

Projector 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 to 2.3, f=49 to 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 (.9 to 14.6 meters)
Projection methods	Front, rear, upside-down (ceiling mount)
Internal speaker system	3-watt, 8-Ω stereo speakers
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.3
Tilt angle	0 to 15°
Keystone correction angle	±30° (ratio: 10.0 to 5.5)
Lens shift	0 to 10°

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 (typically used for rear screen projection)

EPSON PowerLite 8150i Projector

Dimensions

Height	7.4 inches (188 mm)
Width	12.0 inches (305 mm)
Depth	17.6 inches (448 mm)
Weight	20 lb (9.1 kg)

Electrical

Rated frequency	50 to 60 Hz
Power supply	100 to 120 VAC, 4.0 A 200 to 240 VAC, 2.0 A

Power consumption	Operating: 370 W Standby: 40 W
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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

Compatible Video Formats

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, the computer's video card must be 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 be displayed correctly; see your computer's documentation for details.

Mode	Resolution	Frequency H(KHz)/V(Hz)	Dot (MHz)
VGA CGA VGA EGA	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 VGA100 VGA120	640 x 480 640 x 480 640 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 51 / 100 61 / 120	25.175 31.5 31.5 36 42.5 50.8
SVGA56 SVGA60 SVGA72 SVGA75 SVGA85 SVGA100 SVGA120	800 x 600 800 x 600 800 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 63 / 100 76 / 120	36 40 50 49.5 56.25 67 80
XGA43i XGA60 XGA70 XGA75 XGA85 XGA100 XGA120	1024 x 768 1024 x 768 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 81 / 100 97 / 120	44.9 65 75 78.75 94.5 111 133
SXGA1_70 SXGA1_75 SXGA1_85 SXGA1_100	1152 x 864 1152 x 864 1152 x 864 1152 x 864	63.851 / 70.012 67.5 / 75 77.094 / 84.999 90 / 100	94.5 108 121.5 144
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 SXGA3_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 / 80 106.25 / 85	135 162 175.5 189 202.5 202.5 202.5
MACLC13 MACII13 MAC16 MAC19-60 MAC19 MAC21 iMac VGA iMac SVGA iMac XGA	640 x 480 640 x 480 832 x 624 1024 x 768 1024 x 768 1152 x 870 640 x 480 800 x 600 1024 x 768	34.975 / 66.62 35 / 66.67 49.725 / 74.55 48.193 / 59.28 60.241 / 74.93 68.682 / 75.062 60.49 / 117 60.33 / 95 60 / 75	31.33 30.24 57.28 64 80 100 50.39 62.62 78.7
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

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

Computer Video Port Pin Assignments

The Computer 1 analog port and the Monitor Out port are female video RGB, 15-pin micro-D-style connectors. Here are their pin assignments:

Pin #	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	NC	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	SLC	Vertical sync

Lenses, Image Size, and Projection Distance

Follow the guidelines below when selecting a lens and positioning the projector. Minimum and maximum screen sizes are given for each lens type, along with the corresponding projection distance (usually given as a range, since the zoom ring can be used to change the image size). For other screen sizes, use the EPSON Projection Distance Calculator, available by download at <http://support.epson.com>.

Note: The screen size may vary if you tilt the projector up by extending the feet or use electronic keystone correction.

Standard Lens

Minimum screen size: 21 inches (53 cm) at a distance of 37.8 inches (90 cm), using the full-tele setting

Maximum screen size: 300 inches (762 cm) at a distance of 38 to 48 feet (11.4 to 14.6 m)

Long Throw Zoom Lens (ELPLL02)

Minimum screen size: 60 inches (153 cm) at a distance of 10 to 17 feet (300 to 510 cm)

Maximum screen size: 300 inches (762 cm) at a distance of 51 to 86 feet (15.6 to 26.4 m)

Extra Long Throw Zoom Lens (ELPLL03)

Minimum screen size: 60 inches (153 cm) at a distance of 28.2 feet (8.6 m), using the full-tele setting

Maximum screen size: 300 inches (762 cm) at a distance of 108 to 145 feet (32.8 to 44.3 m)

Short Throw Zoom Lens (ELPLW01)

Minimum screen size: 60 inches (152 cm) at a distance of 65 to 77 inches (170 to 190 cm)

Maximum screen size: 200 inches (508 cm) at a distance of 19 to 22 feet (5.7 to 6.8 m)

Fixed Short Throw Lens (ELPLR01)

Minimum screen size: 60 inches (153 cm) at a distance of 46 inches (120 cm)

Maximum screen size: 100 inches (254 cm) at a distance of 78 inches (200 cm)

Positioning the Projector

The projector can be installed in three ways:

□ front projection

Place the projector on a sturdy, level surface, making sure there is plenty of space for ventilation around and under the projector.

