

Image size (diagonal)	2.3 to 25 ft (0.7 to 7.6 m)
Projection distance	3.3 to 36 ft (1 to 11 m), Wide mode 3.9 to 43.2 ft (1.2 to 13.1 m), Tele mode
Projection methods	Front, rear, upside-down (ceiling mount)
Internal speaker system	1W monaural
Optical aspect ratio	4:3 (horizontal:vertical), adjustable to 16:9 for HDTV, NTSC, PAL, and SECAM images
Keystone correction angle	±15°
Supported video interface standards	NTSC, NTSC4.43, PAL, PAL-M, PAL-N, PAL60, SECAM

Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	150W
Lamp life	About 1500 hours
Part number	ELPLP13

Remote Control

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

Mouse Compatibility

Supports PS/2, USB, and ADB

Dimensions

Height	3.9 inches (99 mm)
Width	11.9 inches (304 mm)
Depth	9.1 inches (232 mm)
Weight	6.8 lb (3.1 kg)

Electrical

Rated frequency	50/60 Hz
Power supply	100 to 120 VAC, 2.4 A 200 to 240 VAC, 1.2 A
Power consumption	Operating: 220W Standby: 12W

Projector Specifications

General

Type of display	Poly-silicon Thin Film Transistor (TFT)
Size of liquid crystal panels	Diagonal: 0.7 inch (17.8 mm)
Lens	F=1.5, f=26.3 mm
Focus adjustment	Manual
Zoom ratio	Digital 1.0 to 1.2, lens at maximum size, 100% to 83% (smallest)
Resolution	800 × 600 pixels (PowerLite 50c) 1024 × 768 pixels (PowerLite 70c)
Color reproduction	24 bit, 16.7 million colors
Brightness (ANSI)	1000 lumens (EPSON PowerLite 50c) 700 lumens (EPSON PowerLite 70c)
EPSON Control Code	ESC/VP Level 5

Environmental

Temperature
(non-condensing) Operating: 41 to 95° F (5 to 35° C),
Storage: 14 to 140° F (-10 to 60° C)

Humidity
(non-condensing) Operating: 20 to 80% RH
Storage: 10 to 90% RH

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 Connector Pin Assignments

The Computer port is a female video RGB, 15-pin micro-D-style connector. Here are the pin assignments:

Input pin	Computer connector signals
1	Red video
2	Green video
3	Blue video
4	GND
5	GND
6	Red video GND
7	Green video GND
8	Blue video GND
9	Reserve
10	Synchronous GND
11	GND
12	SDA
13	Horizontal sync/composite sync
14	Vertical sync
15	SCL

Compatible Video Formats

The projector supports the video formats listed below. To project computer images, the computer's video card must be set at a refresh rate (vertical frequency) that's compatible with the projector. The frequencies of some computers may not allow the image to be displayed correctly; see your computer documentation for details.

