EPSON®
PowerLite® 8150i

Administrator's Manual

EPSON® PowerLite® 8150i

Multimedia Projector

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Multimedia Projector

Administrator's Manual

Important Safety Information

WARNING: Never look into the projector lens when the lamp is turned on; the bright light can damage your eyes. Never let children look into the lens when it is on. Never open any cover on the projector, except the lamp and filter covers. Dangerous electrical voltages inside the projector can severely injure you. Except as specifically explained in this *User's Guide*, do not attempt to service this product yourself. Refer all servicing to qualified service personnel.

WARNING: The projector and its accessories come packaged in plastic bags. Keep plastic bags away from small children to avoid any risk of suffocation.

Caution: When you replace the lamp, never touch the new lamp with your bare hands; the invisible residue left by the oil on your hands may shorten the lamp life. Use a cloth or glove to handle the new lamp.

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CPD-11970

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Introduction

Follow these guidelines when reading this manual:

warnings
Warnings must be followed carefully to avoid bodily injury.

cautions
Cautions must be observed to avoid damaging your equipment.

notes
Notes contain important information and useful tips.

The EPSON® PowerLite® 8150i is a highly versatile presentation tool. You can connect it to one or two computer sources and up to three video sources and easily switch between them. In addition, the projector's EasyMP.net features let you transfer presentations directly to the projector (over a network) and then deliver them without having to connect a PC or laptop.

See the following pages to learn about:

- Using this manual to set up or install the projector
- Making the user's guide available to users
- Your projector's registration and warranty
- Accessories and additional components

Using this Manual to Set Up the Projector

Depending on how you plan to use the projector, follow these guidelines to set up or install it:

- Connecting to a computer or video device
  To connect to a computer or video device, follow the instructions in Chapter 1 to position the projector and connect any required cables. Then see Chapter 2 for instructions on turning on the projector and adjusting the image.

  Note that you don't need to install any software to connect the projector directly to a computer or video device.

- Connecting to a network
  To connect to a network and use the projector's EasyMP.net features, first make sure the projector is properly positioned as described page 16, then turn to "Connecting to a Network and Inserting the Memory Card" on page 31. After connecting the projector, turn it on and adjust the image as described in Chapter 2.

  Once the projector is connected and running, follow the instructions in "Setting up EasyMP.net" on page 45 to finish configuring the projector and give users full access to it over the network.

- Using the remote control
  If you're using EasyMP.net to deliver a presentation, you can control your presentation and click through it using the remote control; you don't need to connect any special cables. (Be sure to install batteries and turn on the remote control before using it; see page 89.)

  If you're presenting from a laptop (and not using EasyMP.net), you can also use the remote control to click through slideshow-style presentations, but you'll have to connect the mouse cable to be able to use the remote control in place of your computer's mouse. See page 22 for instructions.

note
The EasyMP.net software is designed to work only on systems running Microsoft® Windows.® See page 52.

- Connecting a USB device
  For more sophisticated presentations, you can connect a USB device, such as a mouse or drawing tablet. This lets you draw on-screen, makes notes, and highlight your presentation. See page 34 for details.
- Including sound in a presentation
  If you're installing the projector in a conference room, a sound system is probably already in place. If no sound system is available and your presentation includes sound, you can connect an audio cable to use the projector's built-in stereo speakers. For details, see page 24 (for computers) or the section starting on page 27 for video devices.
- Controlling the projector settings from a computer
  The projector's settings can be accessed through a menu system using the buttons on the control panel or the remote control (see "Fine-tuning the Projector" on page 63). If the projector is ceiling-mounted or set up for rear-screen projection, it may be easier to access the settings from your computer. You can either use a browser (if the projector is connected to the network) or the EMP Link V software program. For details, see page 64.

Getting Help

If you experience a problem with the projector, check for help in one of these places:

- To replace the air filter or lamp, or for other maintenance advice, turn to page 83.
- For troubleshooting tips on setting up and using the projector, turn to page 91.

If you still need help after checking these sources, you can use the EPSON PrivateLine® Support service. Call (800) 637-7661 and enter the PIN on the PrivateLine card in your *Owner's Kit*. Or take advantage of EPSON's automated support services 24 hours a day. See "Where To Get Help" on page 103 for more information.

Making the User's Guide Available to Users

The PowerLite 8150i CD-ROM included in your *Owner's Kit* contains an electronic copy of this manual as well as the *User's Guide*. If your network includes a file server, you may wish to place a copy of the *User's Guide* on the server so it is available to anyone wanting to learn more about using the projector. Or, after installing the EasyMP software on each user's system, you can place a copy of the *User's Guide* directly on the user's hard drive.

Registration and Warranty

The PowerLite 8150i comes with a basic carry-in warranty as well as an international warranty that let users project with confidence anywhere in the world. For details, see the warranty brochures included in your *Owner's Kit*.

note

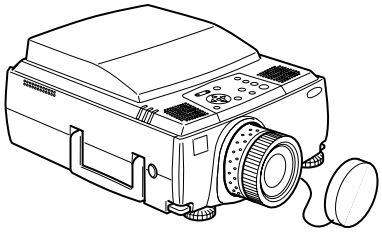
Registering is easy and ensures that you'll get a replacement unit if you need one.

In addition, when you register the projector, EPSON provides you with free Extra Care℠ Road Service. In the unlikely event of an equipment failure, you won't have to wait for your unit to be repaired. Instead, EPSON will ship you a replacement unit anywhere in the United States or Canada via overnight delivery. See the brochure in your *Owner's Kit* for details.

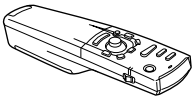
To register, simply insert the PowerLite 8150i CD-ROM that came with your projector and select Register Online. Registering also lets you receive special updates on new accessories, products, and services. You can register through the Internet, by e-mail or 800-number modem connection, or by printing out the form and faxing or mailing it to EPSON.

Unpacking the Projector

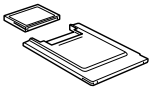
After unpacking the projector, make sure you have all the parts shown:



projector

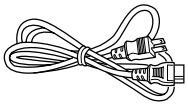


remote control



memory card
and adapter (16MB
CompactFlash™)

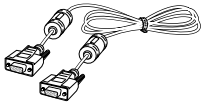
EPSON PowerLite 8150i CD-ROM
(registration and electronic manuals)



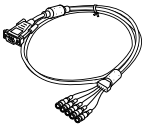
power cord

batteries

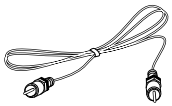
EasyMP.net Software
CD-ROM



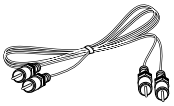
VGA
computer video cable



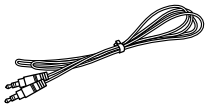
VGA-to-5BNC
computer video cable



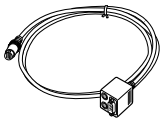
RCA video cable



RCA audio cable

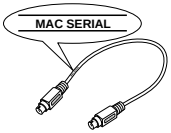


3-mm audio cable

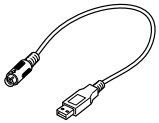


main cable

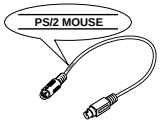
PC serial cable



Mac® serial cable



USB mouse cable



PS/2® mouse cable

Mac mouse cable

PC serial mouse cable

Save all packaging in case you need to ship the projector. Always use the original packaging (or the equivalent) when you need to send the projector to another location. (See page 90 for more information.)

Additional Components

Depending on how you plan to use the projector, you may need additional components:

- To receive an S-Video signal, you need an S-Video cable; one is usually provided with your video device.
- To receive a component video signal from a VCR or other video device, you need a standard BNC cable with three connectors on each end; the cable is usually provided with your device.
- Some older PowerBooks® and Macintosh® desktop models may need the Macintosh adapter set shown on page 20 (available from EPSON; see page 14). Older iMac™ systems may need a special adapter to provide a VGA output port; see your computer dealer.
- To take advantage of the projector's Digital Visual Interface, you need a DVI cable, and your computer must be able to produce video signals in DVI format (for details, see page 26). You can purchase this cable from EPSON; see page 13.

Optional Accessories

To enhance your use of the projector, EPSON provides the following optional accessories:

Product	**Product number**
Replacement lamp and air filter	ELPLP11
Short throw zoom lens	ELPLW01
Long throw zoom lens	ELPLL02
Extra long throw zoom lens	ELPLL03
Fixed short throw lens	ELPLR01
Ceiling mount	ELPMB31
Suspension adapter for ceiling mount	ELPMBAST
Kensington security lock	ELPSL01
Insta Theatre portable projection screens: 50-inch 60-inch 80-inch	 ELPSC06 ELPSC07 ELPSC08
Wireless microphone and two satellite speakers	ELPCUS1
Auxiliary audio system	ELPPAS1
Remote control receiver (plugs into projector to extend range of remote control)	ELPST02
Remote control receiver kit (includes standard receiver and clip-on receiver for attachment directly to remote control)	ELPST04
Digital video cables: DVI to DVI, 10 feet (3 meters) DVI to DFP, 10 feet (3 meters)	 ELPKC20 ELPKC21
VGA to 13W3 video cable (for connecting to certain high-end workstations)	ELPKC06
VGA computer cables: HD15/HD15 (1.8 meters) HD15/HD15 (3.0 meters)	 ELPKC02 ELPKC09

Product	Product number
Macintosh adapter set (includes monitor adapter and desktop adapter)	ELPAP01
Communication cable set (for connecting a second computer; includes a Mac adapter set so you can connect a second Macintosh)	ELPKC04

You can purchase these accessories from your dealer, by calling EPSON at (800) 873-7766, or by visiting www.epsonstore.com (U.S. sales only). In Canada, please call (800) 873-7766 for dealer referral.

1 Setting Up the Projector

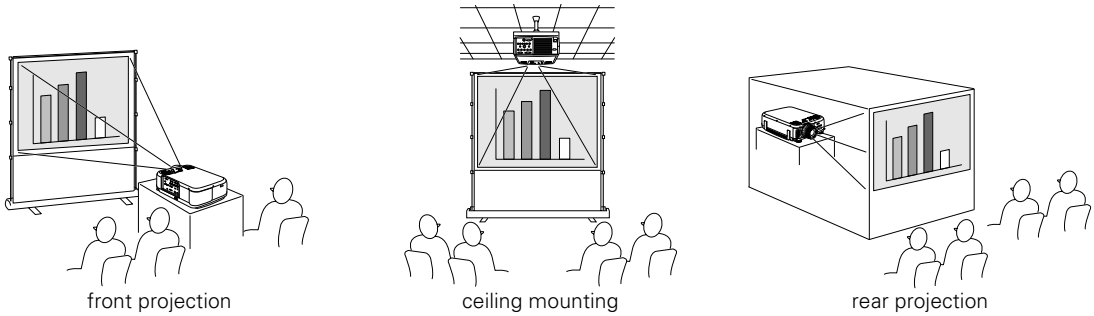
This chapter tells you how to position the projector and connect it to external equipment, such as a computer or video source. To make full use of the projector's EasyMP.net features, you'll need to connect it to a network and install a memory card; you may also wish to connect a USB drawing tablet or mouse to be able to draw or write on screen.

You'll find instructions in this chapter for the following:

- Positioning the projector
- Connecting to a computer
- Connecting to a video device
- Connecting to a network
- Inserting the memory card
- Connecting a USB device

Positioning the Projector

The projector can be installed for three different viewing setups: front projection, ceiling mounting, or rear projection onto a semi-transparent screen, as shown:

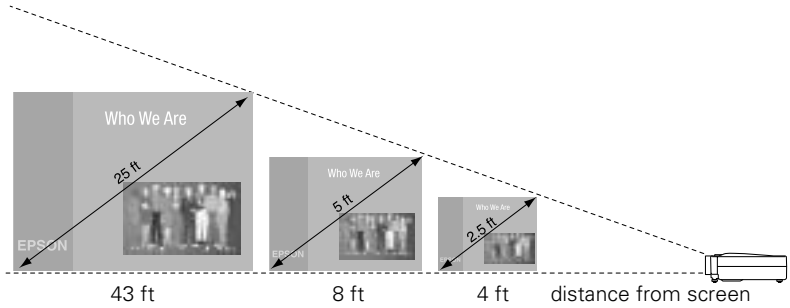


caution

- *Don't hold or lift the projector by the lens, or you may damage it.*
- *Make sure there is plenty of space for ventilation around and under the projector.*

To project from overhead, you'll need to select Ceiling in the projector's Advanced menu. To project from the rear, select Rear Proj. See "Setting Advanced Features" on page 79.

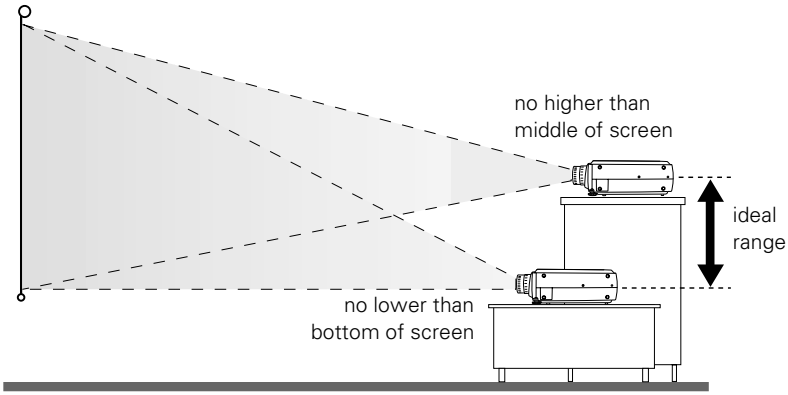
You can place the projector approximately 3.1 to 48 feet from the screen when equipped with the standard lens. Use the figure below as a guideline to help you determine the projector's placement, or use the formulas on page 112 for additional guidance.



Keep in mind that the image size generally increases with distance, but may vary depending on how you position the zoom ring and whether you have adjusted the image size with other settings.

When projecting from a table, the ideal arrangement is to set the projector flat on its surface. This way, you can use the lens shift knob (instead of raising the projector's feet) to position the image on-screen. This delivers the best-looking picture. (See chapter 2 for details.)

You won't need to tilt the projector upward as long as you position it so that its lens is at least as high as the bottom of the screen, but no higher than the middle of the screen, as shown:



If you have to raise the front of the projector, you can use the projector's keystone correction to eliminate distortion caused by tilting the projector upward. But you'll get a better picture if you can leave the projector flat on the table and use the lens shift knob to adjust the height of the image.

If you're projecting from overhead, you can get the best-looking picture by mounting the projector parallel to the ceiling, with its lens at least as high as the middle of the screen, but no higher than the top of the screen. Then use the lens shift knob to position the image on-screen.

note

After positioning the projector, you may want to connect a Kensington MicroSaver® anti-theft device to the lock port on the projector's left side. You can purchase this from EPSON; see page 13.

Connecting to a Computer

note

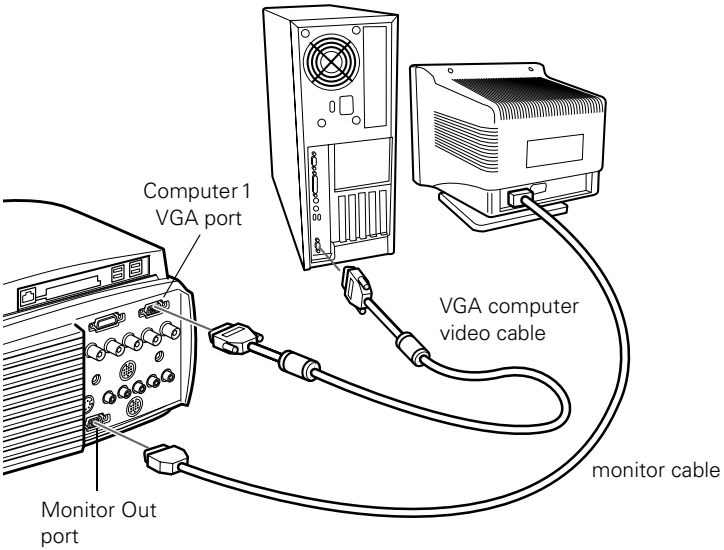
If you have an iBook™ with an RCA video-out port, follow the instructions for connecting to a video device on page 28.

Follow the instructions in this section to connect a PC or Macintosh directly to the projector. (To access the projector over a network, see page 31.) The connections you make depend on how you plan to use the projector:

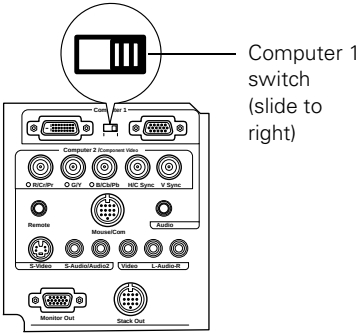
- To project computer images, you need to connect a standard VGA cable as described on page 19. You can also connect a second computer using the projector's BNC connectors as shown on page 25.
- If you're presenting from a computer and want to use the remote control as a wireless mouse (for example, to click through slideshow presentations), you need to connect the mouse cable as described on page 22. (If you're presenting with EasyMP.net, no special cable is needed.)
- If the projector isn't networked and you want to use the EMP Link V software to control its settings from a computer, you need to connect the serial cable (see page 22). (If the projector is connected to the network, no special cable is required; see page 64 for details on setting up the software.)
- To use the projector's built-in sound system, you need to connect an audio cable as described on page 24.
- To connect to a high-end workstation or a computer that outputs images in DVI format, see page 25.

Connecting the Computer and Monitor Cables

1. If you'll be viewing images on a monitor as well as the projection screen, connect the monitor cable to the projector's Monitor Out port, as shown.



2. Connect one end of the VGA computer video cable to the projector's Computer 1 (VGA) port, and connect the other end to your computer's monitor port.
3. Make sure the Computer 1 switch is flipped to the right, as shown. If necessary, use the tip of a pen or a small screwdriver to slide it over.
4. Tighten the screws on the connectors.



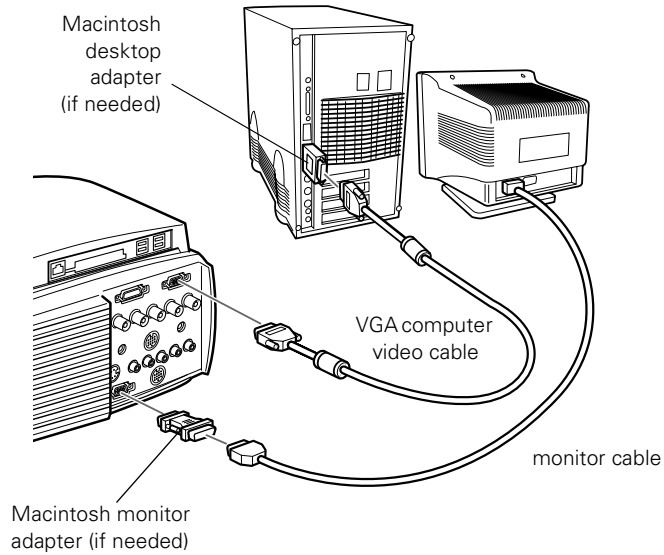
note

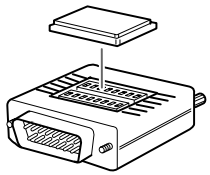
If you're connecting to an older Macintosh, you may need a Macintosh adapter set. *See page 20.*

Connecting to an Older Macintosh

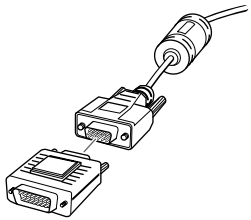
If you're connecting to a Macintosh and the computer and monitor cables don't fit properly, you may need to use a Macintosh adapter set. You can purchase this set from EPSON; see page 14.