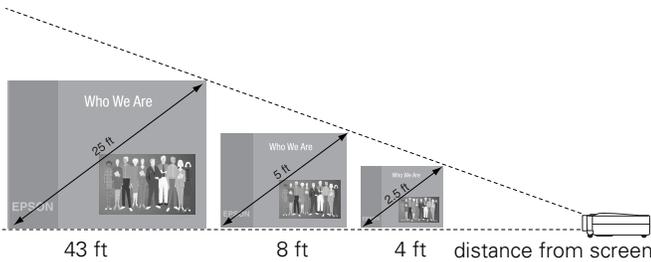
□ overhead projection

To project from overhead, select **Ceiling** in the projector's Advanced menu. To mount the projector, use the special attachments and adapters listed in "Optional Accessories" on page 14.

□ rear-screen projection

To project from behind a semi-transparent screen, select **Rear Proj.** in the projector's Advanced menu.

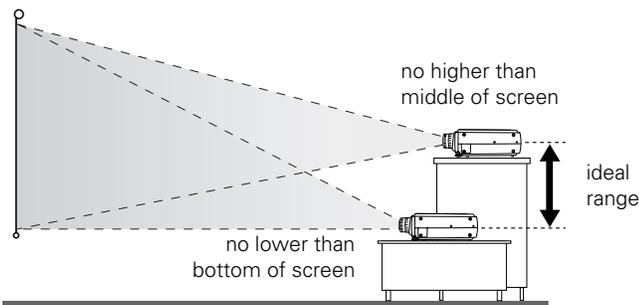
When equipped with the standard lens, you can place the projector anywhere from 21 inches to 48 feet from the screen. Image size varies with projection distance, as shown below; for more information, see page 5.



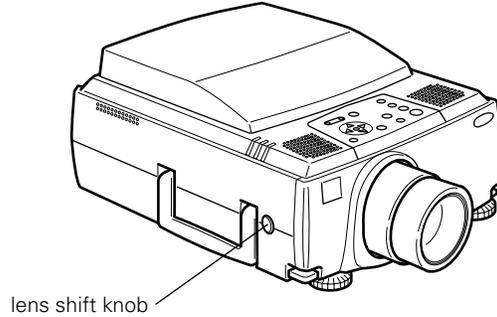
Be sure to center the projector in front of the screen (not off to one side at an angle), or your image won't be square.

Adjusting the Height of the Image

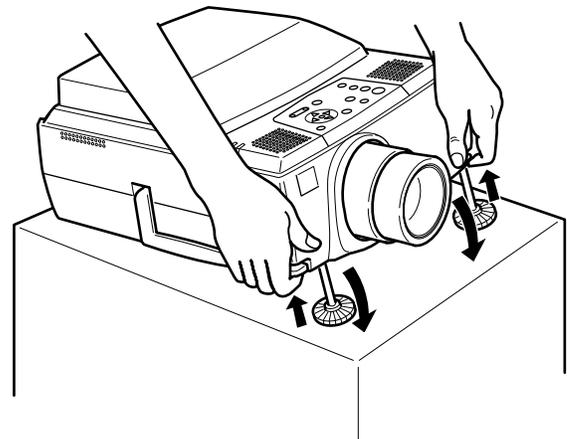
You won't need to tilt the projector upward as long as you position it so that its lens is at least as high as the bottom of the screen, but no higher than the middle of the screen, as shown. This delivers the best-looking picture.



Adjust the height of the image using the lens shift knob, as shown below. If the knob is recessed, press and release it so that it extends; then turn it clockwise or counterclockwise to move the image up or down. When you're finished, press the knob back in.



If the image still isn't high enough, you can raise it further using the projector's feet. Pull up on the blue foot release levers to release the feet.

