

## Projector Specifications

### General

Type of display:	Poly-silicon Thin Film Transistor (TFT)
Size of liquid crystal panels:	Diagonal: 1.3 inches (34 mm)
Lens:	8200i: F=1.7 to 2.3, f=49 to 63 mm 9100i: F=1.8 to 2.4, f=49 to 69 mm
Resolution:	8200i: 1024 × 768 pixels 9100i: 1280 × 1024 pixels
Color reproduction:	24 bit, 16.7 million colors
Brightness:	8200i: 3500 lumens (ANSI) 9100i: 2400 lumens (ANSI)
Contrast ratio:	8200i: 600 : 1 9100i: 300 : 1
Image size:	8200i: 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) 9100i: Wide angle: 30 to 320 inches (at 3.6 to 36.7 feet distance) Tele angle: 20 to 300 inches (at 4.6 to 51.8 feet distance)
Projection distance:	8200i: 3.1 to 48.1 feet (0.9 to 14.6 meters) 9100i: 3.6 to 51.8 feet (1.1 to 15.8 meters)
Projection methods:	Front, rear, upside-down (ceiling mount)
Internal speaker system:	2 × 3 W 8 (Ω) speakers
Optical aspect ratio:	4 : 3 (horizontal : vertical)
Zoom ratio:	8200i: 1 : 1.3 9100i: 1 : 1.4
Manual lens shift:	0 to 10°
Keystone correction angle:	±30°; ratio: 10 : 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 (typically used for rear screen projection)

## Dimensions

Height: 6.2 inches (157 mm)  
Width: 12 inches (305 mm)  
Depth: 18.7 inches (475 mm)  
Weight: 18.3 lb (8.3 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: 350 W  
Sleep mode: 15 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

## Computer Video Port Pin Assignments

The Computer 1 analog (VGA) 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	+5V	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

**Compatible Video Formats**

The projector supports the following international video standards: NTSC, NTSC 4.43, PAL, PAL 60, PAL-M, PAL-N, and SECAM. In addition, the projector supports the computer monitor display formats listed below.

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			PowerLite 8200i	PowerLite 9100i
		H (KHz)	V (Hz)	Pixel (MHz)		
PC (RGB) compatible modes						
VGACGA	640 x 400	31.46	70	25.175	1024 x 640 **	1366 x 854 **
VGAEGA	640 x 350	31.46	70	25.175	1024 x 560 **	1366 x 748 **
NEC400	640 x 400	24.83	56.65	21.053	1024 x 640 **	1366 x 854 **
VGA60	640 x 480	31.469	59.94	25.175	1024 x 768 **	1366 x 1024 **
VGA72	640 x 480	37.861	72.809	31.5	1024 x 768 **	1366 x 1024 **
VGA75	640 x 480	37.5	75	31.5	1024 x 768 **	1366 x 1024 **
VGA85	640 x 480	48.269	85.008	36	1024 x 768 **	1366 x 1024 **
VGA100	640 x 480	51	100	42.5	1024 x 768 **	1366 x 1024 **
VGA120	640 x 480	61	120	50.8	1024 x 768 **	1366 x 1024 **
SVGA56	800 x 600	35.156	56.25	36	1024 x 768 **	1366 x 1024 **
SVGA60	800 x 600	37.879	60.317	40	1024 x 768 **	1366 x 1024 **
SVGA72	800 x 600	48.077	72.188	50	1024 x 768 **	1366 x 1024 **
SVGA75	800 x 600	46.875	75	49.5	1024 x 768 **	1366 x 1024 **
SVGA85	800 x 600	53.674	85.061	56.25	1024 x 768 **	1366 x 1024 **
SVGA100	800 x 600	63	100	67	1024 x 768 **	1366 x 1024 **
SVGA120	800 x 600	76	120	80	1024 x 768 **	1366 x 1024 **
XGA43i	1024 x 768	35.522	86.958	44.9	1024 x 768	1366 x 1024 **
XGA60	1024 x 768	48.363	60.004	65	1024 x 768	1366 x 1024 **
XGA70	1024 x 768	56.476	70.069	75	1024 x 768	1366 x 1024 **
XGA75	1024 x 768	60.023	75.029	78.75	1024 x 768	1366 x 1024 **
XGA85	1024 x 768	68.677	84.997	94.5	1024 x 768	1366 x 1024 **
XGA100	1024 x 768	81	100	111	1024 x 768	1366 x 1024 **
XGA120	1024 x 768	97	120	133	1024 x 768	1366 x 1024 **
SXGA1-70	1152 x 864	63.851	70.012	94.5	1024 x 768 *	1366 x 1024 **
SXGA1-75	1152 x 864	67.5	75	108	1024 x 768 *	1366 x 1024 **
SXGA1-85	1152 x 864	77.094	84.999	121.5	1024 x 768 *	1366 x 1024 **
SXGA1-100	1152 x 864	90	100	144	1024 x 768 *	1366 x 1024 **
SXGA2-60	1280 x 960	60	60	108	1024 x 768 *	1366 x 1024 **
SXGA2-75	1280 x 960	75	75	126	1024 x 768 *	1366 x 1024 **
SXGA2-85	1280 x 960	85.938	85.002	148.5	1024 x 768 *	1366 x 1024 **
SXGA3-43i	1280 x 1024	46.433	86.871	78.75	960 x 768 *	1280 x 1024
SXGA3-60	1280 x 1024	63.981	60.02	108	960 x 768 *	1280 x 1024
SXGA3-75	1280 x 1024	79.976	75.025	135	960 x 768 *	1280 x 1024
SXGA3-85	1280 x 1024	91.146	85.024	157.5	960 x 768 *	1280 x 1024