Refer to the drawing below to make the proper connections:



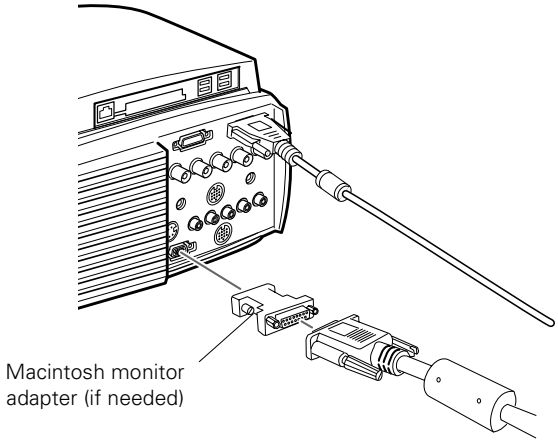


1. To use the desktop adapter, remove its cover as shown and set the DIP switches according to the resolution you want to use, such as 16-inch mode. See your Macintosh documentation for instructions.



2. Replace the cover and connect the adapter to one end of the computer video cable. Then plug the cable (with the adapter) into the monitor port on your Macintosh.

3. To use the Macintosh monitor adapter, connect it to the monitor cable, as shown below, and then plug it in to the projector's Monitor Out port.



4. Tighten the screws on the connectors.

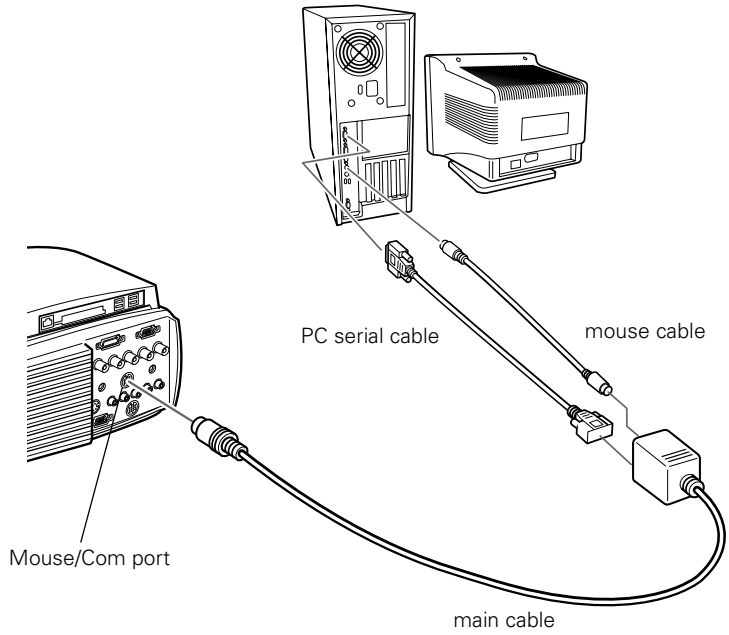
Connecting the Mouse and Serial Cables

You may need to connect the mouse or serial cable in the following situations:

- If you want to use the remote control in place of your computer's mouse, you need to connect the mouse cable as described below. (When presenting with EasyMP.net instead of from a computer, you don't need to use the cable.)
- If you want to use the EMP Link V software on a Macintosh, or on a Windows PC that's not connected to the network, you need to connect the serial cable as described below.

note
You cannot use the EMP Link V software on a Macintosh that doesn't have a serial port.

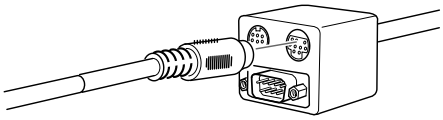
1. Connect the round end of the main cable to the projector's Mouse/Com port, as shown.



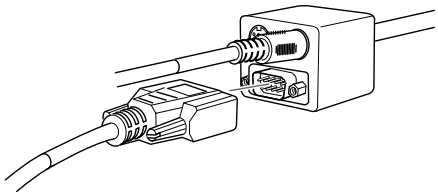
2. To use the remote control as a wireless mouse, choose the correct mouse cable for your system:

   - PS/2 mouse
   - PC serial mouse
   - USB mouse
   - Mac mouse

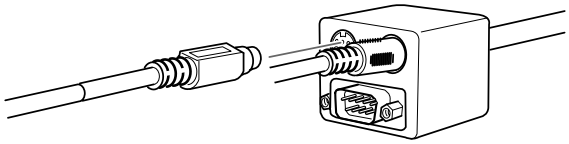
3. Connect one end of the mouse cable to the MOUSE terminal on the square end of the main cable.



4. Connect the other end of the mouse cable to the mouse port (or USB port) on your computer.
5. To use the EMP Link V software, follow the steps below for your system:
   - On a PC, connect one end of the PC serial cable to the SERIAL terminal on the main cable.



     Connect the other end of the serial cable to the serial port on the back of your computer.
   - On a Macintosh, connect one end of the Mac serial cable to the MAC SERIAL terminal on the main cable.



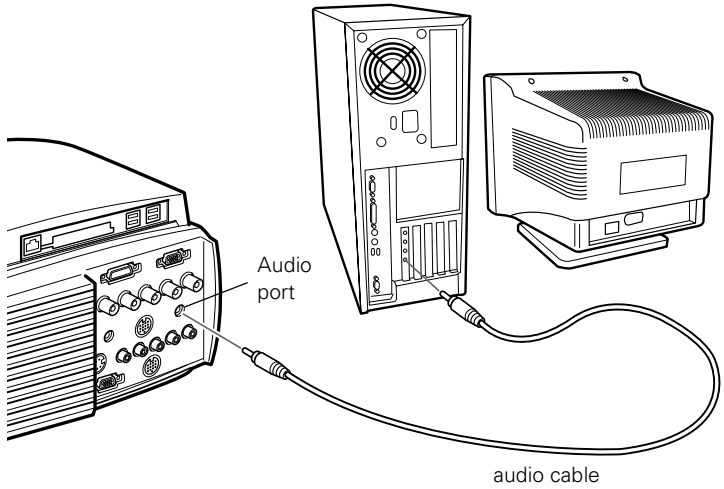
     Connect the other end of the Mac serial cable to the printer or modem port on the back of your Macintosh.
6. Tighten the screws on the connectors.

note

You won't be able to make this connection if your computer has only one serial port that is being used to support a serial mouse. But you can still use EMP Link V if the projector and computer are connected to your network.

Connecting the Audio Cable

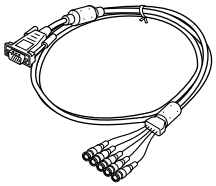
To use the projector's built-in speaker system, connect the 3.5-mm audio cable between the speaker or audio out port on the computer's sound card and the projector's Audio port.



Making Other Computer Connections

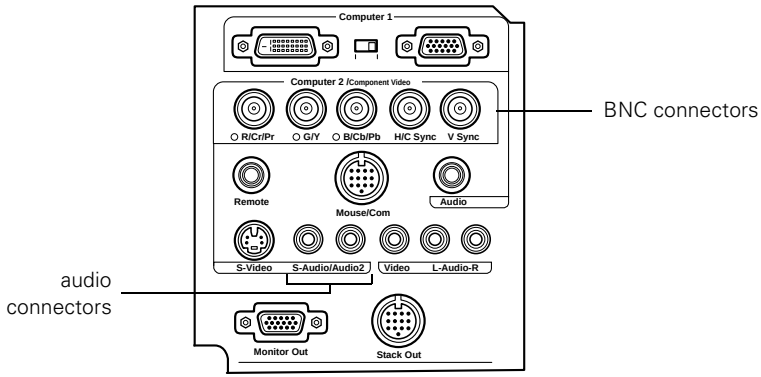
If you want to connect a second computer, a high-end workstation, or a Digital Visual Interface (DVI) source, follow the instructions below.

Connecting to a Second Computer



Follow these steps to connect a computer to the Computer 2/ Component Video interface. (Use the VGA-to-5BNC cable as shown.) Note that you won't be able to use the BNC connectors for a video device when a computer is connected to them.

1. Connect the VGA end of the cable to your computer's video port.
2. Connect the five connectors at the other end of the cable to the projector's R (red), G (green), B (blue), H/C Sync (horizontal sync), and V Sync (vertical sync) ports, as shown below.



3. To display images properly, make sure the BNC parameter in the projector's Setting menu is set to RGB. See page 79.
4. If you want to hear computer-audio through the projector, you'll need an RCA-to-3.5 mm stereo cable (available for purchase from your electronics store or video dealer). Insert the cable's 3.5-mm plug into your computer's audio-out port. Then attach the RCA connectors at the other end of the cable to the S-Audio and Audio2 ports of the projector.

Connecting to a High-End Workstation

Your PowerLite projector is capable of remapping input resolutions up to 1600 × 1200 pixels. Since 1280 × 1024 pixels is the default resolution for most leading workstations, your projector is ideal for displaying workstation video output.

There is no standard for workstation video output. Workstations that follow the SXGA standard and use the HD15 connector won't need an adapter cable or any special connection device. However, your system may vary; contact your computer dealer if you need help connecting your workstation.

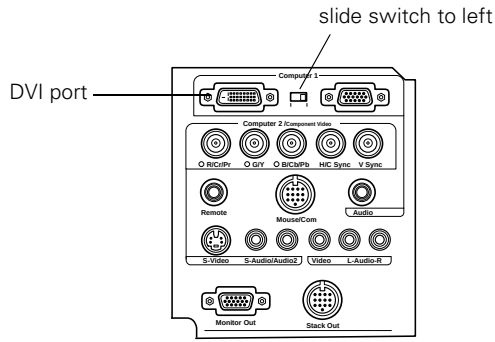
Connecting to a DVI Source

note
You won't be able to view images on a separate monitor when the DVI port is in use.

The projector's Digital Visual Interface (DVI) receives pictures directly from your computer in digital format. This lets the projector display images of greater clarity than can be achieved using a standard analog VGA connection.

To project images in digital video format, follow these steps:

1. Connect the computer's DVI cable to the projector's DVI port.



2. Using the tip of a pen or a small screwdriver, slide the Computer 1 interface switch to the left. (If you need to use the projector's VGA port again, be sure to slide the switch back to the right.)

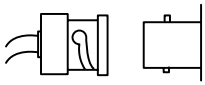
If you want to connect audio for this computer, plug the 3.5-mm audio cable into the projector's Audio port.

Connecting to a Video Device

You can connect the projector to up to three video sources at the same time:

- For composite video, use the RCA video cable included with the projector.

- For S-Video, use the S-Video cable supplied with your video device or obtain one from your electronics dealer.



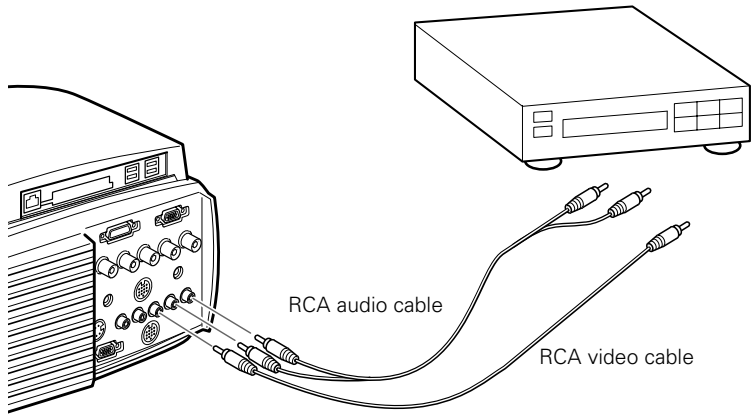
- For component video, use the BNC cable supplied with your video device or obtain one from your electronics dealer. If a component video device is connected, you won't be able to use the Computer 2 port to connect a second computer.

See the following pages for the type of video source you wish to connect.

Connecting Composite (RCA) Video

Before starting, make sure the projector and your video device are turned off.

1. Connect the yellow RCA plug on one end of the RCA video cable to the projector's Video port. Connect the other end of the cable to the video-out port of your video source.



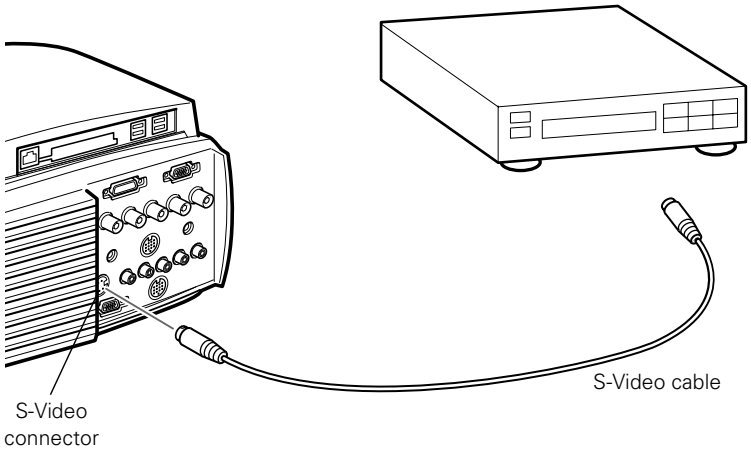
2. To use the projector's built-in speaker system, connect the RCA audio cable to the left and right Audio ports of the projector (insert the white plug into the L port and the red plug into the R port). Connect the plugs at the other end of the cable to the audio output ports of the video source.

Connecting S-Video

If your video source has an S-Video jack, you can use it to project a higher quality video image. However, you'll need an S-Video cable, which may be included with your video source, or can be purchased separately.

Before starting, make sure the projector and your video source are turned off.

1. For S-Video, insert one end of an S-Video cable into the projector's S-Video connector. Insert the other end into the S-video port of your video source.



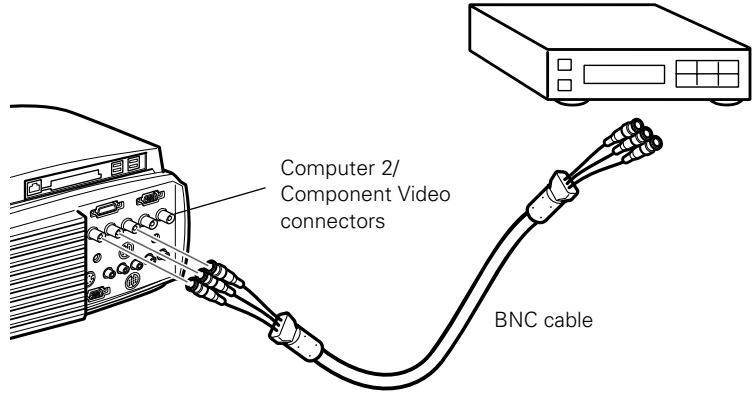
2. To use the projector's built-in speaker system, connect the RCA audio cable to the S-Audio/Audio2 ports of the projector (insert the white plug into the L port and the red plug into the R port). Connect the plugs at the other end of the cable to the audio output ports of the video source.

3. If you're planning to use S-video for the picture-in-picture video source, be sure to set the P in P menu option as described on page 78.

Connecting Component (BNC) Video

If your video source has component (BNC) connectors, you can use them to project a higher quality video image. Before starting, make sure the projector and your video device are turned off.

1. Connect the three ends of a BNC cable into the projector's R, G, and B ports. (Don't connect the cables to the projector's H/C Sync or VSync ports.)



2. Connect the red, green, and blue leads at the opposite end of the cable to the corresponding connectors on your video source.
3. If the image doesn't display properly, you may need to change the BNC option in the projector's Setting menu to YCbCr (see page 79).

To use the projector's built-in sound system, connect the RCA audio cable to the S-Audio/Audio2 ports of the projector (insert the white plug into the L port and the red plug into the R port). Connect the plugs at the other end of the cable to the audio output ports of the video source.

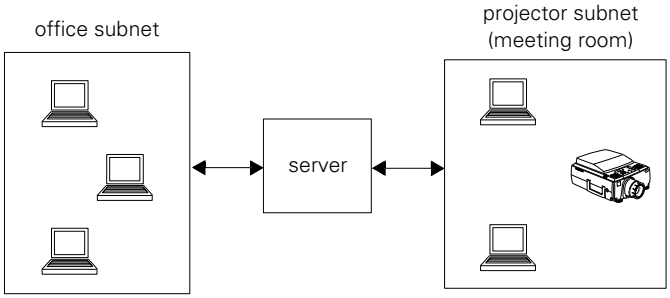
Connecting to a Network and Inserting the Memory Card

To use the projector's EasyMP.net features, you have to connect the projector to your network and insert a memory card as described below. You'll also need to configure the projector's network settings and perform other setup procedures as described in "Setting up EasyMP.net" on page 45.

Preparing Your Network

To connect the PowerLite 8150i to a network, you must already have in place an Ethernet network running Microsoft networking over TCP/IP.

When setting up your network, you may wish to take into account certain security measures. Since the projector can be accessed by anyone on your network with a web browser, you may wish to limit which systems have access to the projector, as well as which systems the projector itself can be used to access. One way of doing this is to place the projector on its own subnet, as shown below; this way, only PCs on the projector's subnet (for example, those located in the meeting room) can access the projector directly.

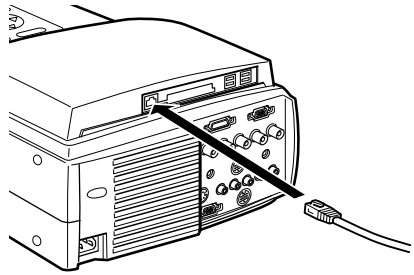


You may also wish to consider setting up a wireless LAN. This is helpful if users want to draw on screen but the projector is in a hard-to-reach place, making it difficult to connect a mouse or drawing tablet directly to the projector (see page 34). To draw on screen, users can run the EMP Tablet software and draw using their laptop's mouse (or a drawing tablet connected to the laptop). The laptop running the

software needs to be on the network, but if it's equipped with a wireless Ethernet card, the user won't have to worry about connecting any cables.

Connecting to the Network

Once your network is set up, connect the projector to it using a standard (Category 5 UTP) network cable. Plug the cable into the RJ45 connector on the back of the projector as shown.



Inserting the Memory Card

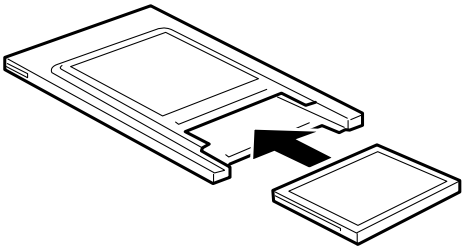
Before sending presentations to the projector, you need to install a memory card. You can use any of the following cards:

- CompactFlash (you'll need to use the card adapter included with the projector)
- ATA flash card
- ATA HDD card

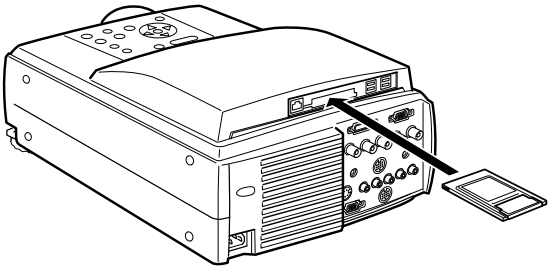
The projector comes with a 16-megabyte memory card, but you can use any size of card that's available. Bear in mind that a typical PowerPoint® presentation may be 4 or 5 megabytes in size. Since more than one presentation may be loaded on the card at a time, be sure to install a card that's large enough for your users.

To insert the card, follow these steps:

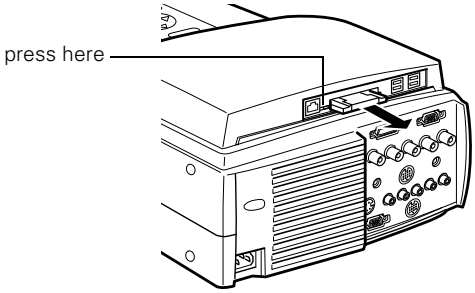
1. If necessary, place the memory card in the card adapter:



2. Insert the card into the PCMCIA slot on the projector:



To remove the card, press the eject button to the left of the card slot.



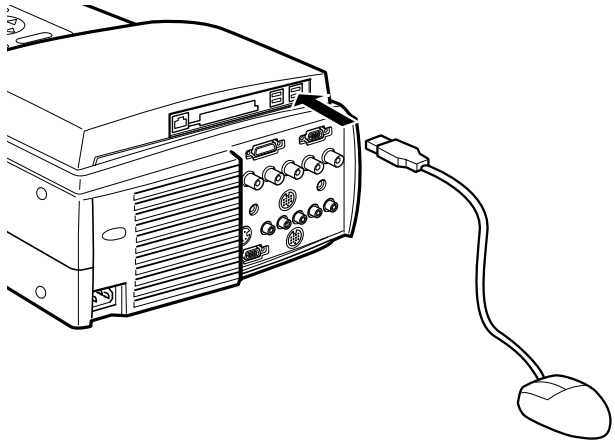
If the button is recessed, press and release it so that it extends. Then press it a second time to eject the card.