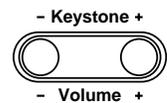


Once the image is positioned where you want it, release the levers to lock the feet in position. You can fine-tune the height of the projector by turning the feet.

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

Correcting Keystone Distortion

If the projected image isn't square or has "keystone" shape, press the **Keystone** button on top of the projector to correct it. Press on the right **+** or left **-** side of the **Keystone** button until the image looks correct.



After correction, your image will be slightly smaller.

Note: You can also correct the keystone shape using the projector's *Setting menu*.

Presenting Without a Computer

The projector's EasyMP.net features let you transfer computer presentations directly to the projector (over a network) and then deliver them without having to connect a PC or laptop.

EasyMP.net supports the following applications and image formats:

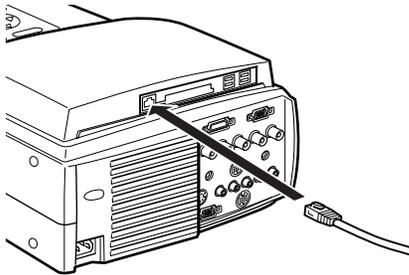
- ❑ PowerPoint 97 and 2000
- ❑ Word 97, 98, and 2000 (including multi-page files)
- ❑ Excel 97 and 2000 (including multi-sheet files)
- ❑ text (including unicode) and rich text format (RTF)
- ❑ jpeg (JPG), bitmap (BMP and DIB), and portable network graphics (PNG)

Note: Certain applications may not look or work exactly the same as on your computer. See the Notices section in the Administrator's Manual for details.

Connecting to Your Network

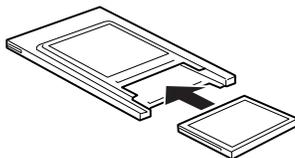
To use your projector's network features, you need to have a Microsoft network running TCP/IP. Connect the projector to your network and insert its memory card, as described below.

1. Connect the projector using a standard (Category 5 UTP) network cable. Plug it into the RJ45 connector on the back of the projector as shown:

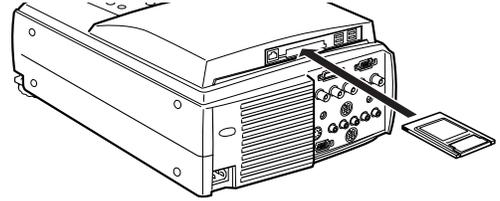


2. Make sure the projector's memory card is installed. (The projector comes with a 16-megabyte CompactFlash® card, but you can purchase larger-size cards. The projector also supports ATA flash cards and ATA HDD cards.)

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



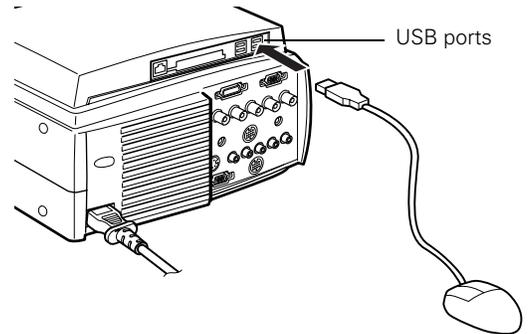
Insert the card into the PCMCIA slot on the projector:



Configuring the Projector to the Network

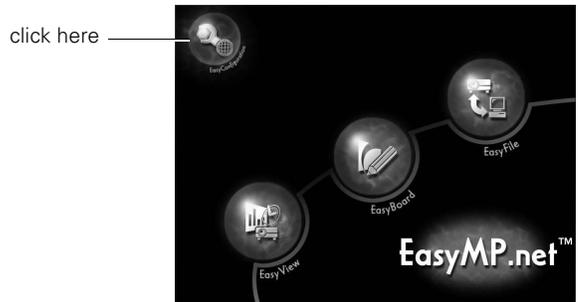
You can follow the steps below to set up the projector if all systems that need to access it are on the same subnet. For other network configurations, or to give the projector access to shared drives on remote PCs, see the *Administrator's Manual*.

1. Connect a USB mouse and USB keyboard to the projector's USB ports, as shown below.



If you don't have a USB mouse, you can use the projector's remote control to point and click. (Make sure the remote control is turned on, using the switch on its side.) If you don't have a USB keyboard, you can use the projector's software keyboard; see the *Administrator's Manual* for details.

