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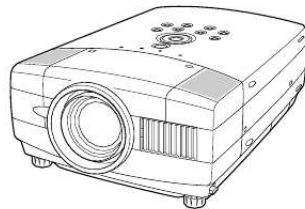
You can read the recommendations in the user guide, the technical guide or the installation guide for SANYO PLC-XT16. You'll find the answers to all your questions on the SANYO PLC-XT16 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

User manual SANYO PLC-XT16
User guide SANYO PLC-XT16
Operating instructions SANYO PLC-XT16
Instructions for use SANYO PLC-XT16
Instruction manual SANYO PLC-XT16

SANYO

Multimedia Projector

MODEL PLC-XT11
PLC-XT16



Owner's Manual



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Manual abstract:

@@@If the problem still persists, contact the sales dealer where you purchased the projector or the service center. SAFETY PRECAUTIONS WARNING : TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE. G This projector produces intense light from the projection lens. Do not stare directly into the lens as possible. Eye damage could result. Be especially careful that children do not stare directly into the beam. G Do not use projectors with whiteboards that produce a very bright glare or 'hot spot'. This seems to happen most on shiny surfaces. G This projector should be set in the way indicated. If not, it may result in a fire hazard.

G Take appropriate space on the top, sides and rear of the projector cabinet for allowing air circulation and cooling the projector. Minimum distance should be taken. @@Do not cover the ventilation slot on the projector. @@@@Eye damage may result. G If the projector is not to be used for an extended time, unplug the projector from the power outlet.

READ AND KEEP THIS OWNER'S MANUAL FOR LATER USE. CAUTION RISK OF ELECTRIC SHOCK DO NOT OPEN CAUTION : TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER-SERVICEABLE PARTS INSIDE EXCEPT LAMP REPLACEMENT. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL. THIS SYMBOL INDICATES THAT THERE ARE IMPORTANT OPERATING AND MAINTENANCE INSTRUCTIONS IN THE OWNER'S MANUAL WITH THIS UNIT.

THIS SYMBOL INDICATES THAT DANGEROUS VOLTAGE CONSTITUTING A RISK OF ELECTRIC SHOCK IS PRESENT WITHIN THIS UNIT. 2 SAFETY INSTRUCTIONS All the safety and operating instructions should be read before the product is operated. Read all of the instructions given here and retain them for later use. Unplug this projector from AC power supply before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning. Follow all warnings and instructions marked on the projector. For added protection to the projector during a lightning storm, or when it is left unattended and unused for long periods of time, unplug it from the wall outlet. This will prevent damage due to lightning and power line surges. This projector should be operated only from the type of power source indicated on the marking label.

If you are not sure of the type of power supplied, consult your authorized dealer or local power company. Do not overload wall outlets and extension cords as this can result in fire or electric shock. Do not allow anything to rest on the power cord. Do not locate this projector where the cord may be damaged by persons walking on it. Do not attempt to service this projector yourself as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel. Unplug this projector from wall outlet and refer servicing to qualified service personnel under the following conditions: a. When the power cord or plug is damaged or frayed. b. If liquid has been spilled into the projector.

c. If the projector has been exposed to rain or water. d. If the projector does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions as improper adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the projector to normal operation.

e. If the projector has been dropped or the cabinet has been damaged. f. When the projector exhibits a distinct change in performance-this indicates a need for service. When replacement parts are required, be sure the service technician has used replacement parts specified by the manufacturer that have the same characteristics as the original part.

Unauthorized substitutions may result in fire, electric shock, or injury to persons. Upon completion of any service or repairs to this projector, ask the service technician to perform routine safety checks to determine that the projector is in safe operating condition. Do not expose this unit to rain or use near water... for example, in a wet basement, near a swimming pool, etc... Do not use attachments not recommended by the manufacturer as they may cause hazards. Do not place this projector on an unstable cart, stand, or table.

The projector may fall, causing serious injury to a child or adult, and serious damage to the projector. Use only with a cart or stand recommended by the manufacturer, or sold with the projector. Wall or shelf mounting should follow the manufacturer's instructions, and should use a mounting kit approved by the manufacturers. An appliance and cart combination should be moved with care. Quick stops, excessive force, and uneven surfaces may cause the appliance and cart combination to overturn. Slots and openings in the back and bottom of the cabinet are provided for ventilation, to insure reliable operation of the equipment and to protect it from overheating. The openings should never be covered with cloth or other materials, and the bottom opening should not be blocked by placing the projector on a bed, sofa, rug, or other similar surface. This projector should never be placed near or over a radiator or heat register. This projector should not be placed in a built-in installation such as a book case unless proper ventilation is provided. Never push objects of any kind into this projector through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a fire or electric shock.

Never spill liquid of any kind on the projector. Voor de klanten in Nederland Bij dit product zijn batterijen geleverd. Wanneer deze leeg zijn, moet u ze niet weggooien maar inleveren als KCA. 3 COMPLIANCES Federal Communication Commission Notice Note : 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. Use of shielded cable is required to comply with class B limits in Subpart B of Part 15 of FCC Rules. Do not make any changes or modifications to the equipment unless otherwise specified in the instructions.



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If such changes or modifications should be made, you could be required to stop operation of the equipment. Model Numbers Trade Name Responsible party
Address Telephone No. : PLC-XT11, PLC-XT16 : Sanyo : SANYO FISHER COMPANY : 21605 Plummer Street, Chatsworth, California 91311 :
(818)998-7322 AC POWER CORD REQUIREMENT The AC Power Cord supplied with this projector meets the requirement for use in the country you
purchased it. AC Power Cord for the United States and Canada : AC Power Cord used in the United States and Canada is listed by the Underwriters
Laboratories (UL) and certified by the Canadian Standard Association (CSA). AC Power Cord has a grounding-type AC line plug. This is a safety feature to
be sure that the plug will fit into the power outlet. Do not try to defeat this safety feature.

Should you be unable to insert the plug into the outlet, contact your electrician. GROUND AC Power Cord for the United Kingdom : This cord is already
fitted with a moulded plug incorporating a fuse, the value of which is indicated on the pin face of the plug. Should the fuse need to be replaced, an ASTA
approved BS 1362 fuse must be used of the same rating, marked thus . If the fuse cover is detachable, never use the plug with the cover omitted. If a
replacement fuse cover is required, ensure it is of the same colour as that visible on the pin face of the plug (i.e. red or orange). Fuse covers are available
from the Parts Department indicated in your User Instructions. If the plug supplied is not suitable for your socket outlet, it should be cut off and destroyed.

The end of the flexible cord should be suitably prepared and the correct plug fitted.

(See Over) ASA WARNING : A PLUG WITH BARED FLEXIBLE CORD IS HAZARDOUS IF ENGAGED IN A LIVE SOCKET OUTLET. The Wires in this
mains lead are coloured in accordance with the following code: Green-and-yellow Earth Blue Neutral Brown

Live As the colours of the wires in the mains lead of this apparatus may not correspond with the coloured markings identifying the terminals in your plug
proceed as follows: The wire which is coloured green-and-yellow must be connected to the terminal in the plug which is marked by the letter E or by the
safety earth symbol or coloured green or green-and-yellow. The wire which is coloured blue must be connected to the terminal which is marked with the letter
N or coloured black. The wire which is coloured brown must be connected to the terminal which is marked with the letter L or coloured red. WARNING :

THIS APPARATUS MUST BE EARTHED.

