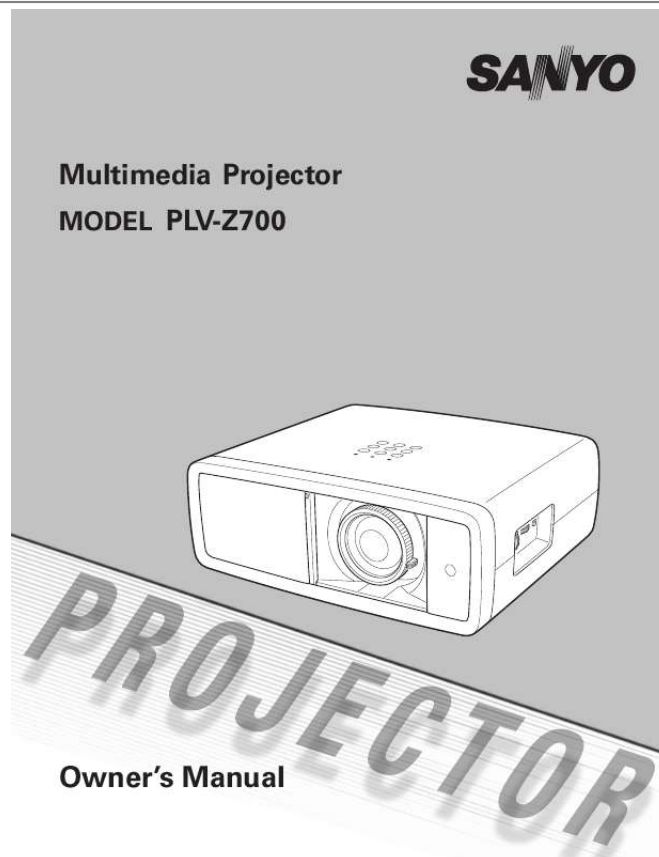




# Your PDF Guides

You can read the recommendations in the user guide, the technical guide or the installation guide for SANYO PLV-Z700. You'll find the answers to all your questions on the SANYO PLV-Z700 in the user manual (information, specifications, safety advice, size, accessories, etc.). Detailed instructions for use are in the User's Guide.

**User manual SANYO PLV-Z700**  
**User guide SANYO PLV-Z700**  
**Operating instructions SANYO PLV-Z700**  
**Instructions for use SANYO PLV-Z700**  
**Instruction manual SANYO PLV-Z700**



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**Manual abstract:**

*Color Management* The Color management function allows you to adjust the details of picture colors to suit your preference and viewing environments (see pages 32-33). *Power Management* The Power management function reduces power consumption and maintains the lamp life (see page 41). *Auto Iris* The integration of the lamp aperture enhances the contrast and depth of the projected image. *Logo* The Logo function allows you to customize the screen logo (see page 40). You can capture an image for the screen logo and use it for the starting-up display or between presentations. *Compatibility* The projector accepts signals from multiple sources: computers, analog TV systems (PAL, SECAM, NTSC, NTSC4.43, PAL-M, and PAL-N), component video, S-video, RGB scart, and HDMI. *Lamp Control* The brightness of the projection lamp can be selected (see pages 23, 29). *Simple Computer System Setting* The Multi-scan system of the projector conforms to almost all computer output signals quickly (see page 26). *Multi-language Menu Display* Operation menu is available in 16 languages: English, German, French, Italian, Spanish, Portuguese, Dutch, Swedish, Finnish, Polish, Hungarian, Romanian, Russian, Chinese, Korean, and Japanese (see page 37).

*16:9 Wide Screen* The wide LCD panels with 1920 x 1080 resolution (16:9 aspect ratio) can project the image from component video signals such as DVD players and HDTV devices in full screen. *Two HDMI Terminals* The projector has two HDMI (High Definition Multimedia Interface) terminals. Simple connection with digital equipment is offered through these terminals. *Interlace-Progressive Conversion* High-quality picture technology is available that converts an interlaced signal into a progressively-scanned one (see page 29). *Note:* The On-Screen Menu and figures in this manual may differ slightly from the actual product.

The contents of this manual are subject to change without notice. 2 Table of Contents Features and Design . . . .

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. . . . . 18 TRADEMARKS Each name of corporations or products in this owner's manual is either a trademark or a registered trademark of its respective corporation. 3 To the Owner Before installing and operating the projector, read this manual thoroughly. The projector provides many convenient features and functions. Operating the projector properly enables you to manage those features and maintains it in good condition for many years to come.

Improper operation may result in not only shortening the product life, but also malfunctions, fire hazard, or other accidents. If your projector seems to operate improperly, read this manual again, check operations and cable connections and try the solutions in the "Troubleshooting" section in the back of this manual. If the problem still persists, contact the dealer where you purchased the projector or the service center. Safety Precaution **WARNING: THIS APPARATUS MUST BE EARTHED . TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE .** This projector produces intense light from the projection lens. Avoid staring directly into the lens as much as possible, otherwise eye damage could result. Be especially careful that children do not stare directly into the beam. Install the projector in a proper position. Otherwise it may result in fire hazard.

Allowing the proper amount of space on the top, sides, and rear of the projector cabinet is critical for proper air circulation and cooling of the unit. The dimensions shown here indicate the minimum space required. If the projector is to be built into a compartment or similarly enclosed, these minimum distances must be maintained. Do not cover the ventilation slot on the projector. Heat buildup can reduce the service life of your projector, and can also be dangerous. **SIDE and TOP 1.5' (50 cm) 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 DANGEROUS VOLTAGE CONSTITUTING A RISK OF ELECTRIC SHOCK IS PRESENT WITHIN THIS UNIT .**

**THIS SYMBOL INDICATES THAT THERE ARE IMPORTANT OPERATING AND MAINTENANCE INSTRUCTIONS IN THE OWNER'S MANUAL WITH THIS UNIT .** The symbol mark and recycling systems described below apply to EU countries and do not apply to countries in other areas of the world. Your SANYO product is designed and manufactured with high quality materials and components which can be recycled and/ or reused. The symbol mark means that electrical and electronic equipment, batteries and accumulators, at their end-of-life, should be disposed of separately from your household waste.



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Note: If a chemical symbol is printed beneath the symbol mark, this chemical symbol means that the battery or accumulator contains a heavy metal at a certain concentration. This will be indicated as follows: Hg: mercury, Cd: cadmium, Pb: lead In the European Union there are separate collection systems for used electrical and electronic equipment, batteries and accumulators. Please, dispose of them correctly at your local community waste collection/recycling centre. Please, help us to conserve the environment we live in! REAR 3' (1 m) 1.5' (50 cm) 1.5' (50 cm) If the projector is unused for an extended time, unplug the projector from the power outlet.

