About This Document

Please follow the instructions in this manual carefully to ensure safe and long-lasting use of the projector. Keep this manual handy for future reference.

Symbols used in this manual

Many pages in this document have a dedicated area for notes. The information in that area is accompanied by the following symbols:

⚠️ ELECTRICAL WARNING: this symbol indicates that there is a danger of electrical shock unless the instructions are closely followed.

⚠️ WARNING: this symbol indicates that there is a danger of physical injury to yourself and/or damage to the equipment unless the instructions are closely followed.

🚀 NOTE: this symbol indicates that there is some important information that you should read.

Product revision

Because we at Digital Projection continually strive to improve our products, we may change specifications and designs, and add new features without prior notice.

Legal notice

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Rev F July 2014
Congratulations on your purchase of this Digital Projection product.

Your projector has the following key features:

- Swappable color wheels for high brightness and color critical applications.
- 3GSDI with loop-through.
- Cornerstone, Vertical & Horizontal Keystone, Pincushion & Barrel, and Image Rotation.
- Blanking control for custom input window sizing.
- Edge Blending with Black Level Uplift in blend region and correction for non-active pixels at the edge of the display.
- Two sources can be displayed either one within the other (PIP), or side by side with original aspect ratios maintained.
- Motorized and programmable shift, zoom and focus. Intelligent Lens Memory with 10 user-definable preset positions.
- Control via LAN and RS232.

A serial number is located on the back of the projector. Please record it here:
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INSTALLATION AND QUICK-START GUIDE

E-Vision 8000 Series

High Brightness Digital Video Projector
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What’s In The Box?

Make sure your box contains everything listed. If any pieces are missing, contact your dealer.

You should save the original box and packing materials, in case you ever need to ship your projector.

An RYGCWB color wheel, optimized for brightness, is fitted as standard. Use the RGBCMY color wheel for optimized color.

Only one power cable - dependent on the destination territory - will be supplied with the projector.
Getting To Know The Projector

Front and rear views

The projector can use an infra-red or a wired remote control. Some of the controls are duplicated on the projector control panel, as shown on the next page.

For full details of how to use the controls and the menu system, see the Operating Guide.

The air filters should be cleaned or changed regularly, depending on the installation environment. The filters should be changed at the same time as the lamp is changed.

The projector lens is shipped separately.
Control panel

Some of the controls from the remote control are duplicated on the projector control panel, as shown below.

The **EXIT** button has the same function as the **RETURN** button on the remote control.

### Indicators

**SHUTTER**
- **off** = OPEN
- **green** = CLOSED

**TEMP**
- **off** = NO ERROR
- **flashing red** = ERROR (temperature)

**LAMPS 1,2**
- **off** = OFF
- **flashing red** = LAMP ERROR
- **red** = END OF LIFE
- **flashing green** = LAMP WARM-UP
- **green** = ON

**STATUS**
- **off** = NO ERROR
- **flashing red (1 flash)** = COVER OPEN
- **flashing red (4 flashes)** = FAN ERROR
- **red** = SYSTEM ERROR

**POWER**
- **off** = NO POWER
- **green** = normal RUNNING mode
- **red** = STANDBY mode
- **flashing green** = PROJECTOR WARM UP
- **flashing amber** = PROJECTOR COOL DOWN

---

**Notes**

For full details of how to use the controls and the menu system, see the Operating Guide.
## Changing The Lens, Lamps, Filters And Color Wheel

### Removing the lens
- Push in the lens release lever, and turn the lens anti-clockwise.
- Remove the lens.

### Fitting the lens
- Remove the lens cap.
- Position the lens so that the labels are at the top, and gently insert it all the way into the lens mount.
- Push the lens in firmly, and turn it clockwise until it clicks into place.

### Notes
- The projector lens is shipped separately.
- The **Center Lens** command must be used after a new lens is inserted. See the **Operating Guide** for more details.
**Changing a lamp**

- Unscrew the two captive screws securing the cover for the lamp that needs changing.
- Open the lamp compartment.

- Unscrew the three captive screws securing the lamp module.
- Pull firmly on the handle to remove the lamp module.
- Insert a new lamp module and fasten the screws.
- Replace the lamp compartment cover and fasten the screws.

**Changing the filters**

- Unscrew the captive screws securing the cover for the side air inlet.
- Replace the filter, making sure that the arrow showing the air flow direction is pointed *inwards*.
- Replace the cover and fasten the screws.

- Remove the cover for the side air inlet by pushing it firmly to the right, as shown.
- Replace the filter, making sure that the arrow showing the air flow direction is pointed *inwards*.
- Replace the cover.

**Notes**

- Always allow the lamp to cool for 5 minutes before:
  - disconnecting the power
  - moving the projector
  - changing the lamp

- The lamp and color wheel must be changed only by suitably qualified personnel.

- The projector will shut down if any of the covers are opened whilst in operation.

- The filters should be changed at the same time as the lamp is changed.
Changing the color wheel

- Unscrew the captive screw securing the color wheel compartment cover.
- Open the color wheel compartment.
- Unscrew the four captive screws securing the color wheel.
- Remove the color wheel.
- Insert a new color wheel and fasten the screws.
- Replace the cover and fasten the screw.

Notes

⚠️ The lamp and color wheel must be changed only by suitably qualified personnel.

🔍 The projector will shut down if any of the covers are opened whilst in operation.
Positioning The Screen And Projector

- Install the screen, ensuring that it is in the best position for viewing by your audience.
- Mount the projector, ensuring that it is at a suitable distance from the screen for the image to fill the screen. Set the adjustable feet so that the projector is level, and perpendicular to the screen.
- The dimension drawing below shows the positions of the feet for table mounting, and the fixing holes for ceiling mounting.

Notes

⚠️ Always allow the lamp to cool for 5 minutes before:
- disconnecting the power
- moving the projector

⚠️ Ensure that there is at least 70cm (28in) of space between the ventilation outlets and any wall, and 50cm (20in) on all other sides.

If ceiling mounting, ensure there is 30cm (12in) of space between the projector and ceiling.

⚠️ Backup safety chains or wires should always be used with ceiling mount installations.

⚠️ Do not stack the projectors.

⚠️ Do not tilt the projector more than ±10° in either direction, in desktop or ceiling mode, when in use, as this may cause serious lamp failure, damage the lamp module and cause extra cost on replacement.

Desktop

±10°

Ceiling

±360°
Operating The Projector

Switching the projector on

- Connect the power cable between the mains supply and the projector. Switch on at the switch next to the power connector.
- Wait until the self-test has completed and the **Power** indicator on the projector control panel shows red. The lamp will be off and the projector will be in **STANDBY** mode.
- Press **POWER** on the control panel or **POWER ON** on the remote control.

  The **Power** indicator on the control panel will flash green for a few seconds whilst the lamp comes up to full brightness. When the projector is ready for use, the **Power** indicator will show steady green.

Selecting an input signal or test pattern

**Input signal**

- Connect an image source to the projector. The signal should be automatically detected by the projector, and should be displayed within a two or three seconds.
- If more than one signal is connected, then select the image you want to display:

  Press **INPUT** repeatedly on the control panel or remote control to cycle through the inputs.

  or use **Input Selection** in the **INPUT** menu.

**Test pattern**

If you do not have an image source connected to the projector, then you can display a test pattern instead:

- Press **TEST PATTERN** repeatedly on the remote control to cycle through the test patterns,

  or select a **Test Pattern** from the **INPUT menu**.

  *To return to viewing the image from your image source, scroll through the test pattern list to Off.*
Adjusting the lens

Zoom
• Use the ZOOM +/- buttons on the control panel or on the remote control to adjust the lens so that the image fills the screen.
  or use Lens Control in the ALIGNMENT Menu.

Focus
• Use the FOCUS +/- buttons on the control panel or on the remote control to adjust the lens until the image is sharp.
  or use Lens Control in the ALIGNMENT Menu.

Shift
• Use the LENS SHIFT buttons ⇐, ⇒, △ and ▽ on the control panel to adjust the position of the image,
  or press the LENS SHIFT button on the remote control then use ⇐, ⇒, △ and ▽ to adjust the position of the image.
  or use Lens Control in the ALIGNMENT Menu.

Adjusting the image

Orientation
• Use the Rear Projection or Ceiling Mode settings, in the ALIGNMENT Menu.

Aspect Ratio
• Press the RESIZE button on the control panel or the ASPECT button on the remote control to cycle through all the available settings.
  or use the Aspect Ratio setting in the PICTURE Menu.