THE SOCKET-OUTLET SHOULD BE INSTALLED NEAR THE EQUIPMENT AND EASILY ACCESSIBLE. 4 TABLE OF CONTENTS FEATURES AND
DESIGN PREPARATION NAME OF EACH PART OF PROJECTOR SETTING-UP PROJECTOR CONNECTING AC POWER CORD POSITIONING
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BAR 16 17 17 17 18 APPENDIX LAMP REPLACEMENT LAMP REPLACE LAMP REPLACE COUNTER 38 38 38 39 Card Imager (Optional) This function
converts interlace video signals into progressive scan signals and provide fine picture quality. N One-Touch Auto PC Adjustment Optional Media Card
Imager is available for this projector. For the Media Card Imager, contact the sales dealer where you purchased this projector. Incoming computer video
signals are recognized and the best adjustment is automatically set by Auto PC Adjustment.

No complicated setup is necessary and projection is always precise. N Wireless Imager (Optional) N Digital Zoom (for Computer) This projector can be
operated through Wireless LAN by.0'(6.7m) 16.4'(5.0m) 10.8'(3.3m) 4.1'(1.2m) Max.

Zoom 300" 231" 200" 154" Min. Zoom 150" 100" 115" 77" 39" 30" Screen Size Max. Zoom Min. Zoom 39" 30" 4.1' (1.2m) 100" 77" 10.8' (3.3m) 150" 115"
16.4' (5.0m) 200" 154" 22.

0' (6.7m) 250" 192" 27.6' (8.4m) 300" 231" 32.8' (10.

0m) Distance LENS SHIFT ADJUSTMENT Projection lens can be moved up and down with motor-driven lens shift function. This function makes it easy to
provide projected image where you want. U/D ratio can be adjusted 10 : 0 ~ 1 : 1 (refer to figure below.). Refer to P 20 for operation.

Highest (10 : 0) Lowest (1 : 1) 1 10 : 0 1 9 PREPARATION ADJUSTABLE FEET Picture tilt and projection angle can be adjusted by rotating ADJUSTABLE
FEET. Projection angle can be adjusted to 10 degrees. 1 2 3 Lift the front of a projector and pull FEET LOCK LATCHES on the both sides of a projector.
Release FEET LOCK LATCHES to lock ADJUSTABLE FEET and rotate ADJUSTABLE FEET to fine tune position and tilt. To retract ADJUSTABLE FEET,
lift the front of a projector and pull and undo FEET LOCK LATCHES. Keystone distortion of a projected image can be adjusted by Menu Operation. (Refer to
P20 and 36.) NOTE : THIS PROJECTOR SHOULD BE SET IN THE WAY INDICATED. PROJECTION LAMP MAY MALFUNCTION. ADJUSTABLE FEET
FEET LOCK LATCHES MOVING PROJECTOR Use Carry Handle when moving a projector.

When moving a projector, replace Lens Cover and retract Adjustable Feet to prevent damage to the lens and cabinet. When a projector is not in use for an
extended period, put it into the case (dust cover) supplied with a projector. CAUTION Dust Cover (supplied) is intended for protection from dust and
scratches on the surface of a cabinet, and it is not designed to protect an appliance from external forces.



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Do not transport a projector through a courier or transport services with this cover. The projector can be damaged. When handling a projector, do not drop, bump, subject it to strong forces or put other things on the cabinet. CAUTION IN CARRYING OR TRANSPORTING THE PROJECTOR G Do not drop or bump a projector, otherwise damages or malfunctions may result. G When carrying a projector, use a suitable carrying case. G Do not transport a projector by using a courier or transport service in an unsuitable transport case. This may cause damage to a projector.

To transport a projector through a courier or transport service, consult your dealer for best way. 10 CONNECTING PROJECTOR TERMINALS OF PROJECTOR This projector has input and output terminals on its back for connecting computers and video equipment. Refer to figures on pages 11 to 13 and connect properly. COMPUTER INPUT 2 (DIGITAL/ANALOG) MONITOR OUTPUT TERMINAL Media Card Imager / Wireless Imager /PJ-Net Organizer TERMINAL Connect a monitor to Connect computer output (Digital / Analog DVI-I type), Media Card Imager*, Wireless Imager* or PJ-Net Organizer* to this terminal. (Refer to P12) *optional accessories this terminal.

This terminal outputs a computer input signal (except Digital signal input on DVI terminal). (Refer to P12.) COMPUTER INPUT 1 TERMINAL Connect computer output (Analog HDB 15-pin type) or 21-pin Scart (RGB) output from video equipment to this terminal. (Refer to P12, 13.) COMPUTER AUDIO INPUT (1 and 2) JACKS Connect an audio output (stereo) from computer to these jacks.

(Refer to P12.) RESET BUTTON This projector uses a micro processor to control this unit, and occasionally, this micro processor may malfunction and need to be reset. This can be done by pressing RESET button with a pen, which will shut down and restart the unit. Do not use RESET function excessively.

COMPUTER IN 1 COMPUTER IN 2 DVI - I AUDIO IN 1 AUDIO IN 2 RESET AUDIO OUTPUT JACK Connect an external audio amplifier to this jack. (Refer to P12, 13.) AUDIO OUT MONITOR OUT CONTROL PORT CONTROL PORT CONNECTOR S VIDEO R AUDIO IN L (MONO) VIDEO MCI / WI Y Pb / Cb Pr / Cr USB When controlling the computer with Remote Control Unit of this projector, connect the mouse port of your personal computer to this connector. (Refer to P12.) Do not press this button. This button is used for our optional accessories.

S-VIDEO INPUT JACK Connect the S-VIDEO output from video equipment to this jack. (Refer to P13.) AUDIO INPUT JACKS Connect the audio output from video equipment to these jacks. (Refer to P13.) G When the audio output is monaural, connect it to L (MONO) jack. VIDEO INPUT JACKS Connect the component video output from video equipment to connect the component video outputs to Y, Pb/Cb and Pr/Cr jacks. (Refer to P13.) VIDEO INPUT JACK Connect the composite video output from video equipment to connect this jack. (Refer to P13.) USB CONNECTOR (Series B) When controlling the computer with Remote Control Unit of this projector, connect USB port of your personal computer to this connector.

(Refer to P12.) 11 CONNECTING PROJECTOR CONNECTING TO COMPUTER Cables used for connection (= Cable or adapter is not supplied with this projector.) · VGA Cable (HDB 15 pin) · USB Cable · Control Cable for SERIAL Port · MAC Adapter (When connecting to Macintosh computer) · DVI/VGA Adapter · DVI-Digital Cable (for Single Link T.M.D.

S.) · Control Cable for PS2 Port , or ADB Port · Audio Cables {Mini Plug (stereo) x 2} IBM-compatible computer or Macintosh computer (VGA / SVGA / XGA / SXGA) Desktop type Laptop type Monitor Output MAC Adapter Set slide switches according to the chart below. Monitor Input Audio Output USB port Serial port PS/2 port ADB port DVI Cable VGA Cable Audio Cable (stereo) USB Cable Control Cable for Serial Port Terminal Control Cable Control Cable for PS/2 Port for ADB Port Terminal Terminal VGA Cable COMPUTER IN 2 DVI-I MONITOR OUT COMPUTER IN 1 DVI/VGA Adapter COMPUTER IN 2 DVI - I AUDIO IN 2 RESET COMPUTER AUDIO IN USB Use one of these Control Cables corresponding with the terminal of your computer. COMPUTER IN 1 AUDIO IN 1 CONTROL PORT COMPUTER IN 2 DVI-I MONITOR OUT CONTROL PORT AUDIO OUT R AUDIO IN L (MONO) VIDEO MCI / WI S VIDEO Y Pb / Cb Pr / Cr USB Terminals of the Projector AUDIO OUT NOTE : When connecting the cable, the power cords of both the projector and the external equipment should be disconnected from AC outlet. Turn the projector and peripheral equipment on before the computer is switched on.