Do not project the same image for a long time. The afterimage may remain on the LCD panels by the characteristic of panel. CAUTION ON HANGING FROM THE CEILING When hanging the projector from the ceiling, clean the air intake vents, air filters, and the top of the projector periodically with a vacuum cleaner. If you leave the projector unclean for a long time, the cooling fans can be clogged with dust, and it may cause a breakdown or a disaster. DO NOT SET THE PROJECTOR IN GREASY, WET, OR SMOKY CONDITIONS SUCH AS IN A KITCHEN TO PREVENT A BREAKDOWN OR DISASTER. IF THE PROJECTOR COMES IN CONTACT WITH OIL OR CHEMICALS, IT MAY BECOME DETERIORATED. CAUTION Not for use in a computer room as defined in the Standard for the Protection of Electronic Computer/Data Processing Equipment, ANSI/NFPA 75. Ne peut être utilisé dans une salle d'ordinateurs telle que définie dans la norme ANSI/NFPA 75 Standard for Protection of Electronic Computer/Data Processing Equipment. READ AND KEEP THIS OWNER'S MANUAL FOR LATER USE. 4 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 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. OR TRANSPORTING THE PROJECTOR Do not drop or bump the projector, otherwise damages or malfunctions may result. When carrying the projector, use a suitable carrying case. Do not transport the projector by courier or any other transport service in an unsuitable transport case. This may cause damage to the projector.

For information about transporting the projector by courier or any other transport service, consult your dealer. Do not put the projector in a case before it is cooled enough. 6 Compliance Federal Communications Commission Notice 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. If it is not installed and used in accordance with the instructions, it 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. If such changes or modifications should be made, you could be required to stop operation of the equipment. Model Number(s) Trade Name Responsible party Address Telephone No. : PLV-Z700 : 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.



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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.

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 . 7 Part Names and Functions Front q w Air flow q Exhaust Vent CAUTION Hot air is exhausted from the exhaust vent. Do not put heat-sensitive objects near this side. w e r t y Top Controls and Indicators Automatic Slide Shutter Projection Lens Focus Ring Zoom Lever u Infrared Remote Receiver i Vertical Lens Shift Ring (Up/Down) o Horizontal Lens Shift Ring (Left/Right) e r t y u i o !0 !0 Lens Shift Lock Back !2 !1 !1 Terminals and Connectors !2 Main On/Off Switch !3 Power Cord Connector !4 Air Intake Vent !5 Lamp Cover Kensington Security Slot This slot is for a Kensington lock used to deter theft of the projector.

\*Kensington is a registered trademark of ACCO Brands Corporation.

!3 !4 !5 Bottom !6 !6 Adjustable Feet !7 RGB Panel Cleaning Hole Cover !7 8 Part Names and Functions Rear Terminal q w e r t y q COMPUTER Connect the computer output signal, or RGB Scart 21-pin video output to this connector (p.16). w S-VIDEO Connect the S-Video output signal from video equipment to this jack (p.15). e COMPONENT 1 or COMPONENT 2 Connect the component video output signal to these jacks (p.15). r SERVICE PORT This jack is used to service the projector. t HDMI 1/HDMI 2\* Connect the HDMI output signal from video equipment to these terminals (p.16). y VIDEO Connect the composite video output signal from video equipment to this jack (p.15).

\* Note on the HDMI connector: Use the HDMI connector less than the size shown below. Otherwise you cannot connect use HDMI 1 and HDMI 2 terminals at the same time. Maximum dimensions of the HDMI connectors 0.94" (24 mm) 0.

59" (15 mm) WIDTH THICKNESS 9 Part Names and Functions Top Control e w q r o t y u i q POWER indicator Lights red while the projector is in stand-by mode. Lights green during operations. Blinks red during the cooling-off period. Blinks green in the Power management mode (p.41). Blinks orange when the automatic slide shutter is closed during operations (p.53). w WARNING indicator Lights red light when the projector detects an abnormal condition. Blinks red when the internal temperature of the projector exceeds the operating range (pp.44, 53). e LAMP REPLACE indicator Lights yellow light when the projection lamp reaches its end of life (pp.49, 53). r MENU button Open or close the On-Screen Menu (p.20). t INPUT button Select an input source (p.24).

24). y POINT ed 7 8 buttons Select an item or adjust the setting values in the OnScreen Menu. u OK button Execute the item selected or use it to access the submenu items (p.20). i INFO . button Display the input source information (p.43). o POWER ON/STAND-By button Turn the projector on or off (pp.18, 19). 10 Part Names and Functions Remote Control e w q q POWER ON/STAND-By button Turn the projector on or off (pp.18, 19). w RESET button Reset to the previous figure. This function is limited to when selecting the Image Adjustment (pp.28 33) and Picture Adjustment (p.34).

e LIGHT button Light up the remote control buttons for about 10 seconds (p.22). r MENU button Open or close the On-Screen Menu (p.20). r @1 t POINT ed 7 8 buttons Select an item or adjust the setting values in the On-Screen Menu.

y SCREEN button Select a screen size (pp.22, 35). u BRIGHTNESS button Adjust the brightness of a projected image (pp.23, 28). !9 i INPUT buttons Select an input source (p.24). o LAMP CONTROL button Select a lamp mode (pp.23, 29). !0 FREEZE button Freeze the projected image (p.23).

!1 NO SHOW button Temporarily turn off the projected image (p.23). !2 LOGO button Display the captured logo (p.23). !3 COLOR TEMP button . Adjust the color temperature of a projected image (p.28). !4 SHARPNESS button Adjust the sharpness of a projected image (pp.23, 29). !5 COLOR button Adjust the color intensity of a projected image (pp.23, 28). !6 CONTRAST button Adjust the contrast of a projected image (pp.23, 28). !7 IMAGE Adj . button Display the Image adj. Menu items one at a time and directly adjust the selected items (pp.23, 28). !8 IMAGE MODE buttons Select an image mode (pp.23, 27). o !9 INFO . button Display the input source information (p.43). @0 OK button Execute the selected item or access the sub-menu items (p.20). @1 BACK button Return to the previous menu. @0 t y !8 u !7 !6 !5 !4 i !3 !2 !1 !0 Note: To ensure safe operation, observe the following precautions: Do not bend, drop, or expose the remote control to moisture or heat. For cleaning, use a soft dry cloth. Do not apply benzene, thinner, spray, or any other chemicals. 11 Part Names and Functions Remote Control Operating Range Point the remote control toward the projector (Infrared Remote Receiver) when pressing any buttons.