Picture
• Press PICTURE on the remote control or use the menu controls, to open the PICTURE Menu.
  Use the sliders in the PICTURE menu to adjust the brightness, contrast etc.
Switching the projector off

- Press and hold POWER on the control panel or POWER OFF on the remote control for 5 seconds. The lamp will go off, and the Power indicator on the control panel will flash amber for a few seconds whilst the lamp cools. The Power indicator on the control panel will then show red and the projector will be in Standby mode.

- Switch off at the switch next to the power connector. Disconnect the power cable from the projector.

**Notes**

Always allow the lamp to cool for 5 minutes before:
- disconnecting the power
- moving the projector
E-Vision 8000 Series
High Brightness Digital Video Projector
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- DVI-D: Conn_1
- VGA: Conn_1
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  - YPbPr or YCbCr: Conn_1
- S-Video: Conn_1
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Signal Inputs And Outputs

3G-SDI IN
- Connect a 3G-SDI cable to the left hand SDI BNC.

3G-SDI OUT
- Connect a 3G-SDI cable to the right hand SDI BNC, to distribute the signal to another projector.

HDMI
- Connect a HDMI cable to the HDMI connector.

DVI-D
- Connect a DVI-D cable to the DVI connector.

VGA
- If necessary, use the VGA Setup controls in the PICTURE menu. For more information, see the Operating Guide.
- Set Color Space in the INPUT menu to Auto or RGB-PC.

COMPONENT
RGBHV, RGsB or RGBS
- Set Color Space in the INPUT menu to Auto or RGB-Video.

YPbPr or YCbCr
- Set Color Space in the INPUT menu to YPbPr or YCbCr.

S-Video
- Connect an S-Video cable to the 4-pin mini-DIN.

Video
- Connect a composite video cable to the single RCA phono connector.
- Set Video Standard in the INPUT menu to Auto, PAL, SECAM, or NTSC.

Notes
For a complete listing of pin configurations for all signal and control connectors, see Wiring Details later in this Guide.
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<th>Total number of lines</th>
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<th>S-VIDEO</th>
<th>COMPONENT</th>
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*continued on next page...*
### SUPPORTED SIGNAL INPUT MODES

<table>
<thead>
<tr>
<th>Standard</th>
<th>Resolution</th>
<th>Refresh Rate (Hz)</th>
<th>Total number of lines</th>
<th>Horizontal Frequency (kHz)</th>
<th>VIDEO</th>
<th>S-VIDEO</th>
<th>COMPONENT</th>
<th>DVI-A / VGA</th>
<th>DVI-D / HDMI</th>
<th>3G-SDI</th>
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<td>✓</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

**Notes**
Control Connections

LAN
- The projector’s features can be controlled via a LAN connection, using the control strings described in the Remote Communications Guide.
- The LAN IP Address of the projector can be set by using the Web Configuration Utility. To see what the Address is set to, you can view the current Network settings in the CONTROL Menu.
  
  For more information about these settings, see the Operating Guide.

RS232
- The RS232 port can be used to download firmware updates, issued from time to time by Digital Projection.
- The projector’s features can be controlled via a serial connection, using the control strings described in the Remote Communications Guide.

Wired Remote Control
- If infrared signals from the remote control cannot reach the projector due to excessive distance or obstructions such as walls or cabinet doors, you can connect an external IR repeater to the Remote Control input, and position its IR sensor within range of the operator.
  
  Note that plugging in the remote control cable will disable the infra-red.

Screen Trigger
- The Trigger output can be connected to an electrically operated screen, automatically deploying the screen when the projector is switched on, or activating curtains when the aspect ratio is changed.

Notes
- For a complete listing of pin configurations for all signal and control connectors, see Wiring Details later in this Guide.
- Eco Network Power must be set to Standard, if you wish to control the projector via the LAN connection.
- Only one remote connection can be used at any one time as determined by the Projector Control setting in the CONTROL menu.
- For full details of how to use the menu system, see the Operating Guide.
Wiring Details

Signal inputs and outputs

3G-SDI
75 ohm BNC

SMPTE 292 / HD-SDI signals are very high speed digital signals which require better quality coaxial cable than conventional analogue video. The data rate is 1.5 Gigabits per second.

In choosing cable length and connectors for any installation the frequency response loss in decibels should be proportional to \(\sqrt{f}\), from 1MHz, to 1.5GHz. The following or similar cable specification should be used to ensure fault free communication between source and projector:

_Belden 8281 cable or equivalent_

HDMI input
19 way type A connector

1  TMDS Data 2+
2  TMDS Data 2 Shield
3  TMDS Data 2-
4  TMDS Data 1+
5  TMDS Data 1 Shield
6  TMDS Data 1-
7  TMDS Data 0+
8  TMDS Data 0 Shield
9  TMDS Data 0-
10  TMDS Clock+
11  TMDS Clock Shield
12  TMDS Clock-
13  CEC
14  not connected
15  SCL (DDC Clock)
16  SCA (DDC Data)
17  DDC/CEC Ground
18  +5 V Power
19  Hot Plug Detect

For full details of all input settings, see the _INPUT menu_ in the Operating Guide.
### DVI-D

24 way D-type connector

<table>
<thead>
<tr>
<th>Pin</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>TMDS Data 2-</td>
</tr>
<tr>
<td>2</td>
<td>TMDS Data 2+</td>
</tr>
<tr>
<td>3</td>
<td>TMDS Data 2 Shield</td>
</tr>
<tr>
<td>4</td>
<td>unused</td>
</tr>
<tr>
<td>5</td>
<td>unused</td>
</tr>
<tr>
<td>6</td>
<td>DDC Clock</td>
</tr>
<tr>
<td>7</td>
<td>DDC Data</td>
</tr>
<tr>
<td>8</td>
<td>unused</td>
</tr>
<tr>
<td>9</td>
<td>TMDS Data 1-</td>
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<tr>
<td>10</td>
<td>TMDS Data 1+</td>
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<tr>
<td>11</td>
<td>TMDS Data 1 Shield</td>
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<td>12</td>
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</tr>
<tr>
<td>13</td>
<td>unused</td>
</tr>
<tr>
<td>14</td>
<td>+5 V Power</td>
</tr>
<tr>
<td>15</td>
<td>Ground</td>
</tr>
<tr>
<td>16</td>
<td>Hot Plug Detect*</td>
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<tr>
<td>17</td>
<td>TMDS Data 0-</td>
</tr>
<tr>
<td>18</td>
<td>TMDS Data 0+</td>
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<td>23</td>
<td>TMDS Clock+</td>
</tr>
<tr>
<td>24</td>
<td>TMDS Clock-</td>
</tr>
</tbody>
</table>

* Hot plug detect (HPD) is fully DVI compliant. DVI sources detect the presence of a display device by providing +5V on pin 14 and looking for +5V on pin 16. Whenever the projector is operational, and 5V is present on pin 14, pin 16 will be held at +5V.

EDID is available even when the projector is switched off.

Operational means that the projector is powered up. Non operational states are powered down and some self test and reprogramming modes.

High Definition Content Protection (HDCP) is supported on this input.

---

Notes

For full details of all input settings, see the INPUT menu in the Operating Guide.
**VGA**

15 way D-type connector

1. R
2. G
3. B
4. unused
5. Digital Ground (H Sync)
6. R Ground
7. B Ground
8. G Ground
9. +5v
10. Digital Ground (V Sync/DDC)
11. unused
12. SDA
13. H Sync
14. V Sync
15. SCL

**COMPONENT**

5 x 75 ohm BNC

<table>
<thead>
<tr>
<th>RGBHV</th>
<th>RGsB</th>
<th>YPbPr</th>
<th>YCbCr</th>
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<tr>
<td>Green</td>
<td>Green + Sync</td>
<td>Y</td>
<td>Y</td>
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<td>Pb</td>
<td>Cb</td>
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<tr>
<td>Red</td>
<td>Red</td>
<td>Pr</td>
<td>Cr</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Pb/Cb</th>
<th>Y</th>
<th>Pr/Cr</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blue</td>
<td>Green</td>
<td>Red</td>
</tr>
</tbody>
</table>

Notes:

For full details of all input settings, see the **INPUT menu** in the **Operating Guide**.
S-Video input
4 pin mini-DIN
1  Y Ground
2  C Ground
3  Luminance (Y)
4  Chrominance (C)

Video input
1 x RCA Phono
Composite Video

Notes
For full details of all input settings, see the INPUT menu in the Operating Guide.
Control connections

LAN connection
10BaseT Unshielded Twisted Pair cable

The standard wire colors are as follows:

1. White / Orange stripe
2. Orange
3. White / Green stripe
4. Blue
5. White / Blue stripe
6. Green
7. White / Brown stripe
8. Brown

Crossed cable
(used to connect directly to a computer with no hub or network.)
(Note that only the green and orange pairs are crossed)

1. White / Orange stripe White / Green stripe 1
2. Orange Green 2
3. White / Green stripe White / Orange stripe 3
4. Blue Blue 4
5. White / Blue stripe White / Blue stripe 5
6. Green Orange 6
7. White / Brown stripe White / Brown stripe 7
8. Brown Brown 8

Notes

For full details of all control settings, see the CONTROL menu in the Operating Guide.

