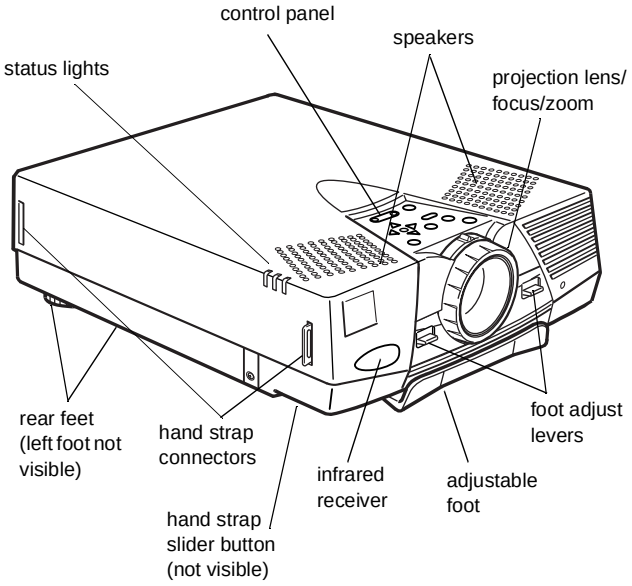
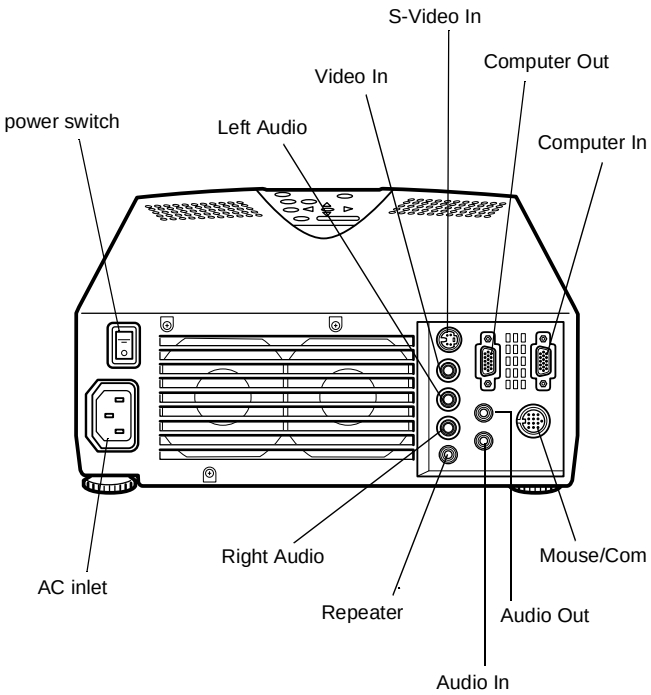




Projector Specifications

General

Type of display	Poly-silicon Thin Film Transistor (TFT), active matrix
Size of liquid crystal panels	Diagonal: 0.9 inches (22.9 mm)
Lens	F = 1.7–2.0, f = 37–48 mm
Resolution	5500C: SVGA 800 × 600 pixels 7500C: XGA 1024 × 768 pixels
Color reproduction	24 bit, 16.7 million colors
Image brightness	5500C: 650 lumens (ANSI) 7500C: 800 lumens (ANSI)
Image size	19–300 inches diagonal
Projection distance	3.3 to 53.46 feet (1.1 to 16.3 meters)
Projection methods	Front, rear, upside-down (ceiling-mount)
Internal speaker system	Two 1W, SRS, 3D stereo output
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.3
Tilt angle	0° to 12°
Supported video interface standards	NTSC, NTSC 4.43, PAL, PAL-M, PAL-N, PAL 60, SECAM

Projector Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	120 W
Lamp life	2000 hours at 50% brightness
Part number	ELPLP06

Remote Control

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

Mouse Compatibility

Supports PS/2, ADB, optional serial (with ELP III Link set)

Repeater Interface

Supports Xantech® IR repeaters, 3.5mm stereo mini-jack

Mechanical

Height	3.6 inches (93 mm), including feet
Width	9.3 inches (236.2 mm)
Depth	13.6 inches (345.4 mm), including lens
Weight	9.4 lb (4.2 kg)

Electrical

Rated frequency	50/60 Hz
Power supply	100 to 120 VAC, 2.2 A, 50/60 Hz 200 to 240 VAC, 1.0 A, 50/60 Hz
Power consumption	Operating: 220 W Standby: 30 W

Environmental

Temperature	Operating: 41 to 95° F (5 to 35° 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

Supported Monitor Displays

The projector supports the following display formats.