2. Press the Power button to turn on the projector (see "Using the Control Panel" on page 12). Wait until you see the EasyMP.net screen:



If you don't see this screen, press the Comp/Easy-MP button on the control panel. (You may need to press it more than once.)

3. Click the Easy Configuration icon, as shown above.

4. On the next screen, click the **Network** icon. You see this screen:



5. Enter the necessary parameters (IP address, subnet mask, or others as needed) to give the projector a unique address on your network, then click **Set**. For details, see the *Administrator's Manual*.
6. Enter a name for the projector so that users can easily identify it, then click **Set**.
7. Turn off the projector and restart it so the settings can take effect.

Transferring Your Presentation to the Projector

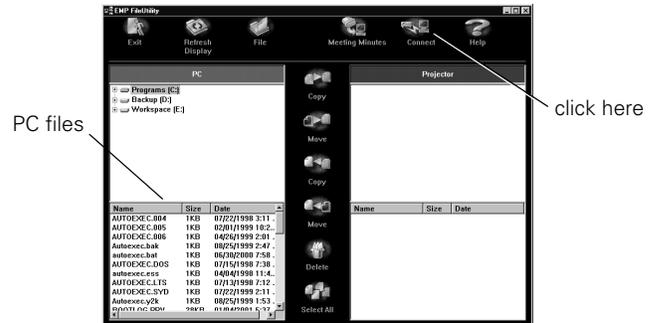
After installing the EasyMP.net software, as described in the *Administrator's Manual*, you can use it to send presentations from your office PC to the projector. You can also get your presentation to the projector in one of these ways:

- ❑ If your computer has a PCMCIA slot, you can copy your presentation directly onto a memory card, then insert the card in the projector.
- ❑ If the projector and your PC are properly set up, you can use the projector to download your presentation while you're in the meeting room.
- ❑ If you have a networked laptop in the meeting room, you can drag your presentation onto the EMP Tablet software icon on your desktop to start and run your presentation; you don't have to copy it to the projector beforehand.

Note: If your laptop is equipped with a wireless Ethernet card, you won't have to worry about connecting any cables before starting your presentation.

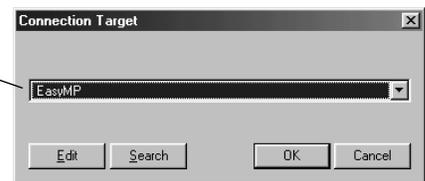
Follow these steps to send your presentation from your office PC to the projector:

1. Click **Start, Programs, EasyMP**, then select **EMP File Utility**. You see this screen, with the files on your PC listed on the left:



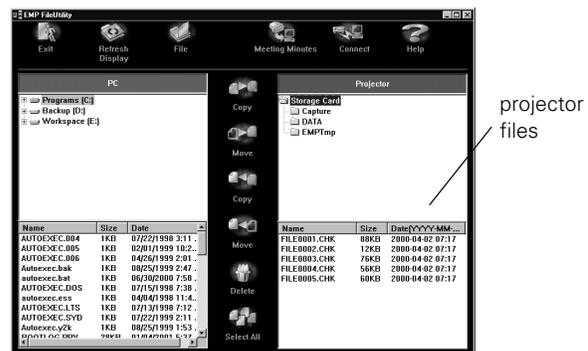
2. Click the **Connect** icon, as shown above. You see this screen:

select projector name and click **OK**



3. Select the name of your projector, then click **OK**. (If you have more than one projector, you may need to click the ▼ drop-down arrow and select the correct projector from the list. If it isn't listed, click the **Search** button; see the *Administrator's Manual* for details.)

All files currently stored on the projector appear on the right, as shown:

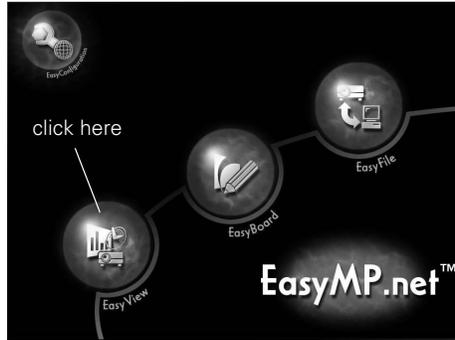


4. To copy your presentation to the projector, highlight its name on the left side of the screen, then highlight the folder's name where you want to copy it on the right side of the screen. Then click the  copy icon.