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Maximum operating range for the remote control is about 16.

4' (5 m) and 60 degrees in front of the projector. 16.4' (5 m) 30° Remote control 30° Remote Control Battery Installation 1 Open the battery compartment lid. Pull up the lid and open it. 2 Install new batteries into the compartment. Two AA size batteries For correct polarity (+ and -), be sure battery terminals are in contact with pins in the compartment. 3 Replace the compartment lid. \* When the batteries of the remote control are replaced, the remote control code automatically returns to the initial code (Code 1) (p.41). To ensure safe operation, please observe the following precautions: Use two (2) AA or LR6 type alkaline batteries.

Always replace batteries in sets. Do not use a new battery with a used battery. Avoid contact with water or liquid. Do not expose the remote control to moisture or heat. Do not drop the remote control.

If the battery has leaked on the remote control, carefully wipe the case clean and install new batteries. Risk of explosion if battery is replaced by an incorrect type. Dispose of used batteries according to the instructions. 12 Installation Positioning the Projector This projector is designed to project on a flat projection surface having a focus range of 3.9' (1.

2 m) to 30.2' (9.2 m) at maximum zoom and 7 (2.4 m) to 60.4' (18.4 m) at minimum zoom. Refer to the figure and table below for the screen size .9' and distance between the projector and screen. 30.2' (9.

2 m) 300" 15.1' (4.6 m) 9.8' (3.0 m) 7 (2.4 m) .9' 3.9' (1.2 m) (Inch Diagonal) Max . Zoom 150" 100" 80" 40" 50" 75" 150" Min .

Zoom 40" (Center) Screen Size (W x H) mm 16 : 9 aspect ratio 40" 886 x 498 3.9' (1.2 m) 7 (2.4 m) .9' 80" 1771 x 996 7 (2.

4 m) .9' 16.0' (4.9 m) 100" 2214 x 1245 9.8' (3.

0 m) 20.0' (6.1 m) 150" 3321 x 1868 15.1' (4.6 m) 30.2' (9.2 m) 300" 6641 x 3736 30.2' (9.2 m) 60.4' (18.

4 m) Zoom (max) Zoom (min) Note: The brightness in the room has a great influence on picture quality. It is recommended to limit ambient lighting in order to obtain the best image. All measurements are approximate and may vary from the actual sizes. Adjustable Feet Projection angle can be adjusted up to 6.5 degrees with the adjustable feet. 1 2 Rotate the adjustable feet and tilt the projector to the proper height; to raise the feet, rotate the both feet clockwise. To lower or to retract the adjustable feet, rotate the both feet counterclockwise. Adjustable Feet 13 Installation Moving the Lens The projection lens can be moved up and down or left and right manually with the Lens Shift Rings, enabling you to adjust the position of a projected image. After adjusting the position, lock the lens with the Lens Shift Lock. Move the projection lens to the left or right with the Horizontal Lens Shift Ring.

Move the projection lens up or down with the Vertical Lens Shift Ring. Horizontal Lens Shift Ring (Left/Right) Lens Shift Lock Vertical Lens Shift Ring (Up/Down) Horizontal Lens Shift (Left/Right) 1/2W W 1/2W W Before using the Lens Shift Rings, make sure that this lock is released. leftmost rightmost Vertical Lens Shift (Up/Down) V V V V uppermost downmost Note: The best image is generally obtained at the central axis of the lens shift.

With maximum lens shift in each direction, image distortion may be observed at the edge of the screen.

With the maximum horizontal lens shift, the maximum vertical lens shift cannot be obtained, and vice versa.

The Lens Shift Rings are locked at the factory. Make sure that the Lens Shift Lock is released before using the Lens Shift Rings. 14 Installation This projector can be connected up to six equipment at one time. See the figures below for the connections. Connecting to Video Equipment (Video, S-Video) Video, S-video Use a video cable or a S-video cable (commercially available).

Video Equipment Composite Video Output S-VIDEO Output Video Cable (RCA x 1) S-video Cable VIDEO S-VIDEO Connecting to Video Equipment (Component) Component Use a component cable (optional). Video Equipment Component Video Output (y, Pb/Cb, Pr/Cr) Component Cable (RCA x 3) Note:

To order the optional cables, see page 58. When connecting HDTV equipment to the projector's COMPONENT 1/2 terminals, horizontal line noise may be noted only occasionally. Then adjust the value of Fine sync. This setting can be adjusted from 0 to +31 (see page 34). Unplug the power cords of both the projector and external equipment from the AC outlet before connecting the cables. COMPONENT 15 Installation Connecting to Video Equipment (HDMI, RGB Scart) HDMI Use a HDMI cable (optional) for HDMI output. RGB Scart Use a Scart-VGA cable (optional). Video Equipment Video Equipment HDMI Video Output RGB Scart 21-pin Output HDMI Cable Scart-VGA Cable HDMI COMPUTER Connecting to a Computer Computer (Analog) Use a VGA cable (commercially available) or a DVI-VGA cable (commercially available). Computer Monitor Out DVI-VGA Cable VGA Cable COMPUTER Note:

To order the optional cables, see page 58.

Unplug the power cords of both the projector and external equipment from the AC outlet before connecting the cables. 16 Installation Connecting the AC Power Cord This projector uses nominal input voltages of 100 120 V or 200 240 V AC and it automatically selects a correct input voltage. It is designed to work with the single-phase power systems having a grounded neutral conductor. To reduce the risk of electrical shock, do not plug into any other type of power system. If you are not sure of the type of power being supplied, consult your authorized dealer or service station. Connect the projector with all peripheral equipment before turning it on. CAUTION The AC outlet must be near this equipment and must be easily accessible. Connect the AC power cord (supplied) to the projector. Note: For safety, unplug the AC power cord when the projector is not in use. When the projector is connected to an outlet with the AC power cord and the Main On/Off switch is on, it is in stand-by mode and consumes a little electric power.

Turn the Main On/ Off switch off when the projector is not in use. NOTE ON THE POWER CORD AC power cord must meet the requirements of the country where you use the projector. Confirm the AC plug type with the chart below and proper AC power cord must be used. If the supplied AC power cord does not match your AC outlet, contact your sales dealer. Projector side For the U.