Computer type	Formats	Resolutions
IBM PC and IBM PC compatible	EGA, VGAEGA	640 × 350
	VGACGA	640 × 400
	VGA60, VESA	640 × 480
	VGA Text	720 × 350
	VGA Text	720 × 400
	VESA72/75/85	640 × 480
	SVGA 56/60/72/75/85	800 × 600
	XGA 43i60/70/75/85	1024 × 768
	SXGA 70/75	1152 × 864
	SXGA (7500C Only)	1280 × 960
	SXGA (7500C Only)	1280 × 1024
Apple Macintosh	Standard 8- and 24-bit color monitor	640 × 480 (13”)
		832 × 624 (16”)
		1024 × 768 (19”)
		1152 × 870 (21”)
TV	NTSC	640 × 480
	PAL, SECAM	768 × 567

Note: The frequencies of some computers may not allow the image to be displayed correctly.

Computer In and Computer Out Connector Pin Assignments

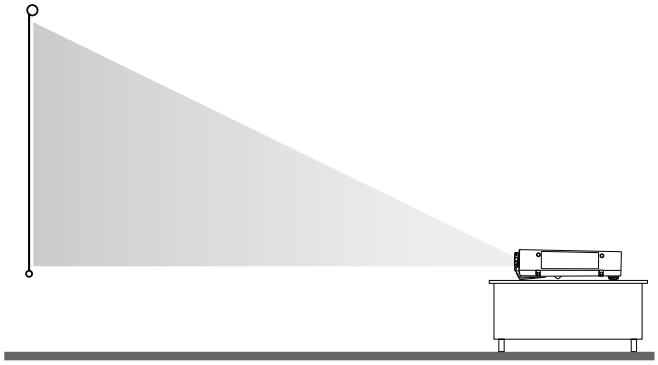
The Computer In and Computer Out connectors are female video RGB, 15-pin micro-D-style connectors. The pin assignments are:

Pin	Computer Out connector signals	Computer In connector signals
1	Red analog input	Red video
2	Green analog input	Green video
3	Blue analog input	Blue video
4	Reserved	Monitor (ID bit 2)
5	GND	GND
6	Red GND	Red video GND
7	Green GND	Green video GND
8	Blue GND	Blue video GND
9	Reserved	+5 V
10	Sync GND	Synchronous GND
11	Reserved	Monitor (ID bit 0)
12	Reserved	SDA
13	Horizontal sync/composite sync	Horizontal sync
14	Vertical sync	Vertical sync
15	Usync	(SLC)

Projector Placement Guidelines

To get the best results when projecting your images, it is important to position the projector at the proper height and distance relative to the screen.

When projecting from a table or desk, place the projector so the lens is aligned as closely as possible with the bottom of your screen:



When projecting from the ceiling, align the lens as closely as possible with the top of your screen:

The distance between the projector and the screen determines the actual image size. To determine the exact distance required for a particular image size (or to determine the size of an image at a particular distance), use the following formulas. (Remember that the size of the image can be changed by rotating the zoom ring.)