Audio Cable (stereo) N MAC ADAPTER (Not supplied) Set switches as shown in the table ON below depending on RESOLUTION MODE that you want to use before you turn on projector and OFF computer. 1 2 3 4 ON DIP Audio Input External Audio Equipment 123456 5 6 13" MODE (640 x 480) ON 16" MODE (832 x 624) OFF 19" MODE (1024 x 768) OFF 21" MODE (1152 x 870) ON ON ON ON ON OFF OFF OFF OFF OFF ON OFF OFF ON OFF OFF

OFF ON ON OFF OFF Audio Amplifier Audio Speaker (stereo) 12 CONNECTING PROJECTOR CONNECTING TO VIDEO EQUIPMENT Cables used for connection · Video Cable (RCA x 1 or RCA x 3) · S-VIDEO Cable · Audio Cable (RCA x 2) Video Source (example) Video Cassette Recorder Video Disc Player Component video output equipment. (such as DVD player or high-definition TV source.) (= Cable is not supplied with this projector.) · Audio Cable {Mini Plug (stereo)} · Scart Cable RGB Scart 21-pin Output Audio Output (R, L) Composite Video Output S-VIDEO Output Component Video Output (Y, Pb/Cb, Pr/Cr) Scart Cable Audio Cable (RCA x 2) Video Cable (RCA x 1) S-VIDEO Cable Video Cable (RCA x 3) AUDIO IN VIDEO COMPUTER IN 1 S-VIDEO Y - Pb/Cb - Pr/Cr AUDIO IN 1 COMPUTER IN 1 COMPUTER IN 2 DVI - I AUDIO IN 2 RESET CONTROL PORT AUDIO OUT MONITOR OUT R AUDIO IN L (MONO) VIDEO S VIDEO Use any of VIDEO jack, S-VIDEO jack, or Y-Pb/Cb-Pr/Cr jacks. · When both VIDEO jack and SVIDEO jack are connected, SVIDEO jack has priority over VIDEO jack. · When both Y-Pb/Cb-Pr/Cr jacks and S-VIDEO jack are connected, Y-Pb/Cb-Pr/Cr jacks has priority over S-VIDEO jack. MCI / WI Y Pb / Cb Pr / Cr USB Terminals of the Projector AUDIO OUT Audio Cable (Stereo) Audio Input NOTE : When connecting the cable, the power cords of both the projector and the external equipment should be disconnected from AC outlet. External Audio Equipment Audio Speaker Audio Amplifier (stereo) 13 BEFORE OPERATION OPERATION OF REMOTE CONTROL Left Side LASER POINTER (Drag ON) INDICATOR Lights red while laser beam is emitted from Laser Light Window.



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Lights green when drag ON position.

(P40) LOCK POWER ON-OFF BUTTON AUTO PC ON-OFF D.ZOOM FREEZE NO SHOW MUTE IMAGE Used to turn projector on or off. (P19) ALL-OFF SWITCH When using Remote Control Unit, turn this switch to "ON." And turn it to "ALL OFF" when it is not used. Used as a PC mouse in INSIDE THE BATTERY Wireless Mouse Operation. Press this button and the COMPARTMENT BOX This remote control provide the DIP mouse pointer button to drag switches into the battery compartment a selected screen object. (P40) box. Slide the SW4 (LASER ON/OFF switch) to "OFF" position. The laser pointer function is not operated. Set switches 1-3 as shown in table below depending on Code No. that you want to select remote control code. (Refer to P37.) DIP SWITCH SETTING SW4 ...

.....

LASER ON/OFF SW1 SW2 SW3 Code No. 4 ON ON ON ON OFF OFF OFF ON ON OFF OFF ON ON OFF OFF ON OFF ON OFF ON OFF ON
OFF Code 1 Code 2 Code 3 Code 4 Code 5 Code 6 Code 7 Code 8 ON ALL OFF 3 AUTO PC ADJ. BUTTON Use to operate AUTO PC Adjustment function. (P25) MUTE BUTTON Used to mute sound. (P21) VOLUME- SELECT VOLUME+ MENU KEYSTONE IMAGE BUTTON Used to select image level. (P28, 33) DRAG ON/OFF BUTTON Used to select drag ON/OFF position. (P40) KEYSTONE BUTTON Used to correct keystone distortion. (P20, 36) LEFT CLICK BUTTON MOUSE POINTER Used as a PC mouse in Wireless Mouse Operation. (P40) LASER LASER BUTTON Used to operate Laser Pointer Function. Laser beam is emitted while pressing this button within 1 minute.

When using this Laser Pointer for more than 1 minute, release LASER button and press it again. P-TIMER COMPUTER 1 ZOOM COMPUTER 2 RIGHT CLICK BUTTON Used as a PC mouse in Wireless Mouse Operation. (P40) VIDEO FOCUS LENS LENS SHIFT BUTTON FOCUS BUTTON Used to adjust focus. (P20) Used to select LENS SHIFT function. (P20) ON 1 2 LASER POINTER FUNCTION This Remote Control Unit emits a laser beam as laser pointer function from Laser Light Window. When LASER button is pressed, laser light goes on. And when LASER button is being pressed for more than 1 minute or LASER button is released, light goes off. LASER POINTER INDICATOR lights RED and Laser is emitted with RED light to indicate laser beam is being emitted. Laser emitted is a class II laser; therefore, do not look into Laser Light Window or shine laser beam on yourself or other people. Three marks below are caution labels for laser beam.

CAUTION : Use of controls, adjustments or performance of procedures other than those specified herein may result hazardous radiation exposure. These caution labels are put on remote control. LASER POINTER INDICATOR Laser Light Window 14 BEFORE OPERATION NO SHOW BUTTON D.ZOOM BUTTON Used to select DIGITAL ZOOM +/- mode and resize image. (P30) AUTO PC ON-OFF D.

ZOOM FREEZE NO SHOW MUTE IMAGE Used to turn picture into black image. (P21) Operating Range Point Remote Control Unit toward projector (Receiver Window) whenever pressing any button. Maximum operating range for Remote Control Unit is about 16.4' (5m) and 60° in front and rear of a projector. SELECT BUTTON LOCK Used to execute item selected, or to expand or compress image in DIGITAL ZOOM +/- mode. (P30) FREEZE BUTTON Used to freeze picture. (P21) VOLUME- SELECT VOLUME+ MENU KEYSTONE POINT (VOLUME +/-) BUTTONS Used to select an item or adjust value in ON-SCREEN MENU. They are also used to pan image in DIGITAL ZOOM +/- mode. (P30) POINT LEFT/RIGHT buttons are also used as VOLUME +/- buttons. (P21) MENU BUTTON Used to select MENU operation. (P17, 18) 60° P-TIMER BUTTON Used to operate PTIMER function. (P21) ZOOM LASER P-TIMER COMPUTER 1 COMPUTER 2 COMPUTER 1 BUTTON Used to select input source (COMPUTER 1). (P22) 16.4' (5 m) ZOOM BUTTON Used to adjust zoom. (P20) FOCUS LENS VIDEO COMPUTER 2 BUTTON Used to select input source (COMPUTER 2).