Connecting to a USB Device

note

If you don't want to connect a mouse or tablet directly to the projector, you can instead connect it to a networked PC or laptop, and then use the EMP Tablet software to draw on screen or type. See the User's Guide for details on using the software.

For some presentations, you may wish to connect a USB device, such as a mouse or drawing tablet, so that you can draw on-screen and make notes. (You can also connect a USB keyboard for typing text in dialog boxes when setting up the projector.) To connect the device, plug it into one of the four USB ports on the back of the projector as shown:



If you plan on using a drawing tablet, it must be a Wacom Graphire™ model; other types won't work with this projector. A special template comes with the projector that you can place under the tablet's clear plastic overlay. (You can print additional copies from the Tablet_sheet.pdf file on the projector CD-ROM.) The template lets you access various drawing tools and projector functions; see the *User's Guide* for details.

2 Displaying and Adjusting the Image

Once you've connected the projector to your computer, network, or other equipment (as described in Chapter 1), you're ready to turn on the projector and adjust the image.

This chapter covers the following:

- Turning on the projector
- Setting the date and time
- Selecting the image source
- Adjusting the image and sound
- Shutting down the projector

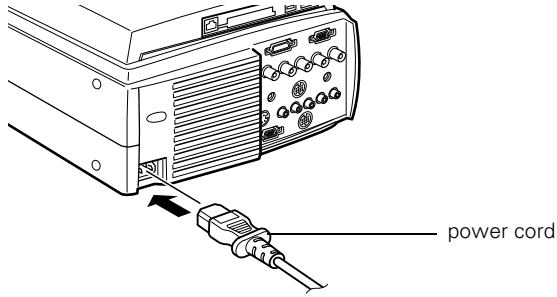
Displaying an Image

Make sure the projector and other equipment are set up and connected correctly, as described in Chapter 1. Then turn on the projector, as described below, followed by any equipment you've connected to it.

Turning On the Projector

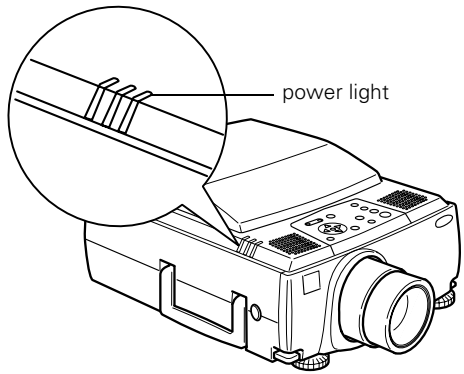
Follow these steps to turn on the projector:

1. Plug in the projector, as shown below, and remove the lens cap.

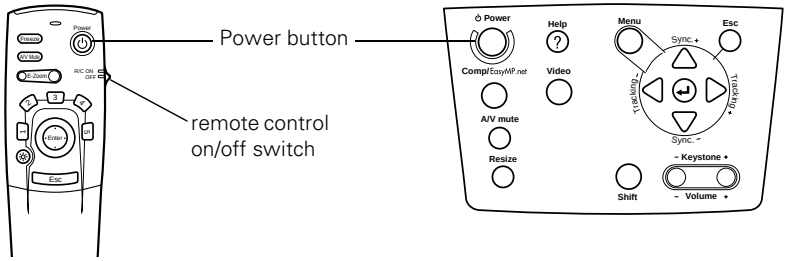


note
The projector can receive data from the network whenever it's plugged in. (The projection lamp doesn't have to be on.)

The power light on the projector's control panel glows orange, indicating that the projector is receiving power but the lamp is not turned on.



2. Press the red **Power** button on the control panel. You can also use the **Power** button on the remote control, but make sure batteries are installed and the remote control is turned on first. (See page 89.)

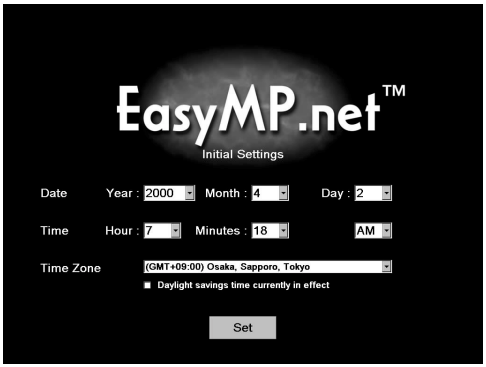


The projector's power light flashes green as the projector warms up, and the projection lamp comes on in about 30 seconds. (To turn off the lamp, see page 44.)

If you're turning on the projector for the first time, you see the following screen:

warning

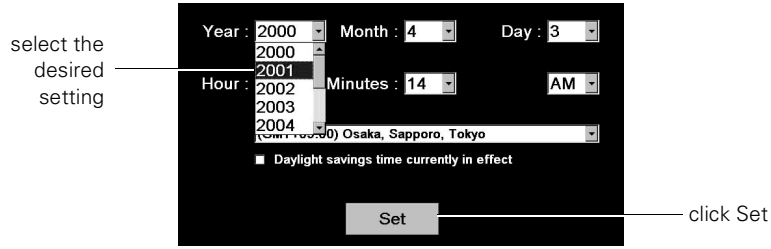
Never look into the lens when the lamp is on. This can harm your eyes.



Set the date and time as follows:

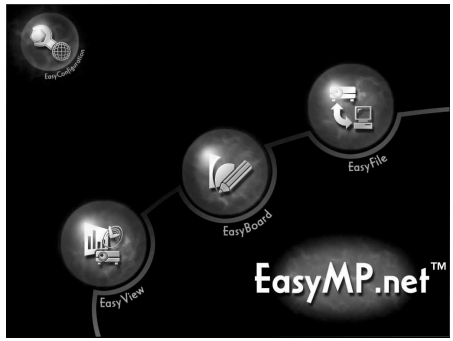
1. Connect an interface device, such as a USB mouse or tablet, to the projector (see page 34 for details). You can also use the remote control as a mouse.
2. To change a setting, point to the ▼ arrow next to it and click. (With the remote control, use the **Enter** button to point and click.)

You see a drop-down list:



3. Select the desired settings.
4. When you're done, click Set.

   The EasyMP.net main menu screen appears:



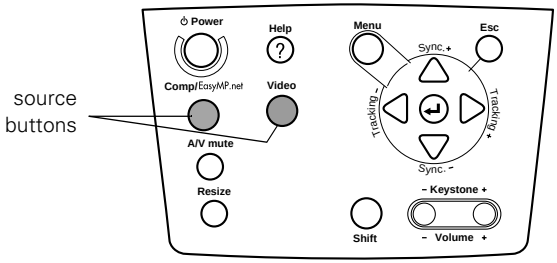
Follow the instructions in the next section to switch between picture sources and display the desired image.

Selecting the Image Source

If the projector is connected to a computer or video source, you can display the source image by following these steps:

1. Turn on your computer or video device. (If you're projecting a video, press Play on the video device.)
2. If you've connected a computer running Windows and it displays a New Hardware Found message saying that it has found a plug-and-play monitor, click Cancel.

3. On the projector's control panel, press the Comp/EasyMP button to switch to the computer source or press the Video button to switch to the video source. (On the remote control, press the Comp1, Comp2/YCbCr, Video, or EasyMP.net button to switch sources.)



If you see a blue screen with the No Signal message, you may have to press the button again to select the correct source. If a projected image fails to appear, see page 94 for help.

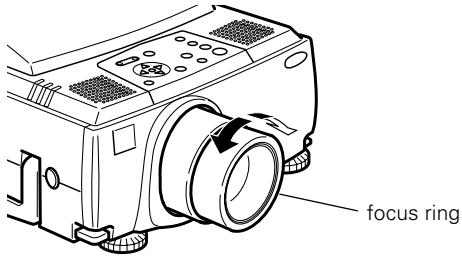
Adjusting the Image and Sound

Once you see your image, you'll need to make certain adjustments:

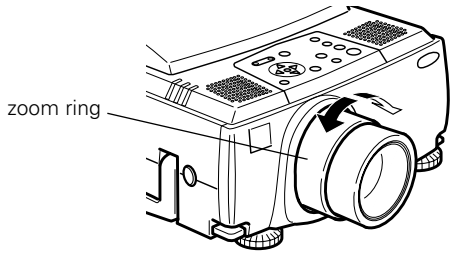
- To focus or zoom your image, see below.
- If the image is too high or too low, you can reposition it. See page 41.
- If the image isn't square, see page 42.
- If only part of a computer image is displayed, you may need to press the Resize button. See page 42 for more information.
- If you've connected an audio source, see page 43 to adjust the sound.

Focusing and Zooming Your Image

Rotate the focus ring to sharpen the image.



Rotate the zoom ring to reduce or enlarge the image.



note

You can purchase optional lenses to change the focal length of the projector. See page 112 for specifications and page 13 for ordering information.

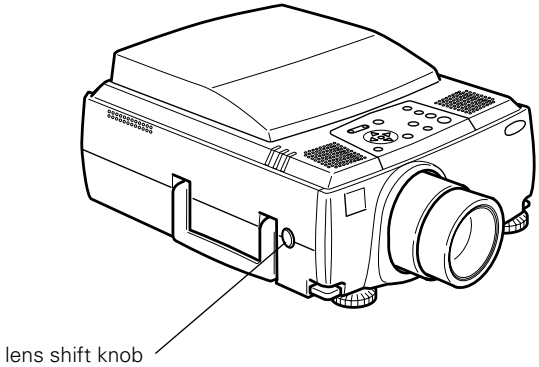
If the image still isn't large enough, you may need to move the projector farther from the screen.

Adjusting the Height of Your Image

You can adjust the height of the image using the lens shift knob and the projector's feet.

Using the Lens Shift Knob

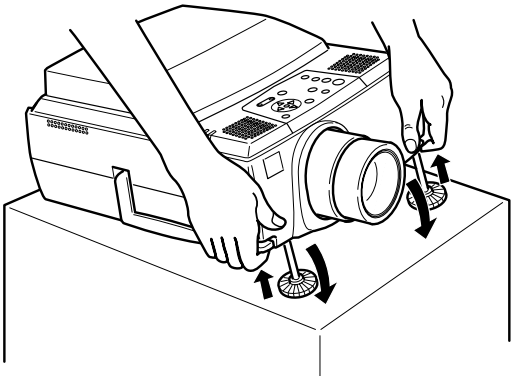
Use the lens shift knob to raise or lower the image. If the knob is recessed, press and release it to make it extend; then turn it clockwise or counterclockwise to move the lens up or down. When you're finished, press the knob back in.



Using the Projector's Feet

If the image is still too low, you can raise it by extending the projector's feet.

1. Stand behind the projector. Pull up the blue foot release levers and lift the front of the projector. This unlocks the feet.



caution

Do not hold the projector by the lens; this can damage it.

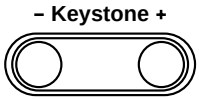
2. Once the image is positioned where you want it, release the levers to lock the feet in position.
3. To fine-tune the height of the image, rotate the thumb wheels attached to the projector's feet.

If the image is no longer square after raising it, see the next section.

Adjusting the Image Shape

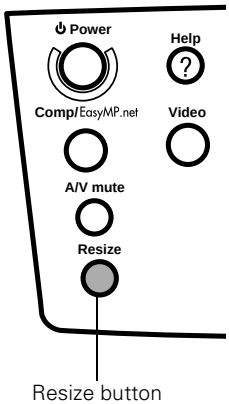
If the projected image isn't square or has a "keystone" shape, do one or more of the following:

- If your image looks like ▱ or ▱, you've placed the projector off to one side of the screen, at an angle. Move it directly in front of the center of the screen, facing the screen squarely.
- If your image looks like ▱ or ▱, press the + or — side of the Keystone button to correct the shape of the image. After correction, your image will be slightly smaller.



You can also perform electronic keystone correction using the projector's menu system. See page 78.

Resizing the Image



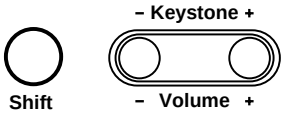
Some computer images need to be resized to display in the projector's native resolution. If only part of your computer image is displayed, you can correct it with the Resize button.

- Press the Resize button on the control panel. The screen image is automatically compressed.
- Continue pressing the Resize button to pan around the screen in the original resolution.

If you're projecting from video equipment, pressing the Resize button switches the aspect ratio between 4:3 and 16:9.

You can also resize the image using the remote control (see the *User's Guide* for details).

Adjusting the Volume



If you've connected an audio source, you can adjust the projector's volume from the control panel. Hold the Shift button down while pressing the + or — side of the Volume button. You can also adjust the volume using the remote control.

To make additional sound adjustments, see page 72.

Shutting Down the Projector

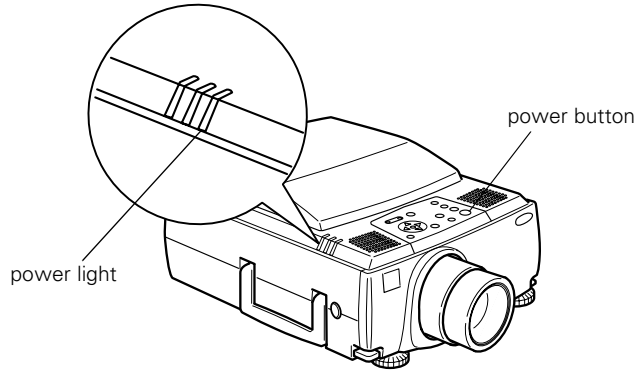
When done using the projector, you should turn off the projection lamp to conserve power and maintain the life of the lamp. If the projector is connected to a network, leave it plugged in so that it can continue to receive data. If you need to unplug the projector, be sure to turn off the projection lamp (if it's on) and let the projector cool before unplugging it.

note

When the projector has not received any input signals for 30 minutes, it automatically turns off the projection lamp and enters "sleep mode." This conserves electricity, cools the projector, and extends the life of the lamp. You can turn this feature off; see page 79.

Follow these steps to turn off the projection lamp:

1. Press the red Power button on the projector or remote control. You see a confirmation message. (If you don't want to turn it off, press any other button.)



2. Press the Power button again. The power light flashes orange for about a minute as the projector cools down. Once the projector has finished cooling, the orange light stays on and the exhaust fan shuts off. This means the projector is in "sleep mode," but it can still receive data over the network.

caution

To avoid damaging the projector or lamp, never unplug the power cord when the power light is green or flashing orange.

3. If necessary, unplug the power cord. (When unplugged, the projector won't be accessible to users over the network.)

3 Setting up EasyMP.net

Before using the projector's EasyMP.net features, you need to configure the projector as described below. Make sure it's connected to your local area network (LAN) and equipped with a memory card, as described in Chapter 1. Then follow the instructions in this chapter to:

- Configure the projector's network settings
- Install the EasyMP.net software
- Give users access to the projector from their PCs
- Give the projector access to a server or networked PC

Configuring the Projector to the Network

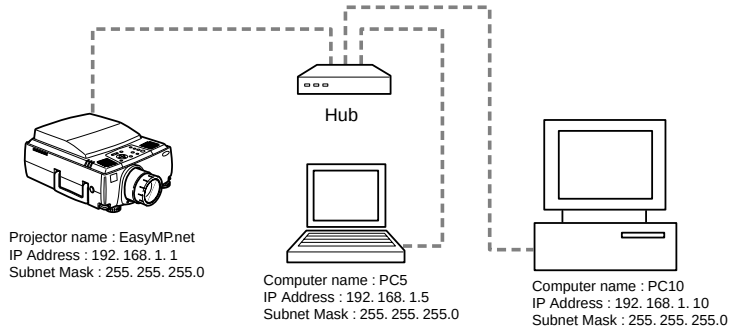
Make sure the projector is connected to your local area network (LAN) and equipped with a memory card, as described in Chapter 1. Then follow the steps below to configure your projector with the correct TCP/IP address and other network parameters.

Determining How Your Network is Set Up

The way you configure your projector depends on how your existing network is set up. Note any required parameters, as described below, depending on the type of network you have in place.

Simple peer-to-peer network

You have a simple peer-to-peer network if it your equipment is connected through a hub, as shown below:



Before configuring the projector, note the following information:

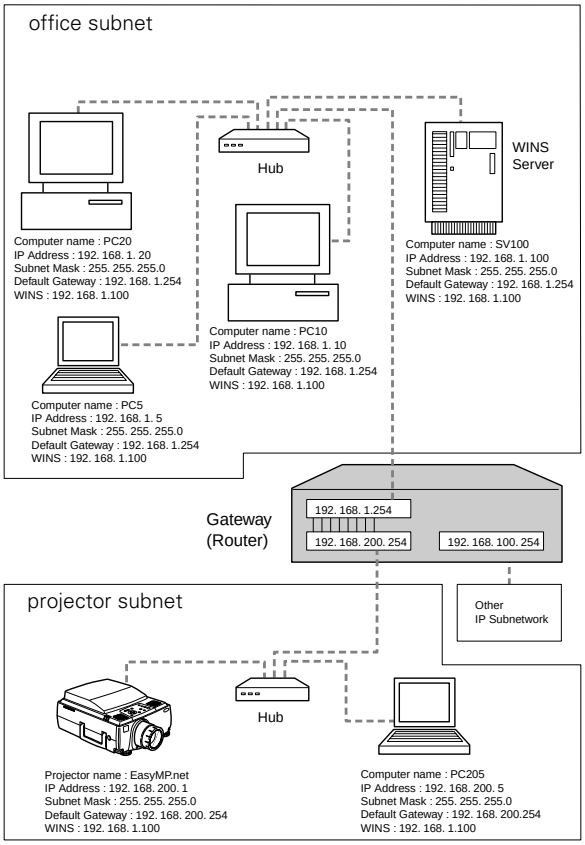
- the first three octets of the IP addresses on the network (the first three octets are the same for all devices):

  Example: $\underbrace{192.168.1}_{\text{first three octets}}.10$

- the subnet mask

A network that includes a gateway

Your network may include a gateway (or router). In the example shown below, the office subnet is linked through a gateway to the projector subnet:



Before configuring the projector, note the following information:

- the first three octets of the IP addresses in the projector's subnet (the first three octets are the same for all devices):

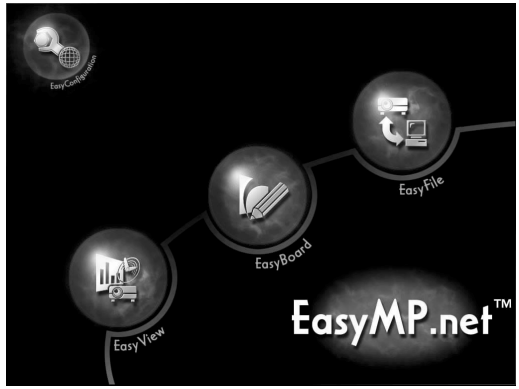
  Example: $\underbrace{192.168.1}_{\text{first three octets}}.10$

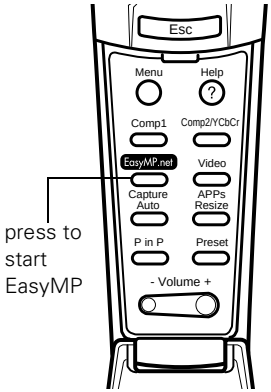
- the subnet mask
- the default gateway

Configuring the Projector

After noting any network parameters as described in the previous section, follow the steps below to configure the projector to the network.

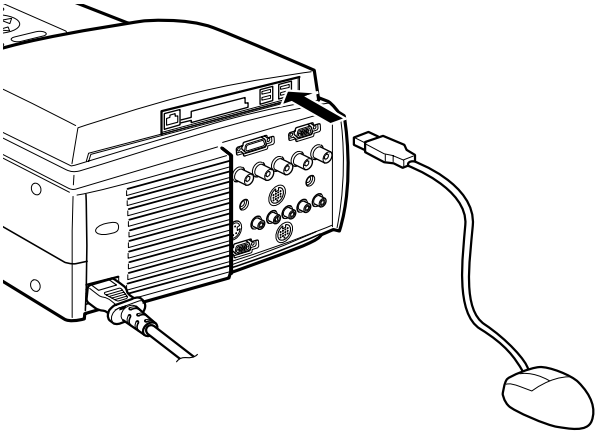
1. Turn on the projector, as described on page 36. Wait until you see the EasyMP.net main menu screen.