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

- Inches:
  Maximum image size = (0.6038 × projection distance) + 1.8898
  Minimum image size = (0.4631 × projection distance) + 1.4000
- Centimeters:
  Maximum image size = (0.6038 × projection distance) + 4.8001
  Minimum image size = (0.4631 × projection distance) + 3.5560

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

- Inches:
  Maximum projection distance = (2.1593 × image size) – 3.0229
  Minimum projection distance = (1.6562 × image size) – 3.1291
- Centimeters:
  Maximum projection distance = (2.1593 × image size) – 7.6782
  Minimum projection distance = (1.6562 × image size) – 4.2068

For example, here are the measurements for three possible installations:

Image size (diagonal)	Horizontal distance from projector to screen	
	Minimum	Maximum
300 inches* (762 cm)	493.7 inches (12.6 m)	644.8 inches (16.4 m)
200 inches (508 cm)	328.1 inches (8.4 m)	428.8 inches (10.9 m)
100 inches (254 cm)	162.5 inches (4.2 m)	212.9 inches (5.4 m)

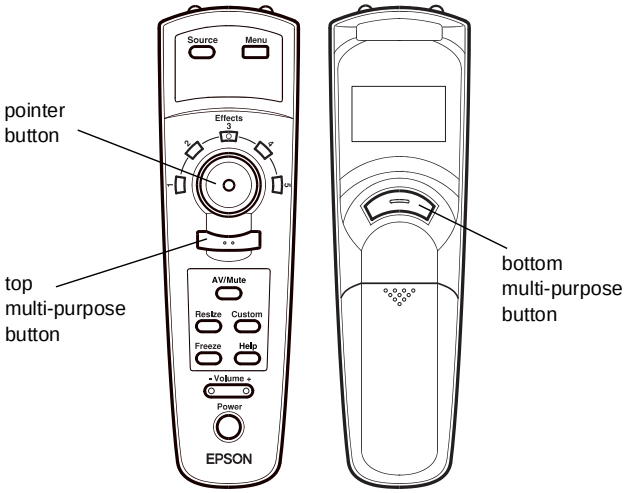
** For an image size of 300 inches, the projector may be up to 53.7 feet away from the screen, depending on the setting of the zoom ring.*

Using the Remote Control

The remote control uses a line-of-sight infrared signal. To use the remote control, point it toward the infrared receiver located at the front of the projector.

To be able to use the remote control as a cordless mouse, connect the projector to your computer with the mouse cable (PS/2 or Mac) that came with the projector or with the optional ELP Link III set cables.

You can use the remote control up to about 32.8 feet (10 meters) from the projector. (This distance may be shorter if the remote control batteries are low.) You must also be within a ± 30° angle from the infrared receiver.

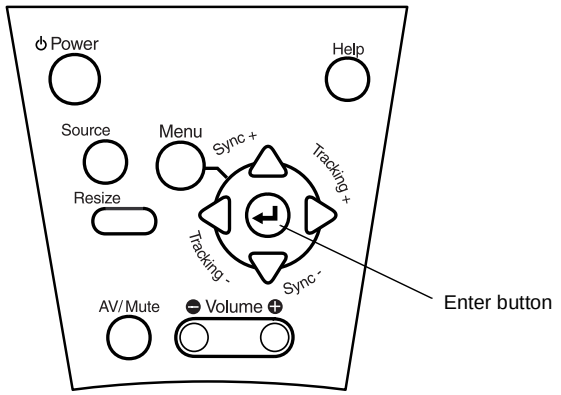


Note: The projector may not respond to remote control commands in these conditions: ambient light is too bright; a certain type of fluorescent light is present; a strong light source (such as direct sunlight) shines into the infrared receiver; or other equipment emitting infrared energy is present (such as a radiant room heater). Correct these conditions to use the remote control or control the projector from a computer.

This table summarizes the functions on the remote control.

Button	Function
Source	Switches input source from computer to video or vice versa.
Menu	Displays or hides the menu.
Effects buttons	Display special effects that have been assigned in the Effect menu or with the optional ELP Link III software.
Pointer button	Lets you navigate the menus or use the remote as a mouse pointer when the projector is connected to the computer with the included mouse cable or the optional ELP Link III set cables.
Top multi-purpose button	Acts as a right mouse click, registers a menu selection, and selects other custom functions.
Bottom multi-purpose button	Acts as a left mouse click, registers a menu selection, and selects other custom functions.
AV/Mute	Turns off/on the audio/video output of the projector, clears all special effects, and displays a black, blue, or user logo screen.
Resize	Resizes the image on the screen to match the resolution of your computer image.
Custom	Allows you to zoom the image using the top and bottom multi-purpose buttons.
Freeze	Keeps the current computer or video image on the screen.
Help	Displays the Help menu (useful for troubleshooting video or audio related problems).
– Volume +	Adjusts the volume.
Power	Turns the projector lamp on or off.