(P22, 31) VIDEO BUTTON Used to select input source (VIDEO). (P31) 16.4' (5 m) 60° Remote Control Batteries Installation 1 Remove battery compartment lid. Press lid downward and slide it. 2 Slide batteries into compartment. Two AA size batteries For correct polarity (+ and -), be sure battery terminals are in contact with pins in compartment. 3 Replace compartment lid. To insure safe operation, please observe following precautions : G Use (2) AA, UM3 or R06 type alkaline batteries. G Replace two batteries at same time. G Do not use a new battery with an used battery.

G Avoid contact with water or liquid. G Do not expose Remote Control Unit to moisture, or heat. G Do not drop Remote Control Unit. G If a battery has leaked on Remote Control Unit, carefully wipe case clean and install new batteries. G Danger of explosion if battery is incorrectly replaced. G Dispose of used batteries according to batteries manufacturers instructions and local rules. 15 BEFORE OPERATION TOP CONTROLS AND INDICATORS This projector has CONTROL BUTTONS (TOP CONTROLS) and INDICATORS on its top. TOP CONTROLS AND INDICATORS LAMP REPLACE INDICATOR Turns yellow when the life of the projection lamp draws to an end. (P38) WARNING TEMP. INDICATOR Flashes red when internal projector temperature is too high.

(P41) READY INDICATOR Lights green when the projector is ready to be turned on. And it flashes green in Power Management mode. (P37) LAMP INDICATOR Becomes dim when the projector is turned on. And it is bright when the projector is in stand-by mode. POWER ON/OFF BUTTON POINT (VOLUME +/-) BUTTONS Used to select an item or adjust value in ON-SCREEN MENU. They are also used to pan the image in DIGITAL ZOOM +/- mode. (P30) POINT LEFT/RIGHT buttons are also used as VOLUME +/- buttons. (P21) Used to turn the projector on or off. (P19) SELECT BUTTON ON-OFF Used to execute the item selected. It is also used to expand / compress the image in DIGITAL ZOOM mode.

(P30) INPUT BUTTON Used to select input source. (P22, 31) SELECT MENU BUTTON Used to open or close MENU operation. (P17, 18) AUTO PC ADJ. BUTTON Use to operate AUTO PC Adjustment function. (P25) IMAGE BUTTON Used to select image level. (P28, 33) KEYSTONE ZOOM BUTTON Used to adjust zoom. (P20) KEYSTONE BUTTON Used to correct keystone distortion. (P20, 36) FOCUS BUTTON Used to adjust focus. (P20) LENS SHIFT BUTTON Used to select LENS SHIFT function. (P20) 16 OPERATING ON-SCREEN MENU HOW TO OPERATE ON-SCREEN MENU You can control and adjust this projector through ON-SCREEN MENU.

Refer to the following pages to operate each adjustment on ON-SCREEN MENU. 1 DISPLAY MENU Press MENU button to display ON-SCREEN MENU. 2 MOVING POINTER Move the pointer (see below) or adjust the value of item by pressing POINT button(s) on Top Control or on Remote Control Unit. Pointer is the icon on ON-SCREEN MENU to select the item. See the figures on the section "FLOW OF ON-SCREEN MENU OPERATION" below.



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3 SELECT ITEM Select the item or set selected function by pressing SELECT button. LOCK REMOTE CONTROL UNIT AUTO PC ON-OFF D.ZOOM FREEZE NO SHOW MUTE IMAGE POINT BUTTONS Used to move the Pointer UP/DOWN/ RIGHT/ LEFT. VOLUME- SELECT VOLUME+ MENU KEYSTONE SELECT BUTTON Used to select the item. TOP CONTROL SELECT LASER P-TIMER COMPUTER 1 ZOOM COMPUTER 2 POINT BUTTONS Used to move the Pointer UP/ DOWN/ RIGHT/ LEFT.

KEYSTONE SELECT BUTTON VIDEO Used to select the item. FOCUS LENS FLOW OF ON-SCREEN MENU OPERATION Display ON-SCREEN MENU MENU BAR MENU ICON 1 2 3 4 Press MENU button to display ON-SCREEN MENU (MENU BAR). A red frame is POINTER. POINTER (red frame) Press POINT DOWN button to move POINTER. ITEM POINTER (red frame) Select Menu to be adjusted Move POINTER (red frame) to MENU ICON that you want to select by pressing POINT RIGHT / LEFT buttons. Control or adjust item through ON-SCREEN MENU Press POINT DOWN button and move POINTER (red frame or red arrow) to ITEM that you want to adjust, and then press SELECT button to show ITEM DATA. Adjust ITEM DATA by pressing POINT RIGHT / LEFT buttons. Refer to the following pages for details of respective adjustments. SELECT BUTTON ITEM DATA Press POINT LEFT/RIGHT buttons to adjust value or set function. 17 BEFORE OPERATION MENU BAR FOR PC SOURCE Press MENU BUTTON while connecting to PC input source.

IMAGE SELECT MENU GUIDE WINDOW Shows selected item of ONSCREEN MENU. SCREEN MENU Used to adjust size of image. [Normal /True/Wide /Digital zoom +/] (Refer to P30) SETTING MENU Used to change settings of projector or reset Lamp Replace Counter. (Refer to P36, 37) PC SYSTEM MENU Used to select computer system. (Refer to P22, 23) Used to select image level among Standard, Real and Image 1 ~ 4. (Refer to P28) INPUT MENU Used to select input source either Computer or Video. (Refer to P22) PC ADJUST MENU Used to adjust parameters to match with input signal format. (Refer to P25-27) IMAGE ADJUST MENU Used to adjust computer image. [Contrast/Brightness /Color Temp. /White Balance (R/G/B) /Gamma] (Refer to P29) SOUND MENU Used to adjust volume or mute sound.

(Refer to P21) FOR VIDEO SOURCE Press MENU BUTTON while connecting to VIDEO input source. INPUT MENU Used to select input source either Video or Computer. (Refer to P31) IMAGE SELECT MENU Used to select image level among Standard, Cinema and Image 1 ~ 4. (Refer to P33) SCREEN MENU Used to set size of image to Normal or Wide. (Refer to P35) Same function as Menu for PC source.

AV SYSTEM MENU Used to select system of selected video source. (Refer to P32) IMAGE ADJUST MENU Used to adjust picture image. [Contrast/Brightness/Color /Tint/Color Temp. /White balance (R/G/B) /Sharpness/Gamma /Noise Reduction/Progressive] Same function as Menu for PC source. (Refer to P34, 35) 18 BASIC OPERATION TURNING ON / OFF PROJECTOR TURNING ON PROJECTOR 1 2 Complete peripheral connections (with Computer, VCR, etc.

) before turning on projector. (Refer to "CONNECTING PROJECTOR" on pages 11~13 for connecting the equipment.) Computer 1 Input position and Lamp mode status Connect the projector's AC Power Cord into an AC outlet. LAMP Indicator lights RED, and READY Indicator lights GREEN. NOTE : When "On start" function is ON, this projector is turned on automatically by connecting AC Power Cord to an AC outlet. (Refer to page 37.) 30 3 Press POWER ON-OFF button on Top Control or on Remote Control Unit to ON. LAMP Indicator dims, and Cooling Fans start to operate. Preparation Display appears on a screen and count-down starts. The signal from PC or Video source appears after 30 seconds.