Mode	Resolution	Frequency			EPSON PowerLite 50c	EPSON PowerLite 70c
		H (KHz)	V (Hz)	Pixel (MHz)		
PC (RGB) compatible modes						
VGACGA	640 x 400	31.46	70	25.175	800 x 500 *	1024 x 640 *
VGAEGA	640 x 350	31.46	70	25.175	800 x 437 *	1024 x 560 *
VGA60	640 x 480	31.469	59.94	25.175	800 x 600 *	1024 x 768 *
VGA72	640 x 480	37.861	72.809	31.5	800 x 600 *	1024 x 768 *
VGA75	640 x 480	37.5	75	31.5	800 x 600 *	1024 x 768 *
VGA85	640 x 480	48.269	85.008	36	800 x 600 *	1024 x 768 *
VGA Text	720 x 350	31.469	70.087	28.322	800 x 444 *	1024 x 568 *
VGA Text	720 x 400	31.469	70.087	28.322	800 x 388 *	1024 x 497 *
SVGA56	800 x 600	35.156	56.25	36	800 x 600	1024 x 768 *
SVGA60	800 x 600	37.879	60.317	40	800 x 600	1024 x 768 *
SVGA72	800 x 600	48.077	72.188	50	800 x 600	1024 x 768 *
SVGA75	800 x 600	46.875	75	49.5	800 x 600	1024 x 768 *
SVGA85	800 x 600	53.674	85.061	56.25	800 x 600	1024 x 768 *
XGA43i	1024 x 768	35.522	86.958	44.9	800 x 600 *	1024 x 768
XGA60	1024 x 768	48.363	60.004	65	800 x 600 *	1024 x 768
XGA70	1024 x 768	56.476	70.069	75	800 x 600 *	1024 x 768
XGA75	1024 x 768	60.023	75.029	78.75	800 x 600 *	1024 x 768
XGA85	1024 x 768	68.677	84.997	94.5	800 x 600 *	1024 x 768
SXGA1-70	1152 x 864	63.851	70.012	94.5	—	1024 x 768 *
SXGA1-75	1152 x 864	67.5	75	108	—	1024 x 768 *
SXGA1-85	1152 x 864	77.094	84.999	121.5	—	1024 x 768 *
SXGA2-60	1280 x 960	60	60	108	—	1024 x 768 *
SXGA2-75	1280 x 960	75	75	126	—	1024 x 768 *
SXGA2-85	1280 x 960	85.938	85.002	148.5	—	1024 x 768 *
SXGA3-43i	1280 x 1024	46.433	86.871	78.75	—	960 x 768*
SXGA3-60	1280 x 1024	63.981	60.02	108	—	960 x 768*
SXGA3-75	1280 x 1024	79.976	75.025	135	—	960 x 768*
SXGA3-85	1280 x 1024	91.146	85.024	157.5	—	960 x 768*
MAC II 13	640 x 480	35	66.67	30.24	800 x 600 *	1024 x 768 *
MAC16	832 x 624	49.725	74.55	57.28	800 x 600 *	1024 x 768 *
MAC19-60	1024 x 768	48.193	59.28	64	800 x 600 *	1024 x 768
MAC19-75	1024 x 768	60.241	74.93	80	800 x 600 *	1024 x 768
MAC21	1152 x 870	68.682	75.062	100	800 x 600 *	1024 x 768 *
PC (YUV) compatible modes						
HDTV525I (D1) **	640 x 480	15.734	59.94	13.5	800 x 600 *	1024 x 768 *
HDTV525P (D2) **	640 x 480	31.469	59.94	27	800 x 600 *	1024 x 768 *
HDTV750P (D4) **	1280 x 720	45	60	74.25	800 x 450 *	1024 x 576 *
HDTV1125I (D3) **	1920 x 1080	33.75	60	74.25	800 x 450 *	1024 x 576 *
HDTV1125I (D3) **	1920 x 1080	31.25	50.04	74.25	800 x 450 *	1024 x 576 *
Video compatible modes						
NTSC **	640 x 480	15.734	60	—	800 x 600 *	1024 x 768 *
PAL **	720 x 540	15.625	50	—	800 x 600 *	1024 x 768 *
SECAM **	720 x 540	15.625	50	—	800 x 600 *	1024 x 768 *

* Resize mode (all others native mode)

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

Positioning the Projector

The location in which you choose to set up your projector depends on the size of the room and your presentation style.

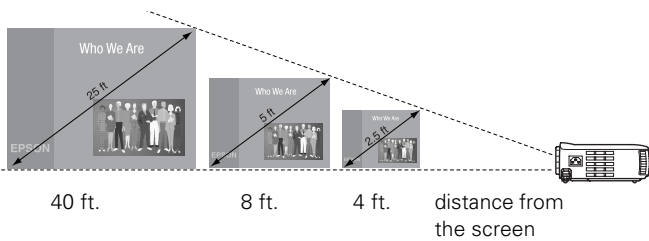
- ❑ Place the projector on a sturdy, level surface, within this distance from the screen:
 - 3.3 to 36 feet in Wide mode
 - 3.9 to 43.2 feet in Tele mode
 - (see page 6 for more information on these modes)
- ❑ Make sure there is plenty of space for ventilation around and under the projector.
- ❑ Make sure the projector is within 6 feet of a grounded electrical outlet or extension cord, and within 5 feet of your computer and/or video source.
- ❑ Place the projector directly in front of the center of the screen, facing it toward the screen squarely. Otherwise, your image will not be square.

Note:

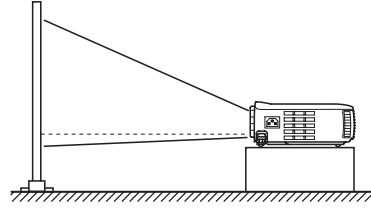
It's best to position the screen directly in front of the room. If it's placed diagonally in a corner, it's much more difficult to aim the projector at the screen correctly and get a square image.

Most presenters find it convenient to place the screen in the front of the room with the projector back near the front of the audience, leaving ample room between the screen and projector to get a good-sized image. Then the presenter can stand in front of the room, facing the audience and control the equipment from there.