Use:

- a straight cable to connect to a hub or network, or
- a crossed cable as shown here to connect ONLY to a computer directly.
## RS232 Serial control input

<table>
<thead>
<tr>
<th>Pin</th>
<th>Description</th>
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<tbody>
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<td>2</td>
<td>Received Data (RX)</td>
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<td>3</td>
<td>Transmitted Data (TX)</td>
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<td>4</td>
<td>unused</td>
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<tr>
<td>5</td>
<td>Signal Ground</td>
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<tr>
<td>6</td>
<td>unused</td>
</tr>
<tr>
<td>7</td>
<td>unused</td>
</tr>
<tr>
<td>8</td>
<td>unused</td>
</tr>
<tr>
<td>9</td>
<td>unused</td>
</tr>
</tbody>
</table>

### Null-modem cable

(used to connect the projector to a computer)

- RX 2 --- 3 TX
- TX 3 --- 2 RX
- GND 5 --- 5 GND

### Wired Remote control connection

- **3.5mm mini jack**
  - Tip: Not connected
  - Ring: Signal
  - Sleeve: Ground

### Screen Trigger output

- **3.5mm mini jack**
  - Tip: Signal
  - Sleeve: Ground

---

**Notes**

- For full details of all control settings, see the CONTROL menu in the Operating Guide.

- The projector is a DTE, so use: a straight cable to connect to a modem, or a null-modem cable as shown here to connect to another DTE such as a computer.

- Note that plugging in the remote control cable will disable the infra-red.
E-Vision 8000 Series

High Brightness Digital Video Projector
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Using The Remote Control

Notes

- Some options and controls may not be available due to settings in the menus.
- For full details of how to use the menu system, see later in this guide.

Test Pattern
- Press ENTER to display a Test Pattern.
- Use or to scroll through the following Test Patterns:
  ... Off, Color Bars, Alignment Grid, Burst, Red, Green, Blue, White, Black, Cross Mark, Cross Hatch + Mark, Corrected Red, Corrected Green, Corrected Blue, Horizontal Ramp, Off ...
- To return to viewing the image from your image source, use or to scroll through the list to Off.

- To protect the lamps from thermal shock, it will not be possible to change the Lamp Mode more than once within five minutes.

- Use the ID SET feature to assign discrete ID addresses for up to nine projectors. This will enable you to operate each projector separately with a dedicated remote control.
Using The Control Panel

**POWER:** Off or Standby

**INPUT:** select from the available video input signals

**AUTO SYNC:** Projector will re-synchronise with the current input signal

**ASPECT:** select from a list of available aspect ratios

**SHUTTER:** open or close the shutter

**MENU controls**

**LENS controls**

*Notes*

Some options and controls may not be available due to settings in the menus.

For full details of how to use the menu system, see later in this guide.
Using The Menus

Use the buttons on the projector control panel or on the remote control, to access the menu system.

- To open the on-screen display (OSD), press MENU. To close, press EXIT/RETURN.

Navigating the menus

- Select a menu using ▲ and ▼, then open the menu by pressing ▼. The first item in the menu is highlighted.

- Select an item in the menu using ▲ and ▼.

- To open another menu, first close the current menu by pressing MENU.

Notes

Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.
Submenus

- Select a submenu using \( \Delta \) and \( \nabla \).
- then open the submenu by pressing ENTER.

The submenu appears to either the left or right side of the menu it was called from, depending on the space available.

The name of the submenu is shown at the top.

- To close the submenu, press MENU.

Sometimes, a submenu leads to a sub submenu:

- Select the sub submenu using \( \Delta \) and \( \nabla \).
- then open it by pressing ENTER.

The sub submenu appears in place of the submenu it was called from.

The name of the sub submenu is shown at the top.

- To close the sub submenu, press MENU.

Notes

- Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.

- The Sub Menu appears to either the left or right side of the menu it was called from, depending on the space available.

- The Sub Submenu appears in place of the submenu it was called from.
Selecting parameters

Most parameters are changed by selecting from a list:

- Select from the list using ▼ and ▲.
- The change will usually be made immediately.

Some parameters are changed by selecting from a submenu.

- Press ENTER to open the menu.
  The submenu appears to the left or right side, or in place of the menu it was called from, depending on the space available.
- The item that is currently selected is marked with a block: ■.
- Select from the submenu using ▲ and ▼.
- The change will be made when you press ENTER to confirm the selection.

Notes

Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.

There may be a short delay when changing some parameters, due to internal processing time.
Sliders

- Use \(<\) or \(>\) to adjust the value. The menu will disappear, to be replaced by a slider bar.
- To return to the menu, press MENU.

Commands

- To execute the command, press ENTER.
  - In this example,
    - use \(<\) or \(>\) to move the blue highlight to OK or Cancel,
    - then press ENTER to confirm your selection.

Notes

Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.
A Tour Of The Menus

INPUT menu

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input Selection Enter</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PIP Enter</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Test Pattern Enter</td>
<td>Auto &gt;</td>
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<td></td>
</tr>
<tr>
<td>Input Lock &lt; Auto &gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Background &lt; Logo &gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td>Video Standard &lt; Auto &gt;</td>
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</tr>
<tr>
<td>Auto Sync Adjust &lt; Always &gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Input Selection
- Press ENTER to open the Input Selection menu, then select an input from the list.

PIP (Picture in Picture) submenu
- Press ENTER to open the PIP submenu.

PIP Option
- Set PIP Option to On or Off.

PIP Input
- Select a PIP Input from the drop-down list. The inputs are divided into two groups – the main image must be from one group, and the subimage must be from the other group.
  - Group A: VGA, Component/BNC, Composite, S-Video
  - Group B: HDMI, DVI, 3G-SDI

PIP Swap
- Swaps the main and PIP image input.

Position
- Select a Position or Split L-R for the PIP image.

Notes
- See also Using the Menus, earlier in this guide and Menu Map, later in this guide.
- In this example, the flower is the main image, and the window is the sub-image.
- The two images MUST be from different Input groups.
INPUT menu continued

Test Pattern
- Press ENTER to display a Test Pattern.
- Use << or >> to scroll through the following Test Patterns:
  ... Off, Color Bars, Alignment Grid, Burst, Red, Green, Blue, White, Black, Cross Mark, Cross Hatch + Mark, Corrected Red, Corrected Green, Corrected Blue, Horizontal Ramp, Off ...
- To return to viewing the image from your image source, use << or >> to scroll through the list to Off.

Color Space
- Set this to Auto, except when the projector has problems selecting between YCrCb, YPrPb, RGB-PC and RGB-Video.

Input Lock
- Set this to Auto, except when the projector has problems locking on to 48Hz, 50Hz and 60Hz signals.

Background
- Set this to determine what appears on screen when the projector is searching for a valid input source.

Video Standard
- Set this to Auto, unless the projector has problems selecting between PAL, SECAM and NTSC.

Auto Sync Adjust
- Select from
  - Off: Auto Sync Adjustment is never performed.
  - Auto – Projector will compare with the previous five signals stored in memory, and then recall those settings if possible.
  - Always - Projector will perform auto setup every time a new signal source is connected, ignoring any settings in memory.

Notes
See also Using the Menus, earlier in this guide and Menu Map, later in this guide.
PICTURE menu

<table>
<thead>
<tr>
<th>Display Mode</th>
<th>Contrast</th>
<th>Adaptive Contrast</th>
<th>Brightness</th>
<th>Saturation</th>
<th>Hue</th>
<th>Gamma</th>
<th>Color</th>
<th>Sharpness</th>
<th>Noise Reduction</th>
<th>Aspect Ratio</th>
<th>Overscan</th>
<th>VGA Setup</th>
<th>Autosync</th>
</tr>
</thead>
<tbody>
<tr>
<td>Display Mode</td>
<td>100</td>
<td>Off</td>
<td>100</td>
<td>100</td>
<td>100</td>
<td>Video</td>
<td>Enter</td>
<td>2</td>
<td>2</td>
<td>Letterbox</td>
<td>Off</td>
<td>Enter</td>
<td>Execute</td>
</tr>
</tbody>
</table>

**Display Mode**
- Select one of the Display modes as required.

**Contrast, Brightness, Saturation, Hue**
- Adjust the sliders for these settings, as required.

**Adaptive Contrast**
- Set this to **On** or **Off** as required.

**Gamma**
- Select one of the Gamma settings as required.

Notes

See also Using the Menus, earlier in this guide and Menu Map, later in this guide.
PICTURE menu continued

Color submenu
- Press ENTER to open the Color submenu.