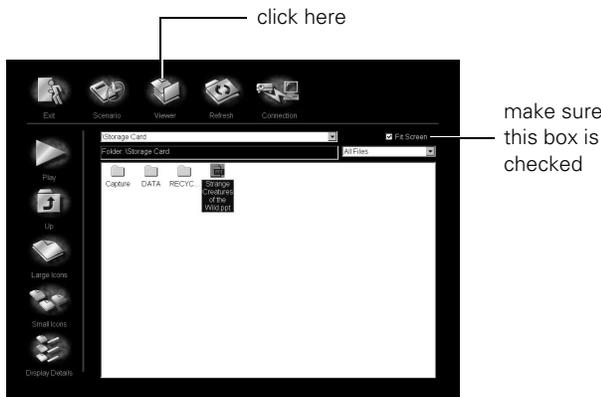
Viewing Your Presentation

Once you've copied your presentation to the projector's memory card, follow these steps to get it running:

1. If necessary, press the **Comp/Easy-MP** button to switch to EasyMP.net:



2. Click the **Easy View** icon, shown above. You see this screen:



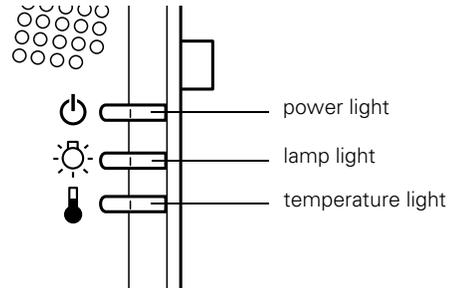
3. Click **Viewer**. Locate your presentation's file name in the file window.
4. To start your presentation, double-click its file name, or highlight it and click the **Play** icon.

For more information, see the *User's Guide* to learn about:

- controlling your presentation
- using the EMP Tablet software to draw on the screen
- connecting a drawing tablet to the projector or your laptop
- saving your on-screen drawings and notes as "meeting minutes" (an HTML file you can share on the network)

Projector Status Lights

The lights on top of the projector indicate the projector's operating status.



Light	Status	Description and action
	off	Make sure the power cord is connected. 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 and can receive data over the network. Unplug the projector to turn it off, or press the Power button to turn it on.
	flashing orange	The projector 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. Contact EPSON for help.
	flashing orange	The lamp is almost burned out. This is a good time to replace it.
	flashing red	The lamp is burned out or there is a problem with the lamp's ballast.
	flashing orange	The projector is getting too hot. Turn it off and let it cool before using it.
	red	The projector has overheated and turned off automatically. Let it cool for a few minutes, then turn it back on. Make sure there is plenty of space around and under the projector for ventilation. If it continues to overheat, you may need to change the air filter.
	flashing red	There is a problem with the cooling fan or temperature sensor. Turn off the projector and unplug it. Contact EPSON for help.

Using the Remote Control

The remote control uses a line-of-sight infrared signal. It lets you access the projector's features from anywhere in the room—up to 32 feet away. You can point the remote either at the front or back of the projector or at the screen.

In addition to the functions described on the next page, you can also use the remote control as a wireless mouse in the following situations:

when using EasyMP.net

The remote control lets you select the image you want to view, click through your PowerPoint slides, and draw on the screen to highlight your presentation.

when presenting from a computer

If you're presenting from a laptop instead of using EasyMP.net, you can use the remote control's built-in pointer and highlighting features. These let you annotate your presentation on-screen.

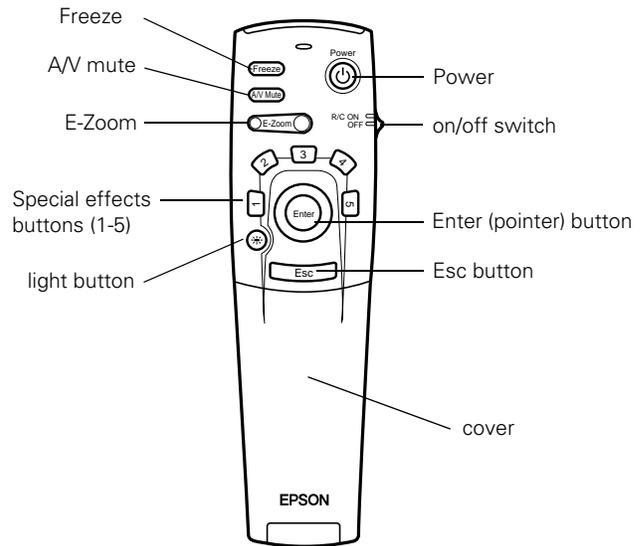
You can also use the remote control in place of your computer's mouse. This gives you more flexibility when delivering PowerPoint and other slideshow-style presentations, since you won't need to stand next to your computer to change slides. To use the remote control in this way, you have to connect the projector's mouse cable between your computer and the projector.