If you don't see the main menu, press the Comp/Easy-MP button on the projector's control panel. (You may need to press it more than once.) You can also press the EasyMP.net button on the remote control.

2. Connect an interface device, such as a USB mouse or tablet, to the projector as shown. If you have a USB keyboard, you may wish connect it as well.

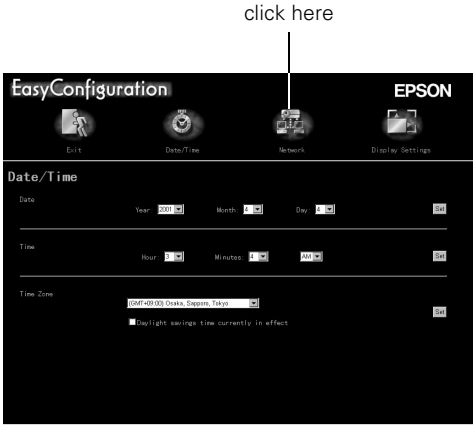


note

If you don't have a USB mouse, you can use the projector's remote control to point and click. If you don't have a USB keyboard, you can use the software keyboard. See page 50 for instructions.

3. Click the Easy Configuration icon:

You see the following screen:



note

*If you wish to restrict access to Easy Configuration, click the **Password** icon at the top of the screen. Then enter a user name and password, up to 16 characters, and click **Set**. (Only one user name and password combination is possible.) To return to having unrestricted access, clear the user name and password fields and click **Set**.*

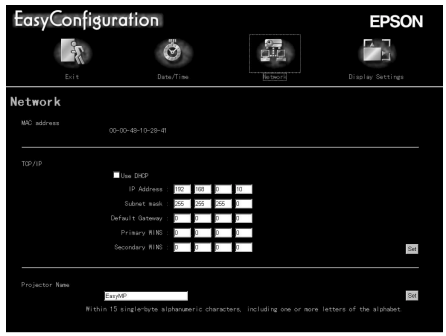
4. Click the Network icon.

note

If you have a DHCP server, you can click ***Use DHCP*** *to set the projector address automatically. Note that the address will appear as zeroes on the Easy Configuration screen; to find out the address, consult your network administrator.*

Note also that if you enter a WINS address, it won't be listed on your WINS server.

5. You see the screen shown at right.

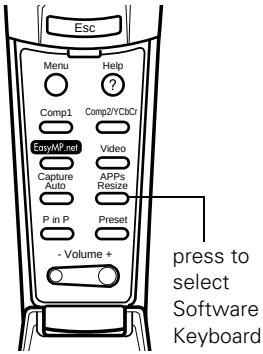


6. Enter the required network parameters, as noted in the previous section (see page 46). Do not use 127, 224, or 225 for the first octet. You can choose whatever value you want for the last octet in the projector's IP address, but it must be a unique number (not used by any other device on the network).
7. Click **Set**.
8. Enter a name for the projector (up to 15 characters) so that users can easily identify it on the network. If you have more than one projector on the network, you must give each one a unique name.
9. Click **Set**.
10. Turn off the projector (see page 44) and restart it to make the new settings take effect.

To confirm that the projector is configured properly, you may wish to test the network connection as described on page 51.

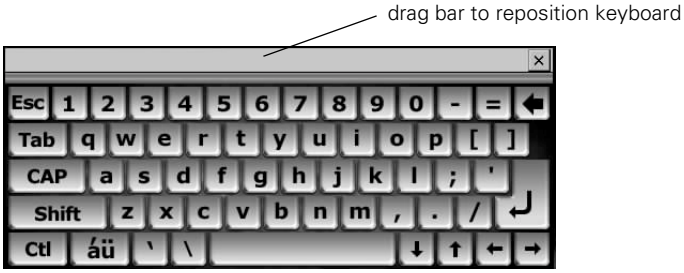
Using the Software Keyboard

To type text in a dialog box, you can either connect a USB keyboard to one of the USB ports on the back of the projector, or you can use the software keyboard. The software keyboard lets you use the remote control (or a USB mouse) to "point and click" at a virtual keyboard on the screen.



1. Press the **APPs** (applications) button on the remote control.
2. Highlight **Software Keyboard** and click.

The keyboard appears on the screen, letting you type:



Place the cursor in the text box where you intend to type. (If necessary, drag the keyboard out of the way using the bar on top.) Then point to the desired characters and click. To access symbols and accented characters, click áü. When done, click ✕ to close the software keyboard.

Testing the Network Connection

If you want to test the projector's network connection before installing the EasyMP.net software, do one of the following:

- Ping the projector with the IP address you assigned to it.
- Open a web browser (such as Microsoft Internet Explorer) and enter the projector's IP address as the location you want to go to. If the connection is established, you see this screen.

When done testing, turn to page 52 to install the projector software and give users remote access to the projector.

Giving Users Access to the Projector

To enable users to send their presentations to the projector, you need to install the EMP software on each user's system. Once it's installed, you should open the software and identify the projector so that it can be easily recognized whenever the software is used.

Installing the Software

note
The EasyMP.net software cannot be used on a Macintosh.

Follow the steps below to install the EMP software. Make sure each system on which you install it meets these requirements:

Operating system	Windows 95, 98, NT 4.0, or 2000
Available RAM	32MB or more
Hard drive space	10MB or more (an additional 10MB is required if you choose to install Adobe® Acrobat®)
Monitor	VGA (640 × 480) or better

1. Close any open applications.
2. Insert the EasyMP.net Software CD-ROM.

   After a moment, the CD auto-runs and you see the following screen:

   (If the CD doesn't auto-run, double-click Setup.exe in the root folder of the CD-ROM.)

3. Make sure English is the selected language. If you wish to install Adobe Acrobat 4.0 to view the ELP Link V *User's Guide*, click Install Acrobat Reader. Then click OK.

4. Follow the on-screen instructions to finish the installation.

   The following programs are installed on the system:

   - EMP Link V
   - EMP File Utility
   - EMP Scenario
   - EMP Tablet

5. Restart the system.

Follow the instructions in the next section to identify the projector in the EMP software.

note

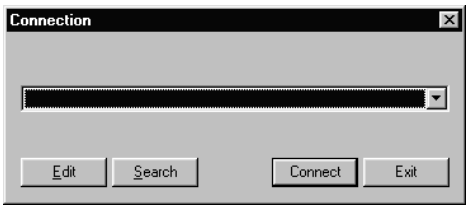
After installing the software, you may wish to place the projector User's Guide on the user's system. Insert the PowerLite 8150i CD-ROM. When you see the main menu, click ***Install/View Documentation*** *and select the pieces you wish to install.*

Identifying the Projector in the EMP Software

To enable the EasyMP software to recognize the projector, follow the steps below to register the projector's name. (If you have multiple projectors on your network, it may be easier to register their names in the **pjhosts.ini** file; see page 54.)

1. Open EMP Tablet: click Start, Programs, EasyMP, and then EMP Tablet.

   You see this screen:

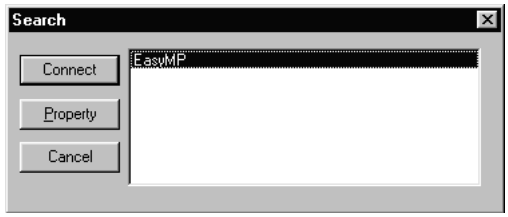


2. Click Search.

note

The projector's name is the one you gave it along with its IP address (see page 50).

You see a list of projectors connected to the network:



(If the projector's name isn't listed, click Edit on the Connection window and enter the projector's name and IP address manually.)

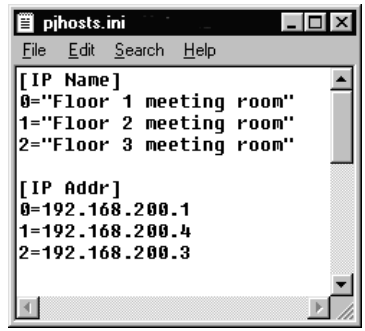
3. Select the name of the projector you wish to give the user access to, then click Property.
4. On the next screen, click Add.
5. Click Exit.

The next time you open EMP Tablet (or any other EMP application), you (or a user) can easily connect to the projector by selecting its name.

Registering Projector Names in an .INI File

If you have several projectors on your network, you can list them all in an .INI file and then simply copy that file to the user's system. When an EMP application is opened, the projectors' names automatically appear.

1. Create a file called **pjhosts.ini**, having the format shown at right. You can list up to 15 projectors in it, and the projector names must be 40 characters or less.
2. Copy the file to the Windows System folder on each computer on which you've installed the EMP software.



When the EMP software is opened, the listed names automatically appear (preceded by an asterisk), in addition to any names that have been added using the Search window shown above.

Giving the Projector Access to the Network

Sometimes users may wish to use the projector as a client up access a remote system on the network. This is convenient, for example, when sharing "meeting minutes." Or if a server is set up between the office subnet and the projector subnet as shown on page 31, users will need to use the projector to download their presentations from the server.

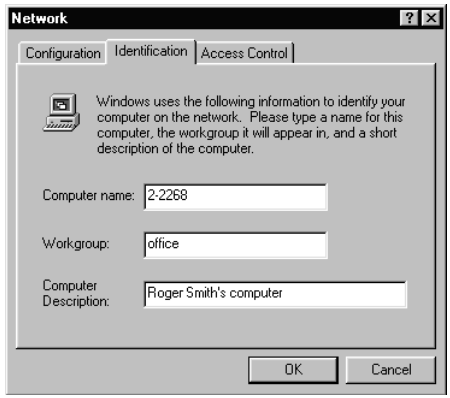
Follow the steps below to configure each system the projector needs to be able to access, and then register it on the projector.

Configuring a PC to Share Files

Whether you're setting up a server or individual PC, you'll first need to make sure it's named so that it can be identified on the network. Then you'll need to set it up for file sharing and choose the drives or folders you want to make available to the network.

1. Make sure the PC is already connected to the network and running Microsoft networking over TCP/IP. The computer should be able to communicate with the projector; you can check this as described in "Testing the Network Connection" on page 51.
2. Open the Network properties dialog box:
   - Windows 95, 98, NT: Right-click Network Neighborhood and select Properties.
   - Windows 2000: Right-click My Computer and select Properties.

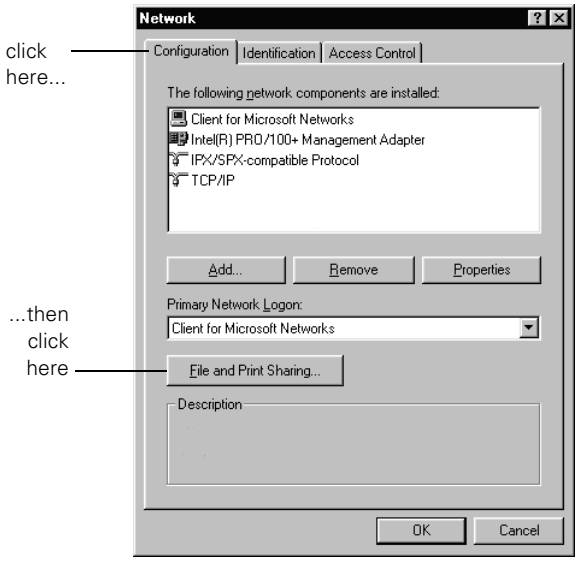
3. Click the **Identification** tab. You see a screen similar to the following:



4. If not already established, enter a name for the computer and its workgroup (or domain in Windows NT). Be sure to note down the computer name, because you'll need it later to finish the setup.

For Windows 95 or 98, continue with the following steps. For Windows NT or 2000, click **OK** to close the dialog box and then skip ahead to step step 11.

5. Click the **Configuration** tab.

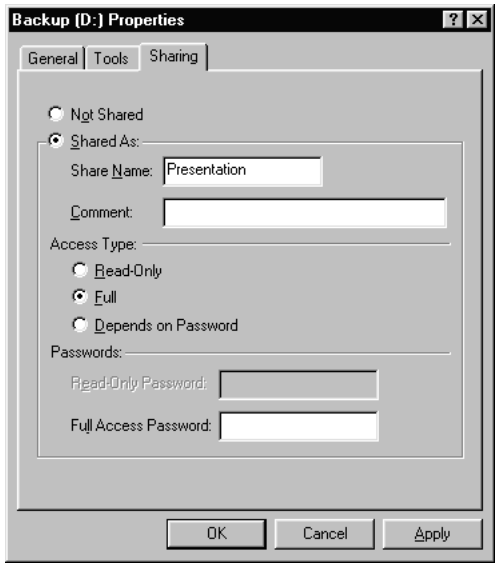


6. Click the File and Print Sharing button. You see this screen:

7. Select I want to be able to give others access to my files, then click OK.
8. Click the Access Control tab.

9. Select Share-level access control, then click OK.
10. Restart the computer so that the settings take effect.
11. Open Windows Explorer (or My Computer).
12. Right-click any drive or folder you want to be able to access from the network, then select Sharing.

13. If necessary, click the **Sharing** tab. You see a screen similar to the following:



note

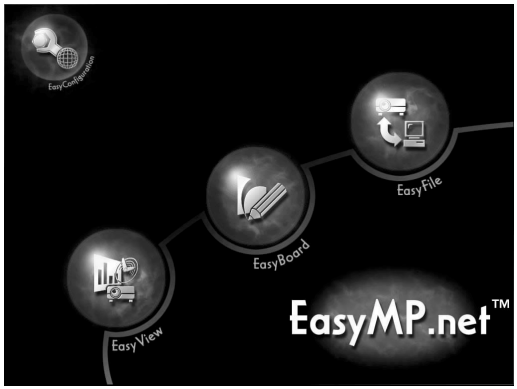
If the user won't have a keyboard available to type in the password when using the projector, you may wish to create the password from digits 1 through 5. That way, it can be entered using the numbered buttons on the remote control. (The software keyboard can also be used, if necessary; see page 50.)

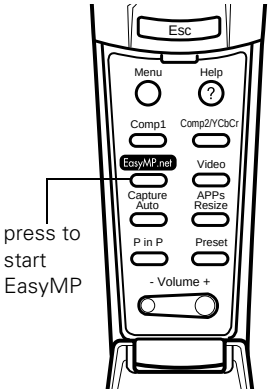
14. Select **Shared As**, then type a name for the shared drive or folder. (You can use the name suggested by Windows or type a new one.) Be sure to note down the name, because you'll need it later to finish the setup.
15. Select the level of security desired (read-only or full access) and enter a password, if needed, according to the instructions for your operating system. The projector will prompt the user for the password before connecting to the drive or folder.
16. Click **OK** to close the dialog box.

Identifying the PC to the Projector

Follow these steps to enable the projector to recognize any shared systems on the network:

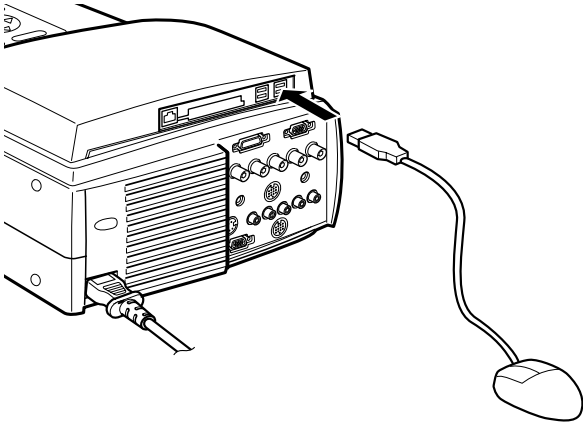
1. Turn on the projector, as described on page 36. Wait until you see the EasyMP.net main menu screen.





If you don't see the main menu, press the Comp/Easy-MP button on the projector's control panel. (You may need to press it more than once.) You can also press the EasyMP.net button on the remote control.

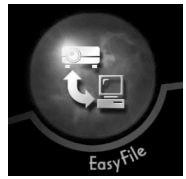
2. Connect an interface device, such as a USB mouse or tablet, to the projector as shown. If you have a USB keyboard, you may wish connect it as well.



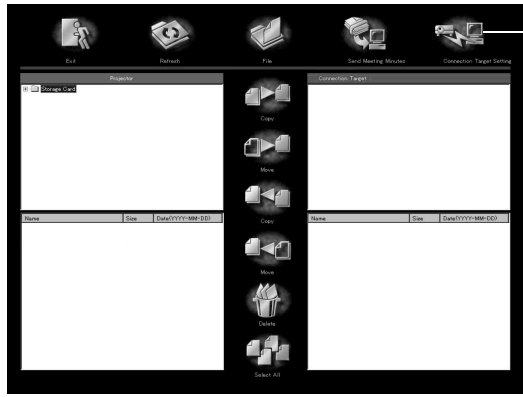
note

If you don't have a USB mouse, you can use the projector's remote control to point and click. If you don't have a USB keyboard, you can use the software keyboard. See page 50 for instructions.

3. Click the **Easy File** icon:

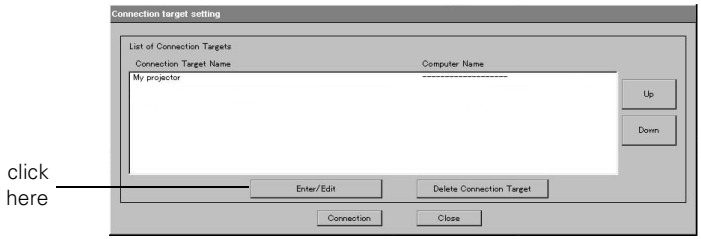


You see the following screen:

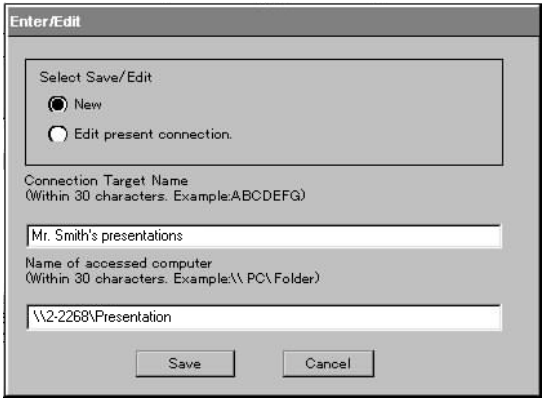


4. Click **Connection Target Setting.**

You see the following screen:



5. Click Enter/Edit. You see the following screen:



6. Make sure New is selected.
7. Under "Name of accessed computer," enter the name of the computer and the shared drive or folder, separated by backslashes as shown. The computer name is one you entered in the dialog box on page 56. The drive or folder name is the one you entered in the dialog box on page 58. Note that the parameters are case-sensitive.

   You should also enter a name so that users can easily recognize the shared files. Type it in under "Connection Target Name."
8. Click Save.

To test the connection, make sure the target name is selected, then click Connect; enter a password if prompted. The shared drive or folder should appear in the Connection Target pane on the right side of the Easy File window.

4 Fine-tuning the Projector

note

To operate the projector using its control panel buttons, see the User's Guide.

You can use the remote control to access the on-screen menu system to adjust the image and sound, create your own startup screen, or find out how long the projection lamp has been used. If the projector is connected over a network or with a serial cable, you can use the EMP Link V software to access most of the projector's features from a computer. (If the projector is networked, you can also access it from a standard web browser.)

This chapter covers the following information:

- Controlling the projector from a PC
- Using the menu system
- Adjusting the image
- Adjusting the sound
- Customizing the highlighting controls
- Capturing images and creating custom screens
- Customizing projector features
- Viewing lamp usage and other information
- Restoring the default settings

Controlling the Projector from a PC

Depending on how the projector is connected, you can use either the EMP Link V software or a standard web browser to control the image and sound, switch between video sources, and find out how long the projection lamp has been in use. This is especially useful when the projector is in a hard-to-reach location, as when ceiling-mounted or set up for rear-screen projection.