S.A. and Canada Ground AC Outlet side For Continental Europe For the U.K. To POWER CORD CONNECTOR on your projector.

To the AC Outlet. (120 V AC) To the AC Outlet. (200/240 V AC) To the AC Outlet. (200/240 V AC) 17 Basic Operation Turning On the Projector 1 2 3 Complete peripheral connections (with a computer, VCR, etc.



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) before turning on the projector. Connect the projector's AC power cord into an AC outlet and turn the Main On/Off switch on. The POWER indicator lights red. Press the POWER ON/STAND-BY button on the top control or on the remote control. The POWER indicator turns green and the cooling fans start to operate. As the automatic slide shutter opens, a preparation display appears on the screen and the countdown starts.

Main On/Off switch OFF ON POWER ON/STAND-By button POWER indicator 4 After the countdown, the input source that was selected the last time appears on the screen. Note: -If the automatic slide shutter does not open properly, the projector will not be turned on and the POWER indicator will blink orange.

Press the POWER ON/STAND-BY button again to restart. -When "Countdown off" or "Off" is selected in the Display function, the countdown will not be displayed on the screen (p.40). -During the countdown period, all operations are invalid.

-Image may look dark for a while after turning on the projector. Lamp needs some time to stabilize after the power is turned on.

Stored lamp mode and the image mode will be active after the lamp is stabilized. -When the shutter is manually closed slightly during projection, the shutter will be automatically closed.

Top Control Selected Input Source Remote Control Use this tab when handling manually. Automatic Slide Shutter Do not touch the slide shutter while it is moving, as this could cause injury or the projector to malfunction. 18 Basic Operation Turning Off the Projector 1 Press the POWER ON/STAND-BY button on the top control or on the remote control. "Power off?" appears on the screen. Press the POWER ON/STAND-BY button again to turn off the projector. When the Power off confirmation function is set to "Off," the projector can be turned off without the confirmation message. (See "Power off confirmation" on page 40.) The automatic slide shutter closes and the POWER indicator starts to blink red. The blinking continues for about 90 seconds while the cooling fans are running. "Power off?" disappears after 4 seconds.

2 When the projector is cooled down enough to be turned on again, the POWER indicator stops blinking. Then you can turn the Main On/Off switch off and unplug the AC power cord. TO MAINTAIN LIFE OF LAMP ONCE YOU TURN PROJECTOR , ON, WAIT AT LEAST FIVE (5) MINUTES BEFORE TURNING IT OFF . DO NOT PRESS THE MAIN ON/OFF SWITCH TO OFF AND UNPLUG AC POWER CORD WHILE COOLING FANS ARE RUNNING OR BEFORE POWER INDICATOR STOPS BLINKING. OTHERWISE IT WILL RESULT IN SHORTENING LAMP LIFE. DO NOT OPERATE THE PROJECTOR CONTINUOUSLY WITHOUT REST. CONTINUOUS USE MAY RESULT IN SHORTENING THE LAMP LIFE. TURN OFF THE PROJECTOR AND LET STAND FOR ABOUT AN HOUR IN EVERY 24 HOURS. Note: -If the automatic slide shutter is closed during operation, the projector is automatically turned off for safety. Be sure to turn off the projector by pressing the POWER ON/STAND-BY button on the top control or on the remote control after use.

-While the POWER indicator is blinking, the lamp is being cooled down and the projector cannot be turned on. Wait until the POWER indicator stops blinking to be turned on again. -The running speed of cooling fans is changed according to the temperature inside the projector.

-If the WARNING indicator blinks or emits red light, see "Warning Indicator" on page 44. -Do not put the projector in a case before it is cooled enough. 19 Basic Operation How to Operate the On-Screen Menu The projector can be adjusted or set via the On-Screen Menu. The menus have a hierarchical structure, with a main menu that is divided into submenus, which are further divided into other submenus. For each adjustment and setting procedure, refer to respective sections in this manual. Top Control 1 2 3 4 5 Press the MENU button on the top control or on the remote control to display the On-Screen Menu. Use the Point ed buttons to highlight or select a main menu item.

Press the Point 8 or OK buttons to access the submenu items. (The selected item is highlighted in ORANGE.) Use the Point ed buttons to select the desired submenu item and press the Point 8 or OK buttons to access the selected item. Use the Point 7 8 or OK buttons to adjust the setting or switch between each option and press the Point 8 or OK buttons to activate it and return to the submenu. Press the Point 7 button to return to the main menu; press the MENU button again to exit the On-Screen Menu.

POINT buttons (arrowhead) OK button MENU button Remote Control MENU button POINT buttons (arrowhead) OK button On-Screen Menu (Main Menu) Point Right or OK buttons The selected item is highlighted in ORANGE. On-Screen Menu (Submenu) 20 Basic Operation Menu and its Functions For the detailed menu contents, see the Menu Tree on pages 54 55. Main Menu Sub-Menu q w e r t y u i q Image Select an image mode from among Brilliant cinema, Creative cinema, Natural, Living, Dynamic, and User image 1 5 (p.27). w Image adj .

Adjust Brightness, Contrast, Color, Tint, Color temp., White balance (R/G/B), Sharpness, Lamp control, Gamma, Progressive, Noise reduction, Advanced menu, Reset, and Store (pp.28 33). e Picture adj . Select Overscan, Horizontal, Vertical, Auto adj., Fine sync, and Total dots to adjust the parameters to match with the input signal format (p.34). r Screen Set the screen size; choose from Full, Zoom, Normal, Natural wide , and Anamorphic (pp.35 36). t Input Select an input source from among Video, S-video, Component 1, Component 2, HDMI 1, HDMI 2 , and Computer.

For Video and S-video inputs, choose a video system from AUTO, PAL, SECAM, NTSC, NTSC4.43, PAL -M, and PAL (pp.24 26). -N y Setting Change various settings; Language, Advanced menu, Menu position, Ceiling, Rear, HDMI 1 setup, HDMI 2 setup, Highland, Background, Rename, Display, Logo, Power off confirmation, Capture, Power management, Remote control, Shutter demo, Test pattern, Filter counter, Cleaning, Fan control, Lamp counter reset, Service port, and Factory default (pp.37 42). u Information Display the input source information: Input source, Signal, H-sync freq., V-sync freq., Deep color, Image mode, Screen size, Lamp status, Lamp time and Filter time (p.43). i Guide The key operation is displayed.