Color Temperature
- Set this to suit the specification of the input source, or to improve the appearance of the projected image.

Trim
- Set the Red, Green and Blue Lift and Gain settings, to improve the appearance of the projected image.

Sharpness, Noise Reduction
- Adjust the sliders for these settings, as required.

Aspect Ratio
- Set Aspect Ratio to suit the incoming video signal.

The 5:4, 4:3, 16:10, 16:9, 1.88:1 and 2.35:1 settings will stretch the image to the selected aspect ratio, leaving black bars at the top and bottom or sides of the screen, depending on the aspect ratio of the projector.

The Letterbox setting can be used where a wide screen image has been supplied in a narrower format with black bars at the top and bottom. The top and bottom of the image will be cropped, and the image stretched to fill the screen.

The Native setting will scale the image to fit either the full height or width of the screen, whilst retaining the aspect ratio of the image.

The Unscaled setting will display the image pixel for pixel at its supplied resolution, in the centre of the screen. There may be black bars at the top and bottom or sides of the screen, or the image may be cropped, depending on the video signal and the aspect ratio of the projector.

Notes

See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

Color Temperature is unavailable when Edge Blend is enabled.

The full height and width of the screen will depend on the projector model. For more information, see the Specification leaflet, or the Important Information.
Overscan

- Set this to Off On or Zoom as required.

VGA Setup submenu

- Press ENTER to open the VGA Setup submenu.

Horizontal Total, Start and Phase, Vertical Start

- Adjust the sliders for these settings, as required to suit the incoming image.

Auto Sync

- Press ENTER to force the projector to re-synchronise with the input signal.

Notes

See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

Overscan is used to compensate for noisy or badly defined image edges, by cropping the image, or increasing the size of the image to force the edges off-screen.
## LAMPS menu

<table>
<thead>
<tr>
<th>Mode</th>
<th>Power</th>
<th>High Altitude</th>
<th>Custom Power Level</th>
<th>Lamp 1 Status</th>
<th>Lamp 2 Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Single</td>
<td>Normal</td>
<td>Off</td>
<td>100%</td>
<td>On</td>
<td>On</td>
</tr>
<tr>
<td>Dual</td>
<td>Normal</td>
<td>Off</td>
<td>100%</td>
<td>On</td>
<td>On</td>
</tr>
</tbody>
</table>

### Mode
- Set this to **Single** or **Dual** as required.

  *When the mode is changed, it will not be possible to change it again within five minutes.*

### Power
- Set this to **Normal** for 100% power, **Eco** for 80% power or **Custom** to enable the Custom Power slider.

### High Altitude Mode
- Set this to **On** if it is necessary to have the cooling fans running at high speed.

### Custom Power Level
- Set the slider as required.

### Lamp Status
- For information only.

---

**Notes**

- See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

- **When Lamp Mode** is set to **Single**, the projector will turn on using the lamp with the least hours of use.

- To protect the lamps from thermal shock, it will not be possible to change the **Lamp Mode** more than once within five minutes.

- The **Power** setting should be set to **Custom**, if you want to use the **Custom Power Level** slider.
ALIGNMENT menu

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Projection Mode</td>
<td></td>
<td>Front</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Fan Mode</td>
<td>Normal</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Lens Control</td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Lens Memory</td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Center Lens</td>
<td>Execute</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Warp</td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Blanking</td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Edge Blend</td>
<td>Enter</td>
<td></td>
</tr>
</tbody>
</table>

**Projection Mode**
- **Front** and **Rear** define whether the projector is in front of the screen or behind it.
  - Set to **Ceiling + Front** or **Ceiling + Rear** if the projector is ceiling mounted.

**Fan Mode**
- Adjusts the fan speeds to optimise cooling when the projector is in vertical orientation.
  - Set to **Up** or **Down** as appropriate when projecting lens up or down.

**Lens Control**
- Press **ENTER** to display the Lens Control box.
- Press **ENTER** again to scroll through the following combinations of lens control and background pattern:
  - Shift with no pattern
  - Zoom/Focus with grid and crosses
  - Shift with grid
  - Zoom/Focus with crosses

- Use ▲, ▼, ◀, and ▶ to Shift the lens or to adjust the **Zoom** and **Focus**, as applicable.

Notes
See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.
Lens Memory submenu
The current lens position, focus and zoom settings can be saved in one of ten memories, for later recall.

- Press **ENTER** to open the Lens Memory submenu.

Save Memory
- Press **ENTER** to open the Save Memory submenu.
- Use ▲ and ▼ to select from **Lens Memory 1** to **Lens Memory 10**.
- Press **ENTER** to save the current settings.

Load Memory
- Press **ENTER** to open the Load Memory submenu.
- Use ▲ and ▼ to select from **Lens Memory 1** to **Lens Memory 10**.
- Press **ENTER** to recall the saved settings.

Center Lens
- Press **ENTER** to **Center** the Lens.

Notes
See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

The Center Lens command must be used after a new lens is inserted.
Warp submenu

- Press ENTER to open the Warp submenu.

Keystone, Rotation, Pincushion/Barrel, Corner

- Use ▲ and ▼ to select one of the warp controls.
- Press ENTER to open the warp control box:
  - Use the Keystone control to correct for any distortion caused by the projector being in a different horizontal or vertical plane to the screen.
  - Use the Rotation control to rotate the image up to 5° clockwise or anti-clockwise.
  - Use the Pincushion/Barrel control to correct for any distortion caused by the screen being concave or convex.
  - Use the four Corner controls to stretch the image from each of the four corners.
  - Use Custom Warp to activate a user-defined warp pattern.

Reset

- Press ENTER to reset all warp settings to zero.

Only one of the Warp controls, or the Blanking control can be used at any one time.

Exception: all four Corner controls can be used at the same time.

If the Edge Blend feature is in use, then only the four Corner controls can be used.

If you are not sure which Warp control is in use, then select Reset, from the Warp menu to reset all controls to zero.
Blanking submenu

- Press ENTER to open the Blanking submenu.

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Top</td>
<td>&lt; 0 &gt;</td>
<td></td>
<td>&lt; Front &gt;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bottom</td>
<td>&lt; 0 &gt;</td>
<td></td>
<td>&lt; Normal &gt;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Left</td>
<td>&lt; 0 &gt;</td>
<td></td>
<td></td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td>Right</td>
<td>&lt; 0 &gt;</td>
<td></td>
<td></td>
<td>Execute</td>
<td></td>
</tr>
<tr>
<td>Reset</td>
<td></td>
<td>Enter</td>
<td></td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Blanking</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Edge Blend</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Top, Bottom, Left and Right

- Set each slider as required.

Reset

- Press ENTER to reset all blanking settings to zero.

Notes

See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

Only one of the Warp controls, or the Blanking control can be used at any one time.

Exception: all four Corner controls can be used at the same time.

If the Edge Blend feature is in use, then only the four Corner controls can be used.

If you are not sure which Warp control is in use, then select Reset, from the Warp menu to reset all controls to zero.
**ALIGNMENT menu continued**

**Edge Blend submenu**

When several projectors are used to create a large tiled image, the edges need to be blended to avoid the overlaps appearing brighter than the rest of the image.

- Press **ENTER** to open the Edge Blend submenu.

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Edge Blend</td>
<td>Off</td>
<td>Enter</td>
<td>Projection Mode</td>
<td>&lt; Front &gt;</td>
<td></td>
</tr>
<tr>
<td>Blend Width</td>
<td></td>
<td>Enter</td>
<td>Fan Mode</td>
<td>&lt; Normal &gt;</td>
<td></td>
</tr>
<tr>
<td>Black Level Uplift</td>
<td>Enter</td>
<td>Enter</td>
<td>Lens Control</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reset</td>
<td>Enter</td>
<td>Enter</td>
<td>Lens Memory</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Align Pattern</td>
<td>Off</td>
<td>Enter</td>
<td>Center Lens</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Warp</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Blanking</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Edge Blend</td>
<td>Enter</td>
<td></td>
</tr>
</tbody>
</table>

**Edge Blend**
- Set this to **Off** or **On** as required.

**Blend Width**
- Press **ENTER** to open the Blend Width submenu.
- Set the **Width** sliders to the blend width required for each edge to be blended.