# EPSON PowerLite 8200i/9100i Projector

Mode	Resolution	Frequency			PowerLite 8200i	PowerLite 9100i
		H (KHz)	V (Hz)	Pixel (MHz)		
UXGA48i	1600 x 1200	62.5	48.04	135	1024 x 768 *	1366 x 1024 *
UXGA60	1600 x 1200	75	60	162	1024 x 768 *	1366 x 1024 *
UXGA65	1600 x 1200	81.25	65	175.5	1024 x 768 *	1366 x 1024 *
UXGA70	1600 x 1200	87.5	70	189	1024 x 768 *	1366 x 1024 *
UXGA75	1600 x 1200	93.75	75	202.5	1024 x 768 *	1366 x 1024 *
UXGA80	1600 x 1200	100	80	216	1024 x 768 *	1366 x 1024 *
UXGA85	1600 x 1200	106.25	85	229.5	1024 x 768 *	1366 x 1024 *
MACLC 13	640 x 480	34.97535	66.62	31.33	1024 x 768 **	1366 x 1024 **
MAC II 13	640 x 480	60.49	66.67	30.24	1024 x 768 **	1366 x 1024 **
iMAC VGA	640 x 480	60.33	117	50.39	1024 x 768 **	1366 x 1024 **
iMAC SVGA	800 x 600	49.725	95	62.62	1024 x 768 **	1366 x 1024 **
MAC16	832 x 624	48.193	74.55	57.28	1024 x 768 **	1366 x 1024 **
MAC19-60	1024 x 768	60.241	59.28	64	1024 x 768	1366 x 1024 **
MAC19-75	1024 x 768	60	74.93	80	1024 x 768	1366 x 1024 **
iMAC XGA	1024 x 768	68.682	75	78.7	1024 x 768	1366 x 1024 **
MAC21	1152 x 870		75.062	100	1016 x 768 *	1356 x 1024 **
PC (YUV) compatible modes						
HDTV480P	720 x 483	31.469	59.94	27	1024 x 768 *	1366 x 1024 *
HDTV480i	720 x 487	15.734	59.94	13.5	1024 x 768 *	1366 x 1024 *
HDTV720P***	1280 x 720	44.95567.4	59.94	74.176	1024 x 576 *	1366 x 768 *
HDTV1080P ***	1920 x 1080	3333.716	59.94	148.352	1024 x 576 *	1366 x 768 *
HDTV1080i ***	1920 x 1080		59.94	74.176	1024 x 576 *	1366 x 768 *
Video compatible modes						
NTSC (SXGA) ***	1366 x 438	15.734	60	28.486	—	1366 x 1024 *
NTSC (XGA) ***	1024 x 435	15.734	60	20.89	1024 x 768 *	—
PAL (SXGA) ***	1366 x 512	15.625	50	28.846	—	1366 x 1024 *
PAL (XGA) ***	1024 x 512	15.625	50	21.154	1024 x 768 *	—
SECAM (SXGA) ***	1366 x 512	15.625	50	28.846	—	1366 x 1024 *
SECAM (XGA) ***	1024 x 512	15.625	50	21.154	1024 x 768 *	—