Use the figure below as a guideline to help you determine how far from the screen to place the projector. Your image size may not exactly match these sizes; its actual size depends on whether you have adjusted the image size setting (using keystone correction or the Wide/Tele button).



When projecting from a table, the ideal arrangement is to set the projector flat on its surface with the base of the lens at about the level of the bottom of the screen. This delivers the best-looking picture.



If you have to raise the projector by adjusting its feet (described on page 6), you'll need to square-up the sides of image by pressing the **Keystone** button (also on page 7).

If you'll be projecting from overhead, you'll get the best-looking picture by mounting the projector upside-down, parallel to the ceiling, with the bottom of its lens level with the top of the screen. (You'll also need to select ceiling projection mode in the projector's Advanced menu.)

Displaying an Image

Once you've connected the projector to your computer or other equipment, you're ready to turn on the projector, adjust the image, and give your presentation.

Turning On Your Equipment

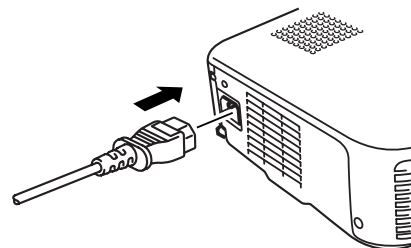
Make sure your projector and other equipment are set up and connected correctly. Then plug in and turn on your equipment, as described below.

Note:

If you have more than one source connected, you may have to switch to the one you want to use, as described on page 5.


Follow these steps to plug in and turn on your equipment:


1. If you're projecting video, first plug in and turn on your VCR, DVD player, or other video source. (If you're projecting from a computer, go to step 2.)
2. To turn on the projector, first connect one end of the power cord to the projector's power inlet on its left side.



3. Connect the other end to a grounded electrical outlet.

The **Power** light on the projector turns orange, indicating that the projector is receiving power and is in sleep mode, but is not yet turned on.

4. Remove the lens cap.
5. Press the red  Power button on top of the projector. (You can also turn on the projector using the remote control, but you must turn on the remote control first.)

The  Power light flashes green and then stays on. You see a blue screen with the message **No Signal** displayed.

Warning

Never look into the lens when the lamp is on. This can damage your eyes, and is especially dangerous for children.

6. If you're projecting images from a computer, turn on your computer. In a few moments, you should see your computer display projected. (If a projected image fails to appear, see the next section for help.)

Note:

Windows only: If you see a New Hardware Found message saying that Windows has found a plug-and-play monitor, click Cancel.


7. If you're projecting video, press the Play button. (If a projected image fails to appear, see the next section for help.)

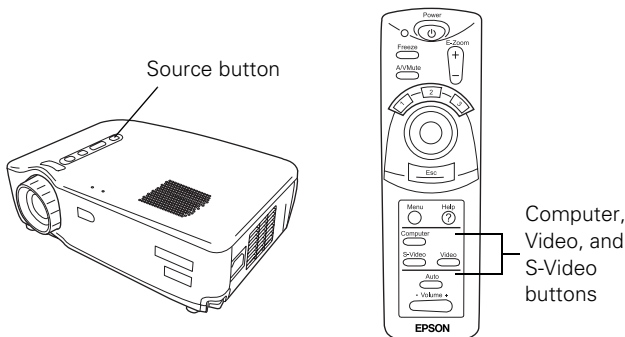
Once you see your image, turn to page 6 for instructions on focusing and making other image adjustments.

When you're done with your presentation, shut down the projector as described on page 8. Shutting down the projector correctly prevents premature lamp failure and possible damage to the projector from overheating.

What To Do If You See a Blank Screen

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, as described in Chapter 1.
- Make sure the  Power light is green and not flashing and the lens cap is off.
- If you've connected more than one input source, you may need to press the **Source** button on top of the projector or the **Computer**, **Video**, or **S-Video** button on the remote control to select the source you want to use. (Allow a few seconds for the projector to sync up.)

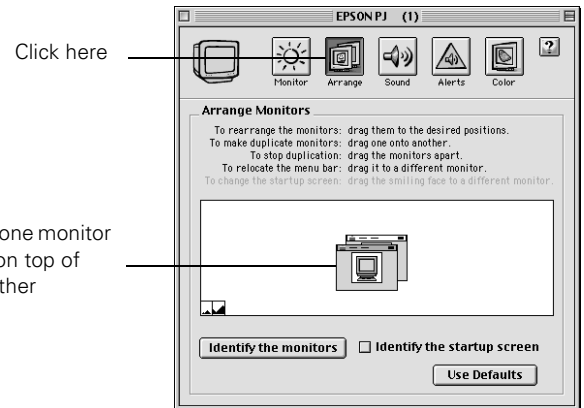


- Try restarting your computer.
- If you still don't see an image and you're using a PowerBook or a PC laptop, see the next sections.