**Black Level Uplift**
- Press **ENTER** to open the Black Level Uplift submenu.
- Set the **Area** sliders to correct for stray light from the DMD’s non-addressable border.
- Set the **All** sliders for the amount of uplift required; the **Color** sliders can be used for fine adjustment.

**Reset**
- Press **ENTER** to reset all edge blend settings to zero.

**Align Pattern**
- Set this to **Off** or **On** as required.

---

**Notes**

- See also **Using the Menus**, earlier in this guide and **Menu Map**, later in this guide.

- Only one of the Warp controls, or the Blanking control can be used at any one time.

  **Exception:** all four Corner controls can be used at the same time.

  If the Edge Blend feature is in use, then only the four Corner controls can be used.

- **Black Level Uplift** is available for up to two edges only, and they must be top+bottom, or left+right – not top+left for example.

  Therefore, uplift can only be used for an array of projectors either:

  1 projector high or 1 projector wide
CONTROL menu

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Eco Network Power</td>
<td>Standard</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Auto Power Off</td>
<td>Off</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Auto Power On</td>
<td>Off</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Projector Control</td>
<td>Network</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Network</td>
<td>Enter</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Startup Logo</td>
<td>On</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Trigger</td>
<td>Auto</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Auto Search</td>
<td>Off</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Dynamic Black</td>
<td>On</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Language</td>
<td>Enter</td>
<td></td>
</tr>
</tbody>
</table>

**Eco Network Power**

- Set this to **Standard** or **Eco** as required. In Eco mode, the LAN power supply is switched off.

**Auto Power Off**

- Set this to **On**, if you want the projector to go into **Standby mode** when no input source is detected for 20 minutes.

**Auto Power On**

- Set this to **On**, if you want the projector to start up immediately when the mains is connected.
- Set this to **Off**, if you want the projector to go into **Standby mode** when the mains is connected. In this case, the projector will not start up until the **POWER** button is pressed on the control panel or the remote control.

---

Notes

See also *Using the Menus*, earlier in this guide and *Menu Map*, later in this guide.
CONTROL menu continued

Projector Control
• Set this to Network or RS232 as required.

Network submenu

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>IP Address</td>
<td>192.168.0.100</td>
<td>Eco Network Power</td>
<td>&lt; Standard &gt;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Subnet Mask</td>
<td>255.255.155.00</td>
<td>Auto Power Off</td>
<td>&lt; Off &gt;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Gateway</td>
<td>192.168.0.254</td>
<td>Auto Power On</td>
<td>&lt; Off &gt;</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DHCP</td>
<td>Off</td>
<td>Projector Control</td>
<td>&lt; Network &gt;</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Press ENTER to open the Network submenu.
  The settings here are for information only.

Notes
See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

Eco Network Power must be set to Standard, if you wish to control the projector via the LAN connection.

To change any of the network settings, use the embedded LAN IP Configuration Utility (see the Remote Communications Guide).
**CONTROL menu continued**

**Startup Logo**
- Set this to **On** if you want the DP logo to show when the projector is first switched on.

**Trigger**
- Set this to **Auto** if you want the **Trigger** output to be activated when the projector is first switched on.
- Set this to one of the **Aspect Ratio** settings, if you want the **Trigger** output to be activated when the projector is switched to that aspect ratio.

**Auto Search**
- When this is set to **On**, the projector will search for an alternative input source when the current input source is disconnected.
- When this is set to **Off**, the projector will show the DP logo when the current input source is disconnected.

**Dynamic Black**
- Set this to **On** or **Off** as required.

**Language**
- Press **ENTER** to open the Language Selection menu, then select an language from the list.

---

**Notes**

See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

Dynamic Black reduces the overall light output for images that contain a lot of black. This improves the perceived contrast ratio.
SERVICE menu

<table>
<thead>
<tr>
<th>INPUT</th>
<th>PICTURE</th>
<th>LAMPS</th>
<th>ALIGNMENT</th>
<th>CONTROL</th>
<th>SERVICE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Model:</td>
<td>DPF675QDPxA</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Serial Number:</td>
<td>C202XXXX02764</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Software Version:</td>
<td>ME90-GE06-1511-9999-31-XX-E08</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Active/PIP Source:</td>
<td>HDMI</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pixel Clock:</td>
<td>144.65 MHz</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Signal Format:</td>
<td>1080p/50Hz</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>H/V Refresh Rate:</td>
<td>H: 56.306 KHZ V: 50 HZ</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lamp 1 Time:</td>
<td>44 HRS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Lamp 2 Time:</td>
<td>45 HRS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Power On Time:</td>
<td>45 HRS</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blue Only</td>
<td>On</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Factory Reset</td>
<td>Enter</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Information

• The first part of the menu is for information only.

Blue Only

• Set this to On or Off as required.

Factory Reset

• Projector will ask for confirmation before restoring all settings to factory defaults.

• When the confirmation box appears, use << or >> to move the blue highlight to OK or Cancel, then press ENTER to confirm your selection.

Notes

See also Using the Menus, earlier in this guide and Menu Map, later in this guide.

Do NOT do this unless you are sure that you want to restore ALL settings to their factory defaults.
## Menu Map

### Menu Submenus and Controls

**INPUT**

- **Input Selection** HDMI, DVI, VGA, Component/BNC, Composite, S-Video, 3G-SDI, Option Board
- **PIP**
  - PIP Option Off, On
  - PIP Input Select from group B or group A
  - Position Top Left, Top Right, Bottom Left, Bottom Right, Split L-R
- **Test Pattern** Off, Color Bars, Alignment Grid, Burst, Red, Green, Blue, White, Black, Cross Mark, Cross Hatch + Mark, Corrected Red, Corrected Green, Corrected Blue, Horizontal Ramp
- **Color Space** Auto, YCbCr, YPbPr, RGB-PC, RGB-Video
- **Input Lock** Auto, 48Hz, 50Hz, 60Hz
- **Background** Logo, Blue, Black, White
- **Video Standard** Auto, PAL, SECAM, NTSC
- **Auto Sync Adjust** Always, Off, Auto

**PICTURE**

- **Display Mode** Video, High Bright, Presentation
- **Contrast**
- **Adaptive Contrast** Off, On
- **Brightness**
- **Saturation**
- **Hue**
- **Gamma** Video, Linear, Film, Graphics
- **Color**
  - Color Temperature Native, 5000K, 6500K, 7800K, 9300K
  - Trim RGB Lift and Gain
- **Sharpness**
- **Noise Reduction**
- **Aspect Ratio** 5:4, 4:3, 16:10, 16:9, 1.88, 2.35, Letterbox, Native, Unscaled
- **Overscan** Off, Crop, Zoom
- **VGA Setup** H Total, H Start, H Phase, V Start
- **Auto Sync** Press **ENTER** to execute

### Notes

- Some of the information in this menu map is summarised. See the actual menu on the projector for full detail.
- Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.
- Where it would be helpful, some menu options are described in more detail earlier in this operating guide.
- Color Temperature values depend on other settings.
### LAMPS

- **Mode**  Dual, Single
- **Power**  Normal, Custom Power, Eco
- **High Altitude**  Off, On
- **Custom Power Level**  80-100%
- **Lamp Status**  Information Only: Lamp 1 On, Off  Lamp 2 On, Off

### ALIGNMENT

- **Projection Mode**  Front, Rear, Ceiling + Front, Ceiling + Rear
- **Fan Mode**  Normal, Up, Down
- **Lens Control**  Shift, Zoom/Focus
- **Lens Memory**
  - Load Memory  Memory 1-10
  - Save Memory  Memory 1-10
- **Center Lens**  Press ENTER to execute
- **Warp**
  - Keystone  Horizontal, Vertical
  - Rotation
  - Pincushion/Barrel
  - Top Left Corner, Top Right, Bottom Left, Bottom Right
  - Custom Warp
  - Reset (all warp settings)  Press ENTER to execute
- **Blanking**  Top, Bottom, Left, Right, Reset (all blanking settings)
- **Edge Blend**
  - Edge Blend  Off, On
  - Blend Width  Top, Bottom, Left, Right
  - Black Level Uplift
    - Select Area  Top, Bottom, Left, Right
    - Adjust Width  All, Red, Green, Blue
  - Reset (all edge blend settings)  Press ENTER to execute
  - Align Pattern  Off, On

---

**Notes**

- Some of the information in this menu map is summarised. See the actual menu on the projector for full detail.
- Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.
- Where it would be helpful, some menu options are described in more detail earlier in this operating guide.
### CONTROL

- **Eco Network Power**  Standard, Eco
- **Auto Power Off**  On, Off
- **Auto Power On**  On, Off
- **Projector Control**  RS232, Network
- **Network**  Information only: IP Address, Subnet Mask, Gateway, DHCP
- **Startup Logo**  On, Off
- **Trigger**  Auto, 5:4, 4:3, 16:10, 16:9, 1.88, 2.35, Letterbox, Native, Unscaled
- **Auto Search**  On, Off
- **Dynamic Black**  On, Off
- **Language**  Select from list

### SERVICE

- **Information only**: Model, Serial Number, Software Version, Active/PIP Source, Pixel Clock, Signal Format, H/V Refresh Rate, Lamp Time, Power On Time,
- **Blue Only**  Off, On
- **Factory Reset**  Press ENTER to execute.