when accessing the projector's help and menu functions

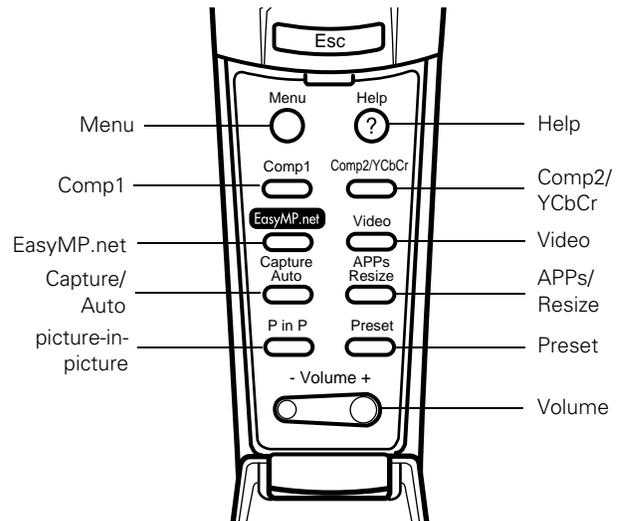
The remote control lets you access and use the projector's help system. It also lets you navigate the menu system to fine-tune various projector features.

Note: If the remote control isn't working, make sure the on/off switch on its side is turned on and fresh batteries are installed. The remote control also may not work properly if a strong light source or radiant heater is present.

See the next page for information on using the remote control buttons, shown below:



Open the cover just below the ESC button to access these remote control buttons:



This table summarizes the functions on the remote control.

Button	Function
Power	Starts or stops projection.
on/off switch	Turns the remote control on or off. Prevents the batteries from discharging if something presses against one of the buttons in the carrying case.
Freeze	Keeps the current computer or video image on the screen.
A/V mute	Turns off the audio and video, displaying either a blank screen or the user's logo.
E-Zoom	Enlarges the image up to four times (in 32 steps). Pressing the right side of the button enlarges the image, pressing the left side of the button reduces the image. To display a portion of an enlarged image that is outside the display area, press the Enter button and scroll the image to the desired location.
Effects buttons	Display preprogrammed special effects on the screen (see table at right). Additional effects can be selected through the Effect menu or by using the EMP Link V software.
Enter (pointer button)	Use the Enter button like a mouse to navigate through EasyMP.net, or to make selections in the projector's help and menu systems. Also lets you position special effects on the screen and can be used in place of your computer's mouse when the computer is connected with the projector's mouse cable. Pressing the Enter button acts as a left mouse click.
Light	Illuminates all buttons on the remote control temporarily.
Esc	Stops the current function. Pressing Esc while viewing a menu or the online help displays the previous screen or menu. Also functions as a right mouse click.
Menu	Displays or hides the menu.
Help	Displays the online help menu.
Comp1	Switches to the Computer 1 image.
Comp2/YCbCr	Switches to the Computer 2 or component video source.
EasyMP.net	Switches the source to the EasyMP.net screen.
Video	Switches to the composite video or S-video source.
Capture/Auto	When EasyMP is running, can be used to capture an image. Otherwise, optimizes the image from a connected computer.
APPs/Resize	When EasyMP is running, calls up a menu of applications. Otherwise, can be used to manually resize the computer image.