\* Resize mode (those without asterisks are native mode).

\*\* Although resize mode is shown, Windows mode is also available.

\*\*\* Select 4:3 or 16:9 mode as the Aspect Ratio setting in the Video menu.

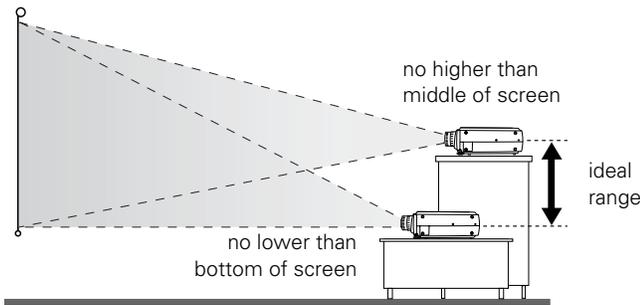
## Positioning the Projector

Follow these guidelines to get the best results when projecting:

- ❑ Place the projector on a sturdy, level surface, between 3 and 48 feet from the screen.
- ❑ Make sure there is plenty of space for ventilation around and under the projector.
- ❑ Make sure the projector is within 6 feet of a grounded electrical outlet or extension cord and within 5 feet of the computer and/or video source.
- ❑ Face the projector squarely toward the screen. Otherwise, your image will be distorted.

*Note: It's easier to position the projector when the screen is directly in front of the room. If the screen is placed diagonally in a corner, it's much more difficult to aim the projector squarely at the screen and get a non-distorted 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:



*Note: If you have to raise the front of the projector, you can use the projector's keystone correction to eliminate distortion. See "Adjusting the Image Shape" on page 7.*

If you'll be projecting from overhead, you'll 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. You'll also need to select ceiling projection in the projector's Advanced menu.

## Calculating Image Size and Projection Distance

Use the formulas 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.

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

### Standard Lens

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

#### ❑ Inches:

$$\begin{aligned} \text{Maximum diagonal size} &= (0.6676 \times \text{projection distance}) + 1.8 \\ \text{Minimum diagonal size} &= (0.5173 \times \text{projection distance}) + 1.4 \end{aligned}$$

#### ❑ Centimeters:

$$\begin{aligned} \text{Maximum diagonal size} &= (0.6676 \times \text{projection distance}) + 4.6 \\ \text{Minimum diagonal size} &= (0.5173 \times \text{projection distance}) + 3.6 \end{aligned}$$

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

#### ❑ Inches:

$$\begin{aligned} \text{Maximum projection distance} &= (1.498 \times \text{diagonal size}) - 2.7 \\ \text{Minimum projection distance} &= (1.933 \times \text{diagonal size}) - 2.7 \end{aligned}$$

#### ❑ Centimeters:

$$\begin{aligned} \text{Maximum projection distance} &= (1.498 \times \text{diagonal size}) - 6.9 \\ \text{Minimum projection distance} &= (1.933 \times \text{diagonal size}) - 6.9 \end{aligned}$$

### Long Throw Zoom Lens (ELPLL02)

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

#### ❑ Inches:

$$\begin{aligned} \text{Maximum diagonal size} &= (0.487 \times \text{projection distance}) + 2.3 \\ \text{Minimum diagonal size} &= (0.286 \times \text{projection distance}) + 1.5 \end{aligned}$$