---

**Notes**

Some of the information in this menu map is summarised. See the actual menu on the projector for full detail.

Some menu options and controls may not be available due to settings in other menus. These will be shaded grey on the actual menu.

Where it would be helpful, some menu options are described in more detail earlier in this operating guide.
E-Vision 8000 Series

High Brightness Digital Video Projector
# IN THIS GUIDE

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Introduction

The projector can be controlled by using an external control system or a PC via a LAN or RS232 serial interface, using a terminal-emulation program, such as HyperTerminal.

Operation commands

Operation commands simulate menu operations and determine the settings of the projector, and use the following format:

- All commands consist of ASCII text strings starting with the letters ‘op’, and ending with an ASCII Carriage Return character:
  \[ \text{op} <\text{operation}> <\text{command}> [\text{CR}] \]
- The \(<\text{command}>\) string can take one of the following formats:

<table>
<thead>
<tr>
<th>&lt;command&gt;</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>= &lt;value&gt;</td>
<td>Makes the setting take that value.</td>
</tr>
<tr>
<td>?</td>
<td>Asks what the current value is. The value is returned as an ASCII text string.</td>
</tr>
<tr>
<td>+</td>
<td>Adds 1 to the current value.</td>
</tr>
<tr>
<td>-</td>
<td>Subtracts 1 from the current value.</td>
</tr>
<tr>
<td>(none)</td>
<td>Performs an action.</td>
</tr>
</tbody>
</table>

Examples

- \text{op} \text{input.sel} = 1 \[\text{CR}\] sets the input signal to DVI
- \text{op} \text{input.sel} ? \[\text{CR}\] asks what is the input signal
- \text{op} \text{brightness} + \[\text{CR}\] increments the brightness setting
- \text{op} \text{contrast} – \[\text{CR}\] decrements the contrast setting
- \text{op} \text{auto.img} \[\text{CR}\] commands the projector to attempt to re-synchronise to the current input source

Key commands

Key commands duplicate remote control key presses and use the following format:

- \text{ky} <\text{operation}>[\text{CR}] |

Examples

- \text{ky} \text{testpattern}[\text{CR}] brings up the list of available test patterns (identical to pressing the TEST PATTERN key on the remote)
- \text{ky} \text{input}[\text{CR}] brings up the list of available input sources (identical to pressing the INPUT key on the remote)
- \text{ky} \text{power.off}[\text{CR}] switches the projector off (identical to pressing the POWER OFF key on the remote)

Notes

- Details of how to connect to the projector, using the serial control or LAN inputs, can be found in the Connections Guide.
- Spaces in the commands are necessary. eg \text{op input.sel} = 1 \n  \text{NOT} \ op\ input\ .\ sel=1
- The TCP Port number is 7000.
- The Serial Port settings are:
  - Baud rate - 38,400 bps
  - Data length - 8 bits
  - Stop bits - one
  - Parity - none
  - Flow control - none
## The Operation Commands

<table>
<thead>
<tr>
<th>&lt;operation&gt;</th>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INPUT menu</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>input.sel</td>
<td>= ?</td>
<td>0 = HDMI 1 = DVI 2 = VGA 3 = Component / BNC 4 = Composite 5 = S-Video 6 = 3G-SDI</td>
<td>Not applicable when Picture Mute is On.</td>
</tr>
<tr>
<td>pip</td>
<td>= ?</td>
<td>0 = Off 1 = On</td>
<td></td>
</tr>
<tr>
<td>pip.sel</td>
<td>= ?</td>
<td>1 = HDMI 2 = DVI 3 = VGA 4 = Component / BNC 5 = Composite 6 = S-Video 7 = 3G-SDI</td>
<td>Cannot be set to 0.</td>
</tr>
<tr>
<td>pip.swap</td>
<td>(execute)</td>
<td>Swap main and PIP source</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>pip.pos</td>
<td>= ?</td>
<td>0 = Top left 1 = Top right 2 = Bottom left 3 = Bottom right 4 = Split L-R</td>
<td>Not applicable when PIP is Off.</td>
</tr>
</tbody>
</table>

*continued on next page...*
### The Operation Commands

<table>
<thead>
<tr>
<th><strong>&lt;operation&gt;</strong></th>
<th><strong>&lt;command&gt;</strong></th>
<th><strong>&lt;values&gt;</strong></th>
<th><strong>Notes</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>pattern</td>
<td>= ?</td>
<td>0 = Color Bar&lt;br&gt;1 = Cross Hatch&lt;br&gt;2 = Burst&lt;br&gt;3 = Red&lt;br&gt;4 = Green&lt;br&gt;5 = Blue&lt;br&gt;6 = White&lt;br&gt;7 = Black&lt;br&gt;8 = Cross Mark&lt;br&gt;9 = Cross Hatch + Mark&lt;br&gt;10 = Red (TI)&lt;br&gt;11 = Green (TI)&lt;br&gt;12 = Blue (TI)&lt;br&gt;13 = HRamp (TI)&lt;br&gt;14 = Off</td>
<td>Notes</td>
</tr>
<tr>
<td>color.space</td>
<td>= ?</td>
<td>0 = Auto&lt;br&gt;1 = YCbCr&lt;br&gt;2 = YPbPr&lt;br&gt;3 = RGB-PC (0-255)&lt;br&gt;4 = RGB-Video (16-235)</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>input.lock</td>
<td>= ?</td>
<td>0 = Auto&lt;br&gt;1 = 48 Hz&lt;br&gt;2 = 50 Hz&lt;br&gt;3 = 60 Hz</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>no.signal</td>
<td>= ?</td>
<td>0 = Logo&lt;br&gt;1 = Blue&lt;br&gt;2 = Black&lt;br&gt;3 = White</td>
<td></td>
</tr>
<tr>
<td>vid.std</td>
<td>= ?</td>
<td>0 = Auto&lt;br&gt;1 = PAL&lt;br&gt;2 = SECAM&lt;br&gt;3 = NTSC</td>
<td>Not applicable without signal locked. Only valid when the input is <strong>Composite</strong> or <strong>S-Video</strong>.</td>
</tr>
<tr>
<td>auto.imgadj</td>
<td>= ?</td>
<td>0 = Off&lt;br&gt;1 = Auto&lt;br&gt;2 = Always</td>
<td>Not applicable without signal locked.</td>
</tr>
</tbody>
</table>
**PICTURE menu**

