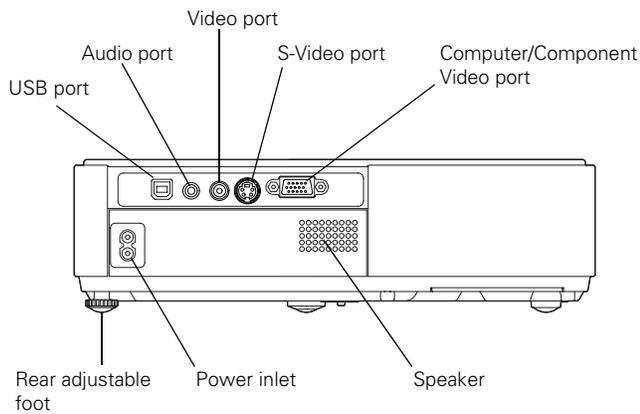
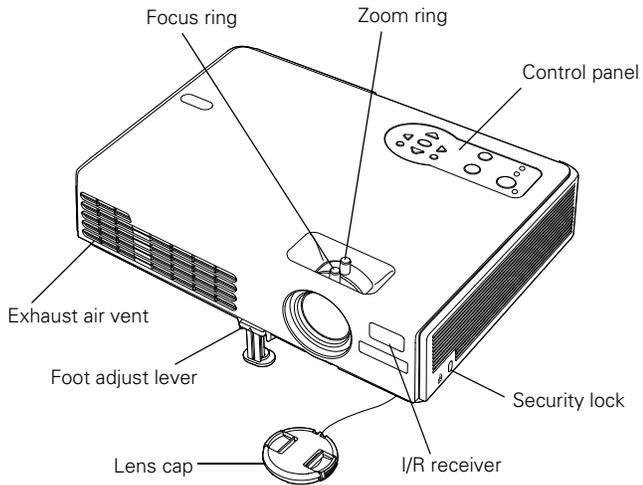


Projector Parts



Specifications

General

Type of display	Poly-silicon TFT active matrix
Resolution (native format)	1024 × 768 pixels (XGA)
Color reproduction	24-bit, 16.8 million colors
Brightness (ANSI)	
PowerLite 750c	2000 lumens (High Brightness mode) 1500 lumens (Low Brightness mode)
PowerLite 760c	2500 lumens (High Brightness mode) 2000 lumens (Low Brightness mode)
Contrast ratio	400:1
Image size	30 to 300 inches (0.8 to 7.6 meters)

Projection distance	3.2 to 39.7 feet (1.0 to 12.1 meters)
Projection methods	Front, rear, upside-down (ceiling mount)
Internal sound system	1 W monaural
Optical aspect ratio	4:3 (horizontal:vertical)
Zoom ratio	1:1.2
Noise level	35 dB in Low Brightness mode; 40 dB in High Brightness mode
Keystone correction	Automatic (manual adjustment capability ±30° vertical keystone correction)
Mouse compatibility	Supports USB (type B)

Projection Lamp

Type	UHE (Ultra High Efficiency)
Power consumption	170 W
Lamp life	High Brightness mode: about 2000 hours Low Brightness mode: about 3000 hours
Part number	V13H010L32

Remote Control

Range	20 feet (6 meters)
Batteries (2)	Alkaline AAA

Dimensions

Height	2.7 inches (70 mm), feet retracted
Width	10.9 inches (276 mm)
Depth	7.6 inches (193 mm)
Weight	3.8 lb (1.7 kg)

Electrical

Rated frequency	50/60 Hz AC
Power supply	100 to 120 VAC, 2.7 A 200 to 240 VAC, 1.1 A
Power consumption	Operating: 240 W Standby: 4 W

Environmental

Temperature	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 and Approvals

United States FCC 47CFR Part15B Class B (DoC)
UL60950 Third Edition

Canada ICES-003 Class B
CSA C22.2 No. 60950

CE Marking Directive 73/23/EEC, 89/336/EEC
IEC 60950 Third Edition
EN 55022, EN 55024



Pixelworks™ DNX™ ICs are used in this projector.

Compatible Video Formats

The projector supports the video display formats listed below:

Mode	Refresh rate (Hz)
NTSC	60
NTSC 4:43	60
PAL	50
N—PAL	50
M—PAL	60
PAL—60	60
SECAM	50
HDTV (720p)	60
HDTV (720p)	50
HDTV (1080i)	60
HDTV (1080i)	50
SDTV (480p)	60
SDTV (480p)	50
TV480i	60
TV480i	50

Compatible Computer Display Formats

To project images from a computer, set the computer's video card at a refresh rate (vertical frequency) compatible with the projector; see the following table for compatible formats. Some images are automatically resized to display in the projector's native format (XGA). The frequencies of some computers may not allow images to display correctly; see your computer's documentation for details.