Current Input position and Lamp mode status are also displayed on screen for 5 seconds. (Refer to "LAMP MODE" on page 37.) Preparation Display disappears after 30 seconds. TURNING OFF PROJECTOR 1 2 3 Press POWER ON-OFF button on Top Control or on Remote Control Unit, and a message "Power off?" appears on a screen. Press POWER ON-OFF button again to turn off the projector. LAMP Indicator lights bright and READY Indicator turns off. After the projector is turned off, Cooling Fans operate (for 90 seconds). During this "Cooling Down" period, this appliance cannot be turned on. When projector has cooled down, READY Indicator lights GREEN again and you can turn the projector on. After cooling down completely, disconnect AC Power Cord.

TO MAINTAIN THE LIFE OF LAMP, ONCE YOU TURN PROJECTOR ON, WAIT AT LEAST 5 MINUTES BEFORE TURNING IT OFF. Power off? Message disappears after 4 seconds. When "Power Management" function is ON, projector detects signal interruption and turns off Projection Lamp automatically. Refer to "Power management" on pages 37. When WARNING TEMP. indicator flashes red, projector is automatically turned off. Wait at least 5 minutes, confirm READY indicator will light green and projector may be turned on by pressing POWER ON-OFF button. When both WARNING TEMP. and READY indicators to flash, a projector cannot be turned on by pressing POWER ON-OFF button. In this case, follow procedures below: 1.

Disconnect AC Power Cord from an AC outlet. 2. Turn a projector on again. (Refer to steps 2-3 of TURNING ON PROJECTOR on this page.) When WARNING TEMP. indicator continues to flash, follow procedures below: 1. Disconnect AC Power Cord from an AC outlet. 2. Check Air Filters for dust accumulation. 3.

Clean Air Filters. (See "AIR FILTER CARE AND CLEANING" section on page 41.) 4. Turn a projector on again. (Refer to steps 2-3 of TURNING ON PROJECTOR on this page.) If WARNING TEMP. indicator should still continue to flash, contact sales dealer where you purchased this projector or service center. 19 BASIC OPERATION ADJUSTING SCREEN ZOOM ADJUSTMENT 1 2 Press ZOOM button on Top Control or ZOOM L/M button on Remote Control Unit. The message "Zoom" is displayed. Press ZOOM L button or POINT UP button to make image larger, and press ZOOM M button or POINT DOWN button to make image smaller.

Zoom Message disappears after 4 seconds. FOCUS ADJUSTMENT 1 2 Press FOCUS button on Top Control or FOCUS L/M button on Remote Control Unit. The message "Focus" is displayed. Adjust focus of image by pressing FOCUS L/M button or POINT UP/DOWN button(s) . NOTE; Focus adjustment may not function properly if the image is corrected by KEYSTONE adjustment.

Focus Message disappears after 4 seconds. LENS SHIFT ADJUSTMENT 1 2 Press LENS SHIFT button on Top Control or LENS SHIFT L/M button on Remote Control Unit. Message "Lens shift" is displayed. Press POINT UP button or LENS SHIFT L button to move image up, press POINT DOWN or LENS SHIFT M button to move image down. Lens shift KEYSTONE ADJUSTMENT If a projected picture has keystone distortion, correct the image with KEYSTONE adjustment.

1 2 Press KEYSTONE button on Top Control or Remote Control Unit or select Keystone on SETTING menu.



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(Refer to page 36.) Keystone dialog box appears. Correct keystone distortion by pressing POINT UP/DOWN/LEFT/RIGHT button(s). Press POINT UP button to reduce the upper part of the image, and press POINT DOWN button to reduce the lower part. Press POINT LEFT button to reduce the left part, and press POINT RIGHT button to reduce the right part. · Arrows are white in no correction. · Arrow(s) of direction being corrected turn(s) red. · Arrow(s) disappear(s) at the maximum correction. · If you press the KEYSTONE button on Top Control or on Remote Control Unit once more while the keystone dialog box is being displayed, the keystone adjustment will be canceled.

Reduce the right part with POINT RIGHT button. Reduce the upper width with POINT UP button. Reduce the lower width with POINT DOWN button. Reduce the left part with POINT LEFT button. 20 BASIC OPERATION PICTURE FREEZE FUNCTION Press FREEZE button on Remote Control Unit to freeze the picture on-screen. To cancel FREEZE function, press FREEZE button again or press any other button. NO SHOW FUNCTION Press NO SHOW button on Remote Control Unit to black out the image. To restore to normal, press NO SHOW button again or press any other button. No show Message disappears after 4 seconds. P-TIMER FUNCTION Press P-TIMER button on Remote Control Unit.

The timer display "00 : 00" appears on the screen and the timer starts to count time (00 : 00 ~ 59 : 59). To stop P-TIMER display, press P-TIMER button. And then, press P-TIMER button again to cancel P-TIMER function. SOUND ADJUSTMENT DIRECT OPERATION Volume Press VOLUME (+/-) button(s) on Top Control or on Remote Control Unit to adjust volume. Volume dialog box appears on the screen for a few seconds.

(+) button to increase volume, and (-) button for decreasing. Mute Press MUTE button on Remote Control Unit to cut off sound. To restore sound to its previous level, press MUTE button again or press Volume (+/-) button(s). Press MUTE button to set Mute function On or Off. The display disappears after 4 seconds.

Indicates approximate level of volume. MENU OPERATION 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT buttons to move a red frame pointer to SOUND Menu icon. Press POINT DOWN button to move a red frame pointer to the item that you want to select, and then press SELECT button. Volume SOUND MENU SOUND Menu icon Indicates approximate level of volume. Close SOUND Menu. To increase volume, press POINT RIGHT button, and press POINT LEFT button to decrease volume. Mute Press POINT LEFT/RIGHT button(s) to cut off sound. Dialog box display is changed to "On" and sound is cut off. To restore sound to its previous level, press POINT LEFT/RIGHT button(s) again.

21 COMPUTER INPUT SELECTING INPUT SOURCE DIRECT OPERATION Select INPUT source by pressing INPUT button on Top Control. Select INPUT source by pressing COMPUTER 1 or COMPUTER 2 button on Remote Control Unit. If projector cannot reproduce proper image, select correct input source through MENU OPERATION (see below). INPUT button Computer 1 Computer 2 Video INPUT MENU MENU OPERATION When connect the output (Analog) from computer to Computer 1 (HDB 15-pin) terminal on the projector. 1 2 3 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to INPUT Menu icon. Press POINT DOWN button to move a red arrow pointer to Computer 1 and then press SELECT button. Source Select Menu will appear. Press POINT DOWN button and a red-arrow icon will appear. Move arrow to "RGB" and press SELECT button.

When computer is connected to Computer 1, select RGB. When video equipment is connected to Computer 1 terminal, select RGB (Scart). Refer to P31. Computer 1 INPUT Menu icon Move a pointer (red arrow) to Computer 1 and press SELECT button. RGB RGB (Scart) Source Select Menu Move a pointer to RGB and press SELECT button.

When connect the output (Digital/Analog) from computer to Computer 2 (DVI-I) terminal on the projector. INPUT MENU 1 2 3 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to INPUT Menu icon. Press POINT DOWN button to move a red arrow pointer to Computer 2 and then press SELECT button. Source Select Menu will appear.

Move a pointer to either RGB (Digital) or RGB (Analog) and then press SELECT button. When digital signal is connected to DVI terminal, select Digital.