#### ❑ Centimeters:

$$\begin{aligned} \text{Maximum diagonal size} &= (0.487 \times \text{projection distance}) + 5.9 \\ \text{Minimum diagonal size} &= (0.286 \times \text{projection distance}) + 3.7 \end{aligned}$$

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

#### ❑ Inches:

$$\begin{aligned} \text{Maximum projection distance} &= (3.492 \times \text{diagonal size}) - 5.1 \\ \text{Minimum projection distance} &= (2.053 \times \text{diagonal size}) - 4.8 \end{aligned}$$

#### ❑ Centimeters:

$$\begin{aligned} \text{Maximum projection distance} &= (3.492 \times \text{diagonal size}) - 12.9 \\ \text{Minimum projection distance} &= (2.053 \times \text{diagonal size}) - 12.2 \end{aligned}$$

### Extra Long Throw Zoom Lens (ELPLL03)

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

**Inches:**

Maximum diagonal size =  $(0.231 \times \text{projection distance}) + 2.2$

Minimum diagonal size =  $(0.171 \times \text{projection distance}) + 1.7$

**Centimeters:**

Maximum diagonal size =  $(0.231 \times \text{projection distance}) + 5.7$

Minimum diagonal size =  $(0.171 \times \text{projection distance}) + 4.2$

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

**Inches:**

Maximum projection distance =  $(4.331 \times \text{diagonal size}) - 9.7$

Minimum projection distance =  $(5.850 \times \text{diagonal size}) - 9.7$

**Centimeters:**

Maximum projection distance =  $(4.331 \times \text{diagonal size}) - 24.6$

Minimum projection distance =  $(5.850 \times \text{diagonal size}) - 24.6$

### Short Throw Zoom Lens (ELPLW01)

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

**Inches:**

Maximum diagonal size =  $(0.876 \times \text{projection distance}) + 3.8$

Minimum diagonal size =  $(0.730 \times \text{projection distance}) + 3.0$

**Centimeters:**

Maximum diagonal size =  $(0.876 \times \text{projection distance}) + 9.6$

Minimum diagonal size =  $(0.730 \times \text{projection distance}) + 7.7$

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

**Inches:**

Maximum projection distance =  $(1.369 \times \text{diagonal size}) - 4.1$

Minimum projection distance =  $(1.142 \times \text{diagonal size}) - 4.3$

**Centimeters:**

Maximum projection distance =  $(1.369 \times \text{diagonal size}) - 10.5$

Minimum projection distance =  $(1.142 \times \text{diagonal size}) - 11.0$

### Fixed Short Throw Lens (ELPLR01)

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

**Inches:**

Diagonal size =  $(1.239 \times \text{projection distance}) + 3.4$

**Centimeters:**

Diagonal size =  $(1.239 \times \text{projection distance}) + 8.7$

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

**Inches:**

Projection distance =  $(0.807 \times \text{diagonal size}) - 2.8$

**Centimeters:**

Projection distance =  $(0.807 \times \text{diagonal size}) - 7.0$

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## Selecting the Video Source

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If the projector is connected to more than one computer and/or video source, you can use the buttons on the remote control or the control panel to switch between the different sources.

On the control panel, press the **Computer** button to switch between the computer sources and press the **Video** button to switch between standard (composite) video, S-Video, and component video (BNC).

On the remote control:

- Press the **Video** button to switch between a standard composite video source and an S-Video source.
- Press the **Comp1** button to select the Computer 1 source.
- Press the **Comp2/YCbCr** to select the Computer 2 or component video source.

After you select a source, the screen goes dark for a moment before the image appears.

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## What To Do If You See a Blank Screen

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If you see a blank screen or a blue screen with the message **No Signal** after turning on your computer or video source, do one of the following:

- Make sure the cables are connected correctly.
- Make sure the power light is green and not flashing and the lens cap is off.
- If you've connected more than one computer and/or video source, you may need to press the **Computer** or **Video** button on top of the projector to select the correct source.
- Try restarting your computer.