Using the Control Panel



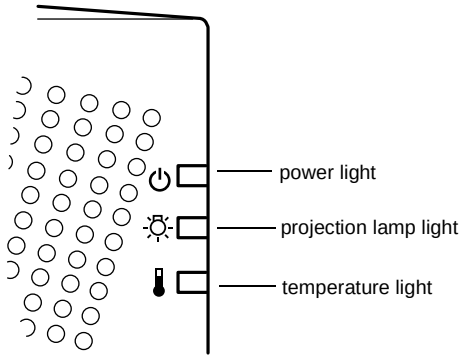
You can use the projector's control panel instead of the remote control to control the projector. However, you can program and access the custom features only when you are using the remote control.

The following table summarizes the functions on the control panel.

Button	Function
Power	Turns the projector lamp on or off.
Source	Switches source from computer to video or vice versa.
Menu	Displays or hides the menu.
Up, down arrows (Sync+/Sync-)	Synchronize the computer's graphic signal. Use these buttons to adjust an overall image that is fuzzy or streaked, or to select menu items during menu operations.
Left, right arrows (tracking-/ tracking+)	Matches the projector's internal clock to various computer graphic signals (tracking adjustment). Use these buttons to adjust an image with vertical fuzzy lines, or to change numeric settings during menu operations.
Enter	Registers a menu selection.
Resize	Resizes the image on the screen to match the resolution of your computer image.
AV/Mute	Turns off/on the audio/video output of the projector, clears all special effects, and displays a black, blue, or user logo screen.
– Volume +	Adjusts the volume.
Help	Displays the Help menu (useful for troubleshooting video or audio related problems).

Projector Status Lights

The lights on top of the projector tell you its operating status.



Caution: A red light warns you if a serious problem occurs.

Power Light

Light status	Meaning
Steady orange	Sleep mode. (The projector is plugged in, but not projecting.)
Steady green	Power and lamp are on.
Flashing green	The projector is warming up. Allow about 30 seconds.
Flashing orange	The projector is cooling down.
Off	The projector is not plugged in, there is an internal projector problem, or power has been cut off.

Projection Lamp Light

Light status	Meaning
Orange and red flashing alternately	The projection lamp needs replacing.
Steady red	The projection lamp has burned out. Replace lamp.
Flashing red	There is a problem with the projector lamp, lamp power supply, lamp fuse, or projector circuit.
Off	Lamp is functioning normally.

Temperature Light

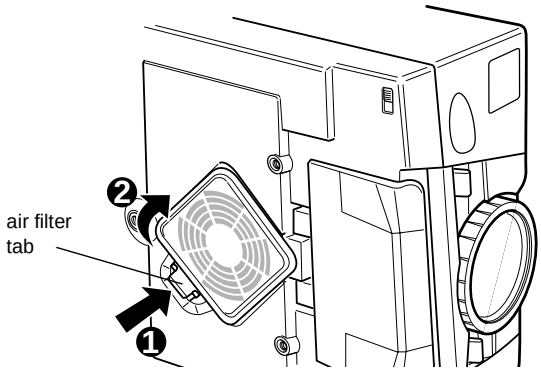
Light status	Meaning
Flashing orange	Projector is too hot.
Steady red	Projector has turned off automatically because of overheating.
Flashing red	There is a problem with the cooling fan or temperature sensor. Call a service representative.
Off	The projector is functioning normally.

Cleaning the Air Filter

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

1. Turn off the projector and unplug the power cable from the electrical outlet.
2. Place the projector on its side with the handle at the top so that the filter is easily accessible.