Mode	Refresh rate (Hz)	Resolution
VGA EGA	70	640 × 350*
VGA—60	60	640 × 480*
VESA—72	72	640 × 480*
VESA—75	75	640 × 480*
VESA—85	85	640 × 480*
SVGA—56	56	800 × 600*
SVGA—60	60	800 × 600*
SVGA—72	72	800 × 600*
SVGA—75	75	800 × 600*
SVGA—85	85	800 × 600*

Mode	Refresh rate (Hz)	Resolution
XGA—60	60	1024 × 768
XGA—70	70	1024 × 768
XGA—75	75	1024 × 768
XGA—85	85	1024 × 768
SXGA1—70	70	1152 × 864*
SXGA1—75	75	1152 × 864*
SXGA1—85	85	1152 × 864*
SXGA2—60	60	1280 × 960*
SXGA2—75	75	1280 × 960*
SXGA2—85	85	1280 × 960*
SXGA3—60	60	1280 × 1024*
SXGA3—75	75	1280 × 1024*
SXGA3—85	85	1280 × 1024*
SXGA+60	60	1400 × 1050*
SXGA+75	75	1400 × 1050*
SXGA+85	85	1400 × 1050*
UXGA—60	60	1600 × 1200*
iMAC VGA	117	640 × 480*
iMAC SVGA	95	800 × 600*
iMAC XGA	75	1024 × 768
MAC13	67	640 × 480*
MAC16	75	832 × 624*
MAC19—60	59	1024 × 768
MAC19	75	1024 × 768
MAC21	75	1152 × 870*

* The image is resized using Epson's SizeWise™ Technology.

Positioning the Projector

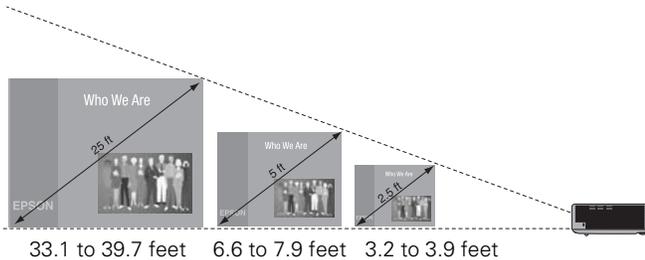
Before connecting the projector, you need to decide where to place it. The location you choose depends on the size of the room and what you are projecting.

- Place the projector on a sturdy, level surface, between 3.2 and 39.7 feet from the screen.
- Make sure there is plenty of space for ventilation around and under the projector. Do not set the projector on top of anything that could block the vents under the projector.
- Make sure the projector is within 6 feet of an 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 the screen squarely. Otherwise, your image will not be rectangular.

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 correctly at the screen and get a rectangular image.

Use the figure below as a guideline to help you determine how far from the screen to place the projector. Image size generally increases with distance, but may vary depending on how you position the zoom ring and whether you have adjusted the image size with other settings.



To calculate exact measurements, use the following formulas:

- ❑ To find the projection distance when you know the screen's diagonal dimension:

$$\text{Wide (inches)} = ((33.696 \times \text{diagonal screen size [inches]}) - 21.717) / 25.4$$

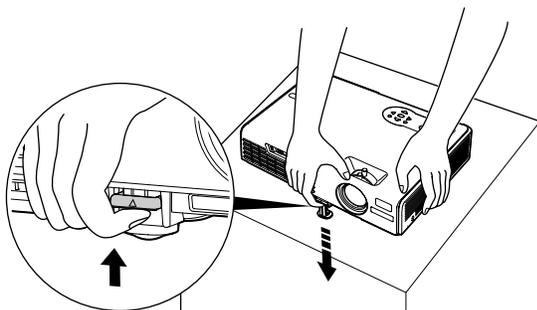
$$\text{Tele (inches)} = ((40.453 \times \text{diagonal screen size [inches]}) - 22.52) / 25.4$$

- ❑ To find how large a screen's diagonal dimension will be when you know the projection distance:

$$\text{Wide (inches)} = (\text{Projection distance [inches]} \times 0.254 + 0.02171) / 0.033696$$

$$\text{Tele (inches)} = (\text{Projection distance [inches]} \times 0.0254 + 0.02252) / 0.040453$$

If you place the projector below the level of the screen, you'll have to tilt it up by extending the front adjustable foot, as shown. This causes the image to lose its rectangular shape, but you can correct the distortion by pressing the keystone buttons on the projector. See page 5 for detailed information about correcting the image shape.



If you place the projector level with the bottom of the screen, the image will be rectangular and you won't have to adjust it. If you place the projector higher than the bottom of the screen, the image will still be rectangular, but you won't be able to fill the whole screen with the image.

Starting Up the Projector

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

If you turn on your connected computer or video equipment before starting the projector, the projector automatically detects and displays the image source. If you turn on the projector first, or have multiple pieces of connected equipment, you may have to select the image source manually. See "Selecting the Image Source" on page 4.

Follow these steps to plug in and turn on the projector:

1. Remove the lens cap.

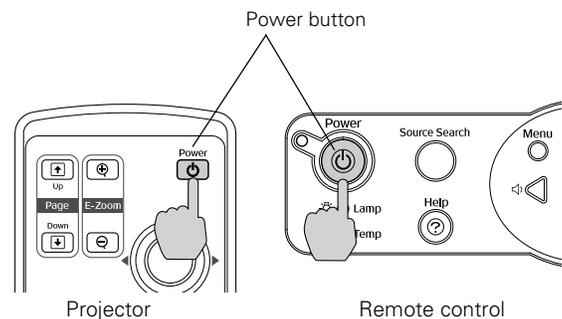
Caution:

Do not use the projector with the lens cap in place. The heat generated by the lamp can damage the cap.

2. Connect one end of the power cord to the projector's power inlet. Then connect the other end to an electrical outlet.

The **Power** light on top of the projector turns orange, indicating that the projector is in standby mode.