### If you're using a Macintosh laptop with OS 9.x or earlier:

You may need to set up your system to display on the projector screen as well as the LCD screen. Follow these steps:

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.

If the **Arrange** option isn't available, you may need to select one of the **Simulscan** resolution settings:

1. Click the **Monitor** icon.
2. Select a **Simulscan** resolution. (Allow a few seconds for the projector to sync up after making the selection.)

**If you're using a Macintosh laptop with OS X:**

You may need to set up your system to display on the projector screen as well as the LCD screen. Follow these steps:

1. Select **System Preferences** from the Apple menu and click **Displays**.
2. Click **Detect Displays**.
3. To display the entire desktop on both your projector screen and LCD screen, click the **Arrange** tab. (If you don't see this tab, make sure it is not hidden by another window on your screen.)
4. Click **Mirror Displays** in the lower corner of the screen. One of the monitor icons automatically moves on top of the other.

**If you're using a PC laptop:**

- ❑ Press the function key that lets you display on an external monitor. It's often identified with an icon such as  or labelled **CRT/LCD**. You may have to hold down the **Fn** key while pressing it. Check your laptop's manual or online help.

On most systems, the  or **CRT/LCD** key lets you toggle between the LCD screen and the projector, or display on both at the same time. Allow a few seconds for the projector to sync up after pressing it.

- ❑ Depending on your computer's video card, you might need to use the **Display utility** in the **Control Panel** to make sure both the LCD screen and external monitor port are enabled. See your computer's documentation or online help.

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**Adjusting the Image**

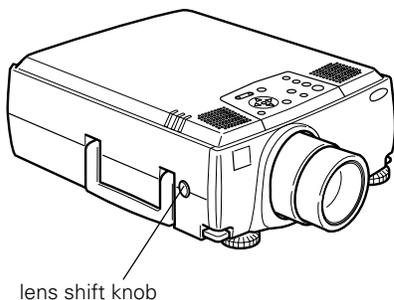
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After setting up the projector, you may need to adjust the height, size, or appearance of the image.

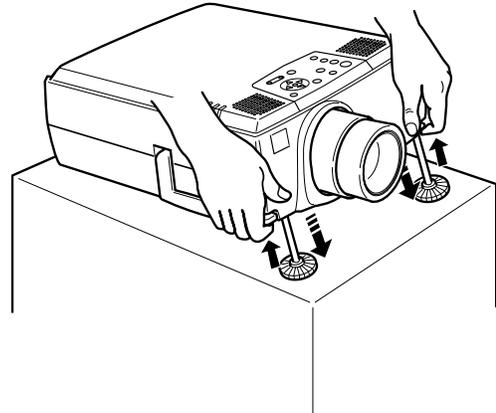
**Adjusting the Height of the Image**

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

- ❑ Press the lens shift knob to make it pop out; then turn it clockwise or counterclockwise to move the lens up or down. When you're finished, press the knob back in.



- ❑ To raise the image using the projector's feet, stand behind the projector and hold up the front while you squeeze the blue foot release levers against the projector. This unlocks the feet.



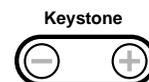
Raise or lower the projector until the image is positioned where you want it, then release the levers to lock the feet and set the projector down gently. You can fine-tune the height of the projector by turning the feet.

If the image shape becomes distorted after you adjust the height, see the following 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 **Setting** menu.

## Resizing the Image

If only part of your computer screen is displayed, your computer may be set for a higher resolution than the projector's "native" display: 1024 × 768 pixels (PowerLite 8200i) or 1280 × 1024 (PowerLite 9100i). You can resize the image to fit the resolution of your projector.

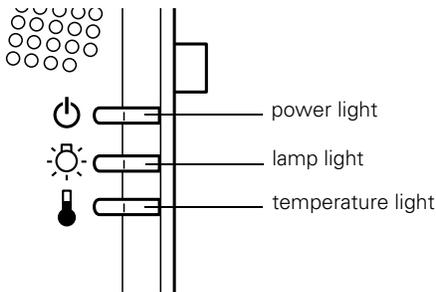
- Press the **Resize** button on the remote control or the control panel. The screen image is automatically compressed.
- Continue pressing the **Resize** button to pan around the screen in the original resolution.