<table>
<thead>
<tr>
<th>&lt;operation&gt;</th>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
</table>
| pic.mode   | = ?      | 0 = High Bright  
1 = Presentation  
2 = Video |       |
| contrast   | = ? + -  | 0 ~ 200 | Not applicable without signal locked. |
| dyna.cont  | = ?      | 0 = Off  
1 = On | Not applicable without signal locked. |
| bright     | = ? + -  | 0 ~ 200 | Not applicable without signal locked. |
| saturat    | = ? + -  | 0 ~ 200 | Not applicable without signal locked.  
Only valid when the input is Composite or S-Video. |
| tint       | = ? + -  | 0 ~ 200 | Hue  
Not applicable without signal locked.  
Not applicable when Color Space is set to Custom.  
Not applicable when edge blending is on. |
| gamma      | = ?      | 0 = Film  
1 = Graphics  
2 = Video  
3 = Linear | Not applicable without signal locked. |
| color.temp | = ?      | 5 = Native | Not applicable without signal locked.  
Not applicable when Color Space is set to Custom.  
Not applicable when edge blending is on. |
| color.temp | = ?      | 2 = 6500K  
5 = Native | Not applicable without signal locked.  
Not applicable when Color Space is set to Custom.  
Not applicable when edge blending is on. |
| color.temp | = ?      | 0 = 5000K  
2 = 6500K  
3 = 7800K  
4 = 9300K  
5 = Native | Not applicable without signal locked.  
Not applicable when Color Space is set to Custom.  
Not applicable when edge blending is on. |
<p>| red.offset | = ? + -  | 0 ~ 200 | Not applicable without signal locked. |
| green.offset | = ? + -  | 0 ~ 200 | Not applicable without signal locked. |</p>
<table>
<thead>
<tr>
<th>&lt;operation&gt;</th>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>blue.offset</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>red.gain</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>green.gain</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>blue.gain</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>sharpness</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>nr</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Noise Reduction Not applicable without signal locked.</td>
</tr>
<tr>
<td>aspect</td>
<td>= ?</td>
<td>0 = 5:4</td>
<td>Native aspect ratio is not applicable when zoom is set to Zoom.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = 4:3</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 = 16:10</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 = 16:9</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 = 1.88</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 = 2.35</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>6 = Letterbox</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>7 = Native</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>8 = Unscaled</td>
<td></td>
</tr>
<tr>
<td>zoom</td>
<td>= ?</td>
<td>0 = Off</td>
<td>Overscan Not applicable without signal locked.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = Crop</td>
<td>Zoom is not applicable when aspect ratio is set to Native.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 = Zoom</td>
<td></td>
</tr>
<tr>
<td>h.total</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Only applicable when the source is either VGA or Component.</td>
</tr>
<tr>
<td>h.pos</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>h.phase</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Only applicable when the source is either VGA or Component.</td>
</tr>
<tr>
<td>v.pos</td>
<td>= ? + -</td>
<td>0 ~ 200</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>auto.img</td>
<td>(execute)</td>
<td></td>
<td>Auto Sync Not applicable without signal locked.</td>
</tr>
</tbody>
</table>

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Digital Projection E-Vision 8000 Series

THE OPERATION COMMANDS

Remote Communications Guide

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<table>
<thead>
<tr>
<th>&lt;operation&gt;</th>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LAMPS menu</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| lamps       | = ?       | 0 = Single  
1 = Dual   | Not applicable when lamp is cooling. |
| lamp.mode   | = ?       | 0 = Economy  
1 = Standard  
2 = Dimming | Drive  
Not applicable without signal locked. |
| lamp.pwr    | = ?       | 0 ~ 25 ( 80.4 % ~ 100.0 % )  | Not applicable without signal locked. |
| altitude    | = ?       | 0 = Off  
1 = On | High Altitude |
| lamp1.stat  | ?         | 0 = Off  
1 = On |
| lamp2.stat  | ?         | 0 = Off  
1 = On |
| **ALIGNMENT menu** | | | |
| proj.mode   | = ?       | 0 = Front  
1 = Rear  
2 = Ceiling + Front  
3 = Ceiling + Rear |
| fan.pos     | = ?       | 0 = Normal  
1 = Vertical  
2 = Down |
| zoomio      | + -       | + = Zoom out  
- = Zoom in |
| focus       | + -       | + = Focus Near  
- = Focus Far |
| vert.offset | + -       | + = Up  
- = Down | Vertical Lens Shift |
| horiz.offset| + -       | + = Right  
- = Left | Horizontal Lens Shift |
| lens.load   | =         | 1 ~ 10 | Lens Memory Load |
| lens.save   | =         | 1 ~ 10 | Lens Memory Save |
| lens.center | (execute) |          |       |

continued on next page...
<table>
<thead>
<tr>
<th>&lt;operation&gt;</th>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>h.keystone</td>
<td>= ? + -</td>
<td>-350 ~ +350</td>
<td>The sum of the absolute values of h.keystone and v.keystone cannot be greater than 350.</td>
</tr>
<tr>
<td>v.keystone</td>
<td>= ? + -</td>
<td>-200 ~ +200</td>
<td>The sum of the absolute values of h.keystone and v.keystone cannot be greater than 350.</td>
</tr>
<tr>
<td>warp.rotat</td>
<td>= ? + -</td>
<td>-20 ~ +20</td>
<td>Each unit is ¼°.</td>
</tr>
<tr>
<td>warp.pinbrl</td>
<td>= ? + -</td>
<td>-100 ~ +100</td>
<td>Pincushion/Barrel</td>
</tr>
<tr>
<td>warp.tlc.x</td>
<td>= ? + -</td>
<td>x: -192 ~ +192</td>
<td>Top Left Corner</td>
</tr>
<tr>
<td>warp.tlc.y</td>
<td></td>
<td>y: -120 ~ +120</td>
<td></td>
</tr>
<tr>
<td>warp.trc.x</td>
<td>= ? + -</td>
<td>x: -192 ~ +192</td>
<td>Top Right Corner</td>
</tr>
<tr>
<td>warp.trc.y</td>
<td></td>
<td>y: -120 ~ +120</td>
<td></td>
</tr>
<tr>
<td>warp.blc.x</td>
<td>= ? + -</td>
<td>x: -192 ~ +192</td>
<td>Bottom Left Corner</td>
</tr>
<tr>
<td>warp.blc.y</td>
<td></td>
<td>y: -120 ~ +120</td>
<td></td>
</tr>
<tr>
<td>warp.brc.x</td>
<td>= ? + -</td>
<td>x: -192 ~ +192</td>
<td>Bottom Right Corner</td>
</tr>
<tr>
<td>warp.brc.y</td>
<td></td>
<td>y: -120 ~ +120</td>
<td></td>
</tr>
<tr>
<td>warp.reset</td>
<td>(execute)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>blank.top</td>
<td>= ? + -</td>
<td>0 ~ 360</td>
<td></td>
</tr>
<tr>
<td>blank.btm</td>
<td>= ? + -</td>
<td>0 ~ 360</td>
<td></td>
</tr>
<tr>
<td>blank.left</td>
<td>= ? + -</td>
<td>0 ~ 534</td>
<td></td>
</tr>
<tr>
<td>blank.right</td>
<td>= ? + -</td>
<td>0 ~ 534</td>
<td></td>
</tr>
<tr>
<td>blank.rst</td>
<td>(execute)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>eb.stat</td>
<td>= ?</td>
<td>0 = Off</td>
<td>Edge Blend</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
<td></td>
</tr>
<tr>
<td>eb.wht.top</td>
<td>= ? + -</td>
<td>0, 200 ~ 500</td>
<td>Blend Width Top</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1-199 not allowed</td>
<td></td>
</tr>
<tr>
<td>eb.wht.btm</td>
<td>= ? + -</td>
<td>0, 200 ~ 500</td>
<td>Blend Width Bottom</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1-199 not allowed</td>
<td></td>
</tr>
<tr>
<td>eb.wht.left</td>
<td>= ? + -</td>
<td>0, 200 ~ 800</td>
<td>Blend Width Left</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1-199 not allowed</td>
<td></td>
</tr>
<tr>
<td>eb.wht.right</td>
<td>= ? + -</td>
<td>0, 200 ~ 800</td>
<td>Blend Width Right</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1-199 not allowed</td>
<td></td>
</tr>
<tr>
<td>eb.blk.top</td>
<td>= ? + -</td>
<td>0, 8, 16, 24, 32</td>
<td>Black Level Uplift Area Top</td>
</tr>
</tbody>
</table>

continued on next page...
...continued from previous page

<table>
<thead>
<tr>
<th>&lt;operation&gt;</th>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>eb.blk.btm</td>
<td>= ? + -</td>
<td>0, 8, 16, 24, 32</td>
<td>Black Level Uplift Area Bottom</td>
</tr>
<tr>
<td>eb.blk.left</td>
<td>= ? + -</td>
<td>0, 4, 8, 12, 16, 20, 24, 28, 32</td>
<td>Black Level Uplift Area Left</td>
</tr>
<tr>
<td>eb.blk.right</td>
<td>= ? + -</td>
<td>0, 4, 8, 12, 16, 20, 24, 28, 32</td>
<td>Black Level Uplift Area Right</td>
</tr>
<tr>
<td>eb.all</td>
<td>= ? + -</td>
<td>0 ~ 32</td>
<td>Black Level Uplift Adjust Width All</td>
</tr>
<tr>
<td>eb.red</td>
<td>= ? + -</td>
<td>0 ~ 32</td>
<td>Black Level Uplift Adjust Width Red</td>
</tr>
<tr>
<td>eb.green</td>
<td>= ? + -</td>
<td>0 ~ 32</td>
<td>Black Level Uplift Adjust Width Green</td>
</tr>
<tr>
<td>eb.blue</td>
<td>= ? + -</td>
<td>0 ~ 32</td>
<td>Black Level Uplift Adjust Width Blue</td>
</tr>
<tr>
<td>eb.reset</td>
<td>(execute)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>eb.adl</td>
<td>= ?</td>
<td>0 = Off</td>
<td>Align Pattern</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
<td></td>
</tr>
</tbody>
</table>