   Note: Placing the projector in this position keeps dust from getting inside the projector housing.
3. Lift up the tab securing the filter and remove the filter.



4. The air filter is attached to the inside of the filter cover. It is recommended that you use a small vacuum cleaner designed for computers or 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 if the filter is torn, replace the air filter.

   Note: An air filter comes with each replacement lamp.

5. Place the air filter back inside the filter cover.
6. Plug the power cable back into the electrical outlet.

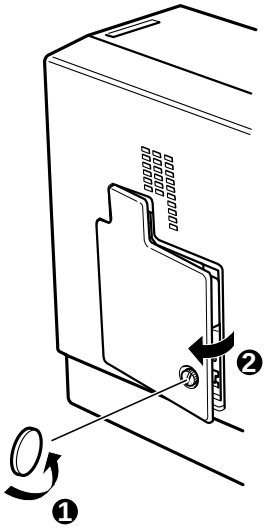
Replacing the Lamp

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

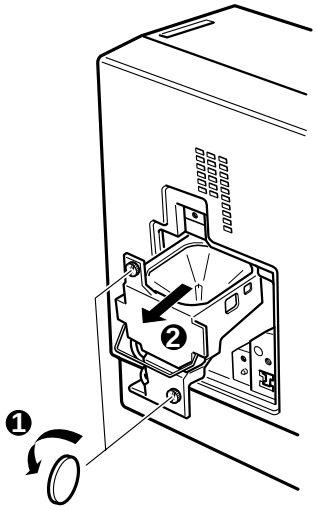
- ❏ The projected image gets darker or starts to deteriorate
- ❏ The projector lamp indicator is red or is flashing orange and red alternately
- ❏ The message LAMP REPLACE appears on the screen when the projector lamp comes on

Warning: Let the lamp cool before replacing it. Also, do not touch the glass portion of the lamp assembly; this can cause premature lamp failure.

1. Turn off the projector and unplug the power cable from the electrical outlet and the projector. Wait at least 20 minutes for the bulb to cool.
2. Place the projector on its side with the handle at the top so the lamp cover is easily accessible.
3. Use a screwdriver, coin, or similar object to loosen the retaining screw on the lamp cover. When the screw is loose, lift off the lamp cover. (You cannot remove this screw from the cover.)



4. Use a screwdriver, coin, or similar object to loosen the two screws holding the lamp unit in position. (You cannot remove these screws.)



Caution: Do not touch the glass portion of the lamp assembly; this can cause premature lamp failure.

5. Lift up the handle and pull out the lamp assembly.
6. Gently insert the new lamp assembly by lowering it into position. Make sure it's inserted securely. Tighten the screws on the new lamp assembly.
7. Replace the lamp cover and tighten the cover screw. (Make sure the lamp cover is securely fastened. The projector will not run if the lamp cover is open.)

Optional Accessories

The following optional accessories are available for the projector. To order, call EPSON Accessories at (800) 873-7766.

Accessory	Part number
Spare lamp and filter	ELPLP06
Soft travel case for projector and laptop	ELPKS13
Hard travel case	ELPKS14
Computer cable	ELPKC02
ELP Link III set for PC (includes software and cables)	ELPSW03
ELP Link III set for Mac (includes software and cables)	ELPSW04
Mac adapter set	ELPAP01
Portable screen	ELPSC06

Information Reference List

Engineering Change Notices

None.

Technical Information Bulletins

None.

Product Support Bulletins

None.

Related Documentation

CPD 8045	EPSON PowerLite 5500C/7500C User's Guide
CPD 7218R1	EPSON PowerLite 5500C/7500C Easy Setup Card
SM-ELP5500C	EPSON PowerLite 5500C Multimedia Projector Service Manual
SM-ELP7500C	EPSON PowerLite 7500C Multimedia Projector Service Manual Addendum
PL-ELP5500C	EPSON PowerLite 5500C Multimedia Projector Parts Price List
PL-ELP7500C	EPSON PowerLite 7500C Multimedia Projector Parts Price List