When analog signal is connected to DVI terminal, select Analog. Computer 2 INPUT Menu icon Move a pointer (red arrow) to Computer 2 and press SELECT button. RGB (Digital) RGB (Analog) Source Select Menu Move a pointer to RGB (Digital) or RGB (Analog) and press SELECT button. 22 COMPUTER INPUT SELECTING COMPUTER SYSTEM This projector automatically tunes to most different types of computers based on VGA, SVGA, XGA or SXGA (refer to "COMPATIBLE COMPUTER SPECIFICATIONS" on page 24). When selecting Computer, this projector automatically tunes to incoming signal and projects proper image without any special setting. (Some computers need setting manually.) Note : Projector may display one of the following messages. Auto When projector cannot recognize connected signal as PC system provided in this projector, Auto PC Adjustment function operates to adjust projector and the message "Auto" is displayed on SYSTEM Menu icon.

(Refer to P25.) When image is not provided properly, manual adjustment is required. (Refer to P26 and 27.) There is no signal input from computer. Make sure the connection of computer and a projector is set correctly. @@@@The systems on this dialog box can be selected. Custom Mode (1~5) set in PC ADJUST Menu. @@@@ (kHz) V-Freq. (Hz) ON-SCREEN DISPLAY RESOLUTION H-Freq. (kHz) V-Freq.

@@@Auto PC Adjustment function can be operated as follows. @@@@Press POINT DOWN button to move a red frame pointer to AUTO PC Adj. icon and then press SELECT button twice. This Auto PC Adjustment can be also executed by pressing AUTO PC ADJ. @@icon and press SELECT button.

Store adjustment parameters. @@@@Adjustment dialog box will appear. Press POINT LEFT/RIGHT button to adjust value. @@@@Horizontal Adjusts horizontal picture position. Press POINT LEFT/RIGHT button(s) to adjust the position.

Vertical Adjusts vertical picture position. Press POINT LEFT/RIGHT button(s) to adjust the position. @@Clamp Adjusts clamp level. When the image has a dark bar(s), try this adjustment. Current mode Press POINT LEFT/RIGHT button to adjust the value. @@Select the resolution at Display area dialog box.

@@@Display area V Adjustment of vertical area displayed with this projector. @@Full screen Press POINT LEFT/RIGHT button(s) to switch Full screen function to "On" or "Off." Set "On" to resize the image with 4 x 3 aspect ratio to fit the screen. NOTE : Fine sync, Display area, Display area H, Display area V and Full screen cannot be adjusted when "RGB", "1035i (HDTV)", "1080i50 (HDTV)" or "1080i60 (HDTV)" is selected on PC SYSTEM Menu (P23).



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Press SELECT button at Display area icon and Display area dialog box appears. Display area Press POINT LEFT /RIGHT button(s) to adjust value and then press SELECT button. To store adjustment data. This Mode has parameters being stored. 3 Store To store adjustment parameters, move a red frame pointer to Store icon and then press SELECT button. Move a red arrow pointer to any of Mode 1 to 5 that you want to store to and then press SELECT button. Mode free To clear adjustment parameters previously set, move a red frame pointer to Mode free icon and then SELECT button. Move a red arrow pointer to the Mode that you want to clear and then press SELECT button. Other icons operate as follows. Reset Reset all adjust parameters on adjustment dialog box to previous figure.

Quit Closes PC ADJUST MENU. To clear adjustment data. Vacant Mode Shows values of "Total dots," "Horizontal," "Vertical," "Display area H," and "Display area V." Store icon Close this dialog box. Mode free icon 27 COMPUTER INPUT PICTURE IMAGE ADJUSTMENTS IMAGE LEVEL SELECT (DIRECT) Select image level among Standard, Real, Image 1, Image 2, Image 3 and Image 4 by pressing IMAGE button on Top Control or on Remote Control Unit.

Standard Normal picture level preset on this projector. Real Picture level with improved halftone for graphics. IMAGE 1~4 User preset picture adjustment in IMAGE ADJUST Menu (P29). IMAGE button Standard Real Image 1 Image 2 Image 3 Image 4 IMAGE LEVEL SELECT (MENU) 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to IMAGE SELECT Menu icon.

Press POINT DOWN button to move a red frame pointer to the level that you want to set and then press SELECT button. Standard IMAGE SELECT MENU IMAGE SELECT Menu icon Normal picture level preset on this projector. Real Picture level with improved halftone for graphics. IMAGE 1~4 User preset picture adjustment in IMAGE ADJUST Menu (P29). The level being selected. Move a red frame pointer to the level and press SELECT button. 28 COMPUTER INPUT IMAGE LEVEL ADJUSTMENT 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT buttons to move a red frame pointer to IMAGE ADJUST Menu icon. Press POINT DOWN button to move a red frame pointer to the item that you want to adjust. and then press SELECT button.

The level of each item is displayed. Adjust each level by pressing POINT LEFT/RIGHT button(s). Contrast IMAGE ADJUST MENU Move a red frame pointer to the item to be selected and then press SELECT button. IMAGE ADJUST Menu icon Press POINT LEFT button to decrease contrast, and POINT RIGHT button to increase contrast. (From 0 to 63.) Brightness Press POINT LEFT button to adjust image darker, and POINT RIGHT button to adjust brighter.

(From 0 to 63.) Color temp. Press either POINT LEFT button or POINT RIGHT button to Color temp. level that you want to select.

(XLow, Low, Mid or High) White balance (Red) Press POINT LEFT button to lighten red tone and POINT RIGHT button to deeper tone. (From 0 to 63.)

White balance (Green) Press POINT LEFT button to lighten green tone and POINT RIGHT button to deeper tone. @@@@ Press POINT LEFT/RIGHT buttons to adjust value. @@Image Level Menu will appear.

@@Other icons operates as follows. Reset Reset all adjustment to previous figure. @@@@ True Provides image in its original size. @@@@ This function can be used for providing a squeezed video signal at 16 : 9. Digital zoom + When Digital zoom + is selected, ON-SCREEN MENU disappears and the message "D.

Zoom +" is displayed. Press SELECT button to expand image size. And press POINT UP/DOWN/LEFT/RIGHT button(s) to pan the image. Panning function can work only when the image is larger than screen size. A projected image can be also expanded by pressing D.ZOOM L button on Remote Control Unit. Digital Zoom When Digital zoom is selected, ON-SCREEN MENU disappears and the message "D. Zoom " is displayed. Press SELECT button to compress image size. A projected image can be also compressed by pressing D.

ZOOM M button on Remote Control Unit. To cancel Digital Zoom +/- mode, press any button except D.ZOOM L/M, SELECT, POINT and LASER buttons.

NOTE G Picture screen adjustment cannot be operated when "1035i (HDTV)", "1080i50 (HDTV)" or "1080i60 (HDTV)" is selected on PC SYSTEM Menu (P23). G Wide cannot be selected when "720p (HDTV)" is selected on PC SYSTEM Menu (P23). G True and Digital zoom +/- cannot be operated when "RGB" is selected on PC SYSTEM Menu (P23). G This projector cannot display any resolution higher than 1280 X 1024. If your computer's screen resolution is higher than 1280 X 1024, reset the resolution to the lower before connecting projector. G The image data in other than XGA (1024 x 768) is modified to fit the screen size in initial mode. G Panning function may not operate properly if the computer system prepared on PC ADJUST Menu is used.