**CONTROL menu**

<table>
<thead>
<tr>
<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>eco.net.pow</td>
<td>= ?</td>
<td>0 = Off (ECO Standby Mode)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On (Standard Standby Mode)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Eco Network Power</td>
</tr>
<tr>
<td>auto.powoff</td>
<td>= ?</td>
<td>0 = Off</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
</tr>
<tr>
<td>auto.powon</td>
<td>= ?</td>
<td>0 = Off</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
</tr>
<tr>
<td>proj.ctrl</td>
<td>= ?</td>
<td>0 = RS232</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = network</td>
</tr>
<tr>
<td>net.ipaddr</td>
<td>= ?</td>
<td>&lt;string&gt;</td>
</tr>
<tr>
<td>net.subnet</td>
<td>= ?</td>
<td>&lt;string&gt;</td>
</tr>
<tr>
<td>net.gateway</td>
<td>= ?</td>
<td>&lt;string&gt;</td>
</tr>
<tr>
<td>net.dhcp</td>
<td>= ?</td>
<td>0 = Off</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
</tr>
<tr>
<td>startup.logo</td>
<td>= ?</td>
<td>0 = Off</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
</tr>
</tbody>
</table>

Not applicable when Eco Network Power is on.

continued on next page...
### <operation> <command> <values> Notes

<table>
<thead>
<tr>
<th>Operation</th>
<th>Command</th>
<th>Values</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>trig.1</td>
<td>= ?</td>
<td>0 = 5:4 1 = 4:3 2 = 16:10 3 = 16:9 4 = 1.88 5 = 2.35 6 = Letterbox 7 = Native 8 = Unscaled 9 = Auto</td>
<td>If trig.1 is set to Auto, the projector will start sending the trigger as soon as it is switched on. Otherwise the trigger will be sent only when the aspect ratio matches this setting.</td>
</tr>
<tr>
<td>auto.src</td>
<td>= ?</td>
<td>0 = Off 1 = On</td>
<td>Auto Search</td>
</tr>
<tr>
<td>dblack</td>
<td>= ?</td>
<td>0 = Off 1 = On</td>
<td>Dynamic Black</td>
</tr>
<tr>
<td>lang</td>
<td>= ?</td>
<td>0 = English 1 = French 2 = Spanish 3 = German 4 = Portuguese 5 = Chinese Simplified 6 = Chinese Traditional 7 = Japanese 8 = Korean</td>
<td></td>
</tr>
</tbody>
</table>

### SERVICE menu

<table>
<thead>
<tr>
<th>Model</th>
<th>?</th>
<th>&lt;string&gt;</th>
</tr>
</thead>
<tbody>
<tr>
<td>ser.no</td>
<td>?</td>
<td>&lt;string&gt;</td>
</tr>
<tr>
<td>sw.ver</td>
<td>?</td>
<td>&lt;string&gt;</td>
</tr>
<tr>
<td>act.src</td>
<td>?</td>
<td>0 = HDMI 1 = DVI 2 = VGA 3 = Component / BNC 4 = Composite 5 = S-Video 6 = 3G-SDI</td>
</tr>
</tbody>
</table>

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### THE OPERATION COMMANDS

#### Remote Communications Guide

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<th>&lt;command&gt;</th>
<th>&lt;values&gt;</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>pip.src</td>
<td>?</td>
<td>0 = HDMI</td>
<td>PIP Source</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = DVI</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 = VGA</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 = Component / BNC</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 = Composite</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 = S-Video</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>6 = 3G-SDI</td>
<td></td>
</tr>
<tr>
<td>pixel.clock</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td>In MHz</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>signal</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>h.refresh</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Not applicable without signal locked.</td>
</tr>
<tr>
<td>v.refresh</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td></td>
</tr>
<tr>
<td>lamp1.hours</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td></td>
</tr>
<tr>
<td>lamp2.hours</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td></td>
</tr>
<tr>
<td>proj.runtime</td>
<td>?</td>
<td>&lt;string&gt;</td>
<td></td>
</tr>
<tr>
<td>blue.only</td>
<td>= ?</td>
<td>0 = Off</td>
<td>Factory reset</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
<td></td>
</tr>
<tr>
<td>fact.reset</td>
<td>(execute)</td>
<td></td>
<td>Power on</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Power off (puts projector into Standby mode)</td>
</tr>
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</table>

#### Miscellaneous commands

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<td>power.on</td>
<td>(execute)</td>
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<tr>
<td>power.off</td>
<td>(execute)</td>
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<td></td>
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<tr>
<td>picture.mute</td>
<td>= ?</td>
<td>0 = Off</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = On</td>
<td></td>
</tr>
<tr>
<td>status</td>
<td>?</td>
<td>0 = standby</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = warm up</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 = imaging</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 = cooling</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 = warning</td>
<td></td>
</tr>
<tr>
<td>remote.set</td>
<td>= ?</td>
<td>1 ~ 10: Set Projector ID</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>255: Clear Projector ID (No ID)</td>
<td></td>
</tr>
<tr>
<td>&lt;operation&gt;</td>
<td>Corresponding remote control key</td>
<td></td>
<td></td>
</tr>
<tr>
<td>--------------</td>
<td>----------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>power.on</td>
<td>POWER ON</td>
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<td></td>
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<tr>
<td>power.off</td>
<td>POWER OFF</td>
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<td>menu</td>
<td>MENU</td>
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<td>exit</td>
<td>EXIT</td>
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<tr>
<td>input</td>
<td>INPUT</td>
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<td>picture</td>
<td>PICTURE</td>
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<td>network</td>
<td>NETWORK</td>
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<tr>
<td>autosync</td>
<td>AUTO SYNC</td>
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<td>aspect</td>
<td>ASPECT</td>
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<td>pip</td>
<td>PIP</td>
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<td>overscan</td>
<td>OVERSCAN</td>
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<td>freeze</td>
<td>FREEZE</td>
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<td>lampmode</td>
<td>LAMP MODE</td>
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<tr>
<td>info</td>
<td>INFO</td>
<td></td>
<td></td>
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<tr>
<td>shutter</td>
<td>SHUTTER</td>
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</tr>
<tr>
<td>idset</td>
<td>ID SET</td>
<td></td>
<td></td>
</tr>
<tr>
<td>lensshift</td>
<td>LENS SHIFT</td>
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<tr>
<td>testpattern</td>
<td>TEST PATTERN</td>
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</tr>
<tr>
<td>enter</td>
<td>ENTER</td>
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<td></td>
</tr>
<tr>
<td>up</td>
<td>UP</td>
<td></td>
<td></td>
</tr>
<tr>
<td>down</td>
<td>DOWN</td>
<td></td>
<td></td>
</tr>
<tr>
<td>left</td>
<td>LEFT</td>
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<td></td>
</tr>
<tr>
<td>right</td>
<td>RIGHT</td>
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</tr>
</tbody>
</table>

**Notes**

An input command will return "NA" when the input command is not applicable in some specific conditions.
Web Configuration Utility

The LAN IP Address of the projector can be set remotely using the Web Configuration Utility.

- Make sure the projector is connected to a remote computer via LAN.
- From the remote computer, access the default LAN IP address of the projector. The Web Configuration Utility opens.

It is possible to control many of the projector’s settings using the embedded Web Configuration Utility. The following pages contain a few examples of such settings.

Examples

Navigate to the Control tab and edit the settings as required.

The Source/general page enables you to:

- switch the projector on and off
- open and close the shutter
- select an input source

Notes

- Eco Network Power must be set to Standard, if you wish to control the projector via the LAN connection.
- The default LAN IP address is 192.168.0.100
  If you suspect this has been changed, then you can view the current Network settings in the Control Menu.
- For more information about connecting the projector via LAN, see the Connection Guide.
Examples - continued from previous page

The **Image settings** page allows access to settings from the **Picture** menu.

The **Lens adjustments** page allows access to lens control settings.
The **Geometry adjust** and **Edge Blend** pages allow access to settings from the **Alignment** menu.
The **Advanced control** page allows access to settings from the **Picture** menu, **Color** sub-menu.

To view and edit your network settings, navigate to the **Configuration** tab.