If You're Using a PowerBook . . .

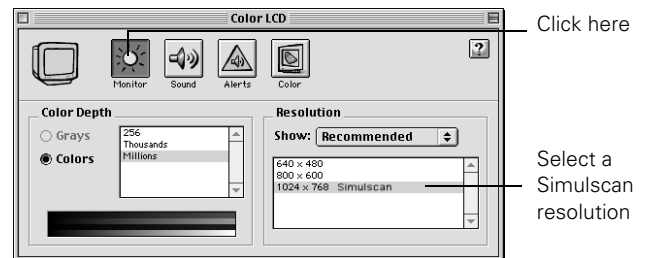
You may need to set up your system to display on the projector screen as well as the LCD screen. Follow these steps:

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 this option isn't available, you may need to select one of the Simulscan resolution settings. Click the **Monitor** icon, then select a **Simulscan** resolution as shown. (Allow a few seconds for the projector to sync up after making the selection.)



If You're Using a PC Laptop . . .

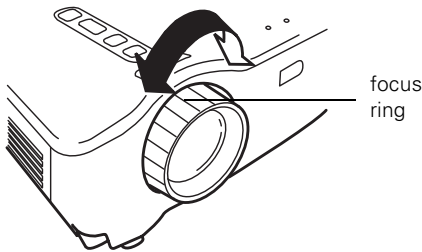
- Press the function key that lets you display on an external monitor. It's often labelled with an icon such as  but it may be labelled **CRT/LCD**. You may have to hold down the **Fn** key while pressing it. Check your laptop's manual or online help for details.

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 that both the LCD screen and external monitor port are enabled. See your computer's documentation or online help for details.
- ❑ Check your computer's video resolution and scan frequency to see if they are supported, as listed on page 3. You may need to adjust your computer's resolution and scan frequency to match one of the modes listed.

Focusing Your Image

Rotate the focus ring to sharpen the image.



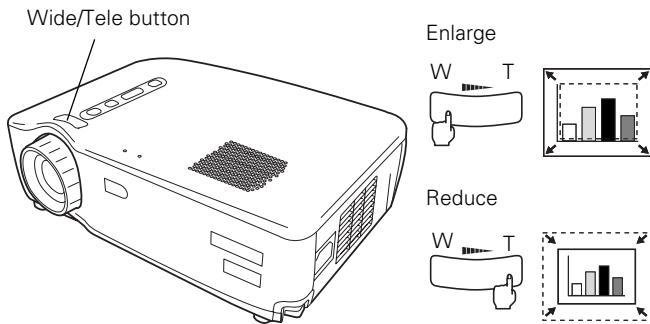
Note:
 If the image from your computer is still out of focus, you can increase the clarity by pressing the Auto button on the remote control. This optimizes the projector's tracking, sync, and position settings. (You can also adjust these settings using the projector menus.)

Adjusting the Image Size

You can adjust your image size using the Wide/Tele button on the projector or zoom into a portion of the image using the E-Zoom button on the remote control.

Using the Wide/Tele Button

To enlarge or reduce your image size in small increments, use the Wide/Tele button on the projector. Press the T side of the button to reduce the image size, or the W side of the Wide/Tele button to enlarge the image to full size.

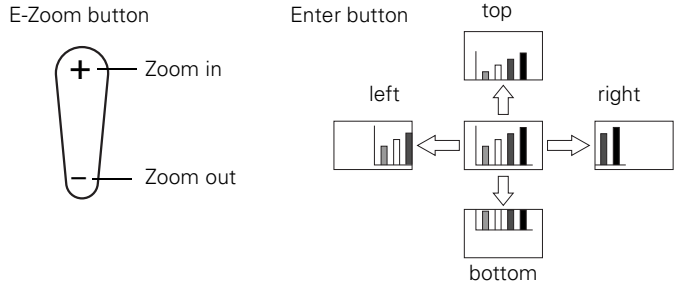


Note:
 You can always move the projector closer to or farther from the screen to adjust the image size.

Using the E-Zoom Button

If you want to zoom in on a portion of the image, use the E-Zoom and Enter buttons on the remote control. Press the + side of the E-Zoom button to zoom into your image in small increments. Press the - side to zoom out.