30 VIDEO INPUT SELECTING INPUT SOURCE DIRECT OPERATION Select INPUT source by pressing INPUT button on Top Control. Select INPUT source by pressing COMPUTER 1 or VIDEO button on Remote Control Unit. If projector cannot reproduce proper image, select correct input source through MENU OPERATION (see below). INPUT button Computer 1 Computer 2 Video INPUT MENU MENU OPERATION When connecting to those equipment, select a type of Video source in SOURCE SELECT MENU. 1 2 3 Press MENU button and ON-SCREEN MENU will appear.

Press POINT LEFT/RIGHT button to move a red frame pointer to INPUT Menu icon. Press POINT DOWN button to move a red arrow pointer to Video and then press SELECT button. Source Select Menu will appear. Move a pointer to the source that you want to select and then press SELECT button. VIDEO Move a pointer to Video and press SELECT button.

Auto Projector automatically detects incoming Video signal, and adjusts itself to optimize its performance. · When both VIDEO jack and S-VIDEO jack are connected, S-VIDEO jack has priority over VIDEO jack. · When both Y-Pb/Cb-Pr/Cr jacks and S-VIDEO jack are connected, Y-Pb/Cb-Pr/Cr jacks have priority over SVIDEO jack. When video input signal is connected to VIDEO jack, select Video. When video input signal is connected to S-VIDEO jack, select S-Video. When video input signal is connected to Y-Pb/CbPr/Cr jacks, select Y, Pb/Cb, Pr/Cr. INPUT MENU Source Select Menu (VIDEO) Move a pointer to the source and press SELECT button. Video S-Video Y,Pb/Cb,Pr/Cr When connect the 21-pin Scart (RGB) output from video equipment to computer 1 (HDB 15-pin) terminal on the projector. 1 2 3 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to INPUT Menu icon.

Press POINT DOWN button to move a red arrow pointer to Computer 1 and then press SELECT button. Source Select Menu will appear.



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Press POINT DOWN button and a red-arrow icon will appear. Move arrow to "RGB (Scart)" and press SELECT button. INPUT Menu icon Move a pointer (red arrow) to Computer and press SELECT button. Computer 1 Source Select Menu Move a pointer to RGB (Scart) and press SELECT button. 31 VIDEO INPUT SELECTING VIDEO SYSTEM 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT buttons to move a red frame pointer to AV SYSTEM Menu icon. Press POINT DOWN button to move a red arrow pointer to the system that you want to select and then press SELECT button. VIDEO JACK OR S-VIDEO JACK Auto Projector automatically detects incoming Video system, and adjusts itself to optimize its performance. When Video System is PAL-M or PAL-N, select system manually. PAL / SECAM / NTSC / NTSC4.43 / PAL-M / PAL-N If projector cannot reproduce proper video image, it is necessary to select a specific broadcast signal format among PAL, SECAM, NTSC, NTSC 4.43, PAL-M, and PAL-N. AV SYSTEM MENU (VIDEO OR S-VIDEO) AV SYSTEM Menu icon This box indicates the system being selected.

Move the pointer to the system and press SELECT button. Y, Pb/Cb, Pr/Cr JACKS Auto Projector automatically detects incoming Video signal, and adjusts itself to optimize its performance. COMPONENT VIDEO SIGNAL FORMAT If projector cannot reproduce proper video image, it is necessary to select a specific component video signal format among 480i, 575i, 480p, 575p, 720p, 1035i and 1080i. AV SYSTEM MENU (COMPONENT VIDEO) AV SYSTEM Menu icon This box indicates the system being selected. Move the pointer to the system and press SELECT button.

32 VIDEO INPUT PICTURE IMAGE ADJUSTMENTS IMAGE LEVEL SELECT (DIRECT) Select image level among Standard, Cinema, Image 1, Image 2, Image 3 and Image 4 by pressing IMAGE button on Top Control or on Remote Control Unit. Standard Normal picture level preset on this projector. Cinema Picture level adjusted for the picture with fine tone. IMAGE 1~4 User preset picture adjustment in IMAGE ADJUST Menu (P34, 35). IMAGE button Standard Cinema Image 1 Image 2 Image 3 Image 4 IMAGE LEVEL SELECT (MENU) 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button to move a red frame pointer to IMAGE SELECT Menu icon. Press POINT DOWN button to move a red frame pointer to the level that you want to set and then press SELECT button. Standard IMAGE SELECT MENU IMAGE SELECT Menu icon Normal picture level preset on this projector. Cinema Picture level adjusted for the picture with fine tone. IMAGE 1~4 User preset picture adjustment in IMAGE ADJUST Menu (P34, 35).

Move the red frame pointer to the level and press SELECT button. The level being selected. 33 VIDEO INPUT IMAGE LEVEL ADJUSTMENT 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button(s) to move a red frame pointer to IMAGE ADJUST Menu icon. @@The level of each item is displayed. Adjust each level by pressing POINT LEFT/RIGHT button(s). Contrast IMAGE ADJUST MENU Move a red frame pointer to the item to be selected and then press SELECT button. IMAGE ADJUST Menu icon Press POINT LEFT button to decrease contrast, and POINT RIGHT button to increase contrast. (From 0 to 63.) Brightness Press POINT LEFT button to adjust image darker, and POINT RIGHT button to adjust brighter.

(From 0 to 63.) Color Press POINT LEFT button to lighten color, and POINT RIGHT button to deeper color. (From 0 to 63.) Tint Press POINT LEFT button or POINT RIGHT button to obtain proper color. (From 0 to 63.)

) Color temp. Press either POINT LEFT button or POINT RIGHT button to Color temp. level that you want to select. (XLow, Low, Mid or High) White balance (Red) Press POINT LEFT button to lighten red tone and POINT RIGHT button to deeper tone. (From 0 to 63.) White balance (Green) Press POINT LEFT button to lighten green tone and POINT RIGHT button to deeper tone. @@(From 0 to 63.) Sharpness Press POINT LEFT button to soften the image, and POINT RIGHT button to sharpen the image. (From 0 to 31.) Gamma Press either POINT LEFT button or POINT RIGHT button to obtain better balance of contrast. (From 0 to 15.) Noise reduction Press POINT LEFT/RIGHT button(s) to change noise reduction mode. Dialog box display is changed to "On" to reduce noise (rough parts) of image. Press POINT LEFT/RIGHT button(s) again, to change noise reduction mode to off. Progressive scan Press POINT LEFT/RIGHT button(s) to change progressive scan mode.

Dialog box display is changed to "Off", "L1", "L2". Off ... Progressive scan mode to OFF. L1 ... Progressive scan mode to ON (for active picture). L2 ... Progressive scan mode to ON (for still picture). L1 Store icon Press SELECT button at this icon to store the value. 15 Press POINT LEFT/RIGHT buttons to adjust value. Press SELECT button at this icon to display previous items. Press POINT LEFT/RIGHT buttons to adjust value. Press SELECT button at this icon to display other items. NOTE : Tint cannot be adjusted when the video system is PAL, SECAM, PAL-M or PAL-N.

Progressive cannot be operated when "480p", "575p", "720p", "1035i" or "1080i" is selected on AV SYSTEM MENU (P32). 34 VIDEO INPUT 3 Store To store the adjustment data, move a red frame pointer to Store icon and press SELECT button. Image Level Menu will appear. Move a red frame pointer to the Image Level 1 to 4 and then press SELECT button. Other icons operates as follows.