3. Press the **Power** button on top of the projector or on the remote control.



The projector beeps once and the **Power** light flashes green as the projector warms up, then an image begins to appear. When the **Power** light stops flashing and remains green, the projector is ready for use.

Warning:

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

- ❑ If you've connected a Windows®-based computer to the projector, you may see a New Hardware Wizard saying your computer has found a plug-and-play monitor; if so, click **Cancel**.
- ❑ If you don't see the image you want, press the **Source Search** button on the projector or the **Search** button on the remote control until you see the image you want to project.
- ❑ If you are prompted to enter a password, see "Starting the Projector with a Password" on page 10.

Note:

You can also use the **Source** buttons on the remote control to switch between devices connected to the ports identified on each button.

What To Do If You See a Blank Screen

If you see a blank screen or the **No Signal** message after turning on your computer or video source, try the following:

- ❑ Make sure the cables are connected correctly.
- ❑ Make sure the **Power** light is green and not flashing and the lens cover is off.
- ❑ If you have connected more than one computer and/or video source, you may need to press the **Source Search** button on the projector or the **Search** button on the remote control repeatedly until you see the image you want to project. See "Selecting the Image Source" in the next column for more information.

If you're using a Windows computer:

- ❑ Hold down the **Fn** key and press the function key that lets you display on an external monitor. It may have an icon such as  or it may be labelled **CRT/LCD**. Allow a few seconds for the projector to sync up after pressing it. Check your computer'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.

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

If you're using a Macintosh® with OS X:

You may need to set up your system to display on the projector screen as well as the LCD screen. Make sure your computer is connected to the projector, then follow these steps:

1. From the **Apple** menu, select **System Preferences**, then click **Displays**.
2. Select **VGA Display** or **Color LCD**, click **Arrange** or **Arrangement**, and make sure **Mirror Displays** is checked.

If you're using a Macintosh with OS 8.6 to 9.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. From the **Apple** menu, select **Control Panels**, then click **Monitors** or **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, try selecting one of the **Simulscan** resolution settings. Click the **Monitor** icon, if necessary, and then select a **Simulscan** resolution. (Allow a few seconds for the projector to sync up after making the selection.)

Selecting the Image Source

If multiple devices are connected to the projector, the easiest way to select the image source is to press the **Search** button on the remote control or the **Source Search** button on the projector until the correct image is projected.

You can also press one of the following buttons on the remote control:

- ❑ **Computer** to select the device connected to the projector's **Computer/Component Video** port.
- ❑ **S-Video** to select the device connected to the **S-Video** port.
- ❑ **Video** to select the device connected to the **Video** port.

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

Note:

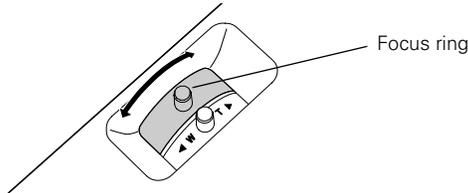
The *PowerLite 750c/760c* does not support the **EasyMP** button.

Adjusting the Image

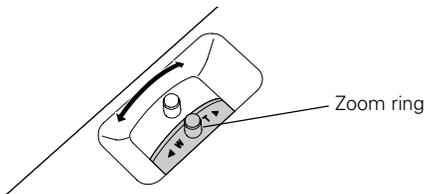
Once you see your image, you may need to make certain adjustments, as described in this section.

Focusing and Zooming Your Image

Rotate the focus ring to sharpen the image.



Rotate the zoom ring to reduce or enlarge the image.

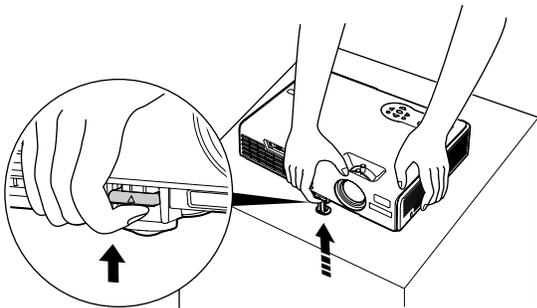


You can also change the image size by moving the projector closer to or farther away from the screen. You can use the E-Zoom buttons on the remote control to zoom in on a portion of the image. See “Zooming Your Image” on page 7 for instructions.

Adjusting the Height of Your Image

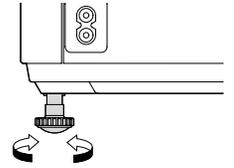
If the image is too low, you can raise it by extending the projector’s adjustable front foot.

1. Stand behind the projector. Press up on the blue foot release lever and lift the front of the projector to extend the foot.



2. Once the image is positioned where you want it, release the lever to lock the foot in position.

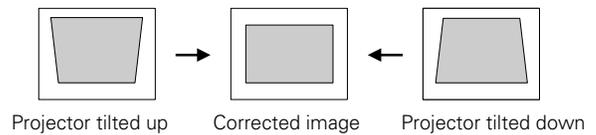
3. If the projector isn't level, rotate the back foot on the back of the projector.



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

Adjusting the Image Shape

In most cases, you can maintain a square or rectangular image by placing the projector directly in front of the center of the screen with the base of the lens level with the bottom of the screen. Even if the projector is slightly tilted (within a range of 30° up or down), the projector has an automatic keystone correction function that detects and corrects vertical keystone distortion.