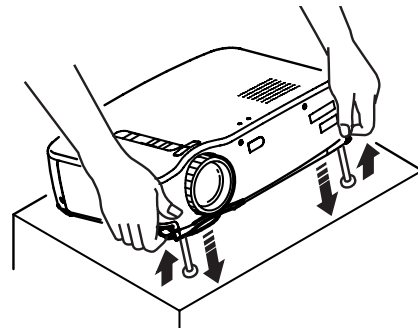
To position the zoomed image on the screen, press the top, bottom, left, or right side of the Enter button on the remote control. (Press Esc to return your image to its original size and turn off E-Zoom.)



Adjusting the Image Height

If your image is 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.



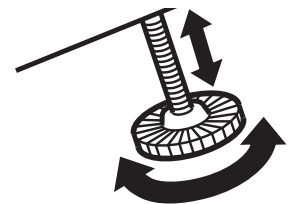
2. Raise or lower the front of the projector as necessary.

Caution

To avoid damaging the lens, do not lift the projector by the lens.





3. Once the image is positioned where you want it, release the levers to lock the feet into position.

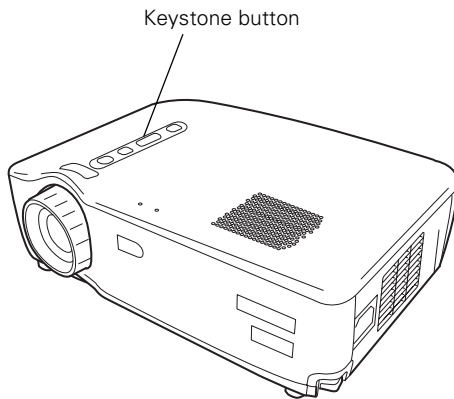
4. To fine-tune the height, rotate the feet clockwise to raise the projector and counterclockwise to lower it.



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.



The Keystone button corrects up to a 15° tilt. After correction, your image will be smaller. You can also perform electronic keystone correction using the projector's Setting menu.

Note:

If the image is noticeably uneven after keystone correction, reduce the Sharpness setting using the Video menu.

Adjusting the Image Quality

You may need to adjust the projector's Tracking and Sync settings on the Video menu if your computer image has any of these quality problems:

- ❑ Flashing or blurry image
- ❑ Vertical or horizontal stripes
- ❑ Only a portion of the image is displayed

Note:

You can also increase computer image clarity by pressing the Auto button on the remote control to optimize the tracking, sync, and position settings. Turn off E-Zoom and A/V Mute before using the Auto button.

Switching Between Picture Sources

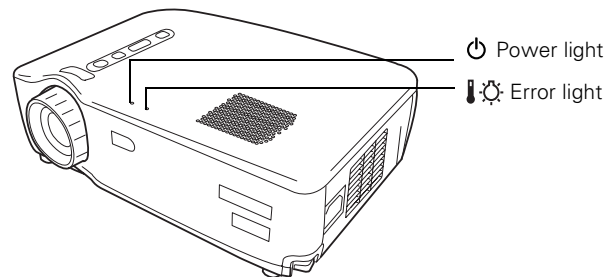
You can connect the projector to one computer source and one video source at the same time. Then you use the buttons on the projector or remote control to switch between them.










- ❑ Press the Source button on the projector to switch between computer, S-video, and composite video sources.
- ❑ Press the Computer, Video, or S-Video button on the remote control to select the source you want to use.





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

Projector Status Lights

If your projector isn't working correctly, first turn it off, wait for it to cool, and unplug it. Then plug the power cord back in and turn on the projector. If this doesn't solve the problem, check the lights on top of the projector. They alert you to problems with projector operations.



Light	Status	Description and action
	off	The projector is unplugged. Press the  Power button to turn off the projector, check that the power cable is connected securely at both ends, then press the  Power button to turn on the projector.
	orange	The projector is in sleep mode. You can unplug it to disconnect the power or press the  Power button to turn on the projector lamp.
	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. Wait until the light stops flashing and then press the  Power button to turn on the projector. (You can't turn the projector on or unplug it when the light is flashing orange.)

Light	Status	Description and action
	flashing red at 1-second intervals	The lamp cover is not closed securely or the lamp has burned out. Secure the lamp cover or replace the lamp; see page 11 for instructions.
	red	The projector is too hot. Turn it off and let it cool before using it. Also make sure nothing is blocking the projector's air intake vent. If it continues to overheat, clean the air intake vent; see page 10 for instructions.
	flashing orange	The projector lamp has turned off automatically because the projector has overheated. Let it cool for a few minutes, then turn it back on. Also make sure nothing is blocking the projector's air intake vent. If it continues to overheat, clean the air intake vent; see page 10 for instructions.
	flashing red at 2-second intervals	There is an internal problem with the projector. Unplug it from the electrical outlet and contact EPSON for help.