If you're projecting from video equipment, pressing the **Resize** button switches the aspect ratio between 4:3 and 16:9. If you have zoomed in on your image, you can also use the **Resize** button to switch it back to the original display size.

*Note: You can also resize your image with the **Resize** button when you're projecting from a VCR or other video source.*

## Projector Status Lights

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



Light	Status	Description and action
	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 green	The projector is warming up. Wait for the image to appear.
	Green	The projector is operating normally.
	Flashing orange	The projector lamp is off and the projector is cooling down. You can't turn the projector on or unplug it when the light is flashing.
	Red	Power is cut off because of an internal problem. Contact EPSON for help.

Light	Status	Description and action
	Flashing orange	The lamp is almost burned out. This is a good time to replace it.
	Flashing red	The lamp is burned out (or defective) or there is a problem with the ballast power.
	Flashing orange	The projector is too hot. Turn it off and let it cool before using it.
	Red	The projector has turned off automatically because it has overheated. 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.

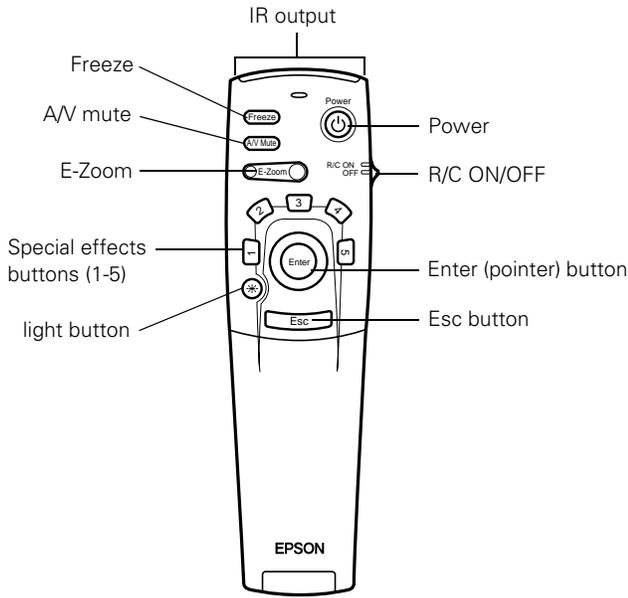
## Using the Remote Control

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. (This distance may be shorter if the remote control batteries are low.) You must also be within a ±30° angle from the front or rear receiver. If you have connected the mouse cable, you can also use the remote control as a wireless mouse.

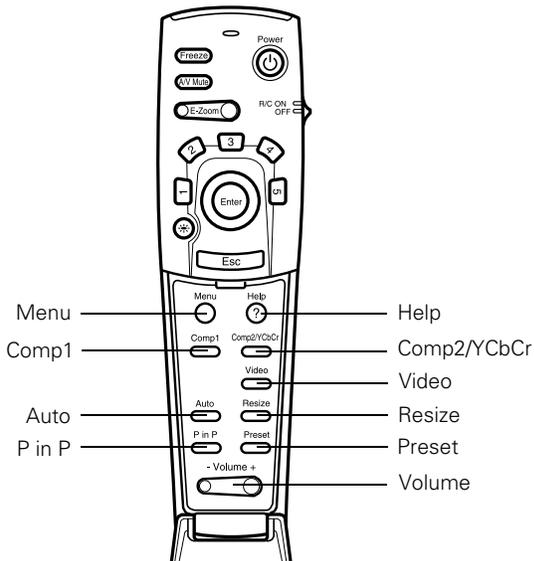
The projector may not respond to remote control commands in these conditions:

- You are too far away or not within 30° to the left or right of and 15° above or below the front or rear sensor
- The R/C (remote control) switch is in the OFF position
- Batteries are weak
- Ambient light is too bright
- A fluorescent light is shining into the infrared receiver
- A strong light source (such as direct sunlight) shines into the infrared receiver
- Other equipment emitting infrared energy is present (such as a radiant room heater)

The remote control buttons are shown in the following illustrations.