It takes about one second after projection starts for the image to be corrected. During this time, a vertical keystone correction gauge appears on the screen. If your image is still distorted, you can correct it using the Keystone buttons on the projector’s control panel or the projector’s Setting menu.

Note:

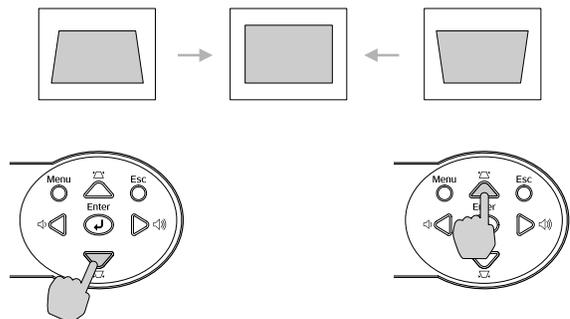
If you manually adjust the keystone setting, the image retains the corrected shape unless you move the projector up or down; then the auto keystone function will readjust the image again.

The automatic keystone function is disabled if you are projecting in ceiling or rear projection mode.

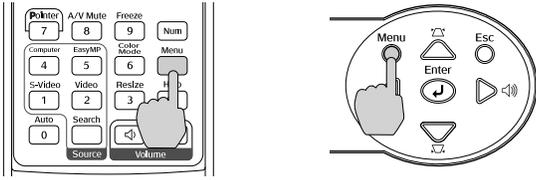
Using Keystone Correction

To adjust your image when it is wider on the top or bottom, do the following:

- Press one of the two triangular buttons on the projector’s control panel, as shown below. Continue pressing the button until you are satisfied with the shape of the image.



- Or press the **Menu** button, select the **Setting** menu, and press **Enter**.



From the Setting menu, select **Keystone** and press **Enter**. Use the pointer button on the remote control to adjust the keystone setting as needed. The keystone setting is adjustable from -65 to +65. These numbers represent a range of -30° to +30° of angle change; adjustments are made in steps of 0.5°.

Note:
The image will be slightly smaller after adjusting.

Adjusting the Brightness

The brightness of an image depends on the source you are projecting and the amount of light in the room. If the image is too bright or not bright enough, do one of the following:

- Change the **Brightness** setting in the Image menu.
- Select **Low** or **High** for the **Brightness Control** option in the Setting menu. Low Brightness mode extends the life of the lamp and decreases the fan noise.

Adjusting the Color Mode

You may want to adjust the Color Mode option to select a setting that is appropriate for the image you're projecting and the environment in which you're projecting it.

The following table lists the available color modes.

Color mode	Description
sRGB	For matching the color palette of standard sRGB computer displays.
Dynamic	For increased brightness in bright rooms (the default for non-computer display).
Presentation	For computer presentations (the default when projecting from a computer with analog video).
Theatre	For optimizing movie images with increased contrast.
Living Room	For increased brightness when playing video games or watching TV in a bright room.
Blackboard	For projecting accurate colors on a green chalkboard (adjusts the white point).

To change the color mode, press the **Color Mode** button on the remote control until you see the mode you want. The currently selected setting appears in the upper right corner of the screen. You can also use the projector menu system to select the Color Mode setting in the Image menu.

Correcting Computer Images

If you've connected a computer and the image doesn't look right, or it doesn't fit properly on the screen, press the **Auto** button on the remote control or the **Enter** button on the projector. This automatically resets the projector's tracking, sync, resolution, and position settings.

Note:
You must be projecting an image for this button to have any effect. Additionally, if the **Auto Setup** option in the **Signal** menu is set to **OFF**, the **Auto** function will not work.

If the **Auto** button doesn't correct the problem, you may need to adjust the tracking or sync using the projector's **Signal** menu.

Sleep Mode

When 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. If you are done using the projector, unplug the power cord. If you want to start projecting again, press the **Power** button.

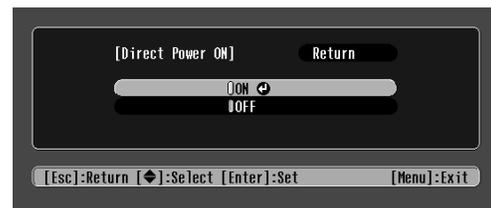
You can enable sleep mode in the **Extended** menu under **Operation**.

Using Direct Power On

The **Direct Power On** function enables faster setup. The projector will start up automatically when you plug it in; you won't have to press the **Power** button.

Follow these steps to enable **Direct Power On**:

- Press the **Menu** button on the remote control and select the **Extended** menu.
- Choose **Operation** and press **Enter**.
- Choose **Direct Power On** and press **Enter**.



4. Highlight ON and press Enter.
5. Press Esc or Menu to exit.

The setting will take effect the next time you plug in the projector.

Note:

When Direct Power On is enabled, shut down the projector as you normally would. Follow the instructions in the next section. (The projector will start automatically when power is restored after a power failure if it is plugged in.)

Shutting Down the Projector

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

1. Turn off any equipment plugged into the projector.
2. To turn off the projector, press the  Power button on the projector or remote control. You see a confirmation message. (If you don't want to turn it off, press any other button.)
3. Press the  Power button again. The Power light flashes orange as the projector cools down. When the projector beeps twice, it's safe to unplug it.