Shutting Down the Projector

When you've finished using the projector, follow the recommended procedure to shut it down. This extends the life of the lamp and protects the projector from possible overheating.

Note:

If sleep mode is enabled and the projector has not received any input signals for 30 minutes, it automatically turns off the projector lamp and enters "sleep mode." This conserves electricity, cools the projector, and extends the life of the lamp. In sleep mode, the Power light is orange. If you are done using the projector, unplug the power cord. If you want to start projecting again, press the Power button on the projector or the remote control.

1. If you've connected a computer or laptop and it's displaying only through the projector, shut down the computer first; otherwise you won't be able to see your computer's display if you try turning it off after the projector.
2. Press the red Power button on top of the projector or on the remote control. You see a confirmation message. (If you don't want to turn it off, press any other button.)
3. Press the Power button again. The Power light flashes orange for a couple of minutes as the projector cools down. When the projector has cooled, the orange Power light stays on and the fan shuts off.

If you want to turn the projector on again, wait until the orange Power light stops flashing. Then press the Power button.

Caution:

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

4. Replace the lens cap, retract the projector feet, and unplug the power cord. Also turn off the remote control, if you were using it.
5. If you're using a VCR or other video source, turn it off after you turn off the projector.
6. Disconnect all equipment, and store the projector in a protective case.

Using the Remote Control

The remote control lets you access projector features from anywhere in the room—up to 32 feet away. You must also be within a 30° horizontal and a 15° vertical angle from the infrared receiver at the front of the projector. You can use it to turn the projector on and off, zoom the image, display the projector menus, and other uses.

If you connected a mouse cable to the projector, you can also use the remote control as a wireless mouse to run your presentation.

Note:

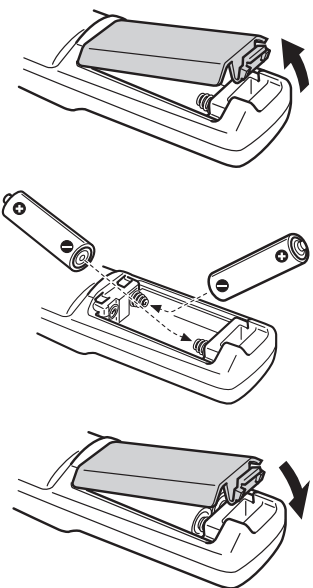
You can aim the remote control at your projection screen and reflect the signal back into the sensor on the front of the projector, but this shortens the operating distance of the remote control.

Installing the Remote Control Batteries

The remote control operates the projector and lets you access its setup menus. You can also use it as a wireless mouse.

Follow these steps to install the batteries:

1. Press the tab to release the battery cover and lift it up to remove it.
2. Insert the two AA batteries included with the projector as shown.
3. Replace the battery cover.



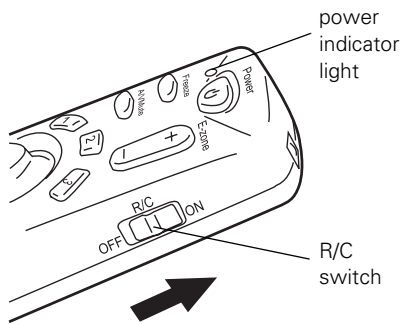
Caution:

When replacing batteries, take the following precautions:

- ❑ Replace batteries as soon as they run out.
- ❑ Do not mix old and new batteries.
- ❑ 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 will not be using the remote for a long period of time.

Operating the Projector with the Remote Control

1. Push up the R/C switch on the side of the remote control to turn it on.



2. Point the remote at the front of the projector or at the screen.
3. Press the button for the function you want to use. The light next to the **Power** button on the remote control flashes briefly. (If it doesn't flash, you may have inserted the batteries incorrectly or need to change the batteries; see page 8 for instructions.)