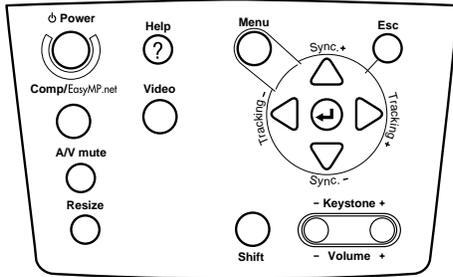
Button	Function
P in P	Displays a composite video or S-video image in a subscreen on the main display. Use the Enter button to reposition the Picture in Picture (P in P) screen, or the E-Zoom button to enlarge or reduce the image. Changes made to the P in P screen location and size are automatically carried over to the next P in P session.
Preset	Saves and recalls up to five different session settings (resolution, tracking, sync signal, and position). To save the current session settings, press the Preset button to assign it to the next available number, 1 through 5. To recall a setting, press the Preset button a second time and move to the desired session number. To overwrite a saved setting, move to the setting you want to replace and press Enter. When the confirmation message displays, choose Yes and press Enter.
- Volume +	Adjusts the volume.

The five special effects buttons are preprogrammed with the following functions:

Button	Function
1	Changes the mouse cursor to an arrow or stamp
2	Lets you draw one or more boxes on the screen
3	Spotlights a section of the screen
4	Lets you place a vertical or horizontal bar on the screen to highlight a part of your image
5	Erases the drawing effects on the screen

Note: You can use the projector's Effect menu to select different options for each of the drawing tools.

Using the Control Panel



The following table summarizes the functions on the control panel:

Button	Function
Power	Starts or stops projection.
Help	Displays the online help menu.
Comp/ EasyMP.net	Switches between Computer 1, Computer 2, and EasyMP.net.
A/V mute	Turns off the audio and video, displaying the black, blue, or user logo background.
Resize	Switches the display dot mode and resize mode for VGA, SVGA, SXGA, and UXGA input.
Video	Switches between composite video, S-video, and component video (BNC).
Menu	Displays or hides the menu.
Esc	Stops the current function. Pressing Esc while viewing a menu or the online help displays the previous screen or menu. When the image source is Computer, the Esc button acts as a mouse right-click.
Up, down arrows (Sync+/Sync-)	Synchronizes the computer's graphic signal. Use these buttons to adjust an image that is fuzzy or streaked, or to select menu items. Allows movement or selection of a menu, if a menu is displayed.
Left, right arrows (tracking-/tracking+)	Matches the projector's internal clock to computer graphic signals (tracking adjustment). Use these buttons to adjust an image with vertical fuzzy lines, or to change numeric settings during menu operations. Allows movement of a menu, if a menu is displayed.
Enter	Selects a menu option or the next menu/help screen. Pressing Enter when no menu or help screen is displayed optimizes the computer image.
Shift	Pressing the shift and Keystone buttons at the same time increases or decreases the volume.
- Keystone +	Squares up the screen, correcting up to a $\pm 30^\circ$ tilt.
- Volume +	Adjusts the volume when used in conjunction with the Shift button.

Cleaning the Lens

Warning: Before you clean any part of the projector, turn off the projector 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 below. Refer all other servicing to qualified service personnel.

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

- Lightly wipe the lens surface with a soft, dry, lint-free cloth.
- To remove dirt or smears on the lens, moisten a soft cloth with an alcohol-based cleaner and gently wipe the lens surface.

Cleaning the Projector Case

Before you clean the projector 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 cause the case to warp.

Cleaning the Air Filter

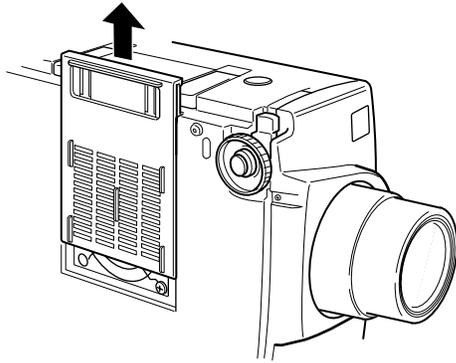
Clean the air filter at the bottom of the projector after every 100 hours of use. If it is not cleaned periodically, it can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector.

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.

Note: Standing the projector with the handle at the top keeps dust from getting inside the projector housing.

3. Pull the filter cover up and remove it.



4. The filter is attached to the inside of the filter cover. It is recommended that you use a small vacuum cleaner designed for computers and other office equipment to clean the filter. If you don't have one, use a dry, lint-free cloth.
If the dirt is difficult to remove or the filter is torn, replace it.
5. Replace the filter cover when you're done.