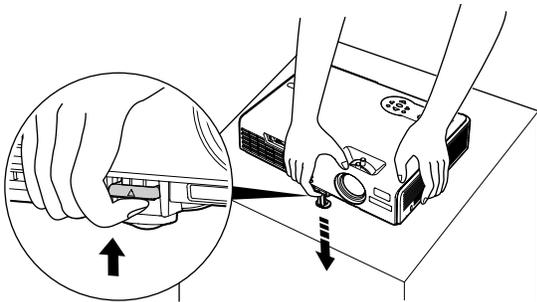
(If the projector is mounted on the ceiling, it takes 10 seconds to cool down before you can unplug the power cord.)

Caution:

Never unplug the projector when the Power light is green or flashing orange.

To turn the projector on again, wait until the Power light stops flashing. Then press the  Power button.

4. Press up on the blue foot release lever and lower the projector to retract the front adjustable foot, as shown.



5. Replace the lens cap.

Using the Remote Control

When using the remote control, stand within 20 feet of the projector. Point the remote control either at the projector or at the screen (the projector's front sensor can detect signals bounced off the screen). Press the button for the function you want to use.

Turning Off the Picture and Sound

You can use the A/V Mute button on the remote control to turn off the image and sound. This is useful if you want to temporarily re-direct your audience's attention.

- To turn off the picture and sound, press the A/V Mute button. The screen turns blue (or black or displays a user-defined image).
- To turn the image and sound back on, press the A/V Mute button again.

You can create an image, such as a company logo or a picture, to display on the screen whenever you press the A/V Mute button. See the *User's Guide* for more information.

Stopping Action

Press the Freeze button to stop the action in your video or computer image and keep the current image on the screen.

Note:

This function pauses the image, but not the sound. Also, because the source continues to transmit signals, you won't resume the action from the point you stopped it.

To restart the action, press the Freeze button again.

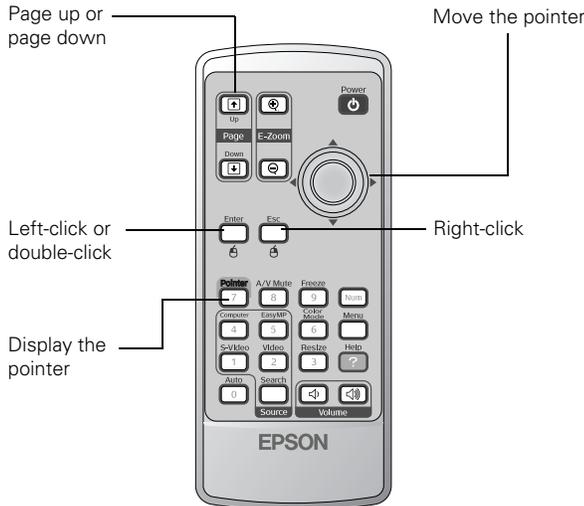
Zooming Your Image

Follow these steps to zoom in on a portion of the image:

1. Press the E-Zoom  button on the remote control. You see a crosshair indicating the center of the zoom-in area.
2. Use the  pointer button to position the crosshair in the area you want to enlarge.
3. Continue pressing the E-Zoom  button to enlarge the selected area up to 4 times.
4. While the image is enlarged, you can:
 - Use the  pointer button to move around the screen.
 - Press the E-Zoom  button to zoom out.
5. When you're done, press the Esc button to return the image to its original size.

Using the Remote Control as a Wireless Mouse

When you use the remote control as a wireless mouse, you can control your computer or click through slide show-style presentations (such as Microsoft® PowerPoint®) from up to 20 feet away. Make sure you have connected the USB mouse cable between the projector and your computer.



- To advance slides in a PowerPoint presentation in Slide Show mode, press the **Page Up** or **Enter** button on the remote control. Press the **Page Down** or **Esc** button to go back a slide.
- To display the mouse pointer, press the **Pointer** button.
- To move the pointer on the screen, aim the remote at the screen and use the pointer button.
- To click (or left-click), press the **Enter** button.
- To right-click, press the **Esc** button.
- To double-click, press the **Enter** button twice.
- To click and drag, press and hold the **Enter** button and use the pointer button to move the pointer, then release the **Enter** button.

Replacing the Batteries

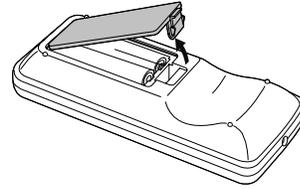
Caution:

When replacing batteries, take the following precautions:

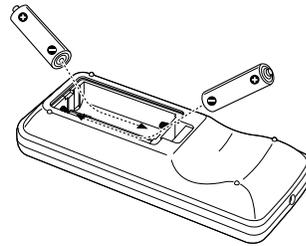
- Replace the batteries as soon as they run out. If a battery leaks, wipe away battery fluid with a soft cloth. If fluid gets on your hands, wash them immediately.
- Do not expose batteries to heat or flame.
- Dispose of used batteries according to local regulations.
- Remove the batteries if you won't be using the projector for a long time.

Follow these steps to replace the AAA alkaline batteries:

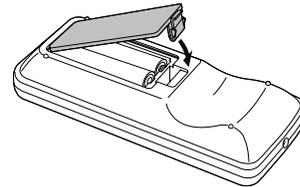
1. Turn the remote control over.
2. Press down on the tab on the battery cover as you lift the cover off.