Using EMP Link V

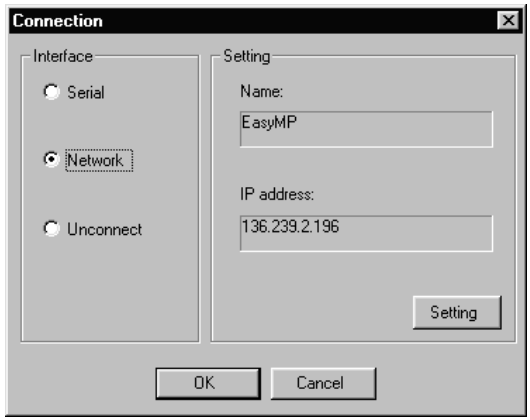
To use EMP Link V, you must install the projector software on your system as described on page 52; the EMP Link V software is installed along with it.

You must also connect the projector either over a network (as described on page 31) or to a computer using a serial cable (see page 22). If the projector is connected over a network, make sure you've performed the setup steps described in "Configuring the Projector" on page 48.

Starting EMP Link V

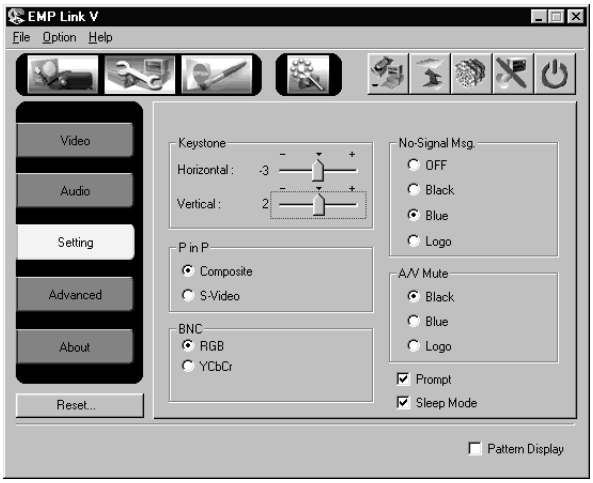
1. To launch EMP Link V, click Start, Programs, EasyMP, and then EMP Link V. Select the program to launch it.

   You see this screen:



2. Select how the projector is connected (by a serial cable or over the network) and then choose the correct COM port or networked projector name, if necessary.

   Once connected, you see the EMP Link V control panel.



Many of the settings are the same as those used in the projector's menu system, described starting on page 67. For more information, see the online EMP Link V *User's Guide*. (Click **Start**, **Programs**, and **EasyMP**, then click **EMP Link V** and select **User's Guide**.)

Using a Browser

To control the projector from a standard web browser, the projector must be connected to a network (as described on page 31) and properly configured to the network as described on page 48.

1. Open a web browser (such as Microsoft Internet Explorer) and enter the projector's IP address as the location you want to go to.

You see this screen:

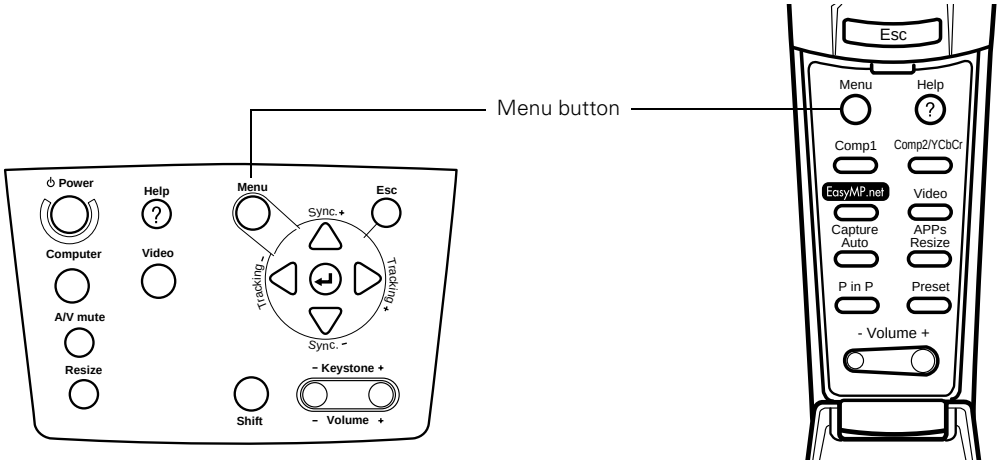
2. Do one of the following:

   - Click **Easy Configuration** to adjust the date and time or network settings.
   - Click **Easy Menu** to adjust the image or sound, switch between video sources, or check to see how long the lamp has been in use. Note that many of the settings are the same as those used in the projector's menu system, described on the following pages.

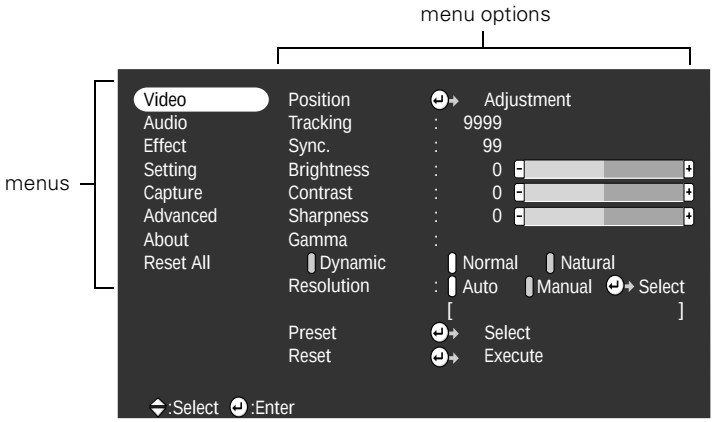
Using the Projector's Menu System

You can use the buttons on the control panel or remote control to access the menu system. Follow these steps:

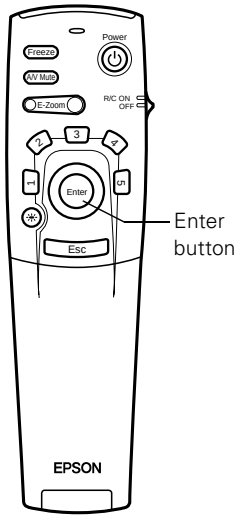
1. To display the menu screen, press the **Menu** button on the control panel or the remote control. (If you're using the remote control, be sure to turn it on first using the switch on its side.)



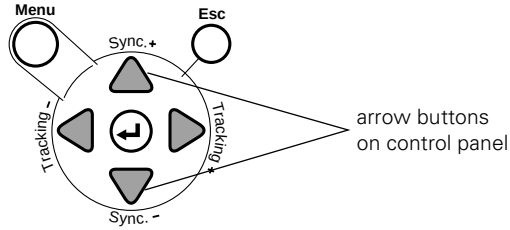
You see the menu screen:



The individual menus are listed on the left, and the options available for the highlighted menu are shown on the right.



2. Press the ▲ up or ▼ down arrows on the control panel, or press up or down on the Enter button on the remote control, to scroll through the menu list.



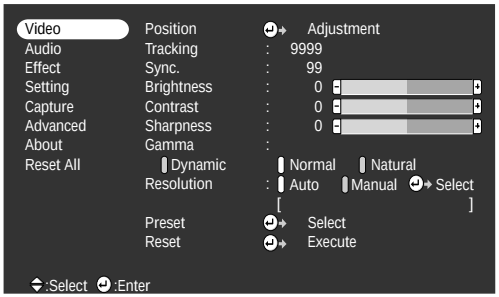
3. When the menu you want is highlighted, press the ↵ button (control panel) or the Enter button (remote control) to select it. The highlight moves to the first option for that menu.
4. Use the arrow buttons (control panel) or the Enter button (remote control) to scroll through the list of options. (If a computer or video source isn't connected, certain options may be unavailable.)
5. Use the arrow buttons (control panel) or the Enter button (remote control) to change the setting for the selected option.
6. Press the Esc button to return to the main menu. Your changes are saved automatically.
7. Press Esc again (or the Menu button) to exit the menu system.

note

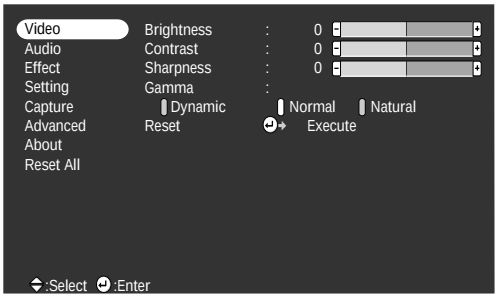
*If you want to go back to the default settings on any menu, select **Reset**, press **Enter**, select **Yes**, and then press **Enter**.*

Adjusting the Image

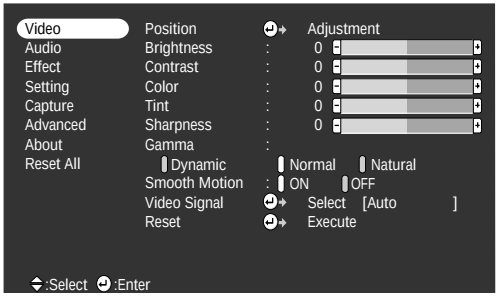
The Video menu lets you make adjustments to the projected image. The options displayed depend on which source you've selected: standard computer video, DVI (digital) computer video, composite or S-Video, component video, or EasyMP.net.



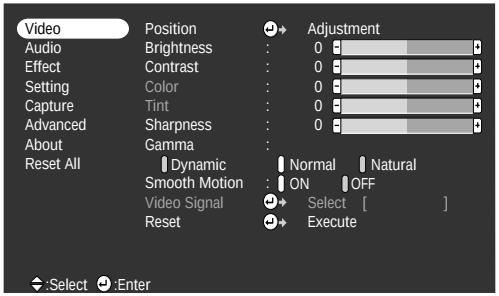
Video menu for standard computer display



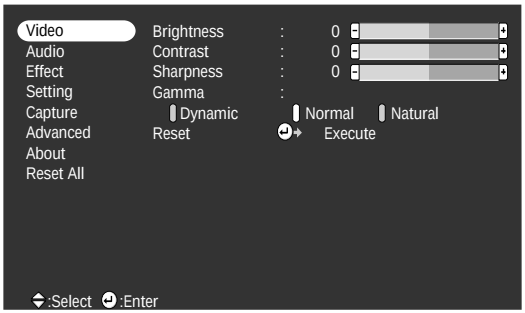
Video menu for DVI computer display



Video menu for composite video or S-Video



Video menu for component video



Video menu for EasyMP.net

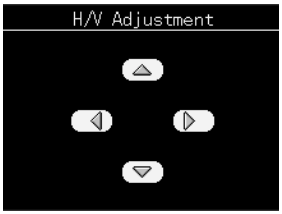
Repositioning the Image

note

*If you have repositioned the image or adjusted the sync setting, you can use the **Auto** button on the remote control to restore the default settings.*

Follow these steps to move the image to a different position:

1. Press the Menu button. You see the menu screen.
2. Press Enter to select the Video menu.
3. Press Enter to select the Position option. You see the following on the right side of the screen:



4. Use the arrow buttons (control panel) or the Enter button (remote control) to move the image left, right, up, or down.
5. Once the image is positioned where you want, press Esc to exit the menu system.

Adjusting Image Appearance

Follow these steps to adjust the appearance of your image:

1. Press the Menu button. You see the menu screen.
2. Press Enter to select the Video menu.
3. Use the arrow buttons (control panel) or the Enter button (remote control) to set one of the following options:
   - Brightness
     Lightens or darkens the overall image.
   - Contrast
     Adjusts the difference between light and dark areas.
   - Tracking (computer images only)
     Removes unwanted vertical lines from a computer image by matching the projector's internal clock to the computer display signal.
   - Sync (computer images only)
     Corrects fuzziness by synchronizing the projector with the tracking signal sent from the computer.
   - Color (composite video or S-Video only)
     Adjusts the color depth or intensity of the image.

- Tint (video only)
  Adjusts the balance of green to magenta in the image.
- Sharpness
  Adjusts the sharpness of the image.
- Gamma
  Choose Dynamic for computer images with bright colors (such as charts or graphs), or Natural to enhance video images.
- Resolution (computer images only)
  Leave this setting at Auto to allow the projector to detect the video signal automatically. If the projector is unable to sync up with the computer, select Manual and choose one of the settings.
- Video Signal
  Leave this setting at Auto unless you are using a 60-hertz PAL system (select PAL60).

4. When the image is set correctly, press Esc. Your settings are automatically saved.

Saving and Recalling Computer Settings

When you are projecting from a computer source, you can save and recall settings (resolution, tracking, sync signal, and position) in up to five different combinations. This is useful if you use more than one computer with the projector; you can save the settings for each one and recall them when necessary.

Follow these steps to save the projector's current settings:

1. Press the Menu button to display the Main menu.
2. Press Enter to select the Video menu.
3. Select the Preset option and press Enter. You see the Preset Selection menu with the current resolution setting displayed.

4. Select the number to which you want to assign the current settings.
5. Press Enter. When you see the “Overwrite?” prompt, select Yes and press Enter.
6. Press Esc to exit the menu system.

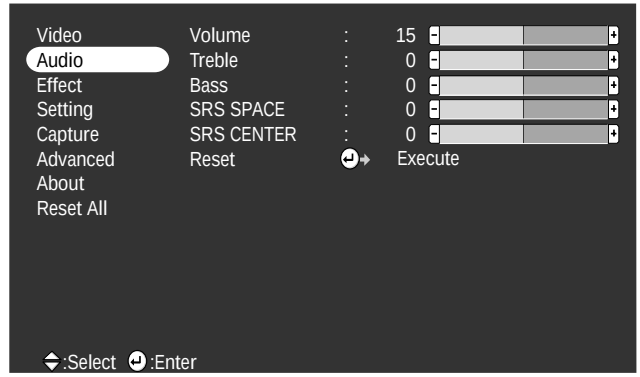
When you want to use a saved setting, press the Preset button on the remote control. You see the setting number displayed in yellow at the top right of the screen.

To select another number, press the Preset button again until the setting number you want is displayed. The projector resets itself according to the selected setting.

Adjusting the Sound

You can use the Audio menu to adjust the volume, treble and bass, and the perceived width and depth of the sound.

1. Press the Menu button. You see the menu screen.
2. Highlight the Audio menu, then press Enter.

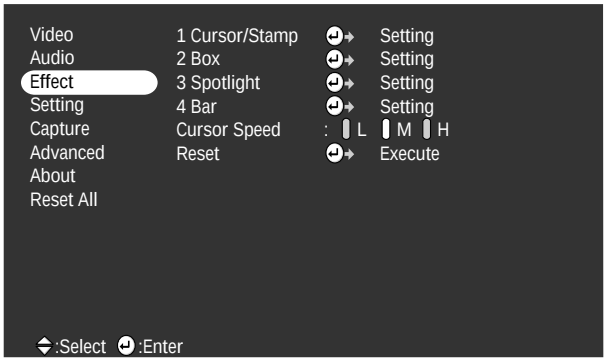


3. Use the arrow buttons (control panel) or the Enter button (remote control) to set the following options:
   - Volume
   - Treble
   - Bass
   - SRS® space (adjusts the width of the sound)
   - SRS center (adjusts the depth of the sound)
4. When you're finished adjusting the sound, press Esc or Menu.

Customizing the Highlighting Tools

You can use the remote control to highlight your presentation with special graphics, as described in the *User's Guide*. With the Effect menu, you can customize these tools and set the cursor speed for highlighting. The Reset option lets you return all the highlighting tools to their default settings.

1. Press the Menu button. You see the main menu.
2. Highlight the Effect menu, then press Enter.



3. Use the arrow buttons (control panel) or the Enter button (remote control) to customize the following:

   - Cursor/Stamp
     Lets you define the shape and size for three different pointers. For some pointers, you can also define the color and length.
   - Box
     Lets you define the box color and choose from a solid or outline box, with rounded or square corners.
   - Spotlight
     Lets you choose a large, medium, or small spotlight.
   - Bar
     Lets you define three different bars. For each one, you can set the color and width, and choose between vertical and horizontal.
   - Cursor Speed
     Adjusts the cursor speed to low, medium, or high.

4. When you're finished customizing the highlighting tools, press Esc. Your selections are saved.

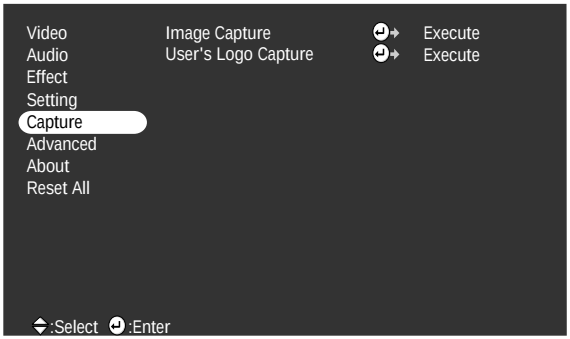
Capturing Images

You can save a projected image on the memory card for display at a later time, as described below. You can also capture an image and set it to be used as your startup screen, as the screen displayed when the projector isn't receiving a signal, or as the screen you see after pressing the A/V Mute button; see the next page for instructions. The image can be a company logo, slogan, photograph, or any other image you want to use.

Capturing an Image on the Memory Card

To save an image on the memory card, start by displaying the image you want to use. It can be from any connected device, such as a computer, DVD player, or digital camera. (But if you switch to EasyMP.net, you have to use EasyMP's capture function; see the *User's Guide* for details.) Follow these steps:

1. Press the Menu button on the control panel or remote control. You see the menu screen.
2. Highlight the Capture menu, then press Enter.



3. Make sure Image Capture is highlighted and press Enter.
4. When you see the message "Do you save the present image to the Memory Card?" select Yes and press Enter.
5. On the next screen, select Yes again and press Enter. After a moment, the projector displays the name of the captured image (1.jpg, 2.jpg, etc.).

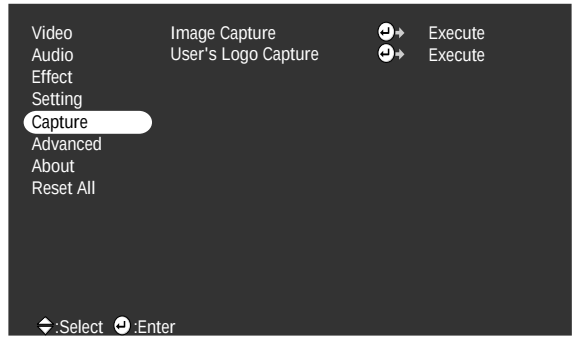
6. Press Esc to exit the menu system.

The image is saved in the Capture folder on the memory card. You can display it using Easy View or Easy Review, or copy it onto computers connected to the network using the EasyMP software. See the *User's Guide* for details.

Creating Your Own Startup Screen

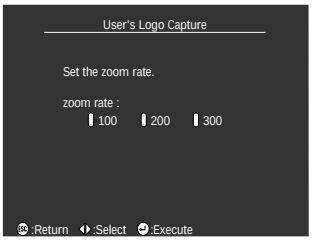
Start by displaying the image you want to use. It can be from any image source, such as a computer, DVD player, or digital camera, or even a screen that's shown when you have EasyMP.net turned on. Note that you don't have to have a memory card installed to save the image. Follow these steps:

1. Press the Menu button on the control panel or remote control. You see the menu screen.
2. Highlight the Capture menu, then press Enter.



3. Select User's Logo Capture and press Enter.
4. When you see the message "Do you use the present image as a user's logo?" select Yes and press Enter. A selection box appears over the image.
5. Use the arrow buttons on the control panel or the Enter button on the remote control to select the area of the image you want to use. Then press Enter.
6. When you see the message "Do you use this image?" select Yes and press Enter.

You see this screen:



7. Select a zoom rate (display size), then press Enter.
8. When the message "Do you save the user's logo?" appears, select Yes and press Enter.

   Saving the logo may take a few moments. Do not use your projector or video source (computer, DVD player, etc.) while the logo is being saved.
9. When you see the message "Saving the user's logo is completed," press Esc to return to the main menu.