21 Basic Operation Zoom and Focus Adjustment Rotate the Zoom Lever to zoom in and out. Rotate the Focus Ring to focus the image. Zoom Lever Focus Ring Remote Control Operation For some frequently used operations, using the remote control is advisable. Just pressing one of the buttons enables you to have the desired operation quickly, and no need for calling up the On-Screen Menu. LIGHT button Press the LIGHT button to light up the remote control buttons.

The light is automatically turned off when no buttons on the remote control are pressed for 10 seconds. Remote Control LIGHT button RESET button BACK button RESET button Press the RESET button to reset the adjusted data. All adjustments return to their previous figures.



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When a main menu item is selected, its entire submenu items are reset; when a submenu item is selected, only the selected item is reset. This function is limited to when selecting the Image Adjustment Menu (pp. 28-33) and Picture Adjustment Menu (p.34). SCREEN button BACK button Press the BACK button to return to the previous menu. When there is no previous menu, the currently displayed menu disappears. Note: See the next page for the description of other buttons. SCREEN button Press the SCREEN button to select the desired screen size. For details, see page 35. 22 Basic Operation IMAGE MODE buttons Press the IMAGE MODE buttons (PRESET or USER) to select the desired image mode of the screen. For details, see page 27. Remote Control IMAGE MODE buttons BRIGHTNESS button CONTRAST button COLOR TEMP button LOGO button LAMP CONTROL button IMAGE ADJ button COLOR button SHARPNESS button NO SHOW button FREEZE button IMAGE ADJ button Press the IMAGE ADJ button to display the adjustment bar of the Image adj. Menu items one at a time and directly adjust the selected item. For details, see page 28. BRIGHTNESS button Press the BRIGHTNESS button to display the Brightness adjustment bar and use the Point 7 8 buttons to adjust the setting value. Press the MENU button after adjusting. For details, see page 28. CONTRAST button Press the CONTRAST button to display the Contrast adjustment bar and use the Point 7 8 buttons to adjust the setting value. Press the MENU button after adjusting. For details, see page 28. COLOR TEMP button Press the COLOR TEMP button to display the Color temp. adjustment bar and use the Point 7 8 buttons to select the desired options. Press the MENU button after adjusting. For details, see page 28. Note: See the previous page for the description of other buttons. If you press the OK button after adjusting each Image adj. Menu item, it will enter the main menu. COLOR button Press the COLOR button to display the Color adjustment bar and use the Point 7 8 buttons to adjust the setting value. Press the MENU button after adjusting. For details, see page 28. SHARPNESS button Press the SHARPNESS button to display the Sharpness adjustment bar and use the Point 7 8 buttons to adjust the setting value. Press the MENU button after adjusting. For details, see page 29. LOGO button Display the image set in the logo setting. To cancel, press the LOGO button again or press any other button. For details, see page 40.

Note: User cannot be selected when the image is not captured. LAMP CONTROL button Press the LAMP CONTROL button to select a lamp mode for changing the brightness of the screen. Normal . . . . .  
Auto 1 . . . . .  
. . . Auto 2 . . . . .  
. . . . . Eco . . . . .

... Normal brightness. The brightness according to the input signal. Less bright and lower-sound than Auto 1. Lower brightness reduces the lamp power consumption. The lamp mode is automatically switched to "Eco" under no signal input. NO SHOW button Press the NO SHOW button to black out the image. To restore to normal, press the NO SHOW button again or press any other button. FREEZE button Press the FREEZE button to freeze the picture on the screen. To cancel, press the FREEZE button again or press any other button. "No Show" disappears after 4 seconds. 23 Input Input Source and System Selection Press the INPUT button on the top control or the INPUT buttons on the remote control (see below) to choose an input source. Top Control INPUT button Video S-video Note: Before selecting an input source with these buttons, each input must be set on a proper signal form via menu operation (see on pages 25-26). INPUT button Component 1 Component 2 HDMI 1 HDMI 2 Computer INPUT buttons on the remote control Press the VIDEO, S-VIDEO, C1, C2, H1, H2, or PC buttons on the remote control according to the input source. VIDEO S-VIDEO C1 C2 H1 H2 PC When the video signal is connected to the VIDEO jack, press VIDEO. When the video signal is connected to the S-VIDEO jack, press S-VIDEO. When the video signal is connected to the COMPONENT 1 jack, press C1. When the video signal is connected to the COMPONENT 2 jack, press C2. When the video signal is connected to the HDMI 1 terminal, press H1. When the video signal is connected to the HDMI 2 terminal, press H2. When the computer signal is connected to the COMPUTER connector, press PC. Remote Control INPUT buttons Note: When switching from HDMI 1 to HDMI 2 or vice versa, the signal may be interrupted for a moment depending on the equipment. 24 Input Menu Operation Input Menu 1 2 3 4 5 6 Use the Point ed buttons to select the Input Menu and press the Point 8 or OK buttons to access the submenu items. Use the Point ed buttons to select an input source and press the Point 8 or OK buttons. The selected item is check marked. When "Video" or "S-video" is selected, press the Point 8 button to display the System Menu. Use the Point ed buttons to select the desired system and press the Point 8 or OK buttons. When "Computer" is selected, press the Point 8 button to display the Source Select Menu. Use the Point ed buttons to select the desired source and press the Point 8 or OK buttons. The currently set item is check marked. Video Input Press the Point 8 button to display the System Menu. Video or S-Video When the video signal is connected to the VIDEO or S-VIDEO jacks, select Video or S-video respectively. Auto The projector automatically detects the incoming video system and adjusts itself to optimize its performance. When the video system is PAL or PAL select the system -M -N, manually. PAL / SECAM / NTSC / NTSC 4.3 / PAL-M / PAL-N If the projector cannot reproduce a proper video image, select a specific broadcast signal format from among PAL, SECAM, NTSC, NTSC 4.43, PAL -M, and PAL -N.

System Menu (Video/S-Video) Use the Point ed buttons to select the desired system and press the Point 8 or OK buttons. Quit Exit this menu. Component 1 or Component 2 When the video signal is connected to the Y-Pb/Cb-Pr/Cr jacks, select Component 1 or Component 2. The projector automatically detects the incoming video signal and adjusts itself to optimize its performance. 25 Input HDMI 1 or HDMI 2 When the video signal is connected to the HDMI 1 or HDMI 2 terminals, select HDMI 1 or HDMI 2 respectively. The projector automatically detects the incoming video signal and adjusts itself to optimize its performance. If the output signal of video equipment and the input signal of the projector do not match, you might not get an image with the best quality. If the blacks of the picture appears unclear (too dark or too light), try "HDMI 1 setup" or "HDMI 2 setup" in the Setting Menu on page 38. Note: When switching from HDMI 1 to HDMI 2 or vice versa, the signal may be interrupted for a moment depending on the equipment. Computer When the signal is connected to the COMPUTER connector, select Computer. RGB (Analog) When the input source is analog coming from a computer connected to the COMPUTER connector, select RGB (Analog).



