happen, restart your PC. NOTE: · Use the DVI-D cable compliant with DDWG (Digital Display Working Group) DVI (Digital Visual Interface) revision 1.

0 standard. The DVI-D cable should be within 5 m (196") long. · The DVI (DIGITAL) connector accepts VGA (640x480), SVGA (800x600), 1152x864, XGA (1024x768) and SXGA (1280x1024 @ up to 60Hz). Connecting Your PC or Macintosh Computer DVI IN RGB 2 IN RGB 1 IN DVI-D cable (not supplied) Audio cable (not supplied) 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.

IBM PC or Compatibles (Desktop type) or Macintosh (Desktop type) PHONE PHONE 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. 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: Connecting to RGB 2 IN connectors Use a BNC 5 cable to connect your PC and the RGB 2 IN connectors on your projector. 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.

Connecting Your PC with a DVI Connector Use a DVI-D signal cable (not supplied) to connect a DVI connector of your PC to the projector. NOTE: The MT1075/MT1065 is not compatible with video decoded outputs of NEC ISS-6020 and ISS-6010. E-14 To connect SCART output (RGB) Before connections: An exclusive SCART adapter (ADP-SC1) and a commercially available SCART cable are required 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 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. NOTE: · Audio signal is not available for this connection. · The RGB IN 2 connector does not support Plug & Play. Video equipment such as DVD player RGB 1 IN Projector 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. To RGB IN 1 Commercially available SCART cable Female ADP-SC1 Connecting an External Monitor RGB OUT LINE IN PHONE 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 DSub 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 E47).

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 Standby mode. · When the projector is in the Idle mode, the image may not be correctly displayed while the cooling fans are running immediately after turning on or off the power. Note that the RGB OUT connector will not output RGB signal during Standby mode. · Daisy chain connection is not possible. E-15 Connecting Your DVD Player RGB 2 IN Optional 15-pin-to-RCA (female) 3 cable (ADP-CV1) RGB 1 IN RCA(female)-to-BNC(male) adapter (not supplied) Component video RCA 3 cable (not supplied) Audio Equipment DVD player AUDIO IN AUDIO OUT L R Component Y Cb Cr L R Audio cable (not supplied) You can connect your projector to a DVD player with component output or Video output. To do so, simply: 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, 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 (RCAX3) 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. E-16 Connecting Your VCR or Laser Disc Player S-VIDEO IN VIDEO IN Video cable (not supplied) S-video cable (not supplied) Audio equipment AUDIO IN L R VCR/Laser disc player AUDIO OUT L R VIDEO OUT S-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.



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