Selecting When to Display the Image

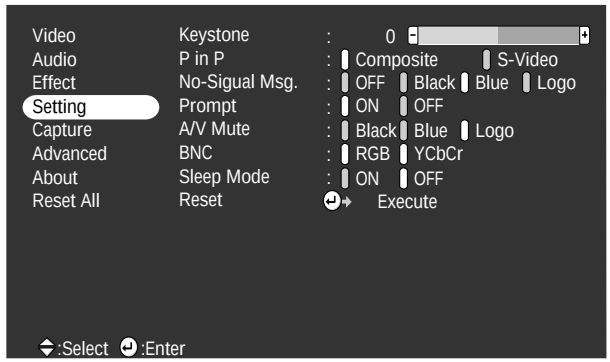
After your image is saved, you can set it as the startup screen, the background screen for the no-signal message, or the screen that's displayed when you press the A/V Mute button (or any combination of the three).

1. Press the Menu button to display the menu screen (if not already displayed).
2. Do one of the following:
   - To use the image for your startup screen, select the Advanced menu. Then select the Startup Screen option and set it to On.
   - For the No-Signal or A/V Mute screens, select the Setting menu. Then select either the No-Signal Msg. or A/V Mute option and set it to Logo.
3. When finished, press Esc to exit the menu system.

Customizing Projector Features

You can use the Setting menu to disable the projector's sleep mode, adjust the image shape, and customize several other features.

1. Press the Menu button.
2. Highlight the Setting menu, then press Enter.



3. Use the arrow buttons (control panel) or the Enter button (remote control) to set the following options:

   - Keystone
     Corrects the shape of an image that's no longer square after raising the projector.
   - P in P
     Selects the source used by the picture-in-picture display (standard composite video or S-Video).
   - No-Signal Msg.
     Selects a screen color or image to display when the projector is not receiving a signal. The logo setting displays an image that you have transferred to the projector (see page 76).
   - Prompt
     Turns off the identifying text that appears briefly when you switch picture sources. (It's best to leave this on.)

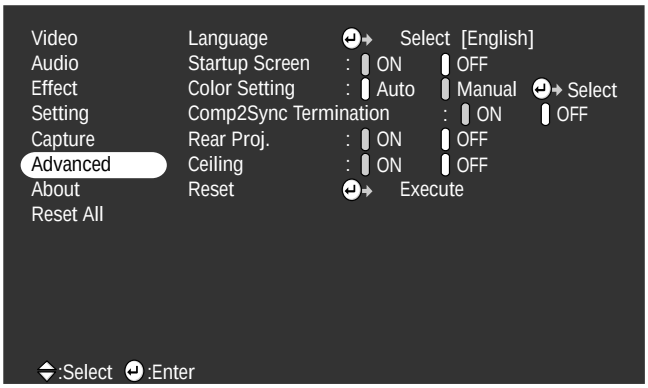
- A/V Mute
  Selects the screen color or image to display when you press the A/V Mute button. The logo setting displays an image that you have transferred to the projector (see page 76).
- BNC
  Specifies the format for input to the Computer 2/ Component Video port. If the source is a computer, select RGB. If the source is a video device, select YCbCr.
- Sleep mode
  When sleep mode is on, the projector turns off the lamp if it has not received any input signals for 30 minutes. Turn sleep mode off if you want the lamp to remain on all the time.

4. When you're finished, press Esc.

Setting Advanced Features

You can use the Advanced menu to configure the projector for rear projection or ceiling mounting, and adjust several other features.

1. Press the Menu button.
2. Highlight the Advanced menu, then press Enter.



3. Use the arrow buttons (control panel) or the Enter button (remote control) to set the following options:

   - Language
     Select from 9 languages to be used for the projector menus. (The EasyMP.net screens can be displayed only in English, French, and German.)

   - Startup Screen
     Turn on to display your captured image or logo whenever the projector starts. (See page 76 for more information.)

   - Color Setting
     Adjusts the color temperature of the projected image. Select Auto to let the projector automatically adjust the color setting. Select Manual to adjust the setting yourself, then press Enter.

     You can adjust the color using either Absolute Color Temperature or RGB color values. Positive color values provide a cold white; negative values a warmer white.

     Use the Black and White level settings to adjust projectors arranged in a stack formation.

   - Rear Proj.
     Turn on to project from behind onto a transparent screen.

   - Ceiling
     Turn on when the projector is mounted upside-down from the ceiling.

4. When you're finished, press Esc.

Viewing Lamp Usage and Other Information

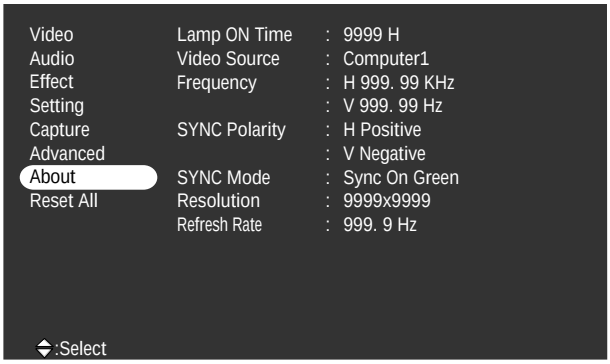
note

*You can view the lamp-on time from a remote computer using the **About** menu in EMP Link V (page 64) or the **Information** option in Easy Menu (page 65).*

Use the About menu to view information about the display settings of your computer and the number of hours the lamp has been used.

1. Press the Menu button. You see the main menu.
2. Highlight the About menu.

You see the lamp usage hours and details about the signal format of the currently selected image source:



The life span of the lamp is about 2000 hours. If the number shown is close to 2000, make sure you have a spare lamp handy.

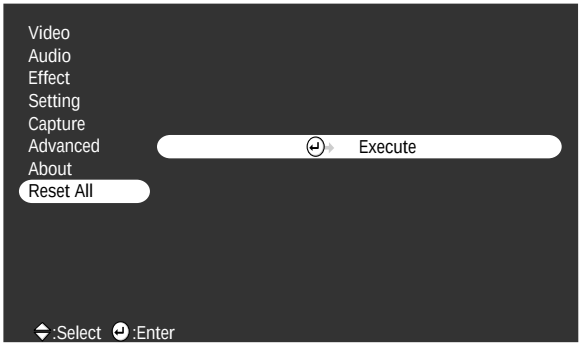
3. When you're finished, press Esc.

note

The lamp usage timer doesn't register until you've used the lamp for at least 10 hours.

Restoring the Default Settings

The Reset All option lets you return all the projector settings to their default values.



Select Reset All and press Enter to display the confirmation screen. Select Yes to reset all the default settings or No to cancel.

5 Maintaining and Transporting the Projector

Your projector needs little maintenance. All you need to do on a regular basis is keep the lens clean. Any dirt or smears on the lens will show up on your projected image.

You also need to periodically clean the air filter on the bottom of the projector. A clogged air filter can block ventilation needed to cool the projector and keep it from overheating.

The only parts you should replace are the lamp and air filter. If any other part needs replacing, contact your dealer or a qualified service person.

This chapter covers the following:

- Cleaning the lens
- Cleaning the projector case
- Cleaning the air filter
- Replacing the lamp
- Transporting the projector

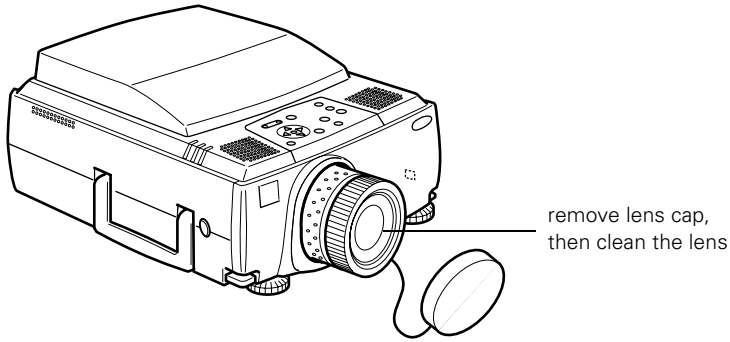
warning

Before you clean any part of the projector, turn it off and unplug the power cord. Never open any cover on the projector, except the lamp and filter covers. Dangerous electrical voltages in the projector can injure you severely. Do not try to service this product yourself, except as specifically explained in this manual. Refer all other servicing to qualified service personnel.

Cleaning the Lens

Clean the lens whenever you notice dirt or dust on the surface.

- Use a canister of compressed air to remove dust.
- To remove dirt or smears on the lens, use lens-cleaning paper. If necessary, moisten a soft cloth with lens cleaner and gently wipe the lens surface.



Cleaning the Projector Case

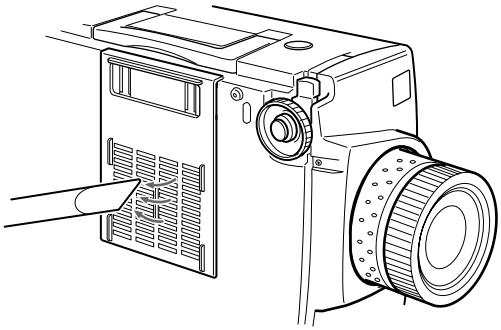
Before cleaning the case, turn off the projector and unplug the power cord.

- To remove dirt or dust, wipe the case with a soft, dry, lint-free cloth.
- To remove stubborn dirt or stains, moisten a soft cloth with water and a neutral detergent. Then wipe the case.
- Do not use alcohol, benzene, thinner, or other chemical detergents. These can damage the case.

Cleaning the Air Filter

Clean the air filter at the bottom of the projector after every 100 hours of use. If it is not cleaned periodically, it can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector. To clean the air filter, follow these steps:

1. Turn off the projector and unplug the power cable.
2. Turn the projector on its side so that the handle is on top and you can access the filter easily.
3. To clean the filter, use a small vacuum designed for cleaning the inside of computers and other office equipment. If you don't have one, you can use a very soft brush (such as an artist's camel hair brush).

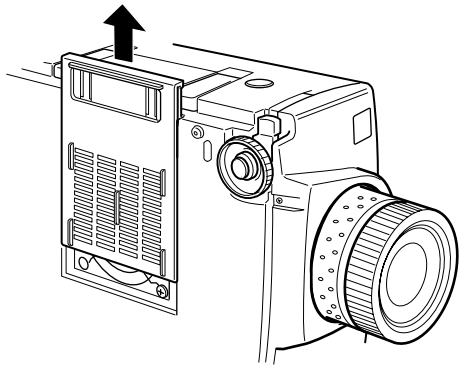


4. If the dirt is difficult to remove or if the filter is torn, replace it. Contact your dealer or call EPSON at (800) 873-7766 in the United States and Canada to obtain a new one.

note

When you get a replacement lamp for your projector, a new air filter is included. You should replace the filter when you replace the lamp.

Before removing the filter, make sure the projector is on its side (not upside down) to prevent dust from falling inside. Then pull up on the tab as shown to remove the filter.



Replacing the Lamp

The projection lamp typically lasts for about 2000 hours of use. It is time to replace the lamp when:

- The projected images get darker or start to deteriorate.
- The projection lamp light is flashing red or orange.
- The message LAMP REPLACE appears on the screen when the projector lamp comes on (after about 1900 hours of use). To maintain projector brightness and image quality, replace the lamp as soon as possible.

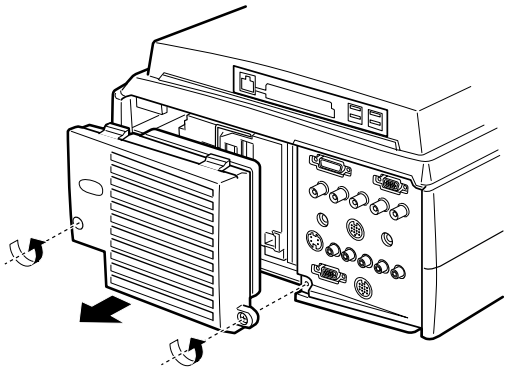
Contact your dealer or call EPSON at (800) 873-7766 in the United States and Canada for a replacement lamp. Request part number ELPLP11.

note

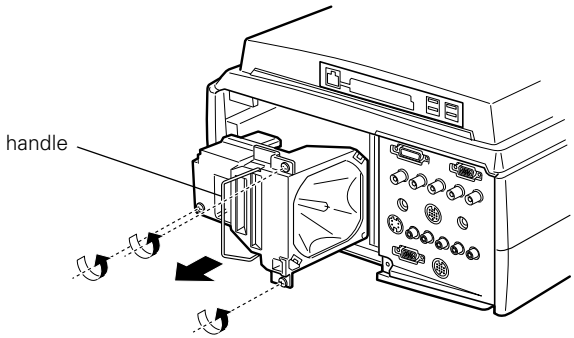
*You can check in the projector's **About** menu to see how long the lamp has been used (see page 80). Or you can check from a remote PC using Easy Menu as described on page 65.*

Follow these steps to replace the lamp:

1. Turn off the projector and unplug the power cable.
2. Allow the projector to cool down for at least an hour (if it has been on).
3. Use a screwdriver to loosen the two retaining screws on the lamp cover. (You cannot remove these screws from the cover.) After loosening the screws, lift off the lamp cover.



4. Use a screwdriver to loosen the three screws holding the lamp in place. (You cannot remove these screws.)



5. Lift up the handle and pull out the lamp.

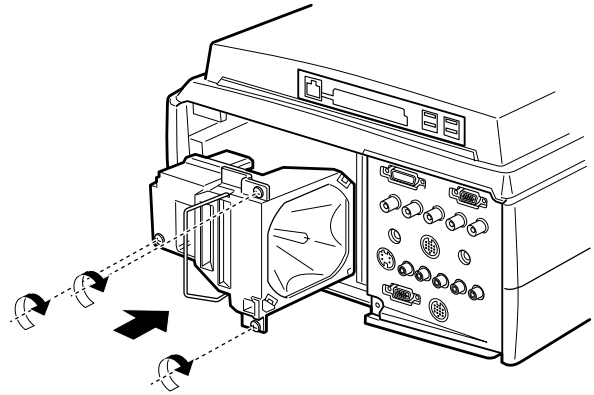
warning

Let the lamp cool before replacing it. If the lamp breaks, handle the shards carefully to avoid injury.

caution

Do not touch the glass portion of the lamp assembly. Touching the glass could result in premature lamp failure.

6. Gently insert the new lamp as shown below. Make sure it's inserted all the way.



Tighten the screws on the new lamp.

7. Replace the lamp cover and tighten its screws. (Make sure the lamp cover is securely fastened. The projector turns itself off if the lamp cover is open.)
8. Reset the lamp timer as described in the next section.

Resetting the Lamp Timer

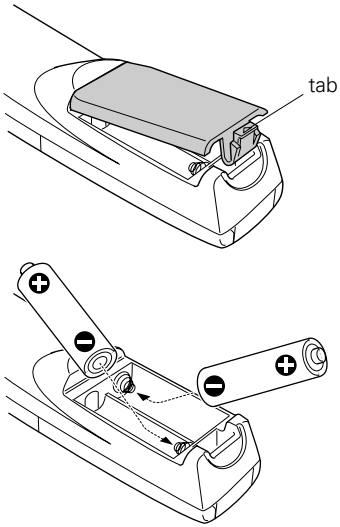
After you install a new lamp, you need to reset the timer so the projector can keep track of how many hours it has been used. Follow these steps:

1. Plug in the projector and turn it on (see page 36).
2. After the projection lamp comes on, press the Help button and hold it down for at least 5 seconds. You see the Help menu and then a message asking if you want to reset the lamp ON time.
3. Use the left arrow button (control panel) or press left on the Enter button (remote control) to select Yes.
4. Press Enter to reset the timer.

Installing Batteries in the Remote Control

Follow these steps to install or replace the remote control's batteries:

1. Press the tab to release the battery compartment cover.
2. Remove any old batteries.
3. Insert two AA batteries as shown.
4. Replace the battery compartment cover.



Before using the remote control, make sure the switch on its side is in the ON position (see below).

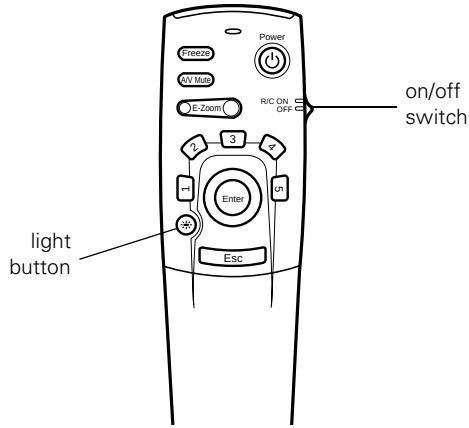
With fresh batteries installed, the remote control should work at a distance of about 30 feet from the projector; as the batteries get old, the remote control's range decreases and you may need to replace the batteries.

caution

When replacing batteries, take the following precautions:

- *Don't mix old and new batteries.*
- *Replace batteries as soon as they run out. If the batteries leak, wipe away battery fluid with a soft cloth. If fluid gets on your hands, wash them immediately.*
- *Remove batteries if you won't be using the remote control for a long time.*

You can test the batteries by pressing the ☼ light button on the remote control. The other buttons should light up temporarily. If they don't, change the batteries as described above.



Transporting the Projector

The projector contains many glass and precision parts. If you need to transport it, follow these packing guidelines to prevent damage to the projector:

- When shipping the projector for repairs, use the original packaging material if possible. If you do not have the original packaging, use equivalent materials, placing plenty of cushioning around the projector.
- When transporting the projector for business use, first place it in a hard-shell carrying case, then pack it in a firm box, using cushioning around the case.
- When hand-carrying the projector, store it in a soft- or hard-shell carrying case designed for projectors and video equipment.

If you want to store the remote control inside the projector's carrying case, be sure to turn it off using the switch on its side. This prevents the batteries from discharging if something inside the case presses against one of the remote control's buttons.

note

EPSON shall not be liable for any damages incurred during transportation.

6 Solving Problems

This chapter helps you solve problems with the projector, and tells you how to contact technical support for problems you can't solve yourself. This chapter explains the following:

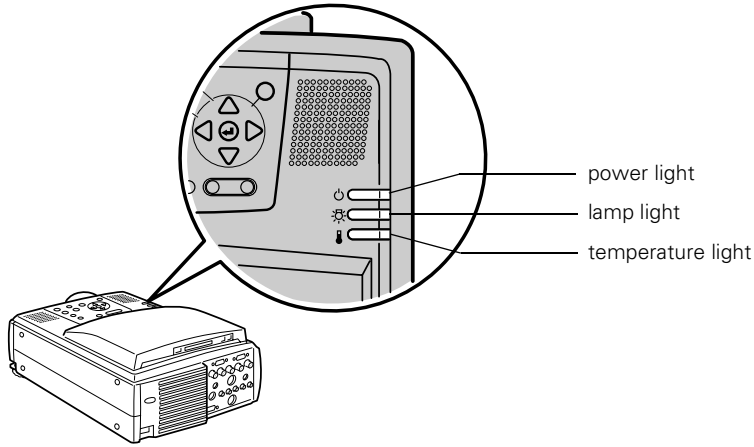
- What to do when the projector's status lights flash
- Solving problems with the image or sound
- Solving problems with the remote control
- Contacting technical support

warning

Except as specifically explained in this manual, do not attempt to service this product yourself.

What To Do When the Lights Flash

The lights on top of the projector indicate the projector's status and let you know when a problem occurs.



If the projector is not working correctly, first turn it off and unplug it. Then plug the power cord back in and turn on the projector. If this does not solve the problem, check the status lights on top of the projector and try the solutions recommended below.

Light	Status	Description
⏻	does not come on	Make sure the power cord is connected securely. If you've just replaced the lamp, make sure its cover is fastened securely.
⏻	green	The projector is operating normally.
⏻	flashing green	The projector is warming up. Wait for the image to appear.
⏻	orange	The projector is in sleep mode. You can unplug it to turn it off or press the **Power** button to turn it on.
⏻	flashing orange	The lamp is cooling down. Don't unplug the projector until the light stops flashing. If you want to turn the projector back on, wait until the light stops flashing and press the **Power** button.
⏻	red	Power is cut off because of an internal problem. Remove the power cord and contact EPSON for help; see page 103.
☼	flashing orange	The lamp is almost burned out. This is a good time to replace it. See page 86 for instructions.
☼	flashing red	The lamp is burned out. Replace it as described on page 86.