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When the input terminal is Scart with a DVD player connected to the COMPUTER connector, select RGB (Scart). Computer Input RGB (Scart) The projector automatically tunes to various types of computers based on VGA, SVGA, XGA, WXGA or SXGA with its Multi-scan system and the Auto adj. function (see page 34). If "Computer" is selected as a signal source, the projector automatically detects the signal format and tunes to project a proper image without any additional setting. (The signal formats provided in this projector is shown on page 56.) Press the Point 8 button to display the Source Select Menu. Source Select Menu Use the Point ed buttons to select the desired source and press the Point 8 or OK buttons. Quit Exit this menu. 26 Image Image Mode Selection Image mode selection can be made for each input source.

Direct Operation Press the IMAGE MODE buttons (PRESET or USER) on the remote control to select the desired image mode. Press the PRESET button to select Brilliant cinema, Creative cinema, Natural, Living, or Dynamic; press the USER button to select User image 1 5. You can also change the Image mode by pressing the PRESET button or the USER button on the remote control for more than 1 second. When the PRESET button is pressed, the Preset submenu with a check mark on the currently set image mode appears. When the USER button is pressed, the User submenu with a check mark on the currently set image mode appears. Use the Point ed buttons to select the desired image mode and press the Point 8 or OK buttons. The selected item is check marked. Remote Control IMAGE MODE buttons PRESET button Brilliant cinema Creative cinema Natural Living Dynamic Brilliant cinema . . . . USER button User image 1 User image 2 User image 3 User image 4 User image 5 User image 1 . . . . Image Menu Menu Operation 1 2 Press the Point ed buttons to select the Image Menu and press the Point 8 or OK buttons to access the submenu items. Use the Point ed buttons to select the desired image mode and press the Point 8 or OK buttons. The selected item is check marked.

Brilliant cinema For viewing movies in a brightish room. Creative cinema For viewing contrasty 3D images in a dark room. Natural For viewing images faithfully reproduced without any control by the projector in a dark room. Living For viewing video sources such as sports or dramas from TV with clear and contrasty images in a bright room. Dynamic For viewing contrasty images in a bright room.

User image 1 5 For displaying user preset image mode in the Image adj. Menu (pp.28 33). Press the Point d button to move on to the next items. The selected image mode.

Note: TheImageMenucannotbeoperatedwithoutaninputsignal. 27 Image Adjustment Image Mode Adjustment Image mode can be adjusted for each input source and the adjustment is kept until the projector is turned off or the image mode is changed. Direct Operation Press the IMAGE ADJ. button on the remote control to display the adjustment bar of Image adj. Menu items one at a time and directly adjust the selected item. Use the Point ed buttons to select the desired item and the Point 7 8 buttons to adjust the setting. Press the MENU button after adjusting. If you press the OK button after adjusting each item, it will enter the main menu. Remote Control IMAGE ADJ. button When Advanced menu is set to Off .

Brightness Contrast Color Tint Color temp. Red Green Blue Sharpness Lamp control Gamma Progressive Noise reduction Brightness . . . . When Advanced menu is set to On . Brightness Contrast Color Tint Color temp. Red Green Blue Sharpness Lamp control Gamma Progressive Noise reduction Iris mode Iris range Auto black stretch Contrast enhancement Transient improvement Color management Dynamic gamma 3D-Y/C Custom gamma Brightness . . . . Menu

Operation 1 2 3 Press the Point ed buttons to select the Image adj. Menu and press the Point 8 or OK buttons to access the submenu items. @@The adjustment bar is displayed. Use the Point 7 8 buttons to adjust the setting values and press the OK button. Brightness Press the Point 7 button to decrease the brightness; press the Point 8 button to increase the brightness (from -31 to +31). Contrast Press the Point 7 button to decrease the contrast; press the Point 8 button to increase the contrast (from -31 to +31). Color Press the Point 7 button to decrease the intensity of the color; press the Point 8 button to increase the intensity of the color (from -31 to +31).

Tint Use the Point 7 8 buttons to adjust the tint value to obtain a proper color balance (from -31 to +31). Color temp. Use the Point 7 8 buttons to select the desired Color temp. level (High2, High1, Default, Low1, or Low2). Default is based on the currently set image mode (p.

27). Note: 3D-Y/Cmaynotappeardependingontheinput signal. Image adj. Menu Note: AboveimageisanexampleofwhentheImage modeissetto"Natural. Eachvaluevaries " dependingontheselectedImagemode(p.

27). Go on to the next page.... Note: TintcannotbeselectedwhenthevideosystemisPAL,SECAM, PAL-M,orPAL-NinVideoinputorS-videoinput.

TheImageadj.Menucannotbeoperatedwithoutaninputsignal. 28 Image Adjustment White balance (Red) Press the Point 7 button to lighten red tone; press the Point 8 button to deepen red tone (from -31 to +31). White balance (Green) Press the Point 7 button to lighten green tone; press the Point 8 button to deepen green tone (from -31 to +31).

White balance (Blue) Press the Point 7 button to lighten blue tone; press the Point 8 button to deepen blue tone (from -31 to +31). Sharpness Press the Point 7 button to decrease the sharpness of the image; press the Point 8 button to increase the sharpness of the image (from -7 to +7). Lamp control This function allows you to change the brightness of the screen. Use the Point 7 8 buttons to select the desired lamp mode. You can also select the lamp mode by pressing the LAMP CONTROL button on the remote control. Normal . . . .

Normal brightness. Auto 1 . . . .

. Auto 2 . . . .

. Eco. . . . . The brightness according to the input signal.

Less bright and lower-sound than Auto 1. Lower brightness reduces the lamp power consumption. The selected item. Press the Point 8 or OK buttons to access the selected item. The adjustment bar is displayed. Use the Point 7 8 buttons to adjust the setting values and press the OK button. If you press the Point d button, the next item can be selected. The lamp mode is automatically switched to "Eco" under no signal input. Gamma Use the Point 7 8 buttons to adjust the gamma value to obtain a better balance of contrast (from -7 to +7). Progressive An interlaced video signal can be displayed in progressive.