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

- ❑ You are too far away or not within a 30° horizontal or 15° vertical angle of the projector's sensor
- ❑ The R/C switch on the right side of the remote control is in the OFF position (the remote control is turned off)
- ❑ Batteries are weak
- ❑ Bright ambient light, fluorescent light, or direct sunlight is shining into the remote control sensor
- ❑ Equipment emitting infrared energy (such as a radiant room heater) is nearby and interfering with the sensor

Using the Remote Control as a Wireless Mouse

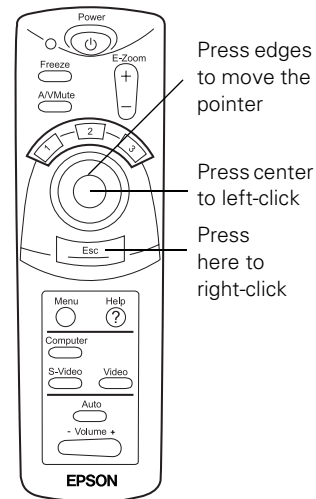
Using the remote control as a wireless mouse gives you more flexibility; you don't need to stay near your computer or the projector to run your presentation.

To use the remote control as a mouse, you must first connect a mouse cable between your computer and the projector.

Note:

When you connect the mouse cable, your computer mouse is disabled and you can't use another external mouse with your desktop. However, you may still be able to use the built-in mouse pointer on a laptop.

Follow these instructions to use your remote control as a wireless mouse:



- ❑ Aim the remote at the screen or at the receiver on the front of the projector. To move the mouse pointer on the screen, press the edges of the **Enter** button with your thumb, as you would to move a trackball.
- ❑ To click, press down on the center of the **Enter** button. To double-click, press down twice on the **Enter** button.
- ❑ To click and drag, press down on the **Enter** button and then tilt it in the direction you want to drag.
- ❑ To right-click, press the **Esc** button.
- ❑ To change slides in a PowerPoint® presentation (in Slide Show mode), press down on the **Enter** button.

Note:

If you swapped the mouse button functions on your computer mouse, the **Enter** and **Esc** buttons on the remote control also swap functions.

Using the Menus

These on-screen menus let you adjust and customize the projector features from the remote control:

- Video** controls the look and quality of the projected image (from a computer or video source).
- Audio** adjusts the sound volume and tone.
- Effect** customizes the highlighting tools available on the remote control.
- Setting** adjusts features such as the keystone setting, blank screen color, message prompt, and sleep mode.
- Advanced** controls settings such as menu language, color intensity, and rear or ceiling projection.
- About** provides information about the current projector and lamp settings, and lets you reset the lamp timer when you've replaced the projector's lamp.
- Reset All** restores the factory defaults to all the projector settings.

Changing Menu Settings

You use the **Menu**, **Enter** and **Esc** buttons on the remote control to change menu settings.

1. To display the main menu, press the **Menu** button. The menus are displayed on the left, and the options available for the current menu are shown on the right.
2. Press the top or bottom of the **Enter** button to scroll up or down through the menus and view the available options.
3. Press the center of the **Enter** button to select a menu. The highlight moves to the first menu option for that menu.
4. Press the bottom or the top of the **Enter** button to scroll through the options. Press the right or left side of the **Enter** button to change the setting.

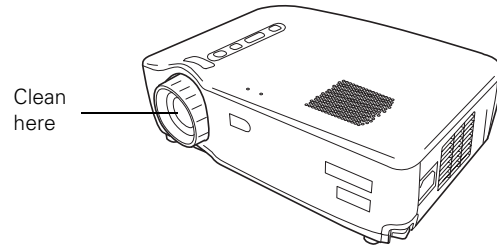
If you want to go back to the default settings on any menu, select **Reset**, press **Enter**, select **Yes**, and then press **Enter**.

5. Press the **Esc** button to save your changes and go back to the main menu.
6. Press the **Menu** button to exit the menu system.

Cleaning the Lens

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

- To remove dust, use a canister of compressed air to spray the lens surface, or lightly wipe the lens surface with a soft, dry, lint-free cloth.
- To remove dirt or smears, use lens-cleaning paper. If necessary, 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 outside with a soft, dry, lint-free cloth.
- To remove stubborn dirt or stains, clean the case using a soft cloth moistened with water and a neutral detergent. Dry it using a separate cloth.
- Do not use alcohol, benzene, thinner, wax, or other chemicals. These can damage the case.

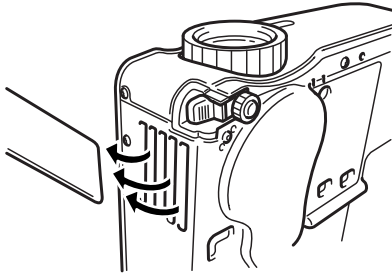
Cleaning the Air Intake Vent

Clean the air intake vent after every 100 hours of use, or if the  Error light on top of the projector turns red.

If the vent is not cleaned periodically, it can become clogged with dust, preventing proper ventilation. This can cause overheating and damage the projector.