Light	Status	Description
	flashing orange	The projector is getting too hot. Turn it off and let it cool for five minutes. Make sure the temperature surrounding the projector does not exceed 104 °F and there is plenty of space around and under the projector for ventilation. You should also check the air filter; if necessary, clean or replace it as described on page 85.
	red	The projector has overheated and turned itself off. Let it cool for five minutes, then turn it back on. Make sure there is plenty of space around and under the projector for ventilation. If necessary, clean or replace the air filter as described on page 85. If the projector continues to overheat, the problem may be caused by damage to the cooling fan or internal circuits. Contact EPSON for help; see page 103.
	flashing red	There is a problem with the cooling fan or temperature sensor. Turn off the projector and unplug it. Contact EPSON for help; see page 103.

Solving Problems with the Image or Sound

No image appears on the screen.

- Check that the power light is green, not flashing, and the lens cover is off.
- The projector may be in sleep mode. If the power light is orange, press the Power button to turn the projector on.
- If the power was switched off and then on again, the projector may still be cooling down. Wait until the power light stops flashing and remains orange; then press the Power button again.
- Make sure the Brightness setting on the Video menu is correct. See page 70 for more information. Try selecting Reset All to return all setup menus to their default values.
- Press the A/V Mute button to make sure the picture has not been turned off temporarily.
- The attached computer may be in sleep mode or displaying a black screen saver. Try pressing a key on the computer.

You see a blue screen with the message No Signal **displayed.**

- Make sure the cables are connected correctly, as described in Chapter 1.
- You may need to switch image sources. Press the Comp/Easy-MP or Video button (on the control panel) or the Comp1, Comp2/YCbCr, Easy-MP, or Video button (on the remote control) to select the correct source. Allow a few seconds for the projector to sync up after pressing the button.
- Make sure the Computer 1 selector switch on the projector's interface panel is flipped to the right for a computer outputting standard video signals (analog VGA) or to the left for a computer using DVI (digital video). See page 19.
- Try restarting your computer.

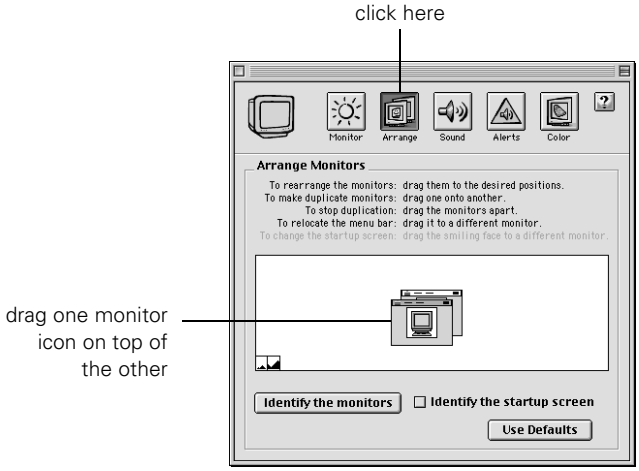
If you're using a PC laptop:

- Hold down the Fn key and press the function key that lets you display on an external monitor. It's often labelled with an icon such as ⊟/▢ or it may be labelled CRT/LCD. Allow a few seconds for the projector to sync up after pressing it.

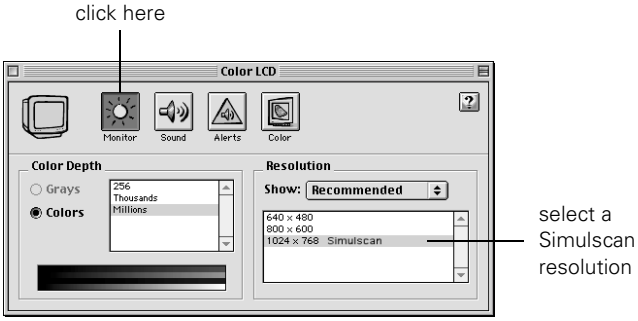
  On most systems, the ⊟/▢ key lets you toggle between the LCD screen and the projector, or to display on both at the same time. Check your laptop's manual or online help for details.
- Depending on your computer's video card, you might need to use the Display utility in the Control Panel to make sure that both the LCD screen and external monitor port are enabled. See your computer's documentation or online help for details.

If you're using a PowerBook:

1. From the Apple menu, select Control Panels, then click Monitors and Sound.
2. Click the Arrange icon.



3. Drag one monitor icon on top of the other. This lets you display on the projector screen as well as the LCD screen.
4. If the Arrange option isn't available, click the Monitor icon.



5. Select one of the listed Simulscan resolutions. (It may take a moment for the projector to sync up.)

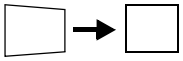
The message Not Supported is displayed.

- If you've connected a second computer or you're using component video, make sure the BNC option in the Setting menu is correct. See page 79.
- Make sure your computer's resolution doesn't exceed UXGA (1600 × 1200), and the frequency is supported by the projector (see page 108). If necessary, change your computer's resolution setting as described below.

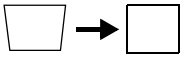
Only part of the computer image is displayed.

- Press the Resize button on the control panel or remote control.
- Make sure the image Position setting is correct on the Video menu. See page 70 for more information.
- If you've connected a second computer, make sure the BNC option in the Setting menu is set to RGB. See page 79.
- If you're using a Macintosh adapter to connect the cable to your computer's video-out port, make sure the DIP switches on the adapter are set correctly. (See your Macintosh documentation for instructions.)
- Make sure your computer's resolution setting is correct. Ideally, it should be 1024 × 768 to match the projector's native resolution. If this option isn't available, select one of the other compatible video formats listed on page 108 by doing the following:
  - **Windows**:
    Right-click the desktop, select Properties, click the Settings tab, and use the dialog box to select a different resolution.
  - **Macintosh**:
    On the Apple menu, choose Control Panels, then click Monitors and Sound. Select a different resolution.
- You also may need to modify existing presentation files if you created them for a different resolution. See your software documentation for specific information.

The image isn't square, but trapezoid-shaped.



- Make sure the projector isn't placed off to one side of the screen, at an angle. Place the projector directly in front of the center of the screen, facing the screen squarely.



- If you've tilted the projector upward by extending the legs, the image will be broader at the top. Hold down the + or – side of the Keystone button on top of the projector until the image is square.

The image contains static or noise.

- If you've connected a device to the Computer 2/Component Video port, make sure the BNC option in the Setting menu is correct. See page 79.
- If you're using a computer cable longer than 6 feet, the image quality may be reduced.
- Keep your computer and video cables separated from the power cord as much as possible to prevent interference.
- The video signal may be split between the computer and the projector. If you notice a decline in the projected image quality when the image is displayed simultaneously on your laptop computer and the projector, turn off the laptop's LCD display.

The image is blurry.

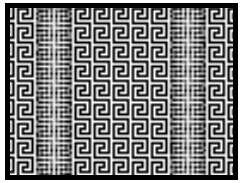
- There may be dirt or smears on the lens. Clean the lens as described on page 84.
- Adjust the focus using the focus ring.
- Adjust the Sharpness setting in the Video menu (see page 71). If you're projecting from a computer, you may also need to adjust the Tracking and Sync as described in the next section. If you don't like the new settings, you can always select Reset to return to the factory default settings.

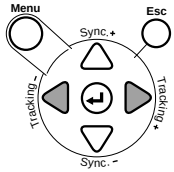
You see vertical stripes or the image still looks blurry after trying the solutions in the previous section.

- If you're projecting from a computer and displaying an image that contains a lot of fine detail (such as the body of a letter), you may notice one or more vertical stripes or bands, or some of the characters may look heavy or blurred. Press Auto on the remote control or the ↵ Enter button on the control panel. This resets the projector's tracking and sync settings.

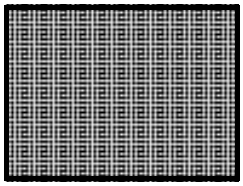
- If further adjustment is needed, you can fine-tune the Tracking and Sync settings manually using the buttons on the control panel (or using the Video menu as described on page 70):

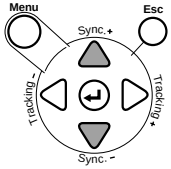
  1. Fill the screen with an image containing fine detail when making these adjustments. For example, in Windows you can click Start, Settings, and Control Panel, then double-click Display; select a pattern to appear as your desktop background. If this option isn't available, try projecting black text on a white background (such as a letter).
  2. Press the Tracking – and Tracking + buttons to eliminate vertical stripes.





  3. Press the Sync – and Sync + buttons to increase the sharpness of the image.





note

*The tracking and sync settings match the projector's internal clock to the computer's display signal. If you use the projector with different computers, you can save the projector's settings for each computer and recall them whenever needed using the **Preset** option. See page 71.*

The colors of the image are not right.

- The color balance may be incorrect. If you're displaying a computer image, use the Gamma option in the projector's Video menu to adjust the balance of red, green, and blue. If you're displaying video, adjust the Color, Tint, and Gamma settings on the Video menu. Also try adjusting the Color Setting option in the Advanced menu.
- Check your computer display settings to correct the color balance.

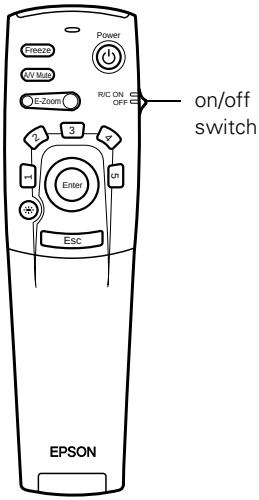
note

Because of the different technologies used, your projected image may not exactly match the colors on your laptop or computer monitor.

There is no sound.

- Try turning up the volume. Hold down the Shift button and press the right side of the Volume button (control panel) or press the right side of the Volume button (remote control).
- Make sure the A/V Mute button is not enabled.
- If you're using a VCR or other video source, make sure the volume is not turned all the way down or muted. Also, make sure the cables are connected correctly, as described in Chapter 1.
- If your presentation includes computer audio, make sure the volume control on your computer is not turned all the way down or muted. Make sure the audio cable is securely connected to both the projector and your computer's 🎧 headphone jack or 🔊 audio out jack. See page 24.
- Make sure the Windows volume controls on your computer are not turned all the way down or set to Mute. You may be able to check this by right-clicking the sound icon on your Windows desktop.
- The wrong source may be selected. Press the Comp/Easy-MP or Video button on the control panel—or the Comp1, Comp2/YCbCr, Easy-MP, or Video button on the remote control—to select the proper source. Allow a few seconds for the projector to sync up after pressing the button.

Solving Problems with the Remote Control



The projector doesn't respond to remote control commands.

- Make sure the remote control is turned on.
- Make sure you are within 30 feet of the projector, have a direct line-of-sight to the projector's front or back sensor, and are no more than 30° to the left or right, or 15° above or below, the sensor.
- The remote control batteries may not be installed correctly or may be low on power. To test the batteries, press the ☼ light button. The other buttons on the remote should light up temporarily. If they don't, you need to change the batteries.
- Dim the room lights and turn off any fluorescent lights. Make sure the projector is not in direct sunlight. Strong lighting, especially fluorescent lights, may affect the projector's infrared receivers.
- Turn off any nearby equipment that emits infrared energy, such as a radiant room heater.

You can't control the mouse pointer with the remote control.

- Make sure the mouse cable is securely connected to both your computer's mouse port (using the main cable) and the projector's mouse port. See Chapter 1 for details.
- Make sure you've used the correct cable. The PS/2 mouse cable and Macintosh mouse cable look the same, but they aren't identical. Check the label on the end of the cable.

Solving Problems with EasyMP.net

You cannot find the projector on your network.

- Make sure the projector is plugged into a power outlet (the projector doesn't have to be turned on, though).
- Make sure the network cable is connected.
- If you have more than one projector on the network, make sure each one is given a unique name. (See page 50.)
- Make sure the projector is on the same subnet as the system you are using to access it.

You cannot send your presentation to the projector.

- Make sure the projector is available to the network, as described above. If in doubt, test the network connection as described on page 51.
- Make sure the memory card is inserted in the projector's PCMCIA slot. See page 16.

Some of the projector's network settings seem to have no effect.

When you use DHCP to assign the projector's IP address, the address appears as all zeroes on the Easy Configuration screen; this is normal.

Also, when you enter a WINS address, it won't appear as a listed address on your WINS server.

You can't access the projector using EMP Link V.

You must be connected to the projector using either a direct serial cable connection or via your network; you cannot use USB. See page 64.

You've copied your presentation to the projector, but it doesn't show up in Easy View.

Make sure the presentation file is in one of the compatible formats described in the *User's Guide*.

Projected images don't fit on the screen.

Select Fit to screen in Easy View, as described in the *User's Guide*.

Your presentation doesn't look exactly the same as it did on your computer screen.

Certain PowerPoint special effects are unavailable when using EasyMP.net, including sound effects. Microsoft Word and Excel files may not display with the same font you used on your computer. See page 122 for more information.

The remote control's highlighting tools don't work when using EasyMP.net.

The numbered buttons on the remote control can be used to highlight images only when you're projecting directly from a computer or video source. Use EasyMP's highlighting tools instead, as described in the *User's Guide*.

When using the EMP Tablet software, you can't move the cursor all the way to the edge of the screen.

You may need to move or resize the EMP Tablet window on your computer's desktop. You can also drag the toolbar out of the way, if necessary.

When using EMP Scenario, you can't drag a PowerPoint file into the scenario window.

You have to double-click the PowerPoint file in EMP Scenario's file window to open the individual slides; then drag each slide from the thumbnail window into the scenario window.

Where To Get Help

EPSON provides technical assistance through electronic support services and automated telephone services 24 hours a day:

- From the Internet, you can reach EPSON's product support page at **http://support.epson.com**. After selecting your product, you can view frequently asked questions and answers, download product documentation, and receive technical advice through e-mail.
- A variety of automated telephone services are available 24 hours a day, seven days a week. To use these services, you must have a touch tone telephone and call **(800) 922-8911**.

Telephone Support Services

To use the EPSON PrivateLine Support service, call (800) 637-7661 and enter the PIN on the EPSON PrivateLine Support card included in your *Owner's Kit*. This is the fastest way of speaking to a live representative, and it's free. This service is available 6 AM to 6 PM, Pacific Time, Monday through Friday, for the duration of your warranty period.

You may also speak with a projector support specialist by dialing one of these numbers:

- U.S.: (562) 276-4394, 6 AM to 6 PM, Pacific Time, Monday through Friday
- Canada: (905) 709-3839, 6 AM to 6 PM, Pacific Time, Monday through Friday

Toll or long distance charges may apply.

Before you call, please have the following information ready:

- Product name (EPSON PowerLite 8150i)
- Product serial number (located on the bottom of the projector)
- Video source (computer, DVD player, etc.) and how it's connected
- Description of the problem

You can purchase screens, carrying cases, and other accessories from EPSON by calling (800) 873-7766; in Canada, please call (800) 873-7766 for dealer referral. To purchase accessories online or view EPSON's complete product catalog, visit the EPSON Store℠ at www.epsonstore.com (U.S. sales only). To see our full line of multimedia projectors, go to www.epson.com/mul_proj.

7 Technical Specifications

General

Type of display	Poly-silicon Thin Film Transistor (TFT)
Size of liquid crystal panels	Diagonal: 1.3 inches (33.6 mm)
Lens	F=1.7–2.3, f=49–63 mm
Resolution	1024 × 768 pixels
Color reproduction	24 bit, 16.7 million colors
Brightness	3200 lumens (ANSI)
Image size	Wide angle: 28 to 300 inches (at 3.3 to 37.3 feet distance) Tele angle: 21 to 300 inches (at 3.1 to 48.1 feet distance)
Projection distance	3.1 to 48.1 feet (0.9 to 14.6 meters)
Projection methods	Front, rear, upside-down (ceiling mount)
Internal speaker system	3-watt stereo speakers
Optical aspect ratio	4:3 (horizontal : vertical)
Zoom ratio	1:1.3
Keystone correction angle	± 30° (ratio: 10.0 to 5.5)

Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	230 W
Lamp life	About 2000 hours
Part number	ELPLP11

Remote Control

Range	32.8 feet (10 meters)
Batteries	Alkaline AA (2)

Mouse Compatibility

Supports PS/2, USB, serial, ADB

Remote IR Receiver

Supports EPSON Remote IR Receiver, 10-foot cable (typical use for rear screen projection)

Dimensions

Height	6.1 inches (157 mm)
Width	12 inches (305 mm)
Depth	17.6 inches (448 mm)
Weight	18.3 lb (8.3 kg)

Electrical

Rated frequency	50/60 Hz
Power supply	100 to 120 VAC, 4.0 A 200 to 240 VAC, 2.0 A
Power consumption	Operating: 360 W Standby: 8.5 W

Environmental

Temperature	Operating: 41 to 104° F (5 to 40° C), non-condensing
	Storage: 14 to 140° F (–10 to 60° C), non-condensing
Humidity	Operating: 20 to 80% RH, non-condensing
	Storage: 10 to 90% RH, non-condensing

Safety

United States	FCC Part 15J Class B UL1950 Rev. 3
Canada	DOC SOR/88-475 CSA C22.2 No. 950 Rev. 3
CE Marking	Directive 89/336/EEC EN 55022 Class B EN 50082-1
	Directive 73/23/EEC EN 60950

Supported Computers and Video Formats

You can connect the projector to a wide range of computers, including IBM® compatible PCs and laptops, Apple® Macintosh, Power Macintosh series (including G3 and G4 systems), PowerBook computers, many iMac and iBook series systems, and high-end workstations such as the Sun® SPARCstation.™

The projector supports computer displays ranging from VGA through UXGA. EPSON's patented SizeWise™ chip automatically resizes images as needed to display in the projector's native format. The projector also supports the new Digital Visual Interface (DVI) format, as well as NTSC, PAL, SECAM, and HDTV international video standards.

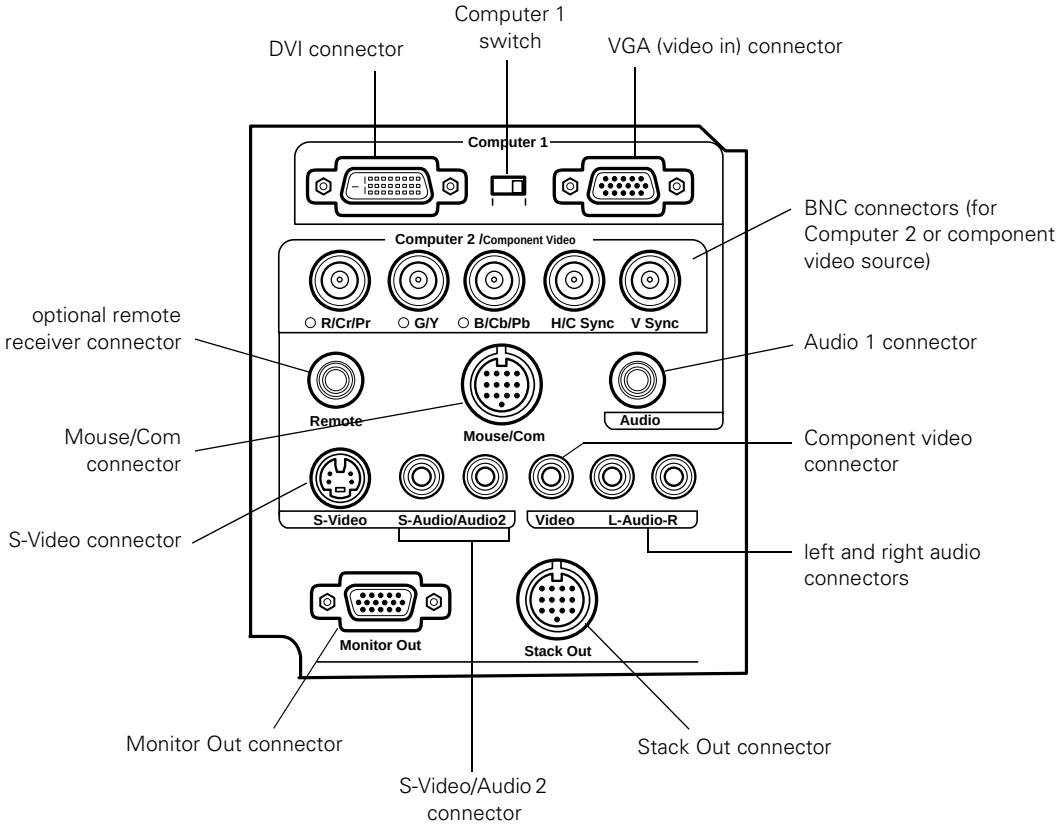
To project images output from a computer, make sure the computer's video card is set at a refresh rate (vertical frequency) that's compatible with the projector; see the following table for compatible formats. Note that the frequencies of some computers may not allow images to display correctly; see your computer's documentation for details.