Replacing the Lamp

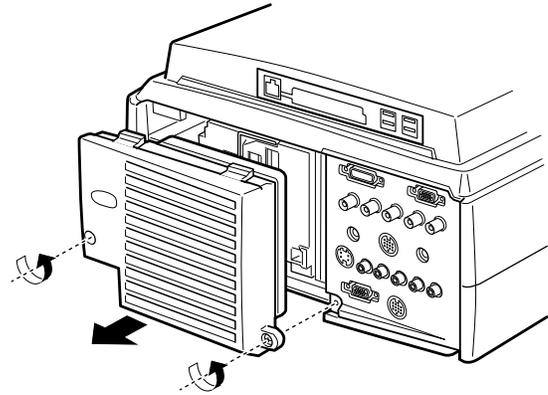
The projection lamp typically lasts for about 2000 hours of use. It is time to replace the lamp when:

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

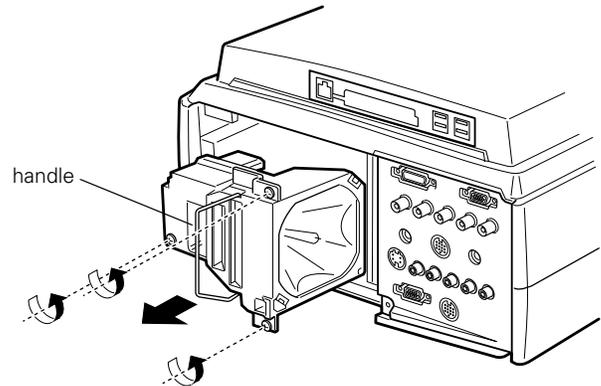
Warning: Let the lamp cool before replacing it. Also, do not touch the glass portion of the lamp assembly. Touching the glass portion of the lamp can result in premature lamp failure.

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. Turn the projector so you can see the lamp cover.

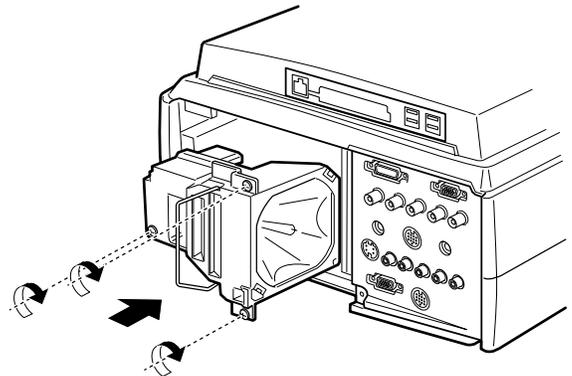
4. Use a screwdriver to loosen the two retaining screws on the lamp cover. When the screws are loose, lift off the lamp cover. (You cannot remove these screws from the cover.)



5. Use a screwdriver to loosen the three screws holding the lamp unit in place. (You cannot remove these screws completely.) Then lift up the handle and pull out the lamp unit.



6. Gently insert the new lamp unit by lowering it into position. Make sure it's inserted securely. Tighten the screws on the new lamp unit.



EPSON PowerLite 8150i Projector

7. Replace the lamp cover and tighten the 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 below.

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. Press the **Help** button and hold it down for at least 5 seconds. The Help menu will be displayed and then you will see a menu asking if you want to reset the lamp ON time.
2. Use the left arrow button (control panel) or press left on the Enter button (remote control) to select **Yes**.
3. Press **Enter** to reset the timer.

Optional Accessories

EPSON provides the following optional accessories for the PowerLite 8150i:

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	ELPCVS1
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 attachment for connecting directly to remote control)	ELPST04
Digital video cables: DVI to DVI, 10 feet (3 meters) DVI to DFP, 10 feet (3 meters)	ELPKC20 ELPKC21

Product	Product number
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
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 or by calling EPSON at (800) 873-7766; or visit the EPSON StoreSM at www.epsonstore.com (U.S. sales only). In Canada, please call (800) 873-7766 for dealer referral.

To see our full line of multimedia projectors, please visit www.epson.com/mul_proj.

Related Documentation

CPD-11970	EPSON PowerLite 8150i Administrator's Manual
CPD-11971	EPSON PowerLite 8150i User's Guide
Service Manual	TBD
Parts Price Lists	PL-EMP8150