Follow these steps to clean the vent:

1. Turn off the projector, let it cool down, and unplug the power cord.
2. Stand the projector on its back panel with the lens pointing upward.




3. To clean the vent, EPSON recommends using a small vacuum cleaner designed for computers and other office equipment. If you don't have one, use a dry, lint-free cloth.

If the dirt is difficult to remove, replace the air intake vent. You can purchase the part from your dealer, or by calling EPSON at (800) 873-7766, or by visiting the EPSON Store at www.epsonstore.com (U. S. sales only). In Canada, please call (800) 873-7766 for dealer referral.

Replacing the Lamp

The projection lamp typically lasts for about 1500 hours of use. It is time to replace the lamp when:

- The projected image gets darker or starts to deteriorate.
- The  Error light on top of the projector is flashing red in 1-second intervals.
- The LAMP REPLACE message appears on the screen when the projector lamp comes on (after about 1500 hours of use). To maintain projector brightness and image quality, replace the lamp as soon as possible after you see the message.

Note:

To view the number of hours your lamp has been used, check the About menu.

Request replacement lamp part number ELPLP13.

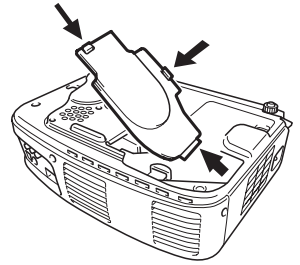
Follow these steps to replace the lamp:

1. Turn off the projector, let it cool down, and unplug the power cord.
2. Allow the projector to continue cooling for at least one hour (if it has been on).

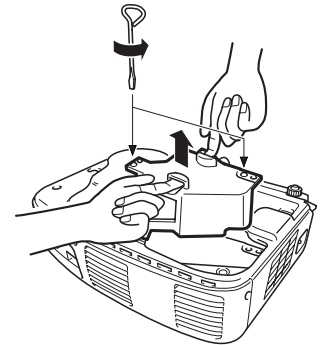
Warning:

Let the lamp cool before replacing it. To avoid premature lamp failure, do not touch the glass portion of the lamp assembly.

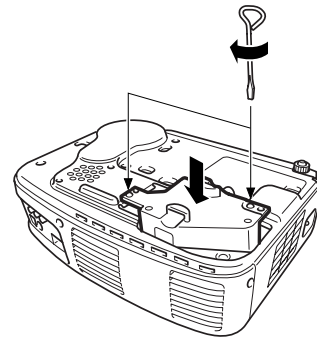
3. Turn the projector upside-down to access the lamp compartment.
4. To remove the lamp cover, press on the two tabs and pull out the cover.



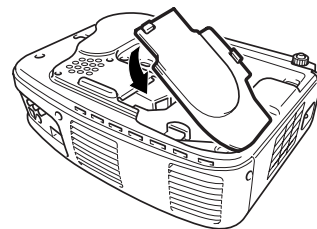
5. Use a screwdriver to loosen the two lamp cover screws; you can't remove the screws. Then pull out the lamp by the two notches.




6. Position the new lamp correctly, then gently insert it into the projector. Press it into place and tighten the retaining screws.



7. Insert the lamp cover as shown and press it back into place.



Caution:

Make sure the lamp cover is securely fastened; the  Error light flashes and the projector lamp won't turn on if the cover is open.

8. Follow the instructions on page 10 to access the projector's About menu and reset the lamp counter to zero.

Optional Accessories

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

Product	Product number
Customized carrying cases: ATA molded hard shell carrying case ATA shipping case Samsonite® wheeled soft case Notebook/Projector soft shoulder bag	ELPKS36 ELPKS37 ELPKS35 ELPKS13
Replacement lamp	ELPLP13
Ceiling mount	ELPMB35
Suspension adapter for ceiling mount	ELPMBAPS
Projection screens: 50-inch portable screen 60-inch Insta Theatre screen 80-inch Insta Theatre screen	ELPSC06 ELPSC07 ELPSC08
Component video cable	ELPKC19
Macintosh adapter set	ELPAP01
Kensington security lock	ELPSL01
Presentation audio system	ELPPAS1
Wireless microphone system	ELPCVS1

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

Related Documentation

CPD-11578	EPSON Powerlite 50c/70c User's Guide
CPD-11579	EPSON Powerlite 50c/70c Quick Setup Poster
Service Manual	TM-EMP50/70
Parts Price Lists	EPSON PowerLite 50c: PL-EMP50 EPSON PowerLite 70c: PL-EMP70