Reset Reset all adjustment to previous figure. Quit Closes IMAGE MENU. Image Level Menu Move a red frame pointer to the image icon to be set and then press SELECT button. PICTURE SCREEN ADJUSTMENT This projector has a picture screen resize function, which enables you to display the desirable image size. 1 2 Press MENU button and ON-SCREEN MENU will appear.

@@@Normal SCREEN MENU SCREEN Menu icon Move the red frame to the function and press SELECT button. Provides image at a normal video aspect ratio of 4 : 3. Wide Provides image at a wide screen ratio of 16 : 9. NOTE : SCREEN Menu cannot be operated when "720p," "1035i," or "1080i" is selected on AV SYSTEM Menu (P32). 35 SETTING SETTING MENU 1 2 Press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button(s) to move a red-frame pointer to SETTING icon. Press POINT DOWN button to move a red-frame pointer to the item that you want to set and then press SELECT button. Setting dialog box appears. Language Language used in ON-SCREEN MENU is selectable from among English, German, French, Italian, Spanish, Portuguese, Dutch, Swedish, Russian, Chinese, Korean and Japanese. Keystone When the image is distorted, select Keystone.

ON-SCREEN MENU disappears and Keystone dialog box is displayed. Store ... Store the keystone adjustment data when disconnect AC Power Cord from an AC outlet.



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Reset ... Reset the keystone adjustment data when disconnect AC Power Cord from an AC outlet. Correct keystone distortion by pressing POINT UP/DOWN/LEFT/RIGHT button(s). Refer to KEYSTONE ADJUSTMENT on page 20. Blue back When this function is "On," this projector will produce a blue image instead of the video noise on the screen when any input source is unplugged or turned off. Display This function decides whether to display On-Screen Displays. On ... shows all the On-Screen Displays. Off ... sets On-Screen Displays disappeared except; G ON-SCREEN MENU G "Power off?" message Logo When this function is "On," projector displays our logo when starting up. Ceiling When this function is "On," picture is top / bottom and left / right reversed. This function is used to project the image from a ceiling mounting the projector. Rear When this function is "On," picture is left / right reversed. This function is used to project the image to a rear projection screen. Rear function SETTING MENU Set a red frame pointer to the item and press SELECT button.

SETTING Menu icon When pressing SELECT button at Language, Language Menu appears.

Move a pointer to the item and then press POINT LEFT/RIGHT button(s). Ceiling function 36 SETTING Power management This function turns Projection Lamp off when this projector detects signal interruption and is not used for a certain period in order to reduce power consumption and maintain the Lamp-life. (This projector is shipped with this function ON.) Power Management function operates to turn Projection Lamp off when the input signal is interrupted and any button is not pressed over 5 minutes. This function operates as follows; 1.

When any input signal is interrupted, "No signal" and the counting down display appears (for 5 minutes). 2. After counting down for 5 minutes, Projection Lamp and READY Indicator are turned off. (Cooling Fans keep running.) 3. READY Indicator starts to flash after cooling down Projection Lamp about for 90 seconds (Power Management mode). In this Power Management mode, Projection Lamp is automatically turned on when the input signal is connected or projector is operated with any button on Top Control or on Remote Control Unit again. Time left until Lamp off. On start When this function is "On," projector is automatically turned on just by connecting AC Power cord to a wall outlet. Note ; Be sure to turn projector off properly (refer to the section "TURNING OFF PROJECTOR" on P19).

If projector is turned off in the wrong steps, On Start function does not operate properly. Lamp mode On Press SELECT button at this icon to display other items. Press SELECT button at this icon to display previous items. Move the pointer to the item and then press POINT LEFT/RIGHT button(s). When selecting the " " (Eco), the projector reduce the brightness and set into the low power consumption mode. On Code 1 Remote control This projector has eight different remote control codes; the factoryset normal code (Code 1) and the other seven codes (Code 2 to Code 8). This switching function prevents remote control operation mixture (jam) when operating several projectors or video equipment together. For example operating projector in "Code 7," both projector and Remote Control Unit must be switched to "Code 7." Remote control On On When pressing SELECT button at Remote control, Remote control code Menu appears. To change the code of Projector; To change the Remote control code of the projector used in ONSCREEN MENU is selectable from Code 1 to Code 8.

Code 1 To change the code of the Remote Control Unit; To change the remote control code of the Remote Control Unit, set the DIP switches 1-3 inside the battery compartment box of the Remote Control Unit. (Refer to P14.) Lamp counter reset This function is used to reset Lamp Replace Counter. When replacing Projection Lamp, reset Lamp Replace Counter by using this function. Refer to page 38 for operation.

37 APPENDIX LAMP REPLACEMENT LAMP REPLACE When the life of the Projection Lamp of this projector draws to an end, the LAMP REPLACE indicator lights yellow. If this indicator lights yellow, replace the projection lamp with a new one promptly. TOP CONTROL This indicator lights yellow when the life of the projection lamp draws to an end. Replace the Projection Lamp with a new one promptly. ON-OFF SELECT CAUTION Allow a projector to cool, for at least 45 minutes before you open Lamp Cover.

The inside of a projector can become very hot. For continued safety, replace with a lamp assembly of the same type. Do not drop a lamp assembly or touch a glass bulb! The glass can shatter and may cause injury. LAMP COVER Follow these steps to replace the lamp assembly. SCREW 1 2 3 4 5 6 Turn off the projector and disconnect the AC plug. Allow the projector to cool for at least 45 minutes. To remove Lamp Cover, remove the screw with a screwdriver. Loosen 2 screws with a screwdriver and pull out Lamp Assembly by grasping Handle. Replace Lamp Assembly with a new one and tighten 2 screws back into position. Make sure that Lamp Assembly is set properly.

Replace Lamp Cover and tighten the screw. Connect AC Power Cord to the projector and turn on the projector. Reset the Lamp Replace Counter. Refer to "LAMP REPLACE COUNTER" on the next page . LAMP ASSEMBLY HANDLE SCREWS ORDER REPLACEMENT LAMP Replacement Lamp can be ordered through your dealer. When ordering a Projection Lamp, give the following information to the dealer. G Model No. of your projector G Replacement Lamp Type No. : PLC-XT11/PLC-XT16 POA-LMP59 (Service Parts No. 610 305 5602) 38 APPENDIX LAMP REPLACE COUNTER Be sure to reset the Lamp Replace Counter after the Lamp Assembly is replaced.

When the Lamp Replace Counter is reset, the LAMP REPLACE Indicator stops lighting. 1 2 3 Turn projector on, press MENU button and ON-SCREEN MENU will appear. Press POINT LEFT/RIGHT button(s) to move a red frame pointer to SETTING Menu icon (refer to page 36, 37). On Press POINT DOWN button to move a red frame pointer to "Lamp counter reset" and then press SELECT button. The message "Lamp replace counter reset?" is displayed. Move the pointer to [Yes] and then press SELECT button. Another confirmation dialog box appears and select [Yes] to reset Lamp Replace Counter. On Code 1 Move the pointer to Lamp counter reset and then press SELECT button. The message "Lamp replace counter reset?" is displayed. NOTE : Do not reset the Lamp Replace Counter until after the Projection Lamp is replaced.

LAMP HANDLING PRECAUTIONS This projector uses a high-pressure lamp which must be handled carefully and properly. Improper handling may result in accidents, injury, or create a fire hazard. G Lamp lifetime may differ from lamp to lamp and according to the environment of use.



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