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 the projector.
R/C ON/OFF	Turns the remote control on or off.
Freeze	Keeps the current computer or video image on the screen.

Button	Function
A/V mute	Turns off the audio and video, displaying the black, blue, or user logo background.
E-Zoom	Enlarges or reduces the image size from 1x to 4x (in 24 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 which is outside the display area, press the Enter button and scroll the image to the desired location.
Effects buttons	Display preprogrammed special drawing effects on the screen. Additional effects can be selected through the Effect menu or programmed using the EMP Link V software.
Enter (pointer button)	Use the Enter button to navigate the menus or use the remote as a mouse pointer when the projector is connected to the computer with the main cable and the mouse cable. When the image source is Computer, the Enter button acts as a mouse left-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. When the image source is a computer, the Esc button acts as a mouse right-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.
Video	Switches to the standard composite video or S-Video source.
Auto	Optimizes the computer image.
Resize	Switches the display dot mode and resize mode for VGA, SVGA, SXGA, and UXGA input.
P in P	Displays a 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 and it will be assigned 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.

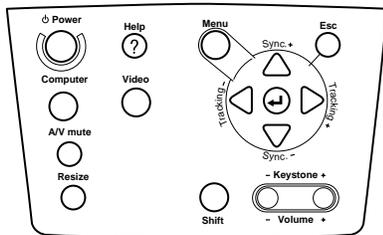
# EPSON PowerLite 8200i/9100i Projector

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



You can use the control panel instead of the remote control to control the projector. However, you can program and access the custom features only with the remote control.

The following table summarizes the functions on the control panel.

Button	Function
Power	Starts or stops projection.
Help	Displays the online help menu.
Computer	Switches between Computer 1 and Computer 2.
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 standard (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.

Button	Function
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 sound volume.
- Keystone +	Adjusts a trapezoid distorted image to normal, correction up to a ±30° 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 in this Product Information Guide. 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 and Replacing the Air Filter

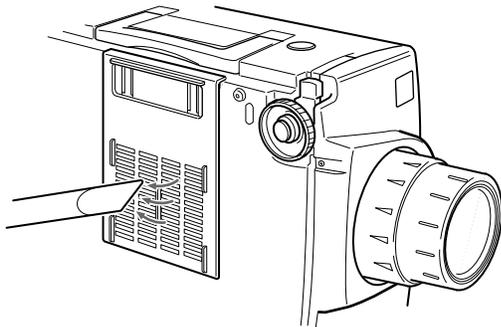
Clean the air filter at the bottom of the projector after every 100 hours of use. If it is not cleaned periodically, it can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector.

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 prevents dust from getting inside the projector housing.*

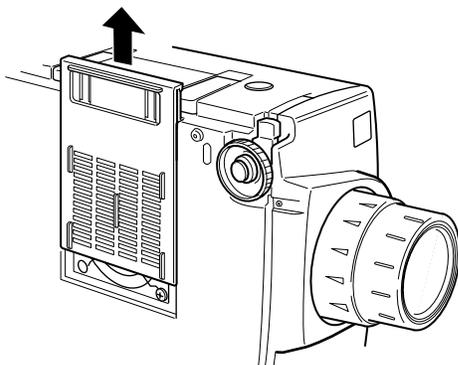
3. To clean the filter, EPSON recommends using a small vacuum cleaner designed for computers and other office equipment. If you don't have one, gently clean the filter using a very soft brush (such as an artist's camel-hair brush).



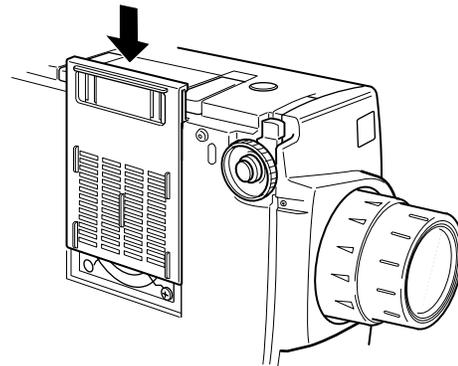
If the dirt is difficult to remove or if the filter is torn, replace it.