Mode	Resolution	Frequency H(KHz)/V(Hz)	Dot (MHz)
VGACGA VGAEGA	640 x 400 640 x 350	31.46 / 70 31.46 / 70	25.175 25.175
NEC400	640 x 400	24.83 / 56.65	21.053
VGA60 VGA72 VGA75 VGA85	640 x 480 640 x 480 640 x 480 640 x 480	31.469 / 59.94 37.861 / 72.809 37.5 / 75 48.269 / 85.008	25.175 31.5 31.5 36
SVGA56 SVGA60 SVGA72 SVGA75 SVGA85	800 x 600 800 x 600 800 x 600 800 x 600 800 x 600	35.156 / 56.25 37.879 / 60.317 48.077 / 72.188 46.875 / 75 53.674 / 85.061	36 40 50 49.5 56.25
XGA43i XGA60 XGA70 XGA75 XGA85	1024 x 768 1024 x 768 1024 x 768 1024 x 768 1024 x 768	35.522 / 86.958 48.363 / 60.004 56.476 / 70.069 60.023 / 75.029 68.677 / 84.997	44.9 65 75 78.75 94.5

Mode	Resolution	Frequency H(KHz)/V(Hz)	Dot (MHz)
SXGA1_70 SXGA1_75 SXGA1_85	1152 x 864 1152 x 864 1152 x 864	63.851 / 70.012 67.5 / 75 77.094 / 84.999	94.5 108 121.5
SXGA2_60 SXGA2_75 SXGA2_85	1280 x 960 1280 x 960 1280 x 960	60 / 60 75 / 75 85.938 / 85.002	108 126 148.5
SXGA3_43i SXGA3_60 SXGA3_75 SXGA_85	1280 x 1024 1280 x 1024 1280 x 1024 1280 x 1024	46.433 / 86.871 63.981 / 60.02 79.976 / 75.025 91.146 / 85.024	78.75 108 135 157.5
UXGA48i UXGA60 UXGA65 UXGA70 UXGA75 UXGA80 UXGA85	1600 x 1200 1600 x 1200 1600 x 1200 1600 x 1200 1600 x 1200 1600 x 1200 1600 x 1200	62.5 / 96.080 75 / 60 81.25 / 65 87.5 / 70 93.75 / 75 100 / 80 103.25 / 85	135 162 175.5 189 202.5 202.5 202.5
MACLC13 MACII13 MAC16 MAC19-60 MAC19 MAC21	640 x 480 640 x 480 832 x 624 1024 x 768 1024 x 768 1152 x 870	34.975 / 66.62 35 / 66.67 49.725 / 74.55 48.193 / 59.28 60.241 / 74.93 68.682 / 75.062	31.33 30.24 57.28 64 80 100
HDTV480P (ANSI/SMPTE)	720 x 483	31.469 / 59.940	27
HDTV480P (ATSC)	704 x 480	31.469 / 59.940	27
HDTV480I (ANSI/SMPTE)	720 x 487	15.734 / 59.940	13.5
HDTV480I (ATSC)	704 x 480	15.734 / 59.940	13.5
HDTV720P (SMPTE)	1280 x 720	44.955 / 59.940	74.176
HDTV1080P (ANSI/SMPTE)	1920 x 1080	67.433/ 59.940	148.352
HDTV1080I (ANSI/SMPTE)	1920 x 1080	33.716 / 59.940	74.176

Mode	Resolution	Frequency H(KHz)/V(Hz)	Dot (MHz)
NTSC (SXGA) NTSC (XGA)	1366 x 438 1024 x 438	15.734 / 60 15.734 / 60	28.486 20.89
PAL (SXGA) PAL (XGA)	1366 x 512 1024 x 512	15.625 / 50 15.625 / 50	28.846 21.154
SECAM (SXGA) SECAM (XGA)	1366 x 512 1024 x 512	15.625 / 50 15.625 / 50	28.846 21.154

Interface Connectors



Computer Video Port Pin Assignments

The Computer 1 analog port (the VGA port on the right side of the projector) and the Monitor Out port are female video RGB, 15-pin micro-D-style connectors. Here are their pin assignments:

Pin no.	Computer 1 port	Monitor Out port
1	Red video	Red out / red video
2	Green video	Green out / green video
3	Blue video	Blue out / blue video
4	Monitor (ID bit 2)	Reserved
5	GND	GND
6	Red video GND	GND
7	Green video GND	GND
8	Blue video GND	GND
9	+5 V	Reserved
10	Synchronous GND	GND
11	Monitor (ID bit 0)	Reserved
12	SDA	Reserved
13	Horizontal sync	Horizontal sync
14	Vertical sync	Vertical sync
15	Reserved	Vertical sync

Image Size and Projection Distance

note

The formulas given here are for when the projector is placed flat, without tilting it up at the screen (see page 17). If you tilt it up by extending the feet or use electronic keystone correction, your image size may vary.

Use the formulas given below either to find out how large your image will be when you know the distance from the projector to the screen, or to find out how far from the screen to place the projector if you want an image of a certain size. Since the size of the image can be changed by rotating the zoom ring, formulas are given for calculating both the minimum and maximum sizes.

Standard Lens

To determine the diagonal size of an image when you know the projection distance:

- **Inches:**
  Maximum diagonal size = (0.6676 × projection distance) + 1.8
  Minimum diagonal size = (0.5173 × projection distance) + 1.4
- **Centimeters:**
  Maximum diagonal size = (0.6676 × projection distance) + 4.6
  Minimum diagonal size = (0.5173 × projection distance) + 3.6

To determine the projection distance when you know the diagonal size of the screen image:

- **Inches:**
  Maximum projection distance = (1.498 × diagonal size) – 2.7
  Minimum projection distance = (1.933 × diagonal size) – 2.7
- **Centimeters:**
  Maximum projection distance = (1.498 × diagonal size) – 6.9
  Minimum projection distance = (1.933 × diagonal size) – 6.9

Long Throw Zoom Lens (ELPLL02)

To determine the diagonal size of an image when you know the projection distance:

- **Inches:**
  Maximum diagonal size = (0.487 × projection distance) + 2.3
  Minimum diagonal size = (0.286 × projection distance) + 1.5
- **Centimeters:**
  Maximum diagonal size = (0.487 × projection distance) + 5.9
  Minimum diagonal size = (0.286 × projection distance) + 3.7

To determine the projection distance when you know the diagonal size of the screen image:

- **Inches:**
  Maximum projection distance = (3.492 × diagonal size) – 5.1
  Minimum projection distance = (2.053 × diagonal size) – 4.8
- **Centimeters:**
  Maximum projection distance = (3.492 × diagonal size) – 12.9
  Minimum projection distance = (2.053 × diagonal size) – 12.2

Extra Long Throw Zoom Lens (ELPLL03)

To determine the diagonal size of an image when you know the projection distance:

- **Inches:**
  Maximum diagonal size = (0.231 × projection distance) + 2.2
  Minimum diagonal size = (0.171 × projection distance) + 1.7
- **Centimeters:**
  Maximum diagonal size = (0.231 × projection distance) + 5.7
  Minimum diagonal size = (0.171 × projection distance) + 4.2

To determine the projection distance when you know the diagonal size of the screen image:

- **Inches:**
  Maximum projection distance = (4.331 × diagonal size) – 9.7
  Minimum projection distance = (5.850 × diagonal size) – 9.7
- **Centimeters:**
  Maximum projection distance = (4.331 × diagonal size) – 24.5
  Minimum projection distance = (5.850 × diagonal size) – 24.7

Short Throw Zoom Lens (ELPLW01)

To determine the diagonal size of an image when you know the projection distance:

- **Inches:**
  Maximum diagonal size = (0.876 × projection distance) + 3.8
  Minimum diagonal size = (0.730 × projection distance) + 3.0
- **Centimeters:**
  Maximum diagonal size = (0.876 × projection distance) + 9.6
  Minimum diagonal size = (0.730 × projection distance) + 7.7

To determine the projection distance when you know the diagonal size of the screen image:

- **Inches:**
  Maximum projection distance = (1.369 × diagonal size) – 4.1
  Minimum projection distance = (1.142 × diagonal size) – 4.3
- **Centimeters:**
  Maximum projection distance = (1.369 × diagonal size) – 10.5
  Minimum projection distance = (1.142 × diagonal size) – 11.0

Fixed Short Throw Lens (ELPLR01)

To determine the diagonal size of an image when you know the projection distance:

- **Inches:**
  Diagonal size = (1.239 × projection distance) + 3.4
- **Centimeters:**
  Diagonal size = (1.239 × projection distance) + 8.7

To determine the projection distance when you know the diagonal size of the screen image:

- **Inches:**
  Projection distance = (0.807 × diagonal size) – 2.8
- **Centimeters:**
  Projection distance = (0.807 × diagonal size) – 7.0

8 Notices

This chapter includes safety instructions and other important information about your EPSON PowerLite projector.

Important Safety Instructions

Follow these safety instructions when setting up and using the projector:

- Do not place the projector on an unstable cart, stand, or table.
- Do not use the projector near water or sources of heat.
- Use attachments only as recommended.
- Use the type of power source indicated on the projector. If you are not sure of the power available, consult your dealer or power company.
- Place the projector near a wall outlet where the plug can be easily unplugged.

  Placez le projecteur près d'une prise de contacte où la fiche peut être débranchée facilement.
- Insert the projector's three-wire grounding-type plug into a properly grounded outlet. If you have a two-prong outlet, contact an electrician to replace it. Do not hold the plug with wet hands.
- Take the following precautions for the plug. Failure to comply with these precautions could result in sparks or fire: Do not insert the plug into an outlet with dust present. Insert the plug firmly into the outlet.
- Do not overload wall outlets, extension cords, or integral convenience receptacles. This can cause fire or electric shock.

- Do not place the projector where the cord can be walked on. This may result in fraying or damage to the plug.
- Unplug the projector from the wall outlet before cleaning. Use a damp cloth for cleaning. Do not use liquid or aerosol cleaners.
- Do not block the slots and openings in the projector case. They provide ventilation and prevent the projector from overheating. Do not operate the projector on a sofa, rug, or other soft surface, or in a closed-in cabinet unless proper ventilation is provided.
- Never push objects of any kind through cabinet slots. Never spill liquid of any kind into the projector.
- Except as specifically explained in this *User's Guide*, do not attempt to service this product yourself. Refer all servicing to qualified service personnel. Opening or removing covers may expose you to dangerous voltages and other hazards.
- Unplug the projector during lightning storms or when it will not be used for extended periods.
- Do not place the projector and remote control on top of heat-producing equipment or in a hot location.
- Unplug the projector from the wall outlet and refer servicing to qualified service personnel under the following conditions: When the power cord or plug is damaged or frayed. If liquid has been spilled into the projector, or if it has been exposed to rain or water. If it does not operate normally when you follow the operating instructions, or if it exhibits a distinct change in performance, indicating a need for service. If it has been dropped or the housing has been damaged.
- If you use the projector in a country other than where you purchased it, use the correct power cable for that country.

Declaration of Conformity

According to 47CFR, Part 2 and 15

Class B Personal Computers and Peripherals; and/or
CPU Boards and Power Supplies used with Class B
Personal Computers

We:	EPSON AMERICA, INC.
Located at:	3840 Kilroy Airport Way MS: 6-43 Long Beach, CA 90806-2469
Tel:	(562) 290-5254

Declare under sole responsibility that the product identified herein, complies with 47CFR Part 2 and 15 of the FCC rules as a Class B digital device. Each product marketed, is identical to the representative unit tested and found to be compliant with the standards. Records maintained continue to reflect the equipment being produced can be expected to be within the variation accepted, due to quantity production and testing on a statistical basis as required by 47CFR §2.909. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Trade Name:	EPSON
Type of Product:	LCD Projector
Model:	EMP-8150/ELP-8150

FCC Compliance Statement

For United States Users

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio or television reception. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio and 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.

WARNING

The connection of a non-shielded equipment interface cable to this equipment will invalidate the FCC Certification of this device and may cause interference levels which exceed the limits established by the FCC for this equipment. It is the responsibility of the user to obtain and use a shielded equipment interface cable with this device. If this equipment has more than one interface connector, do not leave cables connected to unused interfaces. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

For Canadian Users

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le materiel brouilleur du Canada.

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Restrictions on Features When Viewing Microsoft Files

Certain display features may be unavailable when viewing presentations using Microsoft PowerPoint, Excel, Word, and RTF-format (Rich Text Format) files. See each section below for specific information.

PowerPoint

The following restrictions apply when displaying PowerPoint files incorporated into a scenario, and when directly opening PowerPoint files with Easy View.

File format

The only file formats that can be played back are PowerPoint97 and 2000.

Template

There are cases where slide layout that contains media clips or graphs cannot be displayed correctly.

Slide backgrounds

There are cases where slide backgrounds will not be displayed correctly when external files are being used.

When external files are to be used in backgrounds, use BMP, JPEG or PNG (excluding progressive type JPEG and PNG format) files.

Slide show

When “Fade Through Black” is set as the Slide Transition Effect, it will be displayed as “Cover Down” instead.

When “Spiral” is set as the animation, it will be displayed as “Appear” instead.

Files cannot be displayed as specified by the Set Up Show.

Action setting will not be displayed.

There are cases where operations will be slowed down if the animation effect has been applied to fonts and images that have been specified as large sizes.

The colors cannot be amended after animations have been completed.

Fonts

Fonts that are not installed on the projector will be converted to the installed font that is most similar.

There are cases where symbol characters will not be displayed normally.

WordArt

Text edited with WordArt will be displayed with normal fonts.

Sound

Attached sounds (WAV format) cannot be played back.

Format (text boxes, auto shapes, diagrams)

Line styles: All lines, no matter how they are formatted, will be displayed as single solid lines.

Line thickness: There are cases where certain specified thicknesses will not be displayed.

Line patterns: A pattern will not be displayed when the pattern of a line is specified.

Text boxes

Animation sound is enabled only for entire words.

Shading and 3D effects will not be displayed.

Top, centered and equal space alignments will not be displayed correctly.

Head characters of symbols may not be displayed correctly.

AutoShape

Shading and 3D effects will not be displayed.

There are cases where text will not be displayed in the correct position.

Graphs

Graph animation is not supported.

Picture

Picture (extended meta file) format inserted from files other than PowerPoint files will not be displayed.

Microsoft Excel

The following restrictions apply when displaying Excel files incorporated into a scenario, and when directly opening Excel files with Easy View.

File formats

The only file formats that can be played back are Excel 97 and 2000.

Display

Headers and footers will not be displayed.

Fonts

Fonts that are not installed on the projector will be converted to the installed font that is most similar.

Formats

Line styles: All lines, no matter how they are formatted, will be displayed as single solid lines.

Line thickness: There are cases where certain specified thicknesses will not be displayed.

The format settings will be disabled when “Not Display” is specified for a sheet.

Backgrounds specified as sheet backgrounds from external files will not be displayed.

Conditional format settings will be disabled.

Drawing, image and object display

There are cases where drawings inserted from external files will not be displayed correctly.

Inserted objects will be disabled. Use Microsoft objects (except maps).

Inserted comments will be disabled.

Inserted hyperlinks will be disabled.

Text boxes and autoshapes placed in graph areas will not be displayed.

Graphs

There are certain graphs that will not be displayed, or for which 3D effects will be displayed in 2D.

Graph fill effects will be disabled.

There are cases where explanatory notes and labels will not be displayed correctly.

AutoShape

Shading and 3D effects will not be displayed.

Text boxes

Shadow and 3D effects will not be displayed.

Tools

Macro settings will be disabled.

Amendments in the revision history will not be displayed.

Form settings will be disabled.

Data

Group and outline settings will be disabled.

Pivot tables will not be displayed.

WordArt

Text edited with WordArt will not be displayed.

Windows

The Freeze Panes option will be disabled.

Microsoft Word

The following restrictions apply when displaying Word files incorporated into a scenario, and when directly opening Word files with Easy View.

File Format

The only file formats that can be played back are Word 97, 98 and 2000.

Files

The character count specification, character pitch setting, line count specification and line pitch setting will be disabled.

Grid lines will not be displayed.

Display

There are cases where headers and footers will not be displayed correctly.

These can only be displayed with the print layout function.

Fonts

Fonts that are not installed on the projector will be converted to the installed font that is most similar.

Inserts

Inserted comments will be disabled.

Inserted footnotes will be disabled.

Inserted hyperlinks will be disabled.

There are cases where page numbers will not be displayed correctly.

Tab leaders will not be displayed.

Sound and video clip art and media clips cannot be played back.

Inserted auto text will not be displayed.

Certain special characters cannot be displayed.

Cross-references will be disabled.

Certain tables of contents cannot be displayed.

Tables of authorities will be disabled.

Certain inserted objects cannot be displayed. Use Microsoft objects.

Formats

All lines, no matter how they are formatted, will be displayed as single solid lines.

Shading and 3D effects for ruled lines will not be displayed.

Certain character effects (outline characters, double cross-out lines, animation settings, meshing) will be disabled.

There are cases where the settings for Indents and Spacing, Line and Page Breaks, and Numbering will not be displayed correctly.

There are cases where line header effects will not be displayed correctly.

Fill effects will not be displayed.

Character pitch adjustment effects will be disabled.

Effects set by selecting Paragraph - Text Flow - Pagination will be disabled.

Effects set by selecting Format Picture - Trimming Range and Image Control will be disabled.

Tables

Tables inserted within another table will not be displayed.

Character positions set by selecting Table Option - Alignment in Cells will be disabled.

AutoShape

Certain autoshapes cannot be displayed.

Parts of pictures that are autoshaped may be lost when autoshapes are transformed by rotating or using control points.

WordArt

Text edited with WordArt will be displayed with normal fonts.

Rich Text Format (RTF)

The following restrictions apply when displaying RTF files incorporated into a scenario, and when directly opening RTF files with Easy View.

Files

The character count specification, character pitch setting, line count specification and line pitch setting will be disabled.

Grid lines will not be displayed.

Line numbers will not be displayed.

Section starting position settings will be disabled.

Display

There are cases where headers and footers will not be displayed correctly. They can only be displayed with the print layout function.

Fonts

Fonts that are not installed on the projector will be converted to the installed font that is most similar.

Inserts

Inserted comments will be disabled.

Inserted footnotes will be disabled.

Inserted hyperlinks will be disabled.

Text box frames will not be displayed.

There are cases where page numbers will not be displayed correctly.

Tab leaders will not be displayed.

Sound and video clip art and media clips cannot be played back.

Inserted stylized terms will not be displayed.

Certain special characters cannot be displayed.

Cross-referencing will be disabled.

Certain content styles cannot be displayed.

Quotation lists will be disabled.

Certain inserted objects cannot be displayed. Use Microsoft objects.

Layout frames and objects inserted in the layout frames cannot be displayed.

Formats

All lines, no matter how they are formatted, will be displayed as single solid lines.

Shading and 3D effects for ruled lines will not be displayed.

Certain character effects (outline characters, double cross-out lines, animation settings, meshing) will be disabled.

There are cases where the settings for Indents and Spacing, Line and Page Breaks, and Numbering will not be displayed correctly.

There are cases where line header effects will not be displayed correctly.

Filling effects will not be displayed.

Character pitch adjustment effects will be disabled.

Effects set by selecting Paragraph - Text Flow - Pagination will be disabled.

Effects set by selecting Format Picture - Trimming Range and Image Control will be disabled.

Tables

Tables inserted within another table will not be displayed.

Fine adjustments to character positions inside tables will be disabled.

Page break setting in the middle of a line will be disabled.

AutoShapes

AutoShapes will not be displayed.

WordArt

Text edited with WordArt will not be displayed.

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