Use the Point 7 8 buttons to select the desired options. Off . . . .

. Disabled. Video . . . .



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For moving pictures. Auto . . . Auto adjustment according to the video signal or film signal (3-2 and 2-2 pulldown video sources.) Noise reduction Noise interference on the screen can be reduced. Press the Point 7 8 buttons to change the noise reduction mode. Off . .

. . Noise reduction mode is "Off" On . . . . Noise reduction mode is "On" Note: -If anyone of the White balance (Red, Green, or Blue) are adjusted, the Color temp. level changes to "User." -Progressive cannot be selected with the computer input and when the video signal format is 480p, 575p, 720p, or 1080p. -Noise reduction cannot be selected with the computer input and when the video signal format is 1080p.

Press the Point 8 or OK buttons to display the Advanced menu. Go on to the next page....

29 Image Adjustment Advanced menu This function can be selected only when Advanced menu in the Setting Menu (see page 37) is set to "On. You can adjust the " following items through this function. Iris mode Adjust the lamp aperture. Select from the following options: Mode 1 . .

Brightness is prioritized over contrast Mode 2. . Contrast is prioritized over brightness Fixed. . . Fixed lamp aperture set in the Iris range Iris range Adjust the upper limit of the lamp aperture (from -63 to 0). Note: -Value changes depending on the selected image mode. Auto black stretch Enhance blacks in bright areas of an image. It can be set in 4 steps (Off/Low/Mid/High).

Contrast enhancement Adjust the contrast in bright scenes in 4 steps (Off/Low/Mid/High). Transient improvement Adjust the sharpness of image outlines in 4 steps (Off/Low/Mid/High). Color management Adjust the level, phase, and gamma of any color. You can store up to eight (8) color management data. For details, see "COLOR MANAGEMENT" on page 32. Dynamic gamma Set the level for Dynamic gamma correction. Select from the following options: Off . . . . . Disable dynamic gamma correction Low . . . . . Small correction Mid . . . . .

Medium correction High . . . . Large correction Press the Point 8 or OK buttons to access the selected item. The adjustment bar is displayed. Use the Point 7 8 buttons to adjust the setting values and press the OK button. If you press the Point d button, the next item can be selected. Note:

-One of the above options are displayed depending on the selected image mode. 30 Image Adjustment 3D-Y/C Optimally separates the color and brightness signal to reduce cross-color and dot interference.

Press the Point 7 8 buttons to change the 3D-Y/C mode. Off . . . . 3D-Y/C mode is "Off" On . . . . 3D-Y/C mode is "On" Note: -3D-Y/C may not appear depending on the input signal.

Custom gamma Adjust R, G, B to get the desired balance of contrast. Select Custom gamma in the Advanced menu and press the Point 8 or OK buttons. The custom gamma window appears. Use the Point ed buttons to choose the desired item from Gamma R, Gamma G, and Gamma B and then press the Point 8 or OK buttons to display the gamma adjustment window. The colored gamma pointer indicates where you are making an adjustment.

The white gamma pointer indicates where the value is set. Press the Point 8 or OK buttons to access the selected item. The custom gamma window is displayed. CUSTOM GAMMA Note: -Default position of the gamma pointer is located in the center of the gamma bar. Once you make an adjustment, the gamma pointer remains where the adjustment is made.

The values are set to 0 when no adjustment is made. Use the Point 7 8 buttons to move the colored gamma pointer between the gamma bars (9 bars) to select a desired gamma bar. Use the Point ed buttons to move the colored gamma pointer within the gamma bar (from -15 to +15 except for the left and right end bars) to adjust the gamma value. The adjustment you make reflects on the screen as you change the adjustment value. Use the Point ed buttons to select the desired item and press the Point 8 or OK buttons. The gamma adjustment window is displayed. GAMMA ADJUSTMENT Note:

-When the Point 8 button is pressed at the right end of the gamma bar, the next gamma color adjustment window appears (R G B R . . . .). When the Point 7 button is pressed at the left end of the gamma bar, the next gamma color adjustment window appears (R B G R . . . .). Gamma bar White gamma pointer Colored gamma pointer When the Point 8 button is pressed at the right end of the gamma bar in Gamma R, the Gamma G with the colored gamma pointer on the left end gamma bar appears. 31 Image Adjustment COLOR MANAGEMENT COLOR MANAGEMENT LIST Select Color management in the Advanced menu and then press the Point 8 or OK buttons.

The COLOR MANAGEMENT LIST appears. You can store up to eight (8) color management data in the list. In the COLOR MANAGEMENT LIST, the adjusted color data are check marked reflecting the changes in the image. You can choose whether to apply the data in the list to the image. Clear the check mark if you do not want to apply the data; select the check mark and then press the OK button. The check mark disappears. If you want to readjust the color, select a color data box in the list and press the OK button. The COLOR SELECTION window appears and you can readjust the color. See below for color selection. If you want to delete a particular data in the list, select the DEL box and then press the OK button.

A confirmation box appears. Select [Yes] and then press the OK button. Press the OK button when selecting the following items. ALL DEL . . . . . Delete all the data in the list.

Press the OK button and a confirmation box appears. Select [Yes] and press the OK button. Go to COLOR SELECTION. Exit the Color management mode and return to the Advanced menu. To store the adjusted data, see "Store" on the next page. COLOR MANAGEMENT LIST Color data box Clear the check mark if you do not want to apply this adjusted color data to the projected image. Select the DEL box if you want to delete the adjusted data. A confirmation box appears. Select [Yes] to delete the selected color data. COLOR SELECTION Color management pointer Use the Point ed 7 8 buttons to move the pointer to a spot where you want to adjust the color and then press the OK button.

The COLOR SELECTION window appears. COLOR M. . . . . EXIT . . . . .

Press the MENU button when you want to return to the Advanced menu. COLOR SELECTION Press the OK button when "COLOR M. in the COLOR " MANAGEMENT LIST is selected. The COLOR MANAGEMENT LIST disappears and the Color management pointer appears. Use the Point ed 7 8 buttons to move the pointer to a spot where you want to adjust the color and then press the OK button.

The image freezes and the COLOR SELECTION window appears. @@ While adjusting, the changes are reflected in the image accordingly. @@@@ Go to the COLOR MANAGEMENT LIST. @@@@ A confirmation box appears. Select [Yes] and then press the OK button. All adjustments return to their previous figures. @@@@ The User Image Mode Menu appears. @@@@ A confirmation box appears. Select [Yes] and then press the OK button.