3. Remove the old batteries, then insert the new ones as shown.



4. Replace the battery cover. (It should snap into place.)



Using the Projector Security Features

To prevent unauthorized use of the projector, you can do the following:

- Assign a password; this can be disabled for a set period if you want to loan the projector to someone.
- Create an identifying user logo that is displayed at startup and/or when the **A/V Mute** button is pressed. (See the *User's Guide* for instructions.)
- Disable the projector's buttons; this is useful, for example, if you're projecting in a classroom and you want to ensure that no one touches the projector's buttons while you're using the remote control. See page 10 for instructions.

If you assign a password for the projector, a screen appears requesting the password whenever you plug in and turn on the projector. If you enter the password incorrectly three times in succession, the projector's operation is locked. Disconnect the projector and reconnect it. If you enter the incorrect password 30 times in a row, the projector is locked and remains locked until an authorized Epson servicer can unlock it.

If you create a user's logo for the projector, you can set up the logo so it is displayed as the startup screen and/or AV/Mute screen. Unauthorized users cannot turn it off or change it. This feature is intended to discourage theft and provides a way to identify the projector should it be stolen.

Additionally, to make sure a borrowed projector is returned, you can temporarily disable the password for a set period of time. When that time has elapsed, the password function is reactivated and you must enter the password before you can use the projector.

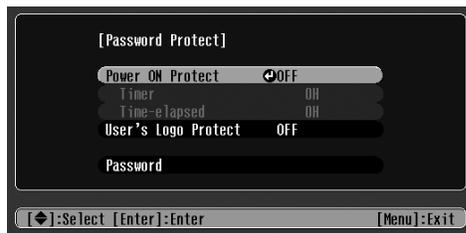
Note:

If you should happen to enable the password before you set one, and you see the prompt to enter the password, enter the default password 0000 to proceed.

If you lose the remote control, you will not be able to enter the password; so keep the remote control in a safe place at all times.

Setting a Password

1. Press the **Freeze** button on the remote control for about 5 seconds, until you see the Password Protect menu:



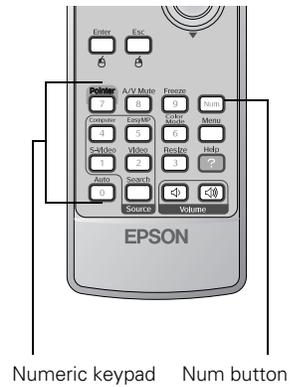
If a password has already been set, you see the Password Protect Release screen. See "Starting the Projector with a Password" on page 10.

2. Set **Power ON Protect** to **ON** and press **Enter**.
3. Press **Esc**.
4. Select **Password** and press **Enter**. You see the message **Change the password?**
5. Select **Yes** and press **Enter**.
6. Hold down the **Num** button on the remote control and use the numeric keypad to enter a 4-digit password.

The password will be displayed as ****. After you enter the last digit, a confirmation screen appears. Enter the password again.

7. After you finish setting the password, press the **Esc** button to return to the Password Protect menu.

Make a note of the password and keep it in a safe place in case you forget it.



Turning On the Password and User's Logo

To enable the password and User's Logo, follow these steps:

1. Press the **Freeze** button on the remote control for about 5 seconds until you see the Password Protect menu.
2. Select **Power ON Protect** and press **Enter**.
3. Select **ON** and press **Esc**.

After turning on this feature, you have to unplug the projector (not just turn it off) in order to activate it. The password prompt appears only after plugging in the projector and turning it on.

4. If you want to disable the password temporarily so someone can use the projector without entering the password, select **Timer** and press **Enter**. Then hold down the **Num** button while you use the numeric keypad to enter the number of hours (from 0 to 9999) you want the password feature disabled. If you want the projector to request the password every time it is turned on, set the timer to **0H**.

The timer starts counting as soon as you close the Password Protect menu. (You can check the elapsed time in this menu next to **Time elapsed**.)

When the period defined in the **Time-elapsed** setting has passed, and the password is entered correctly, the elapsed time is reset to **0H** and the timer starts again. Remember to disable or change this setting when you're finished using it.

5. To enable your **User's Logo**, select **User's Logo Protect** and press **Enter**. Then select **ON** and press **Enter**.

When this feature is on, the logo appears whenever the projector is turned on (if the **Startup Screen** is enabled in the **Extended** menu) and as the **A/V Mute** screen (if you selected **Logo** as the **Background Color** in the **Extended** menu).

Note:

None of the User's Logo features can be changed when the User's Logo Protect function is enabled.

6. Press **Menu** to close the Password Protect menu.

Starting the Projector with a Password

Note:

You must unplug the projector and then plug it back in to enable password protection.

When the password function is enabled, you see this screen when you plug in and turn on the projector:



Hold down the Num button on the remote control as you use the numeric keypad to enter the password. Once you enter the password correctly, the screen closes, and projection begins.

If the password is not correct, you see the message **Wrong password. Please try again.** If you enter an incorrect password three times in succession, you see the message **The projector's operation will be locked. Request code xxxxx** and the projector switches to standby mode for approximately 5 minutes. Write down the request code. Then disconnect the projector's power cord from the electrical outlet, reconnect it, and turn the projector back on. When you see the Password Protect Release screen, enter the correct password.