*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.*

4. If you need to replace the filter, pull up on the tab to release the filter and remove it.



5. Insert the new filter as shown.



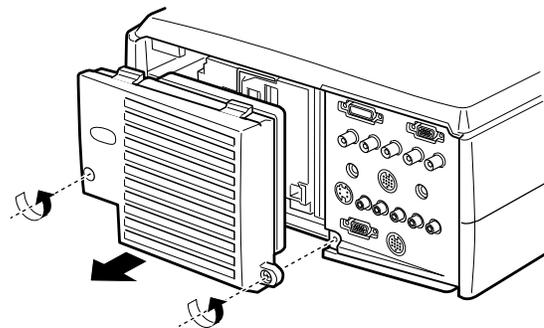
## Replacing the Lamp

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.

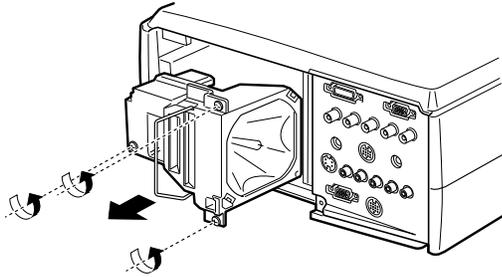
*Warning: Let the lamp cool before replacing it. Also, do not touch the glass portion of the lamp assembly. Touching the glass portion of the lamp will result in premature lamp failure.*

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. 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.)

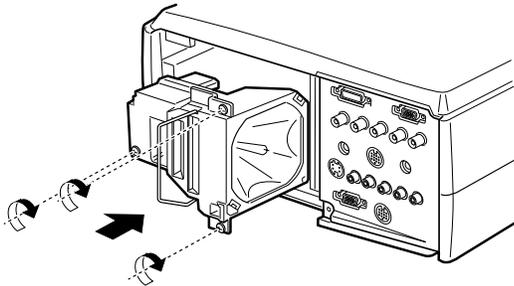


## EPSON PowerLite 8200i/9100i Projector

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



5. Gently insert the new lamp as shown below. Make sure it's inserted securely. Tighten the screws on the new lamp.



6. 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.)
7. 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 8200i and the PowerLite 9100i. You can purchase these accessories from your dealer or by calling EPSON at (800) 873-7766; or visit the EPSON Store at [www.epsonstore.com](http://www.epsonstore.com) (U.S. sales only). In Canada, please call (800) 463-7766 for dealer referral.

Product	Product number
Customized carrying cases for the projector and its cables:	
Hard shell carrying case	ELPKS22
ATA shipping case	ELPKS21
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
False ceiling plate	ELPMBFCP
Suspension adapter for ceiling mount	ELPMBAST
Kensington security lock	ELPSL01
Portable projection screens:	
50-inch	ELPSC06
60-inch	ELPSC07
80-inch	ELPSC08
Remote IR receiver	ELPST02
Hard-wired remote control receiver	ELPST04
Presentation audio system	ELPPAS1
Wireless microphone system	ELCVSII
High resolution document imager	ELPDC02
Motion presentation camera	ELPDC03
Digital video cables:	
DVI to DVI, 10 feet (3 meters)	ELPKC20
DVI to DFP, 10 feet (3 meters)	ELPKC21
Communication kit cable set and computer cable to connect projector to a second computer. There is also a Mac® adapter set so you can connect to a second Macintosh. You may also need the VGA-13W3 video cable (ELPKC06) if you're connecting the projector to a high-end workstation.	
ELP communication cable set	ELPKC04

### Related Documentation

CPD-13534	EPSON PowerLite 8200i/9100i User's Guide
CPD-13535	EPSON PowerLite 8200i/9100i Quick Setup Poster
Service Manual	TM-EMP81/82/91
Parts Price Lists	PL-EMP8200; PL-EMP9100