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@@@ Menu and press the Point 8 or OK buttons to access the submenu items.

@@ The adjustment bar is displayed. @@@@ Auto adj. When the input signal is from computers, select Auto adj. and press the Point 8 or OK buttons so that it automatically adjust Fine sync, Total dots, and Horizontal and Vertical positions to conform to your computer. Fine sync Use the Point 7 8 buttons to adjust the value, eliminating a flicker from the image displayed (from 0 to +31). Total dots Use the Point 7 8 buttons to adjust the number of total dots in one horizontal period to match your PC image (from -100 to +100). The selected item. Press the Point 8 or OK buttons to access the selected item. The adjustment bar is displayed. Note: ·Overscan can be selected with the video input only.

·When the digital signal is selected and the image noise appears on the edge of the screen, use the Overscan to make adjustment.

·The adjusting range for the Horizontal and Vertical positions, and Total dots differs depending on the input signal. When the video signal format is 480i or 575i, the adjusting range for the Horizontal position will be from -8 to +8. ·The Auto adj. function cannot be operated with the video input, some incompatible computer input and digital signals.

·Fine sync and Total dots cannot be operated with some incompatible computer input and digital signals. ·The Picture adj. Menu cannot be operated without an input signal.

·When the adjustment exceeds the signal range of Horizontal and Vertical positions, and Total dots, the projected image may be distorted. Use the Point 7 8 buttons to adjust the setting values and press the OK button to return to the submenu.

If you press the Point d button, the next item can be selected. 34 Screen Size Adjustment This projector has the picture screen resize function which enables you to customize the image size. Remote Control Direct Operation Press the SCREEN button on the remote control to select a screen size from among Full, Zoom, Normal, Natural wide, and Anamorphic. SCREEN button Menu Operation 1 2 Press the Point ed buttons to select the Screen Menu and press the

Point 8 or OK buttons to access the submenu items. Use the Point ed buttons to select the desired screen size and press the Point 8 or OK buttons. The selected item is check marked. Full Zoom Normal Natural wide Anamorphic Full . . . Screen Menu Full Fit the image to the screen by expanding the width of the image uniformly. This function can be used to project a squeezed video signal at the wide video aspect ratio of 16:9. Zoom Fit the image to the screen size (16:9 aspect ratio) by expanding the width and height of the image uniformly. With the input signals other than 1080p, 1080i or 720p, this function is used to project a letterboxed picture (the 4:3 aspect ratio picture with a black bar at the top and bottom) at the wide video aspect ratio of 16:9.

When the input signal is 1080p, 1080i or 720p, a letterboxed picture in a 16:9 screen can be projected by expanding at the wide video aspect ratio of 16:9. In the Zoom mode, you can also adjust the display range with the vertical adj. function. See "Vertical adj. on the next page for " details. Normal Fit the image to the center of the screen at the normal video aspect ratio of 4:3. Natural wide Modify the image to fit the screen size by stretching the image to make it look natural. When the video signal format is 480i, 575i, 480p, or 575p, the 4:3 aspect ratio image is modified to fit the screen size (16:9 aspect ratio.) When the video signal format is 1080p, 1080i, or 720p, the 4:3 aspect ratio image in 16:9 signals is modified to fit the screen size (16:9 aspect ratio.) Anamorphic Modify the 2.

35:1 aspect ratio image in 16:9 signals to fit the screen size by stretching the image in a vertical direction. This function can be selected only when 1080i, 1080p, or 720p signals are selected. In the Anamorphic mode, you can also adjust the display range with the vertical adj. function. See "Vertical adj.

on the next page " for details. The selected screen size. Note: ·When the video signal format is 480i, 575i, 480p, or 575p, the Screen Menu cannot be selected except for Full, Zoom, Normal, Natural wide. ·When the video signal format is 1080p, 1080i, or 720p, the Screen Menu cannot be selected except for Full, Zoom, Natural wide, Anamorphic. ·When Normal is selected with a computer input, the image is projected at the inputted resolution.

·This projector cannot display any resolution higher than 1920x1080. If your computer's resolution is higher than that, lower the resolution before connecting to the projector. ·The image data other than the 1920x1080 resolution is modified to fit the screen size in initial mode. 35 Screen Vertical adj. When it is in the Zoom or Anamorphic mode, press the Point ed buttons to display the Vertical adj. dialog box. Use the Point ed buttons to adjust the vertical position. The adjusting range differs depending on the input signal. The adjusted value is only effective in the Zoom and Anamorphic mode. When the Reset button is pressed while the Vertical adj.

dialog box is displayed, the adjusted value returns to 0. The Vertical adj. dialog box cannot be displayed when the On-Screen Menu is on. Note:

·The Screen Menu cannot be operated without an input signal. ·The Vertical adj. function is operated only when Zoom or Anamorphic is selected. List of the projected images Original signal (Image) 4:3 Composite / S-video / 480i / 480p / 575i / 575p 4:3 (Squeeze) Composite / S-video / 480i / 480p / 575i / 575p Images in the chart below are the examples and differ from the actual images. 4:3 Cinesco L.B (Letterbox) 4:3 Vista (16:9) L.B (Letterbox) 16:9 720p / 1080i / 1080p 16:9 720p / 1080i / 1080p (4:3 display) 16:9 720p / 1080i / 1080p (21:9 Cinesco display) subtitles subtitles Full subtitles subtitles Zoom subtitles subtitles Normal subtitles subtitles Natural wide subtitles subtitles Anamorphic Screen: Look dark in the actual setting.

36 Setting Setting The Setting Menu allows you to set up other various functions described below. Setting Menu Press the Point ed buttons to select the Setting Menu and press the Point 8 or OK buttons to access the submenu items. @@ Use the Point ed or OK buttons to adjust the setting. 1 2 3 Language The language used in the On-Screen Menu is available in English, German, French, Italian, Spanish, Portuguese, Dutch, Swedish, Finnish, Polish, Hungarian, Romanian, Russian, Chinese, Korean, or Japanese. Advanced menu When this function is "On, the Advanced menu in the Image " Mode Adjustment can be selected.

Press the Point 8 or OK buttons to switch On/Off. See "Advanced menu" on pages 30 - 31 for details. Menu position This function is used to change the position of the On-Screen Menu. Select Menu position and press the Point 8 or OK buttons. The Menu position screen appears.

Use the Point ed 7 8 buttons to select the desired position and press the OK button.



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