If you have forgotten the password, contact Epson for assistance and give them the request code number that appears in the Password Protect Release screen.

If you enter an incorrect password 30 times in a row, the projector remains locked and you must contact an authorized Epson servicer to unlock it.

Disabling the Projector's Buttons

When you enable the Operation Lock function, all the projector's buttons are disabled except the **Power** button.

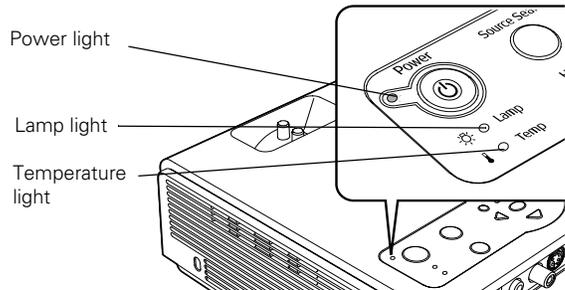
1. Press the **Menu** button.
2. Select the **Setting** menu and press **Enter**.
3. Select **Operation Lock** and press **Enter**.
4. Select **ON** and press **Enter**. Then select **Yes** and press **Enter** to confirm the setting.
5. Press the **Menu** button to exit the menu system.

Note:

You can cancel Operation Lock by pressing the projector's **Enter** button for 7 seconds.

Projector Status Lights

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



Light	Status	Description
	Orange	The projector is in standby mode. You can unplug it 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 is cooling down. You can't turn it back on (and you should not unplug it) until the light stops flashing and remains orange.
	Red	There is a problem with the projector. Check the other two lights and the information in this table to diagnose the problem.
	Flashing red	There is a problem with the fan or temperature sensor. Stop using the projector, disconnect the power cable, and contact Epson.
	Flashing orange	Rapid cooling is in progress. Although this is not an abnormal condition, projection will stop automatically if the temperature rises higher. Make sure there is plenty of space around and under the projector for ventilation, and that the air filters and vents are clear.

Light	Status	Description
	Red	The projector is overheating, which turns the lamp off automatically. Wait until the cooling fan stops, then unplug the power cord. Plug the power cord back in and press the  Power button. Make sure the room temperature is not above 95 °F (35 °C), and there is plenty of space around and under the projector for ventilation. The air filters may be clogged. Clean or replace them as described in the next column. If the projector continues to overheat after you clean the air filter, the problem may be caused by damage to the cooling fan or temperature sensor. Contact Epson for help.
	Flashing orange	It's time to replace the lamp. (See page 12.) If you continue to use the lamp after the replacement warning, there is an increased possibility that the lamp may break.
	Flashing red	The lamp may be burnt out. First make sure the lamp cover is securely installed. If that's not the problem, let the lamp cool, remove the lamp, and replace it as described on page 12. If this does not resolve the problem, contact Epson.
	Flashing red	Power is cut off because of an internal problem. Unplug the power cord and contact Epson for help.

Warning:
Except as specifically explained in the User's Guide, do not attempt to service this product yourself.

Cleaning the Lens

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

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

Caution:
Do not use glass cleaner to clean the lens and do not spray liquid of any kind directly on the lens. Spray the cleaner on a soft cloth and then gently wipe the lens with the cloth.

Cleaning the Projector Case

Turn off the projector and unplug the power cord before you clean the case.

To remove dirt or dust, wipe the case with a soft, dry, lint-free cloth.

To remove stubborn dirt or stains, wipe the case with a soft cloth moistened with a mild detergent.

Caution:

Do not use wax, alcohol, benzene, paint thinner, or other chemical detergents. These can damage the case. Do not spray cleaner directly on the projector.

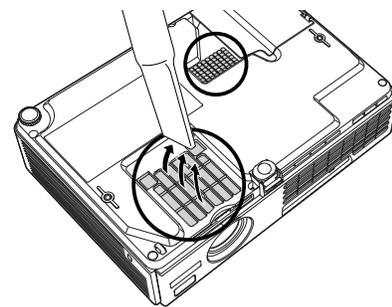
Cleaning and Replacing the Air Filter

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

Follow these steps:

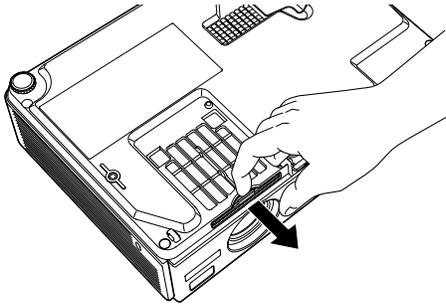
1. Turn off the projector, allow it to cool down, and unplug the power cord.
2. Turn the projector upside down.

Use a small vacuum cleaner designed for computers and other office equipment. If you don't have one, use a very soft brush (such as an artist's paintbrush).



If dirt is difficult to remove or the filter is torn, replace it. The air filter set (part number V13H134A08) contains two filters. See page 13 for ordering information.

3. If you need to replace the filter, slide it off as shown.



4. Slide the new air filter until it clicks in place.

Replacing the Lamp

The projection lamp typically lasts for about 2000 hours of use (in High Brightness mode) or 3000 hours (in Low Brightness mode). It is time to replace the lamp when:

- ❑ The projected image gets darker or starts to deteriorate.
- ❑ The message **Replace the Lamp** appears on the screen when the lamp comes on and the  warning light flashes orange. To maintain brightness and image quality, replace the lamp as soon as possible.
- ❑ The lamp  warning light flashes red (the lamp is burnt out).

You can check how many hours the lamp has been used in the Info menu.

Note:

Turn the projector off when not in use. Continuous use may reduce the life of the product.

See page 13 for ordering information and request part number V13H010L32.

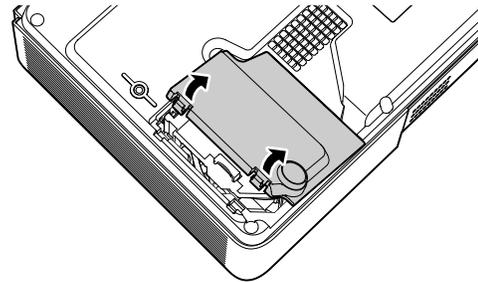
Follow these steps to replace the lamp:

1. Turn off the projector.
2. When the Power light stops flashing, unplug the power cord.
3. If the projector has been on, allow it to cool down for at least an hour (or until the lamp is cool).

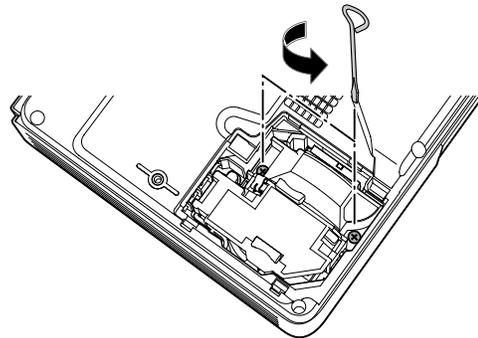
Warning:

Let the lamp cool before replacing it. In the unlikely event that the lamp has broken, small glass fragments may be present and should be removed carefully to avoid injury.

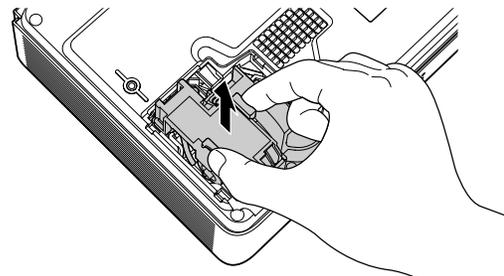
4. Turn the projector over. Press in on the tabs and lift up the lamp cover.



5. Loosen the two screws holding the lamp in place (you don't need to remove them).



6. Hold the lamp as shown and pull it straight out.



7. Gently insert the new lamp. (If it doesn't fit easily, make sure it is facing the right way.)

Warning:

 *The lamp(s) in this product contain mercury. Please consult your state and local regulations regarding proper disposal or recycling. Do not place in the trash.*

Caution:

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

8. Once the lamp is fully inserted, tighten its screws.
9. Insert the two cover tabs, then press down on the cover until it snaps into place.
10. Reset the lamp timer as described in the next section.

Resetting the Lamp Timer

You must reset the lamp timer after replacing the lamp to clear the Replace the Lamp message.

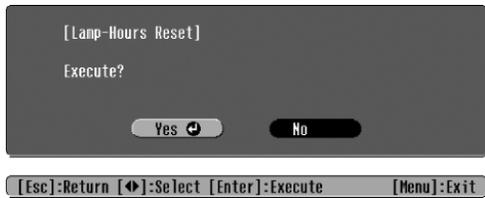
Note:

Do not reset the lamp timer if you have not replaced the lamp. If you do, the Lamp Hours will not accurately reflect the number of hours that the lamp has been used.

1. Connect the power cable and turn on the projector.
2. Press the Menu button on the remote control and select the Reset menu. Then press Enter. You see this screen:



3. Select Lamp-Hours Reset and press Enter. You see this prompt:



4. Select Yes and press Enter.
5. Press Esc to return to the Reset menu or the Menu button to exit the menu system.

Optional Accessories

Epson provides the following optional accessories for the projectors.

Product	Part number
Replacement lamp	V13H010L32
Air filter set (includes 2 filters)	V13H134A08
Samsonite® wheeled soft case	ELPKS35-S
ATA molded hard-shell carrying case	ELPKS42
Notebook/projector soft shoulder bag	ELPKS43
Component video cable (VGA-to-RCA)	ELPKC19
S-Video cable	ELPSV01
Macintosh adapter set	ELPAP01
Distribution amplifier	ELPDA01
50-inch portable screen	ELPSC06
60-inch portable pop-up screen	ELPSC07
80-inch portable pop-up screen	ELPSC08
83.6-inch hanging pull-down screen	ELPSC09
High resolution document imager	V12H162020
Kensington® security lock	ELPSL01
Universal ceiling mount	ELPMBUNI
False ceiling plate	ELPMBFCP
Security bracket/cabling for gyro lock mounts	ELPMBSEC
Adjustable ceiling channel	ELPMBACC

You can purchase these accessories from an Epson authorized reseller. For product information and to find the nearest reseller, please call (800) GO-EPSON (800-463-7766). To purchase online, visit www.epsonstore.com (U.S. sales only). In Canada, please call 800-463-7766 for reseller referral.

Related Documentation

- CPD-20247 *Epson PowerLite 750c/760c User's Guide*
- CPD-20249 *Epson PowerLite 750c/760c Quick Setup*